

# BRITISH IN ITALY

## OFFICIAL BRIEFING

MID-WAR INTELLIGENCE BRIEFING FOR BRITISH AND  
COMMONWEALTH FORCES IN ITALY  
JUN 1943 TO DEC 1943

SEVEN MID-WAR INTELLIGENCE BRIEFINGS FROM ITALY



*By Phil Yates*

UPDATED ON  
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**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME

**UNDER  
REVIEW**







# BRIGADIER PETER YOUNG

In 1939 Peter Young was commissioned into the Bedfordshire and Hertfordshire Regiment, with which he went to France in 1940. He joined No. 3 Commando when it was founded and soon became a Captain. His troops took part in raids on the Channel Island of Guernsey, and Lofoten and Vaagso in Norway during 1941. It was during the later raid that he won his first Military Cross (MC). After a period on the staff at Combined Operations HQ, he became second-in-command of No. 3 Commando under Colonel John Dunford-Slater.

In the Dieppe raid of August 19, 1942, Major Young now carrying a US Garand rifle, found himself ashore with only 18 commandos. Despite this, he managed to take his force up the cliffs on a network of barbed wire which, as he put it, 'an over-conscientious German officer had inadvertently provided for them to walk on'. Young was the only Commando officer to reach his objective and bring back all his men. At one point, when they were approaching enemy machine-guns through a cornfield, he encouraged his soldiers by telling them not to worry about bullets as standing corn made effective protection! He was awarded a Distinguished Service Order (DSO) for his part in this raid.

No. 3 Commando's next major battle was Operation Husky, the assault on Sicily. There, due to an inexperienced flotilla commander, his force was landed on the wrong beach behind the infantry it was supposed to lead ashore! Dunford-Slater offered the frustrated Major Young a new challenge to get his teeth into, a fierce action against a fortified farm near Cassibile, taken at the cost of one casualty.

Young's next battle was a raid to secure the Ponte dei Malati bridge ahead of 50<sup>th</sup> (Northumbrian) Division's advance. This time the landing went according to plan, and the commandos seized the bridge. However, when dawn arrived without any sign of the infantry and increasing pressure from German mobile reserves, the lightly-equipped commandos removed the bridge demolitions and withdrew. Major Young went back to rescue a number of wounded commandos for which he received a bar to his MC.

On August 1, 1943, Young was promoted to Lieutenant Colonel and given command of No. 3 Commando. He led it through raids in Italy, receiving a second Bar to his MC in the process. He missed the opening of the battle of Termoli (No. 3 Commandos biggest battle to date) being sick at the time, but arrived before the end of the battle.

He led No. 3 Commando in the D-Day landings in Normandy, before taking over a brigade in Burma for the rest of the war.

After the war Brigadier Young was a leading figure in British wargaming, writing *Charge! Or How To Play Wargames*, one of the first books on wargaming.



## CHARACTERISTICS

Peter Young is a Commando Rifle team, a Warrior and a Higher Command team rated as **Fearless Veteran**.

Young is armed with an M1 Garand rifle. He has a Range of 16"/40cm, ROF 1 with no penalty for moving, an Anti-tank rating of 2, and a Firepower rating of 6.

He can join any Commando force for +65 points

## SPECIAL RULES

**MC and Double Bar:** No one wins three Military Crosses without being calm in the heat of battle.

*Young and any Commando Combat platoon he is currently leading pass all Motivation Tests on a roll of 2+ instead of their normal roll.*

**Contrary:** When faced with the 'impassable' cliff at Dieppe, Young privately agreed that it was, but with a surly growl he tackled it anyway, making it up to his and everyone else's surprise.

*Young and any Commando Combat platoon he is currently leading may re-roll any failed Skill Test to cross Impassable Terrain using the Mind and Heart rule.*

**Cornfields Stop Bullets:** To inspire his men's confidence under fire, Young told them that 15 feet of standing corn would stop a bullet. He may well have been right as none were hit. Either way, his men learned to make excellent use of any cover they could find.

*Young and any Commando Combat platoon he is currently leading can be Gone to Ground when shooting, as long as they are Concealed and did not move.*

**Unharmd:** Brigadier Young survived five years of war without taking a serious wound.

*When rolling to destroy Brigadier Young using the Warrior Casualties rule (see page 78 of the rulebook), The opposing player needs to roll a 5+ to Destroy him.*



# BRITISH EMPIRE FORCES

The British Empire fought in three distinct areas of the Mediterranean during 1942 and 1943: Africa, Tunisia and Italy. Each area had quite different forces and equipment. The British section of this book is divided into three parts, one for each area. Your entire force must be chosen from the same part, either Africa, Tunisia, or Italy, unless otherwise specified.

Africa covers the Eighth Army's battles in Egypt, Libya, and southern Tunisia from Gazala in the middle of 1942, through the battles at El Alamein and the pursuit through Libya into southern Tunisia in early 1943. The Eighth Army contained an eclectic mix of veteran troops from throughout the Empire and less experienced British formations.

Tunisia covers the First Army's battles during the Operation Torch landings in late 1942, the subsequent fighting in western Tunisia, and the battles leading to the capture of Tunis in May 1943. The First Army had British units fresh from home with the latest equipment fighting alongside the first of the American units to face Germany.

Italy covers the Fifth and Eighth Armies' battles in Sicily and southern Italy from mid 1943 until the end of the year. This was largely a British and American affair. The troops were mostly veterans from Africa and Tunisia, ably reinforced by the Canadians. By this stage British tanks have given way to Lend-lease American models.



## ALL OF THE COUNTRIES OF THE EMPIRE

The countries that fought in Africa, Tunisia and Italy in 1942 and 1943 sent whole divisions or even corps. As a result the soldiers of these forces fought alongside their countrymen, supported by their countrymen. However, most of the countries could not provide all the support their forces needed. British forces from the First and Eighth Armies took up the slack and made up the shortfall. Your entire force must be chosen from the same country wherever possible.



All the units in your force must have the same country's symbol, unless otherwise noted. Where a platoon is not available with the same symbol, you may take a platoon from the Eighth Army (🛡️) instead.

Platoon entries in this section have multiple columns if they are available in the armies of more than one country. Each column shows the name and symbol of the country and the points values for a platoon from that country. If any of the points values in the column are listed as '-', that combination of equipment is not available for this country. If the platoon is not available to that country, it may be taken from the First or Eighth Army as appropriate instead.

### PLATOON

HQ Section with:

3 Rifle Squads  
2 Rifle Squads  
Add Light Mortar team  
Add PIAT team

🛡️ 8<sup>TH</sup> ARMY

145 points  
105 points  
+20 points  
+25 points

👑 GUARDS

155 points  
115 points  
+20 points  
+25 points

🇨🇦 CANADIAN

120 points  
90 points  
+15 points  
+20 points

🇮🇳 INDIAN

135 points  
95 points  
+20 points  
+25 points

🇳🇿 NEW ZEALAND

155 points  
115 points  
+20 points  
+25 points

### OPTIONS

🔪 Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.

🇳🇿 Make all New Zealand Rifle Platoons into Maori Rifle Platoons for +10 points per platoon.

When you add a platoon to your force, you must take the platoon of that type from your force's country, unless that country does not have platoons of that type. Some countries have variations such as Gurkhas (🔪) for Indians or Maori (🇳🇿) for New Zealanders in this Rifle Platoon on page 19. If you choose a variation, all of your Combat Platoons must have the same variation.

## PLATOON RATINGS



The different countries fighting in Africa, Tunisia and Italy had very different backgrounds and levels of experience. Each country has its own special rules and Motivation and Skill ratings to reflect this. A force from one of the colonies is likely to have British troops in support, and may even

have troops from another colony supporting it as well. Each platoon retains its normal rating when supporting another company, so for example, a New Zealand Rifle Company rated as Confident Veteran can have Confident Trained Heavy Armoured Platoons from the Eighth Army in support.



## COUNTRY-SPECIFIC OPTIONS

In most cases the Empire's armies followed the standard British structure, and were supported by their own troops or those of the British. However some armies had oddities in their organisation or received support from unusual places, shown by the country symbol to the left of the option.

The diagram demonstrates this for a Rifle Company in Italy (see page 194). While any country can field their own Armoured Platoons as usual, the Eighth Army () can also field Canadian Armoured Platoons and the Indians () can field either Canadian or New Zealand Armoured Platoons.

ARMOUR	
	Armoured Platoon 189
	 Armoured Platoon (Canadian) 189
	 Armoured Platoon (Canadian or New Zealand) 189

*Although they are in many cases the armies of independent countries, all of the armies of the British Empire are subordinated to and integrated with the British Army. As such all units from the British Empire count as coming from the same country and are **not** allies for the purposes of the Allied Platoons rules on page 70 of the rulebook.*

## EIGHTH ARMY

When the Second World War began, Egypt seemed an unlikely battlefield, that was until Mussolini's ambition led to the ill-fated Italian invasion. The Western Desert Force that defeated him grew into the Eighth Army as it faced the German *Afrikkakorps* under General Rommel.

The Eighth Army always had a high proportion of colonial divisions with considerable battle experience by 1942.

At Gazala in June 1942 the Eighth Army was mishandled by its own generals and roughly treated by Rommel. All of the divisions that got away lost a brigade in battle except the 1<sup>st</sup> South African Division which made a daring escape in the north. The retreat to the Alamein line cost the army the 2<sup>nd</sup> South African Division and the 10<sup>th</sup> Indian Division, and very nearly the 2<sup>nd</sup> New Zealand Division as well.

The Alamein battles of the second half of 1942 showed the mettle of the colonial troops and the new British divisions quickly learned to handle themselves in battle under the careful eye of their new commander, General Montgomery.

By the time the Eighth Army reached the Tunisian border in February 1943, it was a tough fighting machine that beat the best the Germans and Italians could field in every battle it undertook. Fighting alongside the First Army they forced the surrender of all German and Italian troops in Africa.

July 1943 saw the best of the Eighth Army invading Sicily alongside General Patton's Seventh Army. After a victorious campaign, the veteran Eighth Army invaded Italy.

*Eighth Army forces use all of the British special rules on pages 246 to 248 of the rulebook. They do not have any additional special rules.*

## SCOTTISH

Scottish regiments no longer wear their kilts on active service, however they still have their bagpipes. Although the use of bagpipes on the field of battle was banned between the wars, numerous pipers ignored orders and piped the attack home often wearing their kilt.

*Scottish forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Bagpipes special rule.*

### BAGPIPES

Bagpipers have piped Scottish regiments into battle for centuries. The tales of pipers walking through a hail of fire, pipes wailing, abound. Even the death of the officer they are accompanying will not stop them.

*If a 2iC Command team with a Bagpiper is Destroyed by enemy shooting, the enemy rolls to Destroy the 2iC Command team using the Warrior Infantry Team Casualties rule on page 106 of the rulebook. However, instead of requiring a 4+ to Destroy the 2iC Command team, the enemy player needs to roll a 5+ to Destroy the team.*

*Any hits on the 2iC Command team do not count towards Pinning Down the platoon or making it Fall Back from Defensive Fire.*



## IRISH

Conscription was never introduced into Northern Ireland and Britain couldn't conscript Irishmen from the Irish Free State (Eire)—so the Irish regiments were largely volunteers from all over Ireland.

As well as having the strong esprit de corps typical of volunteer units, the 'Fighting Irish' loved a good brawl. This fighting spirit quickly gained them a reputation as close-in fighters.

*Irish forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own Fighting Irish special rule.*

### FIGHTING IRISH

The Irish love a good fight and don't take the enemy's attempts to hold them at bay well. No matter how heavy the fire, the Irish will follow their motto 'Faugh a Ballagh' (Clear the Way) and find a way to get into the fight.

*Irish Platoons do not use the British Bulldog special rule. Instead, any Irish Platoon that is Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down.*

## GUARDS

The five Regiments of Foot Guards are the most prestigious infantry units in the British Army. Their standards are very high in all respects. Their most outstanding quality on the field of battle is their steadiness.

*Guards forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own Unflappable special rule.*

### UNFLAPPABLE

The Guards are the senior regiments in the British Army. They are well known as being 'unflappable', retaining their discipline when things go wrong. Under circumstances where other units might get themselves in a 'flap' and become unsettled.

*Guards Platoons fight to the last and may re-roll any failed Platoon Morale Checks. Your Company Command team may re-roll Company Morale Checks.*

## CANADIAN

Canadian soldiers established an outstanding record in the First World War where the Canadian Corps was used as an elite assault unit. When the Second World War began, thousands volunteered for a new Canadian Corps.

By the middle of 1942, three Canadian infantry divisions, a Canadian armoured division, and a Canadian army tank brigade were all training in Britain. The 2<sup>nd</sup> Canadian Infantry Division conducted the one-day raid on the port of Dieppe in August 1942, suffering heavy losses before returning to training.

It wasn't until July 1943 in the Sicily landings that the Canadians finally reached the main battlefields. 1<sup>st</sup> Canadian Infantry Division landed in the first wave and went on to fight throughout the rest of the campaign with the support of the Sherman tanks of the 1<sup>st</sup> Canadian Tank Brigade. The Canadians then transferred to the eastern coast of Italy where they fought a bloody Christmas battle at Ortona.

The Canadians fought on throughout 1944 and 1945. Their contribution to Allied victory in Europe enhanced the reputation of the Canadian soldier even further.

*Canadian forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own Assault Troops and Woodsmen special rules.*

### ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops.

*Canadian Platoons do not use the British Bulldog special rule. Instead any Canadian Platoon may re-roll failed Motivation tests to rally from being Pinned Down or to remount Bailed Out vehicles.*

### WOODSMEN

Although Canada has been settled for centuries, it was not until the Nineteenth Century that its population underwent significant growth and it remains a largely rural country.

*Canadian Platoons use the German Mission Tactics special rule.*

### OTTER I LIGHT RECCE CAR

One of the light armoured vehicles produced for the Canadian army was the Otter I LRC. The Otter was Canada's answer to the Humber III LRC. Of a similar design, it was based on a Ford 15 cwt truck chassis rather than a Humber Snipe car.



## INDIAN

The Indian Army is a separate entity from the British Army. It has its own officers, ranks, and traditions dating back to the days of 'John Company', the Honourable East India Company, a British company that grew to dominate the Indian subcontinent. Within one hundred years of its creation in the early 1600's, the John Company already had its own army and in the 1740's fought several wars with French troops.

By 1857, the John Company controlled much of India, either directly or through puppet rulers. However, in this year dissatisfaction with British rule boiled over into open war with the Indian Mutiny. In the wake of the Mutiny, Queen Victoria dissolved the Honourable East India Company and assumed direct rule over India. The Company's armed forces became the Indian Army. Although prior to the Mutiny recruiting had been widespread across India's many cultural, religious and ethnic population, the new Indian Army restricted recruiting to groups seen as 'martial races' (and more importantly reliably loyal to the Crown).

The Indian Army provided troops for many of the Empire's colonial wars, acquitting itself well in the process. The best graduates from the Royal Military Academy at Sandhurst vied for positions in the Indian Army where pay was higher and battle more likely.

The Indian Army made a massive contribution in the First World War with over a million men in arms and 115 battalions serving overseas, fighting in every theatre of that war from France to Gallipoli, Palestine, and Persia.

In the Second World War, the Indian contribution was even greater with nearly two million soldiers in arms. 4<sup>th</sup> and 5<sup>th</sup> Indian Divisions defeated the Italians in the Western Desert and Somalia in 1940, then fought in Syria, Iran, and Iraq. They returned to the desert in 1942, joining 10<sup>th</sup> Indian Division as Rommel launched his attack on the Gazala Line. There, abysmal British generalship saw brigade after brigade overrun as they faced Rommel's entire *Afrikkakorps* one at a time.

Under General Montgomery, 4<sup>th</sup> Indian Division went on to win acclaim at Alamein and in the Tunisian Campaign before handing the torch to 8<sup>th</sup> Indian Division for the battles in Italy.

## GURKHA

The Gurkhas of Nepal have a superb reputation as first-class fighting men. They are recruited from hardy hill tribes in the Himalayan mountains. Their ferociousness when using their heavy-bladed khukuri knives in close combat is legendary. So too is their determination not to abandon their weapon while still alive.

*Gurkha platoons are Indian platoons. They use all of the British special rules on pages 246 to 248 of the rulebook and the War Cry and North-west Frontier special rules above. In addition they have their own Khukuri special rule.*

*Indian forces use all of the British special rules on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition they have their own War Cry and North-west Frontier special rules.*

## WAR CRY

Indians always charge shouting war cries to gain the blessings of the gods and intimidate their enemies. Weak-hearted foes hearing this fearsome cry will flee without a fight.

*Indian and Gurkha platoons do not use the British Bulldog special rule. Instead, when enemy platoons first test their Motivation Test to Counterattack Indian or Gurkha platoons in assaults, they must re-roll the die and apply the re-rolled result to all platoons that passed on the original roll.*

## NORTH-WEST FRONTIER

The Indian Army fought continuous wars against rebellious Pathan tribes on the famous (and mountainous) North-west Frontier. At the same time they fought the Naga tribes of the equally mountainous (but less well-known) North-east Frontier. As a result they were specialists at mountain warfare.

*All Indian and Gurkha Infantry and Man-packed Gun teams are Mountaineers.*

## INDIAN PATTERN CARRIER

India lacked a heavy vehicle industry, so when called upon to provide carriers for their infantry, they adopted a wheeled version based on the Ford 15 cwt truck, known appropriately enough as the Indian Pattern Carrier.

## KHUKURI

Every Gurkha carries a heavy-bladed recurved knife called a khukuri. They use this for everything from cutting food and wood to chopping off the heads of their foes.

*If there are no enemy Tank teams or Bunkers within 2"/5cm of a Gurkha team, it hits on a roll of 2+ in assaults.*



## NEW ZEALAND

When New Zealand went to war alongside Britain, it raised its Second New Zealand Expeditionary Force (2 NZEF). The first NZEF had served with distinction in Gallipoli and with the ANZAC Corps in France in the First World War. The new division became the 2<sup>nd</sup> New Zealand Division and the battalions were numbered 18 to 28 following on from those of the territorial divisions defending New Zealand.

The New Zealand Division's first taste of battle was the ill-fated British intervention in Greece and Crete in April 1941. After rebuilding, the division went into battle again in December, part of the disorganised chaos of Operation Crusader, the British relief of Tobruk. The New Zealand Division occupied the vital Sidi Rezegh airfield. Then, surrounded, they broke through to the Tobruk garrison. The cost was enormous, but Rommel was forced to retreat for the first time.

When Rommel struck at Gazala, the New Zealand Division was still rebuilding in Syria. It raced forward to Mersa Matruh, taking up positions at Minqar Qaim on the southern flank on 24 June, 1942. When Rommel attacked, chaos ruled once more. The three divisions holding the position were surrounded and lost heavily as they broke out to the Alamein position a hundred miles to the rear.

In the confused fighting of the First Battle of El Alamein, the New Zealand Division destroyed much of the Italian Ariete Division's artillery in one attack, but lost a brigade to the German *Afrikakorps* when British armour failed to support their attack on Ruweisat Ridge on 15 July. Their distrust of British armour grew to outright disgust when the same thing happened at El Mreir barely a week later.

Fortunately for the division, now down to one brigade, the battle petered out as both sides were exhausted. By the time Rommel attacked again at Alam Halfa at the end of August, the division was back up to two brigades. When Rommel retreated, the Division attacked to cut him off, but lacked the strength to halt two full armoured corps on its own.

From then on, under the new British commander, General Montgomery, the fortunes of the New Zealand Division looked up. The division received its own armoured brigade, and made the breakout in the Second Battle of Alamein. It pursued Rommel the breadth of Libya in a series of battles, then outflanked his main defensive line at Mareth, before closing in for the kill in Tunisia. The division went on to Italy at the end of 1943, and fought there until it was victorious.

*New Zealand forces use all of the British special rules on pages 246 to 248 of the rulebook. In addition they have their own 4 by 2 and No. 8 Wire special rule.*

### 4 BY 2 AND NO. 8 WIRE

New Zealand is a small remote country and its soldiers had to learn to make do or do without while they were growing up. As they say in New Zealand, they could make anything with a bit of 4 by 2 timber and some No. 8 fencing wire! This independence carried over to their military operations. Everyone was told the plan before each attack, and if an officer was killed, there'd always be someone to work out what to do now.

*New Zealand Platoons use the German Mission Tactics special rule*

## MAORI

When the war began the Maori (indigenous population) of New Zealand asked to be allowed to form their own battalion. This was formed with regional companies.

A Company was from the Far North and gained the nickname *Nga Kiri Kapia* (nah kee-rree kah-pee-ah), 'the Gumdiggers'. B Company came from the central North Island (famous for the Rotorua Lakes, a tourist destination) and was known as *Nga Rukukapa* (nah rruh-kuh-kah-pah), 'the Penny Divers'. C Company from the East Coast became *Nga Kaupoi* (nah kow-poy), 'the Cowboys'. D Company came from a mixture of South Island tribes and was called 'Ngati Walkabout'.

The Maori Battalion was an extra battalion in the New Zealand Division, not part of any brigade, and tended to be assigned where it was most needed. The battalion is most famous for its many daring assaults and its rather casual attitude to weapons and equipment acquired from the enemy. At one point members of the Maori Battalion were seen racing around the rear areas with a German staff car and an '88' and its tractor!

*Maori platoons are New Zealand platoons. They use all of the British special rules on pages 246 to 248 of the rulebook and the 4 by 2 and No. 8 Wire special rule above. In addition they have their own Haka special rule.*

### HAKA

The Maori often performed a haka or war dance within earshot of the enemy before launching an attack. This, combined with their fearsome reputation, would have their foes quaking in their boots. Maori soldiers frequently swapped their issue rifles for German submachine-guns too. By their way of thinking their rifles didn't make enough noise, and the more noise the better when charging!

*When enemy platoons first test their Motivation Test to Counterattack Maori platoons in assaults, they must re-roll the die and apply the re-rolled result to all platoons that passed on the original roll.*





# THE BRITISH EMPIRE, 1942

The British Empire is the largest the world has ever seen. It occupies a quarter of all the lands of the Earth and includes a quarter of the planet's population. The sun never sets on the British Empire.

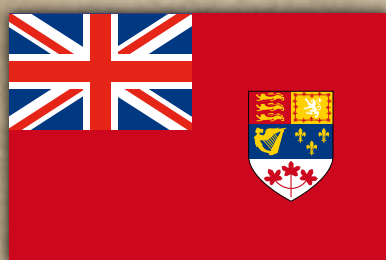
When war broke out volunteers from throughout the Empire flocked to the flag ready to fight. Australians, Burmese, Canadians, Englishmen, Indians, Irishmen, New Foundlanders, New Zealanders, Nigerians, Rhodesians, Scotsmen, South Africans, Ugandans, and Welshmen fought side by side against Hitler's unfounded aggression.

Although all once British colonies, the various countries making up the Empire have very different characters.

All of the armies in the Empire were organised the same way and all had the same basic training and equipment, yet the circumstances of their employment, their fortunes in battle, and perhaps most importantly the backgrounds of their soldiers gave them all a distinct identity and character.

This section attempts to reflect some of this character on the battlefields of *Flames Of War* by providing various rules for you to customise your force as some of the various armies making up the Empire's armed forces.

Of course, you don't have to use these variations if you don't want to. Your Australians, Indians, or South Africans can use the normal rules for British troops instead.



Canada



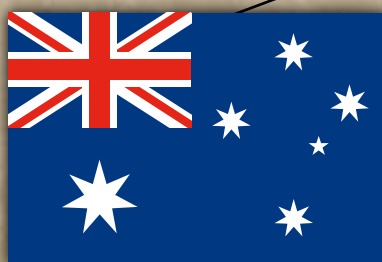
United Kingdom



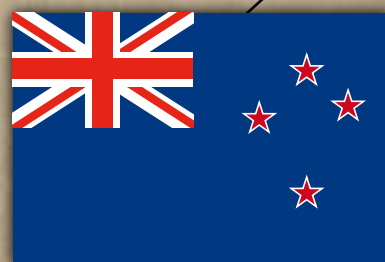
India



South Africa



Australia



New Zealand



# BRITISH EIGHTH ARMY IN ITALY

*"No man is a leader until his appointment is ratified in the minds and hearts of his men."*  
— Anonymous.

In July 1943 the Eighth Army under General Bernard Montgomery returned to battle, landing in Sicily. The conquest of Sicily, with battles against seasoned German units in rugged terrain, proved to be a learning experience for the Eighth Army, used as it was to fighting in the open desert.

The Eighth Army then followed up with the invasion of southern Italy. As Eighth Army advanced north, the US Fifth Army under US General Mark Clark landed at Salerno. The landing included two British divisions. The landing was immediately counterattacked by the Germans, and it was only after a week of intense fighting that the bridgehead was secured.



## EIGHTH ARMY

The veterans of the Eighth Army landed in Sicily on 10 June 1943 to begin the conquest of Italy. They are ready and willing to fight the enemy on his own ground.


Eighth Army companies use the standard British special rules.

An Eighth Army Rifle Company may have an Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice. An Eighth Army Recce Company may have an Eighth Army, or Guards Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons. All remaining support for First Army companies comes from the Eighth Army.



### SCOTTISH


The British 5<sup>th</sup>, 51<sup>st</sup> (Highland), and 78<sup>th</sup> (Battleaxe) Divisions, and 8<sup>th</sup> (Indian) Division all have Scottish battalions fighting with them in Sicily and Italy. Highlander or Lowlander, they all fight with the determination and steadfastness expected of the Scots.

You may field an Eighth Army Rifle Company as a Scottish Rifle Company () by adding a Bagpiper to your Company HQ (see page 195). In all other ways a Scottish Rifle Company remains an Eighth Army company.

A Scottish Rifle Company may have an Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice and may take Indian Machine-gun Platoons. All remaining support comes from the Eighth Army.

### IRISH

For the fighting in Sicily the 38 Irish Brigade transferred from the 6<sup>th</sup> Armoured Brigade to the 78<sup>th</sup> (Battleaxe) Division. The London Irish and The Royal Irish Fusiliers featured in the 56<sup>th</sup> Division in Italy and the 2 Battalion of The Royal Inniskilling Fusiliers fought in the 5<sup>th</sup> Division in Sicily and Italy.

You may field an Eighth Army Rifle Company as an Irish Rifle Company () at no cost. If you do so, all Headquarters and Combat Platoons become Irish Platoons with the Fighting Irish special rule (see page 126) in addition to the standard British special rules. In all other ways an Irish company remains an Eighth Army company.

## GUARDS

The glorious campaigns of the battalions of the Grenadier and Coldstream Guards continued during the fighting for Sicily and Italy. The 201 Guards Brigade landed at Salerno.

Guards companies use the Unflappable special rule (see page 125) in addition to the standard British special rules. Guards companies get all of their support from the Eighth Army.





## CANADIAN

The 1<sup>st</sup> Canadian Division landed in the first wave during the invasion of Sicily. They went on to fight throughout the rest of the campaign with the support of the Sherman tanks of the 1<sup>st</sup> Canadian Armoured Brigade. They fought the bloody battle of Ortona at the very end of 1943.

Canadian companies use the Assault Troops and Woodsmen special rules (see page 129) in addition to the standard British special rules.

CANADIAN	ITALY
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## INDIAN


The 8<sup>th</sup> (Indian) Division replaced the veteran 4<sup>th</sup> (Indian) Division for the Italian campaign. After crossing the Trigno and Sangro Rivers, they fought through to the Winter Line.

Indian companies use the Warcry and Northwest Frontier special rules (see page 127) in addition to the standard British special rules.

An Indian Rifle Company may have an Eighth Army, Indian, or Gurkha Rifle Platoon as its Rifle Platoon support choice. All Machine-gun Platoons supporting Indian companies are Indian Machine-gun Platoons. All remaining support comes from the Eighth Army.

INDIAN	AFRICA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## GURKHA

You may field an Indian Rifle Company as a Gurkha Rifle Company (  ) by making your Rifle Platoons into Gurkha Rifle Platoons (see page 195). Gurkha Rifle Platoons use the Khukuri special rule (see page 127) in addition to the Indian and British special rules. In all other ways a Gurkha company remains an Indian company rated as Fearless Trained.


## NEW ZEALAND

The 2<sup>nd</sup> New Zealand Division missed the fighting in Sicily while it refitted after its hard fighting in Tunisia. Its time was not wasted as the 4 Infantry Brigade was reformed as an armoured brigade. They were soon back in action fighting their way up the boot of Italy.

New Zealand companies use the 4 by 2 and No. 8 Wire special rule (see page 128) in addition to the standard British special rules. A New Zealand Rifle Company may have a New Zealand or Maori Rifle Platoon as its Rifle Platoon support choice.

NEW ZEALAND	AFRICA
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## MAORI

You may field a New Zealand Rifle Company as a Maori Rifle Company (  ) by making your Rifle Platoons into Maori Rifle Platoons (see page 195). Maori Rifle Platoons use the Haka special rule (see page 128) in addition to the New Zealand and British special rules. In all other ways a Maori company remains a New Zealand company. A Maori Rifle Company may have a New Zealand or Maori Rifle Platoon as its Rifle Platoon support choice.





# ARMoured SQUADRON

## ITALY

(TANK COMPANY)

**HEADQUARTERS**

**HEADQUARTERS**



Company HQ

13

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

Your Company HQ must be either from the Eighth Army (🇬🇧), Canada (🇨🇦), or New Zealand (🇳🇿). Any platoons with the Canadian (🇨🇦), or New Zealand (🇳🇿) options must have the same symbol as your Company HQ.

**COMBAT PLATOONS**

**ARMOUR**



Armoured Platoon

13

**WEAPONS PLATOONS**

**RECONNAISSANCE**




Recce Patrol

15

**SUPPORT PLATOONS**

**INFANTRY**



Lorried Motor Platoon

16

Rifle Platoon

19


**ARMOUR**



Armoured Platoon

13

**INFANTRY**



Lorried Motor Platoon

16

Rifle Platoon

19


**ARMOUR**



Armoured Platoon

13

**RECONNAISSANCE**



Scout Platoon

16

Armoured Car Platoon

26

Recce Platoon (Indian)

30


**ARMOUR**



Armoured Platoon

13

**ARTILLERY**




Field Battery, Royal Artillery

44

Royal Horse Artillery Battery

45

**ARTILLERY**



Field Battery, Royal Artillery

44


Royal Horse Artillery Battery

45

Medium Battery, Royal Artillery

45

**AIRCRAFT**



Air Support

41

Light Anti-aircraft Platoon

42



## MOTIVATION AND SKILL

*Eighth Army Armoured Squadrons are rated as **Confident Veteran**.  
See pages 10 and 11 for the ratings of other countries' Armoured Squadrons.*

*Each nationality has its own  
Motivation and Skill rating.  
See pages 10 and 11.*

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

- 4 Sherman III or V
- 3 Sherman III or V
- 2 Sherman III or V



8<sup>TH</sup> ARMY  
585 points  
440 points  
295 points



CANADIAN  
455 points  
340 points  
225 point

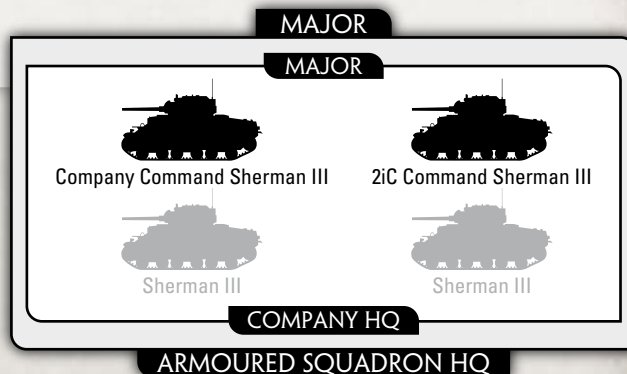


NEW ZEALAND  
585 points  
440 points  
295 points

#### OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

The armoured regiments of the Royal Armoured Corps are veterans of the North African campaign. They have learned that just rushing at Jerry in an old-fashioned cavalry charge is a sure way to lose a squadron. These days the armoured regiments are all about combined arms and taking it carefully. They are joined by Canadian and New Zealand armoured regiments – these colonials are fresh to battle, but they are eager to have a crack at Jerry and learn fast.



## COMBAT PLATOONS

### ARMoured PLATOON

#### PLATOON

- 3 Sherman III or V



8<sup>TH</sup> ARMY  
440 points



CANADIAN  
350 points

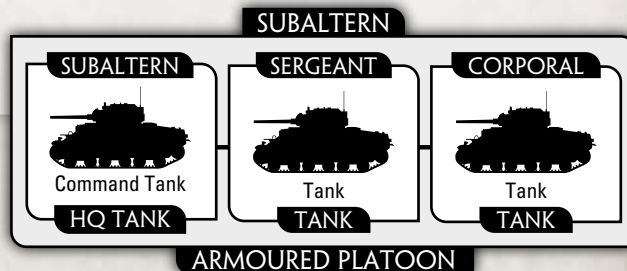


NEW ZEALAND  
450 points

#### OPTION

- Arm any or all Sherman tanks with a .50 cal AA MG for +5 points per tank.

The mainstay of the Royal Armoured Corps is the Sherman tank. It has a bad flaw – the ammo is stored up high in the turret so it brews up when its hit, which especially bad in the petrol Shermans. But it mounts a good 75mm gun, and it's a reliable mount.



## WEAPONS PLATOON

### RECCE PATROL

#### PLATOON

- 3 'Honey' Stuart III



8<sup>TH</sup> ARMY  
180 points



CANADIAN  
150 points



NEW ZEALAND  
190 points

#### OPTIONS

- Arm any or all Stuart tanks with an AA MG for +5 points per tank.
- Replace all Stuart III tanks with Stuart V Jalopies at no cost.

*A Recce Platoon is organised the same as an Armoured Platoon, and is a Reconnaissance Platoon.*



# MOTOR COMPANY — ITALY —

## (INFANTRY COMPANY)

HEADQUARTERS

### HEADQUARTERS



Company HQ

15

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

Your Company HQ must be either from the Eighth Army (🇬🇧) or New Zealand (🇳🇿). Any platoons with the New Zealand (🇳🇿) option must have the same symbol as your Company HQ.

COMBAT PLATOONS

### INFANTRY



Lorried Motor Platoon

16

### INFANTRY



Lorried Motor Platoon

16

### INFANTRY



Lorried Motor Platoon

16

### RECONNAISSANCE



Scout Platoon

16

WEAPONS PLATOONS

### MACHINE-GUNS



Motor Machine-gun Platoon

17

### ANTI-TANK



Motor Anti-tank Platoon

17

### ANTI-TANK



Motor Anti-tank Platoon

17

Armoured Car  
Anti-aircraft Platoon

21

SUPPORT PLATOONS

### ARMOUR



Armoured Platoon

13

### ARMOUR



Armoured Platoon

13

### ANTI-TANK



Anti-tank Platoon, Royal Artillery

43

### RECONNAISSANCE



Armoured Car Platoon

26

### ARTILLERY



Field Battery, Royal Artillery

44

Royal Horse Artillery Battery

45

### ARTILLERY



Field Battery, Royal Artillery

44

Royal Horse Artillery Battery

45

Medium Battery, Royal Artillery

45

### AIRCRAFT



Air Support

41

Light Anti-aircraft Platoon

42



## MOTIVATION AND SKILL

The motor companies learnt their lessons well in the desert, and are putting their experience to good use in Italy. An Motor Company is rated as **Confident Veteran**.

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

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

##### Company HQ

8<sup>TH</sup> ARMY  
35 points

NEW ZEALAND  
35 points

#### OPTIONS

- Replace either or both the Jeep and 15 cwt truck in the HQ Section with White scout cars for +5 points for the platoon.
- Add a Mortar Section for +25 points per mortar.
- Replace both 15 cwt trucks in the Mortar Section with Mortar Carriers for +5 points.

The motor companies of the 1<sup>st</sup> Battalion, Rifle Brigade, and the 22<sup>nd</sup> (New Zealand) Motor Battalion fight in Italy in 1943. They are intended to support the mobile operations of the armoured regiments in open warfare. Unfortunately, the large number of vehicles in the motor company proves to be a disadvantage in the rugged terrain of Italy, although the use of lorries in place of trucks helps.

#### MAJOR

##### MAJOR

Company Command  
Rifle team

2iC Command  
Rifle team

Jeep

15cwt truck

##### COMPANY HQ

#### CORPORAL

3" mortar

15cwt truck

3" mortar

15cwt truck

##### MORTAR SECTION

#### MOTOR COMPANY HQ





## COMBAT PLATOONS

### LORRIED MOTOR PLATOON

#### PLATOON

HQ Section with:

2 Motor Squads

8<sup>TH</sup> ARMY

130 points

NEW ZEALAND

140 points

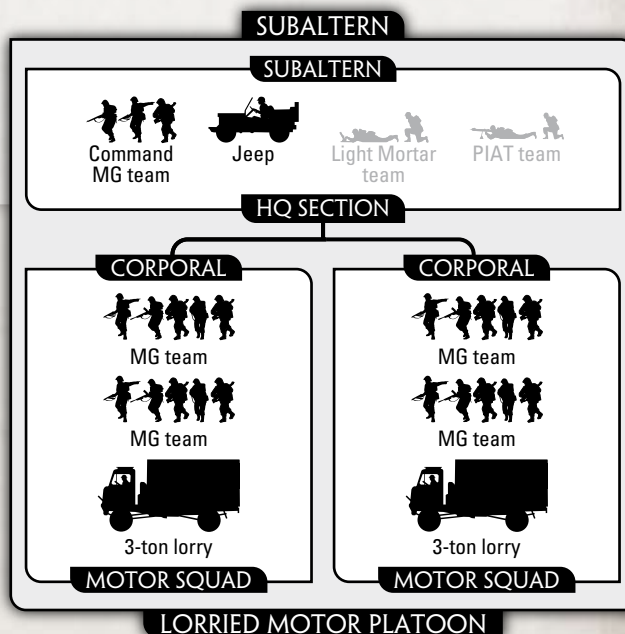
#### OPTIONS

- Add a Light Mortar team for +20 points.
- Add a PIAT team for +25 points.

*Light Mortar and PIAT teams ride in the Motor Squads' trucks.*

The Rifle Brigade plays a vital role in modern mobile warfare. They provide the foundation on which the tanks manoeuvre and occupy key positions well forward on the battlefield so the gunners of the Royal Horse Artillery can really get stuck into the enemy. The riflemen of the Motor Platoons use their mobility to take their objectives before digging in with the supporting anti-tank guns to hold it against all comers.

After the defeat at Gazala some Motor Battalions were reorganised to use two 3-ton lorries rather than four small 15 cwt trucks. This reduced the amount of petrol and other supplies (not to mention drivers and mechanics) needed to keep the battalion in battle.



### SCOUT PLATOON

#### HEADQUARTERS

3 Scout Patrols

2 Scout Patrols

1 Scout Patrol

8<sup>TH</sup> ARMY

270 points

180 points

90 points

NEW ZEALAND

300 points

200 points

100 points

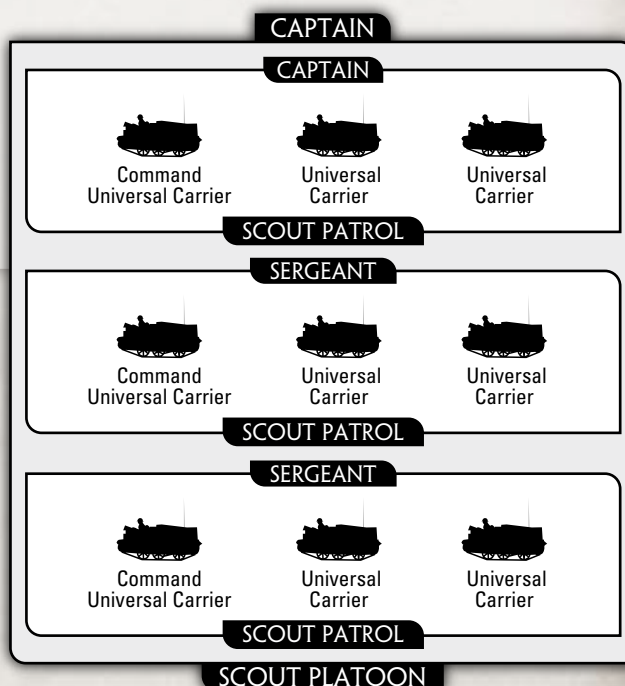
#### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Scout Patrol with a Boys anti-tank rifle or PIAT Projector at no cost.

*Scout Patrols operate as separate platoons, each with their own command team.*

*Scout Patrols are Reconnaissance Platoons.*

The motor company's scout platoon scouts ahead of the company in advances and covers the flanks in battle. In defence they form the mobile reserve.





## WEAPONS PLATOONS

## MOTOR MACHINE-GUN PLATOON

## PLATOON

HQ Section with:

2 Machine-gun Sections

1 Machine-gun Section

8<sup>TH</sup> ARMY

130 points

70 points

NEW ZEALAND

140 points

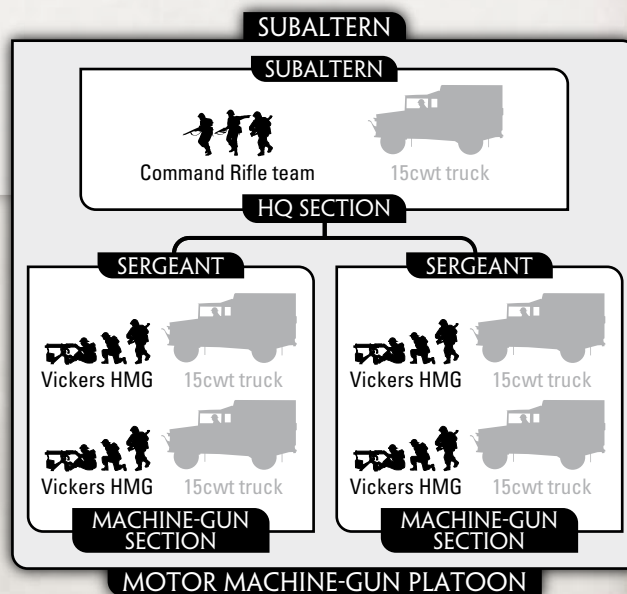
80 points

## OPTION

- Add 15 cwt trucks for +5 points for the platoon.
- Replace the 15 cwt truck in HQ Section with a Troop Carrier and all other 15 cwt trucks with MMG Carriers for +20 points per Machine-gun Section.

The Vickers medium machine-guns of the machine-gun platoon pin the enemy down while the motor platoons manoeuvre to deliver the knock-out blow. On the defensive, no enemy infantry can approach the Vickers without first weathering a storm of lead.

*Vickers HMG teams from Motor Companies are not trained in indirect fire techniques, so they cannot fire Artillery Bombardments.*



## MOTOR ANTI-TANK PLATOON

## HEADQUARTERS

HQ Section with:

4 6 pdr portee

2 6 pdr portee

8<sup>TH</sup> ARMY

185 points

95 points

NEW ZEALAND

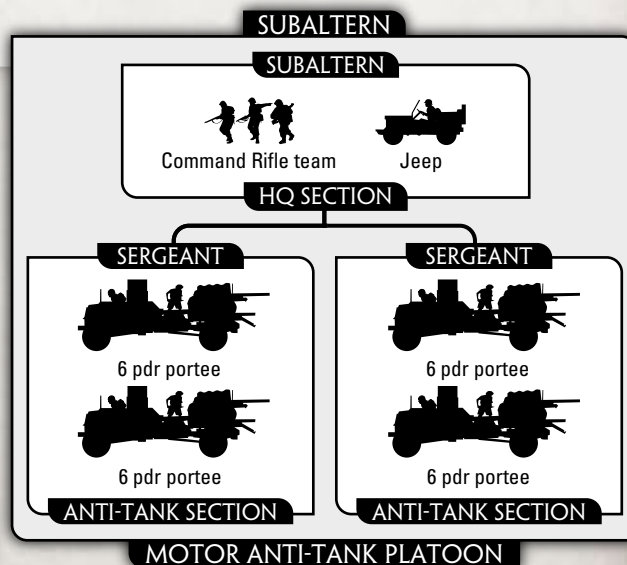
195 points

105 points

Each motor battalion has three anti-tank platoons, but there is little need for these in Italy – more usually the anti-tank platoons are used to reinforce the motor platoons.

The introduction of the 6-pounder gun changed the situation at the front in 1942. The anti-tank gunners could once again take on the Germans from the front. They also freed up many 25-pounder field guns, which had been temporarily pressed into the anti-tank role, so they could be returned to their primary infantry support role. By the time of the landings in Sicily in July 1943 the 6-pounder gun was the main stay of the British anti-tank forces.

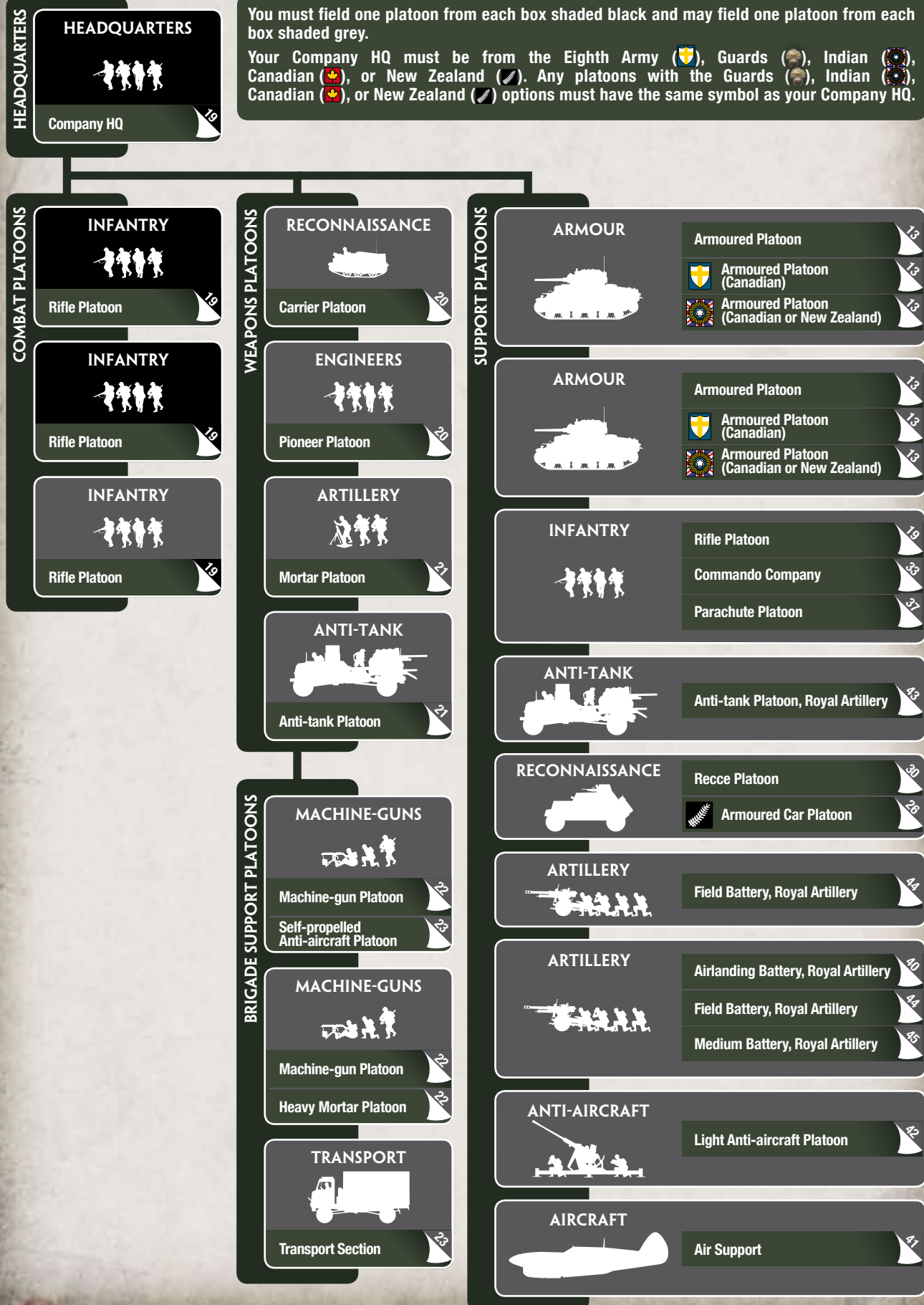
*Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*





# RIFLE COMPANY—ITALY

## (INFANTRY COMPANY)





## MOTIVATION AND SKILL

An Eighth Army Rifle Company is **Confident Veteran**. See pages 12 and 13 for the ratings of other countries' Rifle Companies.

Each nationality has its own Motivation and Skill rating. See pages 10 and 11.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

Company HQ

 **8<sup>TH</sup> ARMY**  
30 points


 **GUARDS**  
30 points

 **CANADIAN**  
25 points

 **INDIAN**  
25 points

 **NEW ZEALAND**  
30 points

#### OPTIONS

-  Add a Scottish Bagpiper to an 8<sup>th</sup> Army 2iC Command team for +10 points.
- Add Jeep, Troop Carrier, or Indian Pattern troop Carrier for +5 points.
- Add up to three Sniper teams for +50 points per team.

#### MAJOR

#### MAJOR

  
Company Command Rifle team

  
2iC Command Rifle team

  
Troop Carrier

#### COMPANY HQ

#### RIFLE COMPANY HQ

Our infantry have chased Jerry out of North Africa – now comes the hard grind up Italy. But the advances are slow – every steep ridge needs to be assaulted and cleared, one after another. And the stone buildings are ideal for hiding snipers or the dreaded Spandau machine-guns. The most

hated weapons though are the German mortars – these can be fired from behind houses or steep hills, and shell our infantry before they have time to take cover.

## COMBAT PLATOONS


### RIFLE PLATOON

#### PLATOON


HQ Section with:

- 3 Rifle Squads
- 2 Rifle Squads
- Add Light Mortar team
- Add PIAT team

 **8<sup>TH</sup> ARMY**  
145 points  
105 points  
+20 points  
+25 points



 **GUARDS**  
155 points  
115 points  
+20 points  
+25 points

 **CANADIAN**  
120 points  
90 points  
+15 points  
+20 points

 **INDIAN**  
135 points  
95 points  
+20 points  
+25 points

 **NEW ZEALAND**  
155 points  
115 points  
+20 points  
+25 points

#### OPTIONS

-  Make all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.
-  Make all New Zealand Rifle Platoons into Maori Rifle Platoons for +10 points per platoon.

The backbone of the British Army are the Poor Bloody Infantry (or PBI) – the humble riflemen. These days they are laden down with all sorts of kit – Bren guns (and plenty of ammo too!), PIAT's for knocking out the enemy tanks, 2" mortars, Tommy guns, as well as picks and shovels. But it is still the trusty old SMLE (and its long bayonet) that our riflemen rely on for taking the fight to the enemy.

#### SUBALTERN

#### SUBALTERN

  
Command Rifle/MG team

  
PIAT team

  
Light Mortar team

#### HQ SECTION

#### CORPORAL

  
Rifle/MG team  
  
Rifle/MG team

#### RIFLE SQUAD

#### CORPORAL

  
Rifle/MG team  
  
Rifle/MG team

#### RIFLE SQUAD

#### CORPORAL

  
Rifle/MG team

  
Rifle/MG team

#### RIFLE SQUAD

#### RIFLE PLATOON



## WEAPONS PLATOONS

### CARRIER PLATOON

#### PLATOON

4 Carrier Patrols  
3 Carrier Patrols  
2 Carrier Patrols  
1 Carrier Patrols



8<sup>TH</sup> ARMY  
360 points  
270 points  
180 points  
90 points



GUARDS  
400 points  
300 points  
200 points  
100 points



CANADIAN  
320 points  
240 points  
160 points  
80 points



INDIAN  
320 points  
240 points  
160 points  
80 points



NEW ZEALAND  
400 points  
300 points  
200 points  
100 points

#### OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle or PIAT Projector at no cost.
- Replace all Universal Carriers with Indian Pattern Carriers at no cost.

*Carrier Patrols operate as separate platoons, each with their own command team.*

*Carrier Patrols are Reconnaissance Platoons.*

As the fighting moves through Sicily into the Italian mainland the terrain has become denser with more trees, cultivation, hills, villages and other places for the enemy to be concealed.

The scouting of the carrier patrols proves vitally important in this situation. The Germans or Italians could be lying in wait, hidden in the next village or orchard.

#### CAPTAIN

#### CAPTAIN



#### CARRIER PATROL

#### SERGEANT



#### CARRIER PATROL

#### SERGEANT



#### CARRIER PATROL

#### SERGEANT



#### CARRIER PATROL

#### CARRIER PLATOON

### PIONEER PLATOON

#### PLATOON

HQ Section with:  
2 Assault Squads



8<sup>TH</sup> ARMY  
85 points



GUARDS  
95 points



CANADIAN  
75 points



INDIAN  
80 points



NEW ZEALAND  
95 points

Pioneers were initially the battalion's labourers and many platoons were disbanded to reinforce the rifle platoons. By 1943 minefields and fortifications were much more common and pioneer platoons resurfaced in the role of mine-clearing in assaults and similar work.

#### SUBALTERN

#### SUBALTERN



#### HQ SECTION

#### CORPORAL



#### ASSAULT SQUAD

#### CORPORAL



#### ASSAULT SQUAD

#### PIONEER PLATOON



## MORTAR PLATOON

## PLATOON

HQ Section with:

3 Mortar Sections  
2 Mortar Sections



8<sup>TH</sup> ARMY  
180 points  
125 points



GUARDS  
190 points  
135 points



CANADIAN  
150 points  
105 points



INDIAN  
155 points  
105 points



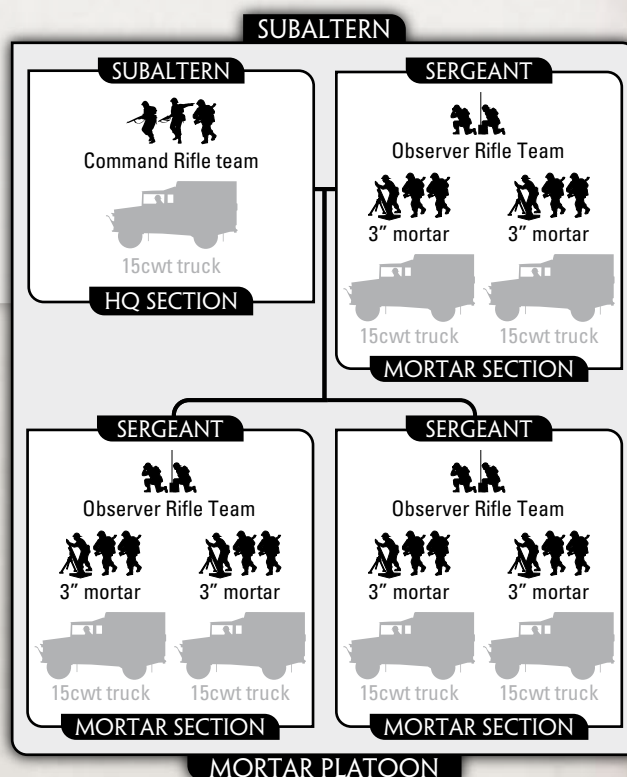
NEW ZEALAND  
190 points  
135 points

## OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with Mortar Carriers for +5 points for the platoon.
- Indian Mortar Platoons may replace all 15 cwt trucks with Indian Pattern Troop Carriers for +5 points for the platoon.

The mortars are useful in Italy – they can be man-packed up rocky slopes, and are small enough to be fired from behind a *casa* in the front line and not be seen. The Jerry mortars are hated by our men, so our own mortars return the favour.

The first model British 3" Mortar could only reach a range of 1600 yards, but by strengthening the barrel and increasing the charge the bomb could be launched up to 2800 yards. The improved model was christened the Mark 2 and was pressed into service.

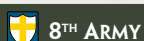


## ANTI-TANK PLATOON

## PLATOON

HQ Section with:

6 6 pdr portee  
4 6 pdr portee  
2 6 pdr portee



8<sup>TH</sup> ARMY  
275 points  
185 points  
95 points



GUARDS  
285 points  
195 points  
105 points



CANADIAN  
215 points  
150 points  
85 points



INDIAN  
235 points  
160 points  
85 points

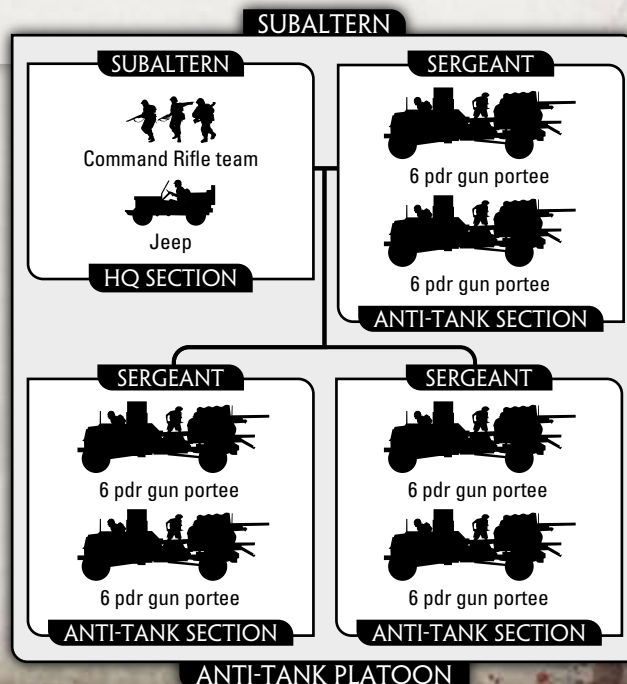


NEW ZEALAND  
285 points  
195 points  
105 points

Despite the change in fighting environment from the desert to the rugged hills of Sicily and Italy the anti-tank troops fight on with their 6-pounder guns mounted on lorries in the portee fashion. However, on defence it is often better to dismount and wait for the enemy to make a move.

In Italy and Sicily the Germans still launch counterattacks led by their Panzers so its important to keep the battalion anti-tank guns up close to the front line.

*Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*





## BRIGADE SUPPORT PLATOONS

### MACHINE-GUN PLATOON

#### PLATOON

HQ Section with:

2 Machine-gun Sections  
1 Machine-gun Section

 8<sup>TH</sup> ARMY

155 points  
80 points

 GUARDS

-  
-

 CANADIAN

130 points  
70 points

 INDIAN

130 points  
70 points

 NEW ZEALAND

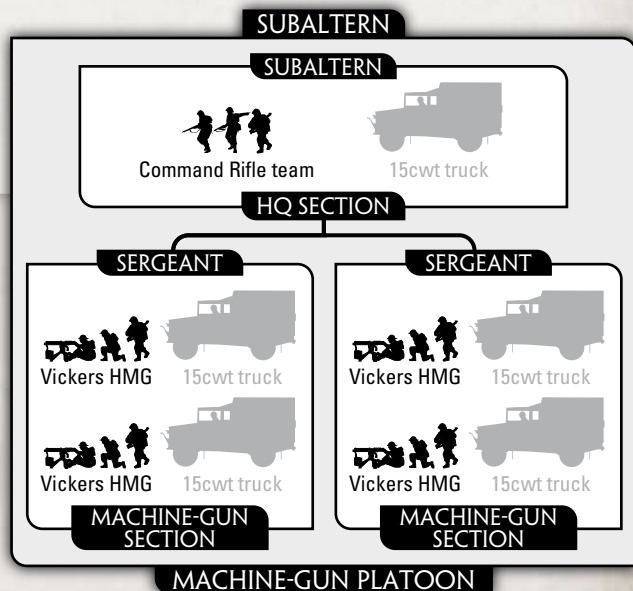
165 points  
90 points

#### OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with MMG Carriers for +20 points per Machine-gun Section

The Vickers medium machine-gun is a venerable weapon, but the reliable Vickers gun is just what is needed in Italy. A particular tactic is to group the Vickers guns and fire an indirect barrage against enemy positions a few miles away. The bullets strike the area without warning, a silent killer for any Germans in the open.

*Machine-gun Platoons in a Rifle Company may fire Artillery Bombardments, as shown in the Arsenal on page 48.*



### HEAVY MORTAR PLATOON

#### PLATOON

HQ Section with:

2 Mortar Sections  
1 Mortar Section

 8<sup>TH</sup> ARMY

175 points  
95 points

 GUARDS

-  
-

 CANADIAN

145 points  
80 points

 INDIAN

150 points  
80 points

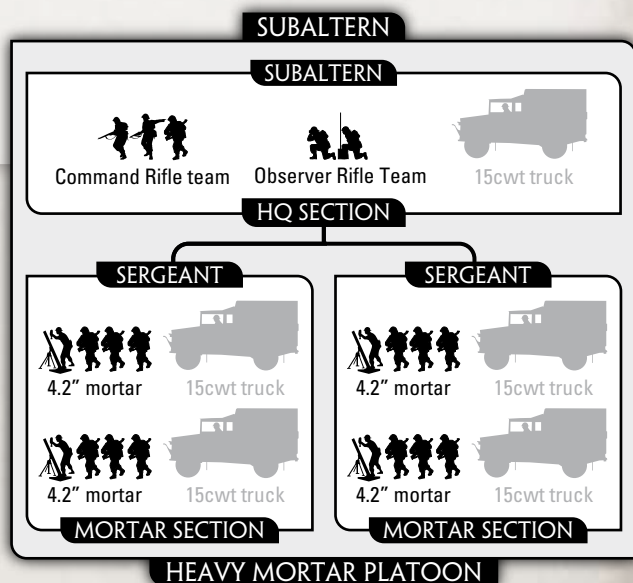
 NEW ZEALAND

185 points  
105 points

#### OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Replace all 15 cwt trucks with Troop Carriers for +5 points for the platoon.

Each brigade has a heavy mortar platoon of 4.2" mortars. Their plunging fire makes them of great value among the steep hills of Italy. Because the mortar bombs fall with little warning, the Germans hate the heavy mortars more than any other weapon.





## TRANSPORT SECTION

## PLATOON

- 4 Transport Squads
- 3 Transport Squads
- 2 Transport Squads
- 1 Transport Squad

8<sup>TH</sup> ARMY

- 30 points
- 25 points
- 20 points
- 15 points



GUARDS

- 
- 
- 
- 



CANADIAN

- 25 points
- 20 points
- 15 points
- 10 points



INDIAN

- 
- 
- 
- 



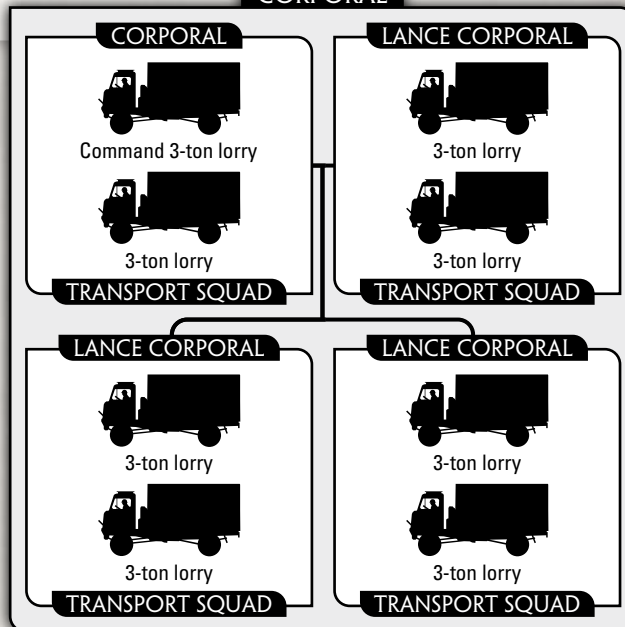
NEW ZEALAND

- 30 points
- 25 points
- 20 points
- 15 points

*A Transport Section follows the rules for Transport Platoons in the rulebook.*

The roads of Italy allow the Royal Corps of Transport's lorries to provide a faster alternative to marching to the next German defensive line. When the roads have been cleared of German enemy roadblocks by the advance troops, the reserves can rush forward to threaten the enemy before they can establish their next defensive line.

## CORPORAL



## TRANSPORT SECTION

## SELF-PROPELLED ANTI-AIRCRAFT PLATOON

## PLATOON

- 4 Oerlikon 20mm SP

8<sup>TH</sup> ARMY

- 105 points



GUARDS

- 



CANADIAN

- 90 points



INDIAN

- 

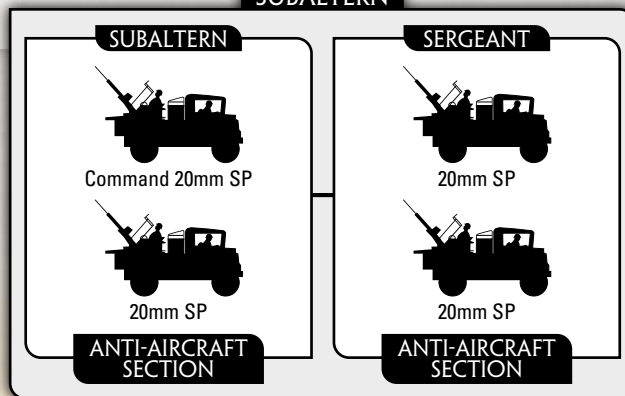


NEW ZEALAND

- 

The Brigade Support Companies have 20mm light anti-aircraft guns, mounted on a simple contraption on 15-cwt trucks. Their usual job is to guard the Brigade HQ from enemy air attack, but on occasion they fight near the front line.

## SUBALTERN



## SELF-PROPELLED ANTI-AIRCRAFT PLATOON



# ARMoured CAR SQUADRON

## ITALY

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Company HQ

25

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

Support platoons must be from either the Eighth Army (🇬🇧), New Zealand (🇳🇿) or from the guard (🇬🇧).

COMBAT PLATOONS

RECONNAISSANCE



Armoured Car Platoon

26

RECONNAISSANCE



Armoured Car Platoon

26

RECONNAISSANCE



Armoured Car Platoon

26

ARTILLERY



75mm Gun Platoon

26

RECONNAISSANCE



Armoured Car Platoon

26

INFANTRY



Scout Car Platoon

27

Dingo Platoon

27

RECONNAISSANCE



Armoured Car Platoon

26

ANTI-AIRCRAFT



Armoured Car Anti-aircraft Platoon

27

SUPPORT PLATOONS

ARMOUR



Armoured Platoon

23

INFANTRY



Lorried Motor Platoon

16

INFANTRY



Lorried Motor Platoon

16

ANTI-TANK



Anti-tank Platoon, Royal Artillery

43

ARTILLERY



Royal Horse Artillery Battery

45

Field Battery, Royal Artillery

44

AIRCRAFT



Air Support

41

Light Anti-aircraft Platoon

42



## MOTIVATION AND SKILL

Only soldiers of the highest calibre are chosen for the difficult and dangerous job of intelligence gathering. An Armoured Car Squadron is rated as **Confident Veteran**.


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

## HEADQUARTERS

### COMPANY HQ

#### PLATOON


4 Humber III  
3 Humber III  
2 Humber III

 **8TH ARMY**  
140 points  
105 points  
70 points

 **NEW ZEALAND**  
-  
-  
-

- Replace any or all Humber III armoured cars with Humber IV armoured cars for +10 points per armoured car

4 Daimler I  
3 Daimler I  
2 Daimler I

 **8TH ARMY**  
165 points  
125 points  
85 points

 **NEW ZEALAND**  
-  
-  
-

3 Staghound I and 1 Daimler Dingo  
2 Staghound I and 1 Daimler Dingo  
2 Staghound I

-  
-  
-  
195 points  
140 points  
110 points

After dashing about in the desert, our armoured car squadrons are thrown into a very different environment in Italy. The free-wheeling days, when an armoured car squadron could swan about the open desert by itself, are over. In Italy the rugged terrain means the armoured cars have to keep to narrow roads a lot of the time. The olive groves, stone walled fields and villages are perfect for hiding enemy anti-tank guns. Most of the time the only warning that Jerry is nearby is when the leading armoured car goes up in flames.

#### MAJOR

#### MAJOR



Company  
Command  
armoured car



2iC Command  
armoured car



Armoured car



Armoured car

#### COMPANY HQ

#### ARMoured CAR SQUADRON HQ

The teams of an Armoured Car Squadron HQ are Recce teams.

An Armoured Car Squadron must be entirely equipped with Humber, Daimler, or Staghound armoured cars and their Dingo scout cars.



## COMBAT PLATOONS

### ARMoured CAR PLATOON

#### PLATOON

3 Humber III

8<sup>TH</sup> ARMY  
105 points

NEW ZEALAND  
-

- Replace any or all Humber III armoured cars with Humber IV armoured cars for +10 points per car.

2 Daimler I and 1 Dingo

8<sup>TH</sup> ARMY  
115 points

NEW ZEALAND  
-

- Replace AA MG on Daimler Dingo scout car with twin AA MG for +5 points per car.

2 Staghound II CS and 1 Staghound I

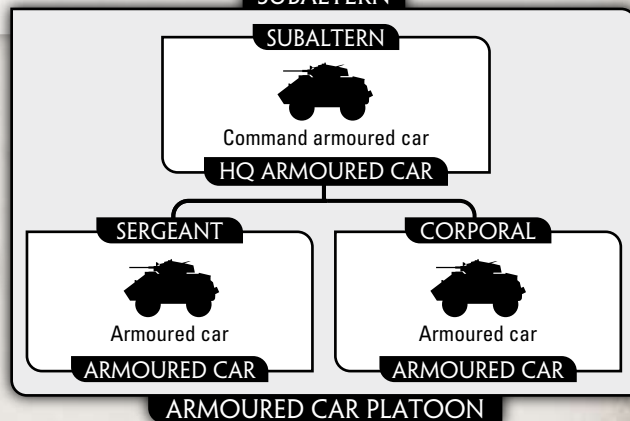
8<sup>TH</sup> ARMY  
-

NEW ZEALAND  
175 points

The usual tactic of the armoured car troops (as our chaps call our armoured car platoons) is send a Daimler scout car up a road first – if it comes under fire the scout car is fast enough to race back to safety, with covering fire from the bigger armoured cars.

*Armoured Car Platoons are Reconnaissance Platoons.*

#### SUBALTERN



### 75MM GUN PLATOON

#### PLATOON

HQ Section with:

2 Autocar 75mm SP

8<sup>TH</sup> ARMY  
125 points

NEW ZEALAND  
-

When the armoured car squadrons arrived in Tunisia, they found themselves coming face-to-face with the enemy far more often than they had in the desert.

Ex-American M3 75mm GMC half-tracks, known as Autocar 75mm SP in British service, gave them their own artillery to pin the enemy down while the armoured cars withdrew.

#### SUBALTERN





## SCOUT CAR PLATOON

## PLATOON

HQ Section with:

3 Scout Squads

2 Scout Squads

8<sup>TH</sup> ARMY

110 points

80 points

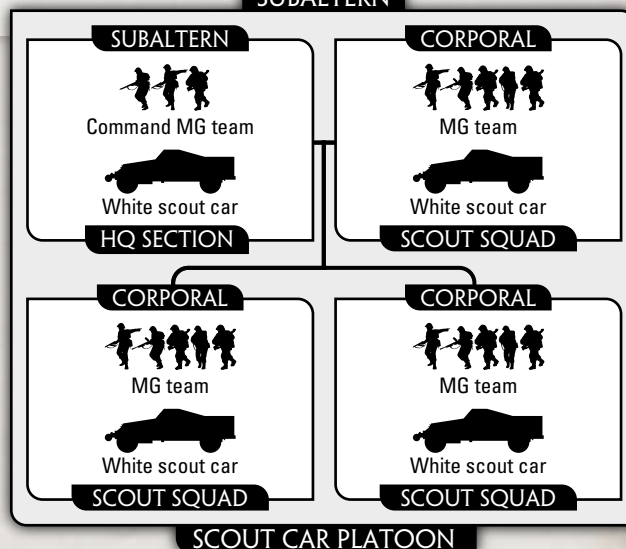


NEW ZEALAND

The infantry of the scout car platoon is essential in Italy for clearing the enemy out of the casas (as the troopers called Italian stone buildings) or for clambering up rocky hillsides where the armoured cars can't go. On many occasions it is necessary to reconnoitre on foot, so most squadrons formed a scout platoon for this purpose.

The scout car platoon's main role was dismounted reconnaissance. They used White Scout Cars to get as close as they safely could before dismounting.

## SUBALTERN



## SCOUT CAR PLATOON

## DINGO PLATOON

## PLATOON

3 Daimler Dingo

8<sup>TH</sup> ARMY

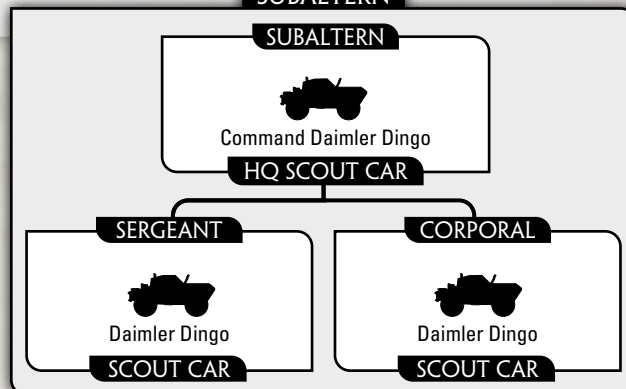
NEW ZEALAND

105 points

*Dingo Platoons are Reconnaissance Platoons.*

The Daimler Dingo scout car is small, fast, and well protected with 16mm of frontal armour and fitted with 'run-flat' tires. The Dingo had a two-man crew, and it was armed with a Bren light machine-gun.

## SUBALTERN



## DINGO PLATOON

## ARMoured CAR ANTI-AIRCRAFT PLATOON

## PLATOON

2 Oerlikon 20mm SP

8<sup>TH</sup> ARMY

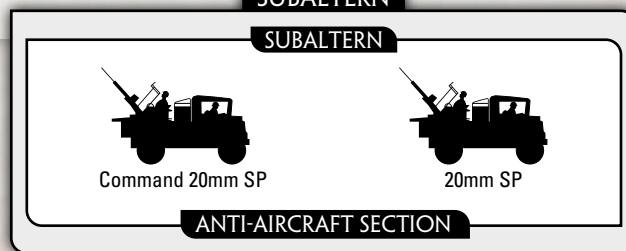
55 points



NEW ZEALAND

After their unfortunate experiences with the *Luftwaffe* in the desert, the British started deploying self-propelled anti-aircraft guns in Italy.

## SUBALTERN



## ARMoured CAR ANTI-AIRCRAFT PLATOON



# RECCE SQUADRON — ITALY —

## (MECHANISED COMPANY)

**HEADQUARTERS**

**HEADQUARTERS**



Company HQ

13

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

Your Company HQ must be either from the Eighth Army (🇬🇧), Canadian (🇨🇦), or Indian (🇮🇳). Any platoons with the Canadian (🇨🇦), or Indian (🇮🇳) options must have the same symbol as your Company HQ.

**COMBAT PLATOONS**

**INFANTRY**



Assault Platoon

13

**RECONNAISSANCE**



Recce Platoon

13

**RECONNAISSANCE**



Recce Platoon

29

**RECONNAISSANCE**



Recce Platoon

29

**WEAPONS PLATOONS**


**ANTI-TANK**



Recce Anti-tank Platoon

31

**ARTILLERY**




Recce Mortar Platoon

31

**SUPPORT PLATOONS**


**ARMOUR**



Armoured Platoon

13


**INFANTRY**



Rifle Platoon

19

**INFANTRY**



Rifle Platoon

19


**ANTI-TANK**



Anti-tank Platoon, Royal Artillery

43

**ARTILLERY**




Field Battery, Royal Artillery

44

Royal Horse Artillery Battery

45

**AIRCRAFT**



Air Support

41

Light Anti-aircraft Platoon

42



## MOTIVATION AND SKILL

The Reconnaissance Corps prides itself in its skill and esprit de corps. Its troopers are well-trained and know their job like the back of their hands.

Each nationality has its own Motivation and Skill rating. See pages 10 and 11.

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

1 Humber LRC III

1 Otter LRC I

2 Humber IV

8<sup>TH</sup> ARMY

35 points

CANADIAN

25 points

INDIAN

80 points

The Company HQ of a Reconnaissance Squadron is a Reconnaissance Platoon.

MAJOR

MAJOR

Company Command  
armoured car

2iC Humber IV

COMPANY HQ

RECCE SQUADRON HQ

## COMBAT PLATOONS

### ASSAULT PLATOON

#### PLATOON

HQ Section with:

4 Assault Squads

3 Assault Squads

8<sup>TH</sup> ARMY

135 points  
110 points

CANADIAN

115 points  
95 points

INDIAN

125 points  
100 points

#### OPTION

- Add PIAT team for +20 points.
- Replace all white scout cars with M5 half-tracks at no cost.

SUBALTERN

SUBALTERN

Command MG team

PIAT team

White scout car

HQ SECTION

CORPORAL

MG team

White scout car

ASSAULT SQUAD

CORPORAL

MG team

White scout car

ASSAULT SQUAD

CORPORAL

MG team

White scout car

ASSAULT SQUAD

CORPORAL

MG team

White scout car

ASSAULT SQUAD

ASSAULT PLATOON



## RECCE PLATOON

### PLATOON

3 Humber LRC III & 2 Humber III  
2 Humber LRC III & 1 Humber III

 8<sup>TH</sup> ARMY

170 points  
105 points

 CANADIAN

-  
-

 INDIAN

-  
-

3 Otter LRC I & 2 Humber III  
2 Otter LRC I & 1 Humber III

-  
-

140 points  
90 points

-  
-

5 Humber IV  
3 Humber IV

-  
-

-  
-

190 points  
115 points

5 Indian Pattern Carriers  
3 Indian Pattern Carriers

-  
-

-  
-

130 points  
80 points

### OPTIONS

Add 2 Carrier Patrols  
Add 1 Carrier Patrol

 8<sup>TH</sup> ARMY

180 points  
90 points

 CANADIAN

160 points  
80 points

 INDIAN

160 points  
80 points

- Replace any or all Humber III armoured cars with Humber IV armoured cars for +10 points per armoured car.
- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier, or .50 cal MG for +15 points per carrier.
- Replace up to one extra hull-mounted MG per Carrier Patrol with a Boys anti-tank rifle or PIAT Projector at no cost.
- Replace all Universal Carriers with Indian Pattern Carriers at no cost.

*The LRC Patrol and Carrier Patrols operate as separate platoons, each with their own Command team.*

*LRC and Carrier Patrols are Reconnaissance Platoons.*

The recce platoons are light, fast and mobile, and armed with many machine-guns and anti-tank rifles.

### SUBALTERN

#### SUBALTERN



Command  
Humber LRC



Light Recce Car



Light Recce Car



Humber III



Humber III

#### LRC PATROL

#### SERGEANT



Command  
Universal Carrier



Universal  
Carrier



Universal  
Carrier

#### CARRIER PATROL

#### SERGEANT



Command  
Universal Carrier



Universal  
Carrier



Universal  
Carrier

#### CARRIER PATROL

### RECCE PLATOON



## WEAPONS PLATOONS

## RECCE ANTI-TANK PLATOON

## PLATOON

HQ Section with:

4 6 pdr portee

2 6 pdr portee

8<sup>TH</sup> ARMY

185 points

95 points

CANADIAN

150 points

85 points

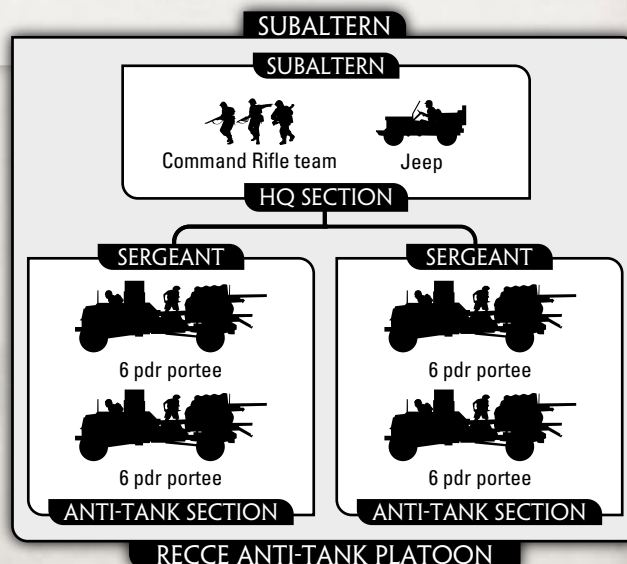
INDIAN

-

-

A recce squadron's anti-tank guns are handy enough to be brought right up into the front line, keeping enemy armour at a distance. The 6-pounder gun has a lot more hitting power than anything fitted to the recce squadron's other vehicle. Being mounted portee on trucks allows them to keep pace with the armoured cars and be on hand to support against enemy counterattacks.

*Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*



## RECCE MORTAR PLATOON

## PLATOON

HQ Section with:

3 Mortar Sections

2 Mortar Sections

8<sup>TH</sup> ARMY

180 points

125 points

CANADIAN

150 points

105 points

INDIAN

155 points

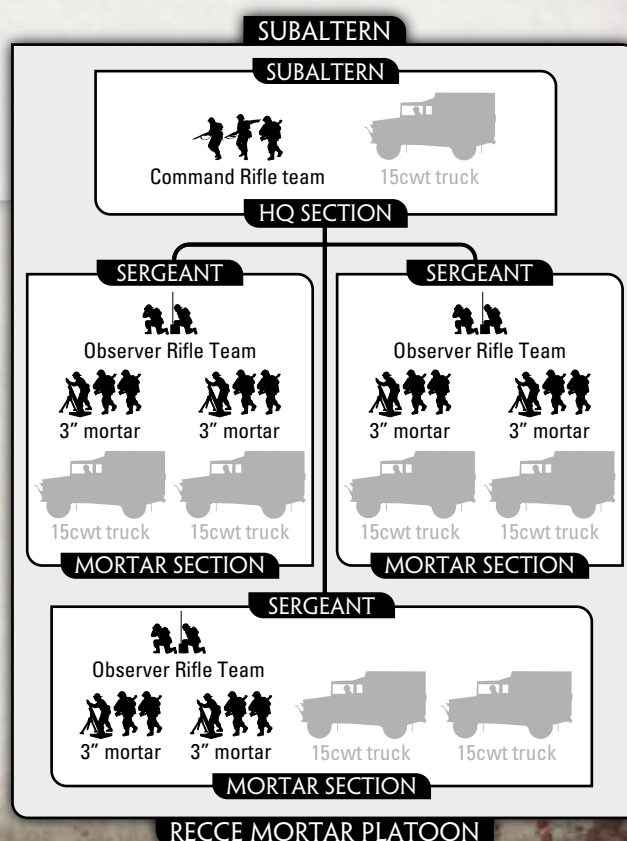
105 points

## OPTIONS

- Add 15 cwt trucks for +5 points for the platoon.
- Replace 15 cwt truck in HQ Section with Troop Carrier and all other 15 cwt trucks with Mortar Carriers for +5 points for the platoon.

A recce squadron's mortars provide valuable smoke to obscure the armoured cars and assault platoon from enemy fire once the enemy has been located.

The high-explosive round is also handy against enemy infantry caught in the open where the 3" mortar rounds can cause great damage.





# COMMANDO — ITALY —

## (INFANTRY COMPANY)

### HEADQUARTERS



Commando HQ

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

Support platoons must be from either the Eighth Army (🇬🇧) or the US Army (🇺🇸).

### INFANTRY



Commando Company

### INFANTRY



Commando Company

### INFANTRY



Commando Company

### INFANTRY



Commando Company

### INFANTRY



Commando Company

### MACHINE-GUNS



Commando Machine-gun Platoon

### ARTILLERY



Commando Mortar Platoon



*Fairbairn-Sykes  
Fighting Knife*

### SUPPORT PLATOONS

#### ARMOUR



Armoured Platoon

13

Chemical Mortar Platoon



46

#### ANTI-TANK



Anti-tank Platoon, Royal Artillery

43

#### INFANTRY



Rifle Platoon

19

Machine-gun Platoon

22

#### RECONNAISSANCE



Recce Platoon

30

#### ARTILLERY



Machine-gun Platoon

22

Heavy Mortar Platoon

22

Field Battery, Royal Artillery

44

#### AIRCRAFT



Air Support

41

Light Anti-aircraft Platoon

42

### 🇺🇸 US ALLIES 🇬🇧

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



## MOTIVATION AND SKILL

Commandos are highly trained, experienced and motivated volunteers who know that Hitler has ordered them executed if captured. A Commando Troop is rated as **Fearless Veteran**.

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

## HEADQUARTERS

### COMMANDO HQ

#### HEADQUARTERS

Company HQ



#### OPTIONS

- Add up to two PIAT teams for +35 points per team.
- Add up to three Sniper teams for +50 points per team.

LIEUTENANT COLONEL

LIEUTENANT COLONEL



COMPANY HQ

COMMANDO HQ

## COMBAT COMPANIES

### COMMANDO COMPANY

#### PLATOON

2 Commando Sections



1 Commando Section

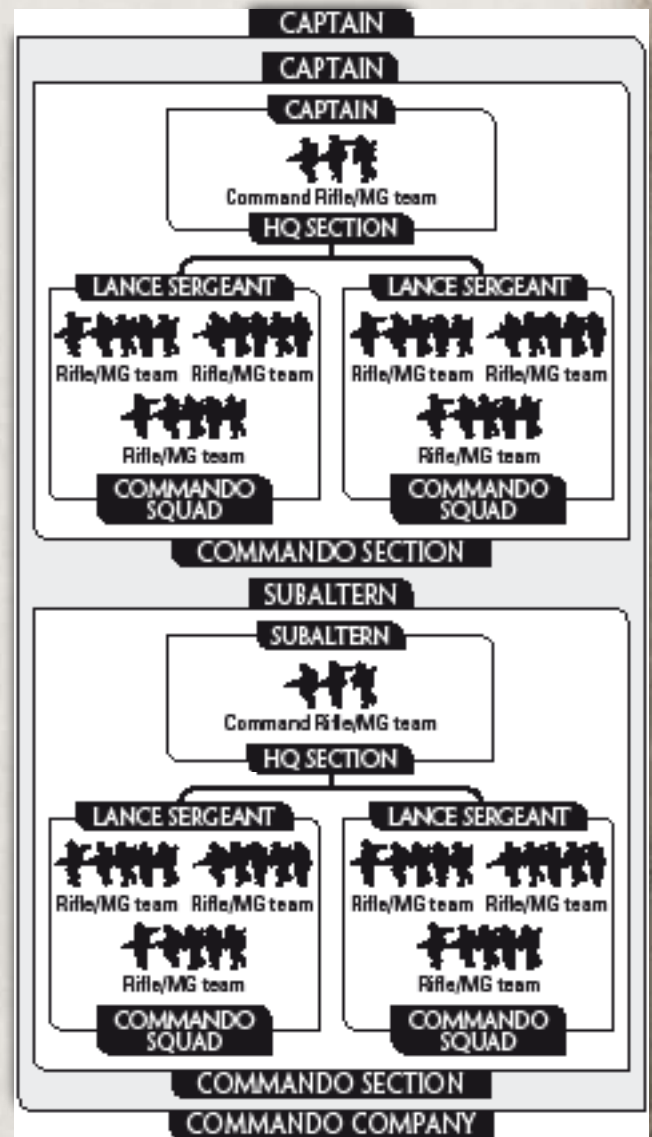
195 points

At the start of the game before deployment you may make any or all of the following changes to each Commando Section:

- Replace up to two Rifle/MG teams with SMG teams.
- Replace one Rifle/MG team with a Light Mortar team.
- Replace one Rifle/MG team with an Anti-tank Rifle team or PIAT team.

A commando has six small company-sized troops, including the heavy weapons troop. Each commando troop is made up of two platoon-strength commando sections. Commandos are well armed, however it is their daggers and silent-killing techniques which make them such a terrifying force in close assaults.

Commando Sections operate as separate platoons, each with their own command team.





## COMMANDO MACHINE-GUN PLATOON

### HEADQUARTERS

HQ Section with:

3 Machine-gun Sections

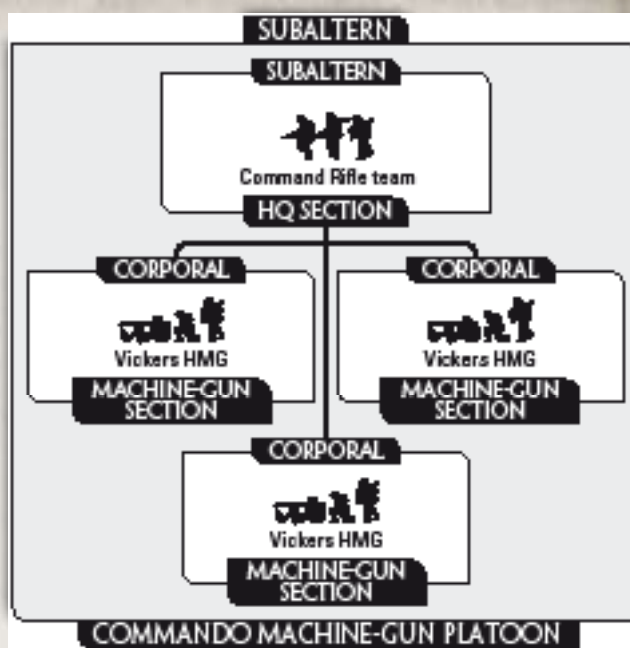
2 Machine-gun Sections

 **COMMANDO**  
115 points  
85 points

Each commando has a machine-gun platoon that gives their mates heavy fire support to cover them in the last phase of assaults. They also break up enemy counterattacks with their sustained fire.

*Commandos were specialists in quick attacks. They neither had the ammunition nor the time for prolonged machine-gun bombardments.*

*The Vickers HMG teams of a Commando Machine-gun Platoon may not fire Artillery Bombardments.*



## COMMANDO MORTAR PLATOON

### HEADQUARTERS

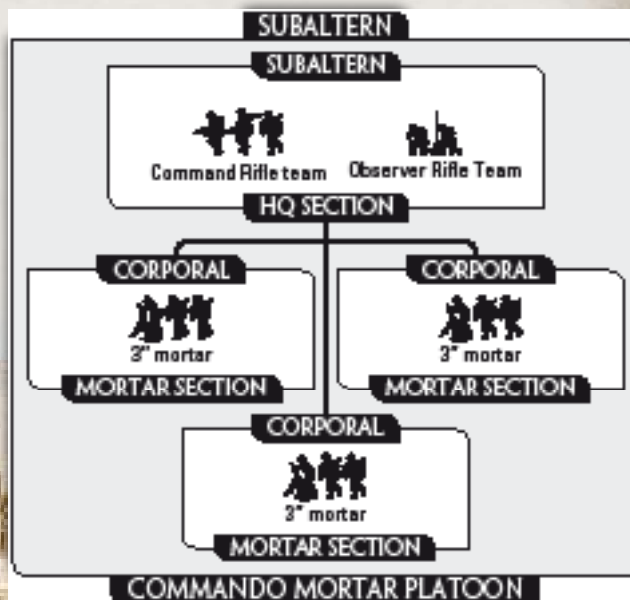
HQ Section with:

3 Mortar Sections

2 Mortar Sections

 **COMMANDO**  
105 points  
80 points

The commando's heavy weapons troop has a mortar platoon to go with its machine-gun platoon. The mortar platoon gives the commando light artillery support of its own.







# COMMANDO SPECIAL RULES

After the withdrawal of all British units from mainland Europe after Dunkirk, Prime Minister Winston Churchill ordered the formation of irregular raiding units or Commandos to take the fight back to the German enemy in occupied Europe with 'butcher and bolt' raids.

The Commandos conducted many small raids against the French and Norwegian coasts, but their most successful action was Operation Chariot by No. 2 Commando, which wrecked the dry dock at St. Nazaire, forcing the giant battleship *Tirpitz* to return to Germany for repairs.

The Commandos further distinguished themselves at Dieppe in August 1942, where No. 3 and No. 4 Commandos were the only units to successfully complete their assignments, despite initial setbacks.

Later that year, No. 1 and No. 6 Commandos were in the vanguard of the Operation Torch landings in French North Africa on 8 November, 1942. The Commandos fought their way to within miles of Tunis before being turned back by the newly arrived 10<sup>th</sup> Panzer Division.

The next big action by the Commandos in the Mediterranean was Operation Husky, the liberation of Sicily on 10 July 1943.

There No. 3 Commando, and No. 40 ('forty') and No. 41 ('four-one' not 'forty one') Royal Marine Commandos led the Canadian and British invasion force ashore. No. 3 Commando was then assigned to take the Ponte dei Malati bridge ahead of 50<sup>th</sup> (Northumbrian) Division who would then go on to relieve 1 Parachute Brigade dropping on Primosole bridge, key to the advance to Catania. The Commandos succeeded, but German counterattacks forced them off the bridge before the delayed 50<sup>th</sup> Division arrived.

No. 3 and No. 40 (RM) Commandos then took part in Operation Baytown, the Eighth Army's landings on the toe of Italy early in September, 1943. Later, on 9 September, No. 2 and No. 41 (RM) Commandos covered the left flank of the Salerno landings near Naples in Italy. At the start of October, No. 3 Commando was in action again, landing to seize the town of Termoli on the Adriatic coast ahead of 78<sup>th</sup> 'Battleaxe' Division.

The Commandos continued raiding and made numerous landings in the Mediterranean throughout 1944 and 1945, contributing greatly to the Allied victory.

## COMMANDO SPECIAL RULES

### NO BRITISH BULLDOG

Commandos are fearless, but they are also raiders. Their job is to get in, strike hard, and get out. Prolonged combats simply delay their mission, so the British Bulldog rule does not apply to Commando platoons.

### KNOW THE PLAN

Commandos are expected to be independent-minded (if not downright unconventional) sorts and every man is drilled in the plan before an attack. That way if the officers are killed, an NCO, or even a private can take over as needed.

*Commando Platoons use the German Mission Tactics special rule on page 242 of the rulebook.*

### FAIRBAIRN-SYKES

Under Captains W E Fairbairn and A E Sykes, a pair of tough Shanghai policemen, Commandos were trained in every imaginable method of killing and avoiding being killed in close combat. The Fairbairn-Sykes dagger they designed for the Commandos is still in use today.

*Commando Infantry Teams hit on a roll of 2+ in an assault.*

### MIND AND HEART

While in Scotland, the commandos trained in all sorts of difficult terrain, from flooded bogs to sheer cliffs.

*All commando Infantry and Man-packed Gun teams are Mountaineers (see page 61 of the rulebook).*

### YOU ARE NOT ALONE

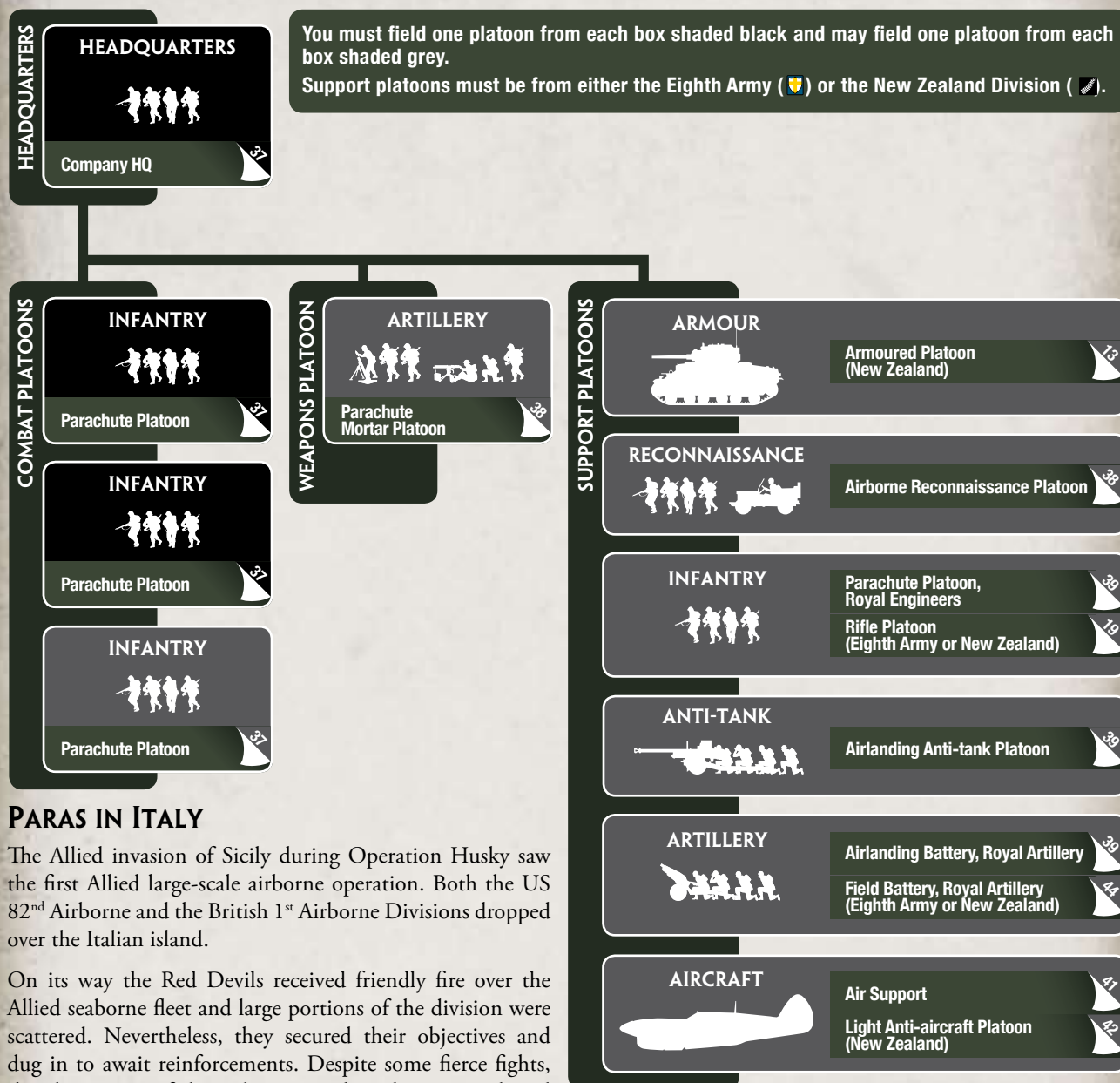
Commandos are small, hard-hitting strike forces. As each commando troop has only two small platoons, they must operate together to win. Every commando knows that no matter what happens, they are not alone. Even if their troop runs into insurmountable trouble, another troop will be there to help them out.

*Ignore the first Destroyed Commando Section, Commando Machine-gun Platoon, or Commando Mortar Platoon in a Commando when determining if it is necessary to take a Company Morale Check.*



# PARACHUTE COMPANY — ITALY —

## (INFANTRY COMPANY)



### PARAS IN ITALY

The Allied invasion of Sicily during Operation Husky saw the first Allied large-scale airborne operation. Both the US 82<sup>nd</sup> Airborne and the British 1<sup>st</sup> Airborne Divisions dropped over the Italian island.

On its way the Red Devils received friendly fire over the Allied seaborne fleet and large portions of the division were scattered. Nevertheless, they secured their objectives and dug in to await reinforcements. Despite some fierce fights, they kept most of their objectives when they were relieved by Monty's advancing Eighth Army.

After Sicily the paras moved to the Italian mainland. They participated in several operations there before being recalled to England for future operations in northwest Europe.



## MOTIVATION AND SKILL

The paras are all hand-picked volunteers. Years of hard training has made them some of the toughest troops on any battlefield. A Parachute Company is rated **Fearless Veteran**.

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

## HEADQUARTERS

### COMPANY HQ

#### HEADQUARTERS

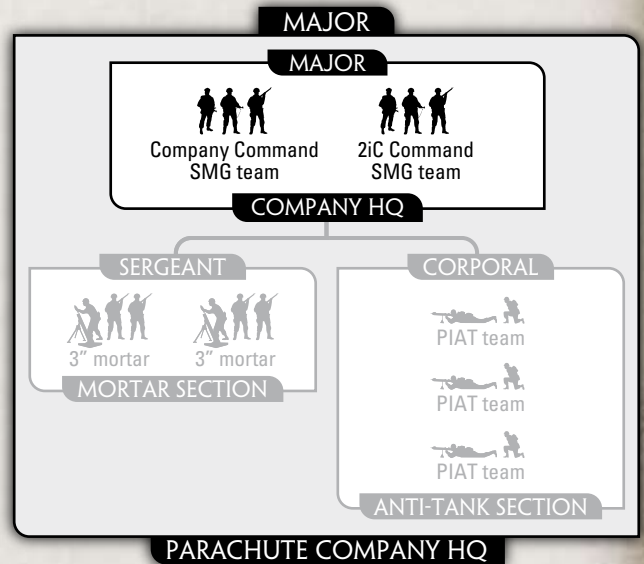
Company HQ



#### OPTIONS

- Add PIAT teams for +30 points per team.
- Add Mortar Section for +60 points.
- Add up to three Sniper teams for +50 points per team.

Para officers are selected to lead their men into battle knowing that they will be isolated, surrounded, and out-numbered. They will fight on until they win or die trying.



## COMBAT PLATOONS

### PARACHUTE PLATOON

#### PLATOON

HQ Section with:

3 Rifle Squads

2 Rifle Squads



#### OPTION

- Replace all Rifle/MG teams in one Rifle Squad with SMG teams at no cost.

### GAMMON BOMBS

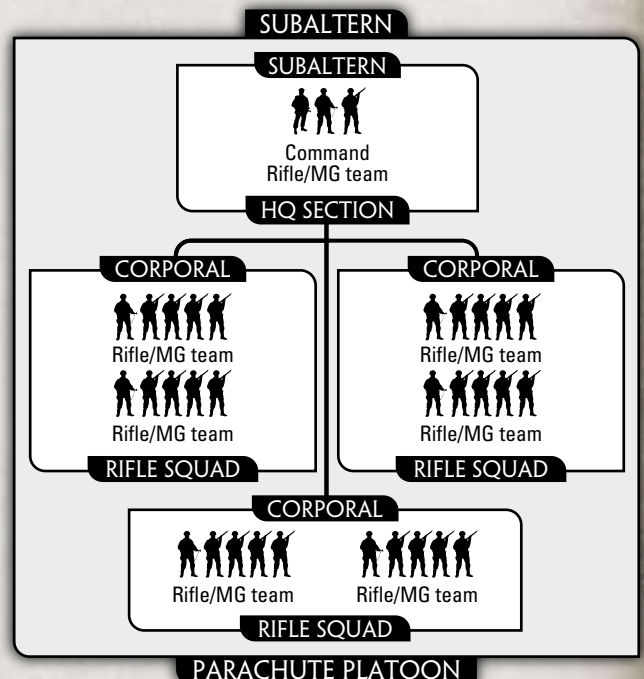
Lieutenant Gammon devised the No. 82 Gammon Grenade. This is just a cloth bag with a fuse. Since every para carries plastic explosives for demolition work, they can make a devastating anti-tank grenade by inserting the explosive, closing the bag, pulling the fuse, and throwing.

*All MG, Rifle/MG or SMG teams in a Parachute Company HQ, Parachute Platoon, or Airlanding Recce Platoon carry Gammon Bombs giving them Tank Assault 3.*

### SECTION MORTARS

The paras carry a 2" mortar in each squad to blind enemy machine-guns that would delay the advance.

*Each turn one of a Parachute Platoon's Rifle/MG teams or an Airlanding Recce Platoon's MG teams may fire as a Light Mortar team firing Smoke.*





## WEAPONS PLATOONS

### PARACHUTE MORTAR PLATOON

#### PLATOON

HQ Section with:

2 Mortar Sections

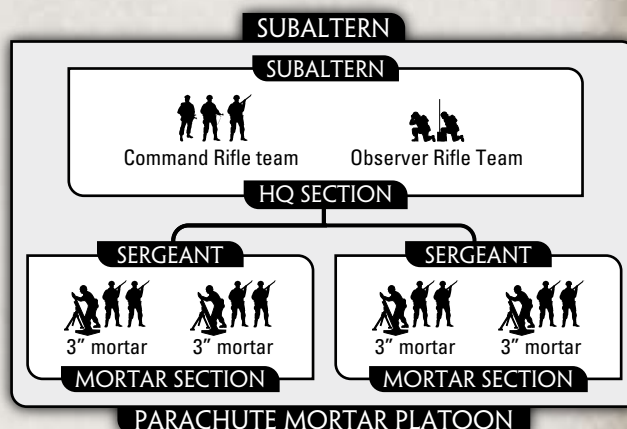
1 Mortar Section

 **PARACHUTE**  
160 points  
85 points

#### VICKERS MACHINE-GUNS

At the start of the game before deployment you may remove the Observer Rifle team and replace all 3" mortar teams with Vickers HMG teams.

Vickers HMG teams from Parachute Mortar Platoons do not have enough ammunition for indirect fire techniques, so they cannot fire Artillery Bombardments.



## SUPPORT PLATOONS

### AIRBORNE RECONNAISSANCE PLATOON

#### PLATOON

HQ Section with:

4 Recce Sections

3 Recce Sections

2 Recce Sections

 **PARACHUTE**  
300 points  
225 points  
150 points

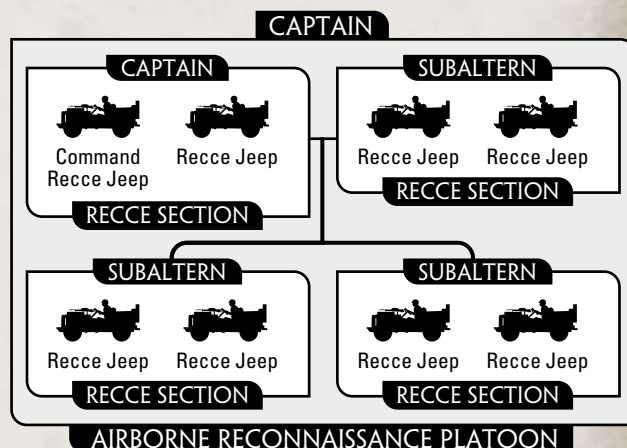
#### DISMOUNT

Before deployment you may choose to dismount all of your Airborne Reconnaissance Platoons. If you dismount, all of the Airborne Reconnaissance Platoon's vehicles are permanently removed from the game. Instead, replace:

- up to one Recce Jeep with a PIAT team,
- up to one Recce Jeep with a Light Mortar team,
- all remaining Recce Jeeps with MG teams.

Designate one of the teams as the Platoon Command team. The platoon remains a Reconnaissance Platoon.

All dismounted teams (except for PIAT teams) carry Gammon Bombs giving them Tank Assault 3.



An Airborne Reconnaissance Platoon is a Reconnaissance Platoon.

## PRIMOSOLE BRIDGE

During the invasion of Sicily in July 1943, 1 Parachute Brigade was ordered to take Primosole Bridge which spanned the Simeto River. This vital crossing needed to be captured intact for the British Eighth Army to march on Messina.

On 13 July 1943, over a hundred transport aircraft carried 1,856 men of 1 Parachute Brigade into combat. However, the air fleet became scattered due to the inexperienced crews of the transport planes and intense anti-aircraft fire from both enemy and friendly troops.

Of all the troops that took off only 295 officers and men were dropped close enough to carry out the assault on Primosole Bridge. They immediately stormed the bridge and the small

Italian garrison quickly surrendered. The paras then set to work digging in and awaited the Eighth Army's advance.

Lieutenant-Colonel John Frost commanded 2<sup>nd</sup> Parachute Battalion at Primosole Bridge and helped repulse several German attempts to recapture the bridge, a job he would again famously repeat in the following year at Arnhem.

The Red Devils fought off the Germans until they had exhausted most of their ammunition and they reluctantly conceded the bridge to form a tighter defensive line. The Germans then tried to eliminate the remaining paras, but the Eighth Army once again arrived to help recapture the bridge.



## PARACHUTE PLATOON, ROYAL ENGINEERS

## PLATOON

HQ Section with:

3 Assault Squads



PARACHUTE

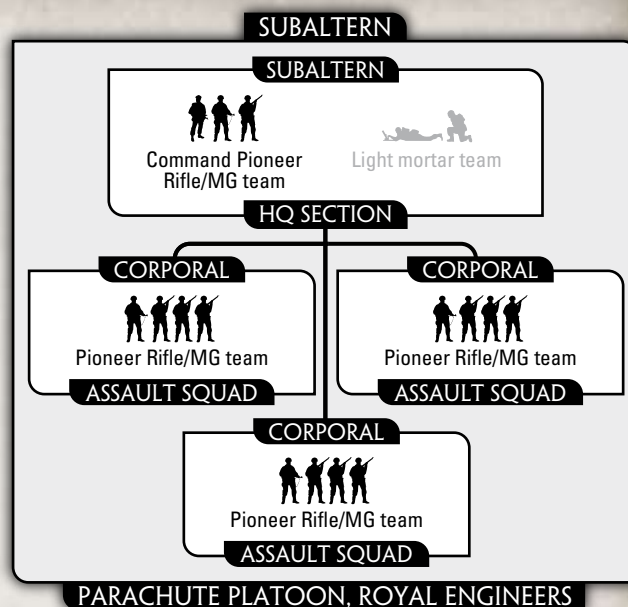
125 points

## OPTION

- Add Light Mortar team for +20 points.

*At the start of the game before deployment you may replace one Pioneer Rifle/MG team with a Flame-thrower team.*

If you need someone to fix it, clear it, torch it, blow it up, fill it in, or build a bridge over it, these elite specialists are the men for the job.



## AIRLANDING ANTI-TANK PLATOON

## PLATOON

HQ Section with:

4 6 pdr

2 6 pdr



PARACHUTE

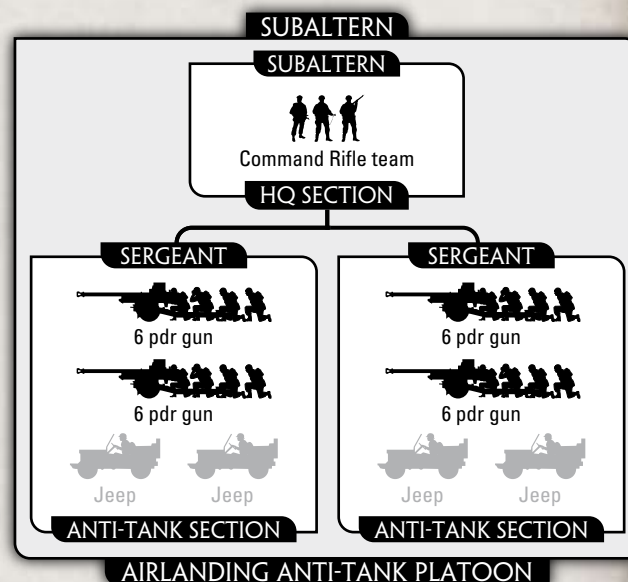
190 points

95 points

## OPTION

- Add Jeeps for +5 points for the platoon.

Airborne companies by their very nature are lightly armed. Jerry's Panzers have the ability to make a meal of the toughest troops so you need anti-tank assets with you on the ground and in action immediately. This is where the ubiquitous 6 pdr-armed airlanding anti-tank platoon comes to the fore. Only the 2<sup>nd</sup> South Staffordshire Regiment's anti-tank platoon fought in its planned role in Sicily.



## AIRLANDING BATTERY, ROYAL ARTILLERY

## PLATOON

HQ Section with:

4 M1A1 75mm

2 M1A1 75mm



PARACHUTE

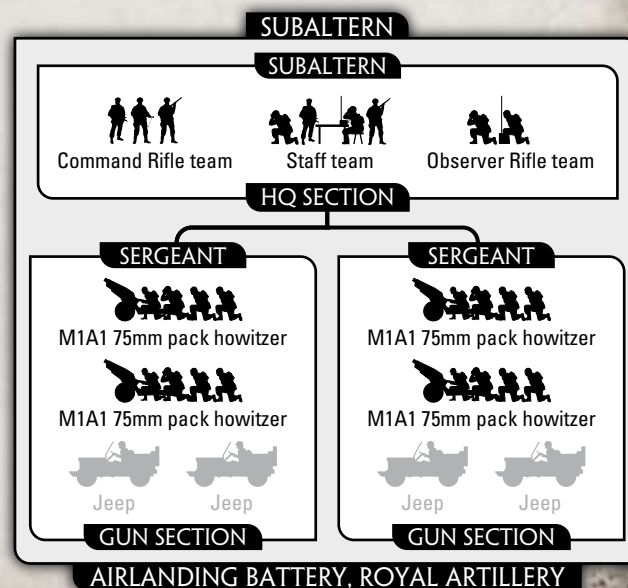
140 points

85 points

## OPTION

- Add Jeep teams for +5 points for the platoon.

In order to make sure airborne forces have ready access to artillery support, the airlanding light regiment lands with its American 75mm pack howitzers in Horsa gliders.





## 1<sup>ST</sup> AIRBORNE DIVISION

The maroon beret of the British 'paras' was first seen by German troops in North Africa and within months they had christened the ferocious paras as *Rote Teufel*—Red Devils.

This distinctive head dress was officially introduced in 1942, at the direction of Major General 'Boy' Browning, and the Pegasus symbol became the emblem of British Airborne Forces.

### ORIGINS

In 1940 Winston Churchill instructed the British War Office to form an airborne corps. From there, events moved fast. The Central Landing School was set up at Ringway, Manchester, by Army and RAF staff. Men of No. 2 Commando were selected for training, and the first jumps carried out on 13 July 1940.

In February 1941, only nine months after formation, the first airborne operation took place, when 38 men parachuted into Southern Italy to destroy the Tragino Aquaduct.

For the British airborne forces, 1941 was one of development and expansion. 1 Parachute Brigade was formed in September, and shortly afterwards the 1 Airlanding Brigade was added with four glider-borne airlanding battalions.

In November 1941, General Browning was appointed Commander Paratroops and Airborne Troops and the 1<sup>st</sup> Airborne Division was formed. In December, the Glider Pilot Regiment was established, as part of the Army Air Corps, to fly the Horsa and Hamilcar gliders.

The 1<sup>st</sup> Airborne Division continued to expand with the new 2 Parachute Brigade and the addition of No. 38 Group of the Royal Air Force, created to provide transport and to work closely with the division.

### TUNISIAN AIRDROPS

In September 1942, 1 Parachute Brigade was dispatched to Tunisia for its first taste of battle. However the notion of parachute troops was very much a new idea at this time, and as such the British commanders in the area were unsure as to what to do with them.

In November 1942, the division made its first operational combat jumps. The 3<sup>rd</sup> Parachute Battalion made the first drop in a successful assault at Bone airfield, while the 2<sup>nd</sup> Parachute Battalion jumped against the enemy-held airfields near Depienne, 30 miles (40km) south of Tunis. Initially 2<sup>nd</sup> Battalion found the airfield abandoned. The Allied column of armour scheduled to meet up with them never arrived, leaving them abandoned 50 miles (80km) behind enemy lines. They were soon attacked and heavily outnumbered by German troops, but managed to battle their way back to Allied lines in a series of ambushes and fire fights.

### HOLDING THE LINE

During the winter of 1942, 1 Parachute Brigade fought several hard battles in the Tunisian hills, earning a reputation within the Army as high-class infantry. In February the Germans launched a concerted effort determined to break

through the Allied lines in Tunisia. The paratroopers took up a position on the right of the Allied line and found itself facing a German division. Despite facing constant attacks, the paras succeeded in holding the line.

The fight in Tunisia finally ended with the Axis surrender in May 1943. 1 Parachute Brigade was joined by the rest of the 1<sup>st</sup> Airborne Division and preparations started for further airborne operations into Southern Europe.

Meanwhile, back in the United Kingdom, the 6<sup>th</sup> Airborne Division was created using the veteran 3<sup>rd</sup> Parachute Battalion, and two of the original airlanding battalions as its core troops.

### SICILY

On 10 July 1943, British and American airborne troops spearheaded Operation Husky, the Allied invasion of Sicily. During the opening hours of the invasion 144 aircraft (mainly American C-47 transports, known as Dakotas to the British) towing American WACO and British Horsa gliders took off from North Africa bearing 1 Airlanding Brigade into its first battle. Their target was the Ponte Grande Bridge on the Eighth Army's road Syracuse.

The weather was so severe that many of the gliders crashed into the sea. Worse still, heavy anti-aircraft fire from friend and foe alike shot down many of the remainder. Landings were scattered and casualties were heavy. Only 47 gliders reached land, scattered over much of southern Sicily, and only two gliders landed within five miles (8km) of the Ponte Grande Bridge. The handful of men that reached the bridge lost it to a counterattack, but fortunately the Eighth Army soon arrived and retook the bridge. After this debacle, 1 Airlanding Brigade was withdrawn to rebuild and replace its horrendous losses.

### PRIMOSOLE BRIDGE

Two nights later 128 aircraft and 19 gliders carrying the 1,856 men of 1 Parachute Brigade took off for Primosole Bridge. Once again 'friendly' anti-aircraft fire scattered the drops. Only 295 men made it to the bridge, a critical location on the Eighth Army's route to Messina. The paras secured the bridge but they were nearly overrun by the German 3<sup>rd</sup> Parachute Regiment who air dropped in the same area the next day. Once again, the Eighth Army arrived just in time to help secure the bridge and thus the road to Messina.

### LANDING IN ITALY

Fighting in Sicily ended on 17 August 1943 and the Allies targeted Italy for their next operation. In September the 1<sup>st</sup> Airborne Division landed unopposed from cruisers in the Italian port of Taranto. After the port was secured, the bulk of the division was withdrawn to England to prepare for the Normandy invasion.

Only 4 Parachute Brigade remained in Italy, coming under command of the New Zealand Division as it fought its way northward.



DIVISIONAL SUPPORT

ITALY

MOTIVATION AND SKILL

*Eighth Army Divisional Support is rated as **Confident Veteran**. See pages 186 and 187 for the ratings of other countries' Divisional Support.*

*Each nationality has its own Motivation and Skill rating. See pages 10 and 11.*

AIR SUPPORT

LIMITED AIR SUPPORT

Hurricane IIC  
Kittyhawk

 8<sup>TH</sup> ARMY

140 points  
130 points

 CANADIAN

-  
-

 INDIAN

-  
-

 NEW ZEALAND

-  
-

SPORADIC AIR SUPPORT

Hurricane IIC  
Kittyhawk

 8<sup>TH</sup> ARMY

105 points  
95 points

 CANADIAN

-  
-

 INDIAN

-  
-

 NEW ZEALAND

-  
-

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

FLIGHT

The tangle of steep hills in Italy means most transport must move along narrow roads—easy targets for the Royal Air Force with their Hurricane and Kittyhawk fighter-bombers.



*Hurricane*



## LIGHT ANTI-AIRCRAFT PLATOON

### PLATOON

HQ Section with:

6 Bofors 40mm

4 Bofors 40mm

2 Bofors 40mm

 8<sup>TH</sup> ARMY

195 points

130 points

65 points

 CANADIAN

160 points

110 points

60 points

 INDIAN

-

-

-

 NEW ZEALAND

205 points

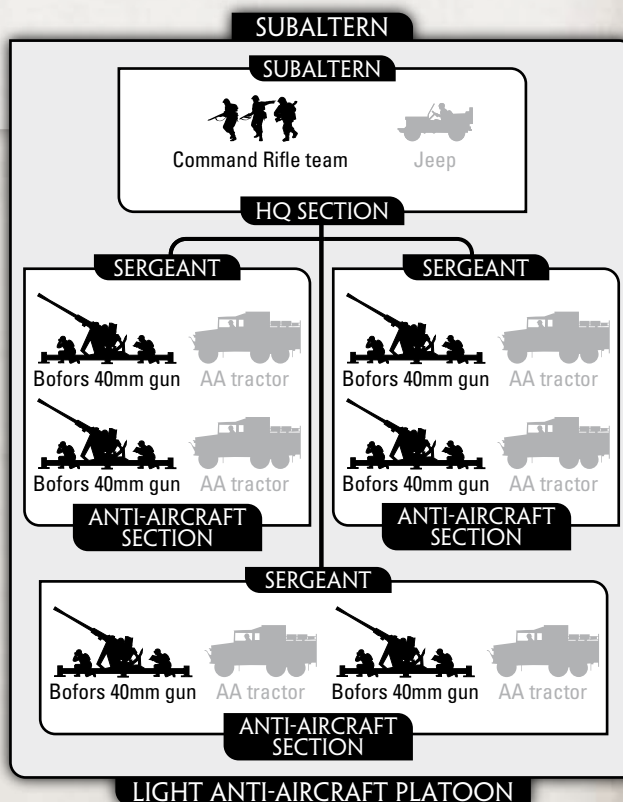
140 points

75 points

### OPTION

- Add Jeep and AA tractors for +5 points for the platoon.

For repelling the *Luftwaffe* the Royal Artillery's light anti-aircraft batteries are vital. Once the enemy is driven from the skies, the Bofors guns of the light anti-aircraft platoons are sometimes used in a ground role. A cunning tactic is to set the timed fuse in the shells so that the shells explode directly over the enemy's trenches.





## ANTI-TANK PLATOON, ROYAL ARTILLERY

## PLATOON

HQ Section with:

4 6 pdr portee

2 6 pdr portee

4 17/25 pdr &amp; Quad

2 17/25 pdr &amp; Quad

4 17 pdr &amp; Quad

2 17 pdr &amp; Quad

8<sup>TH</sup> ARMY

185 points

95 points

225 points

115 points

310 points

160 points

CANADIAN

150 points

85 points

-

-

250 points

130 points

INDIAN

160 points

85 points

-

-

270 points

140 points

NEW ZEALAND

195 points

105 points

235 points

125 points

320 points

170 points

*17/25 pdr and 17 pdr guns are towed by Quad tractors rather than being mounted portee. You may not field more than one Anti-tank Platoon, Royal Artillery armed with 17/25 pdr or 17 pdr guns.*

The anti-tank platoons of the Royal Artillery are mostly equipped with 6-pounder guns. These are a good enough gun, but struggle to penetrate the German Tigers. For that one troop (platoon) in each battery are equipped with the heavy 17-pounders.

*Portee anti-tank guns use the Tip and Run special rule on page 246 of the rulebook.*

## SUBALTERN

## SUBALTERN



Command Rifle team



Jeep

## HQ SECTION

## SERGEANT



Anti-tank gun portee



Anti-tank gun portee

## ANTI-TANK SECTION

## SERGEANT



Anti-tank gun portee



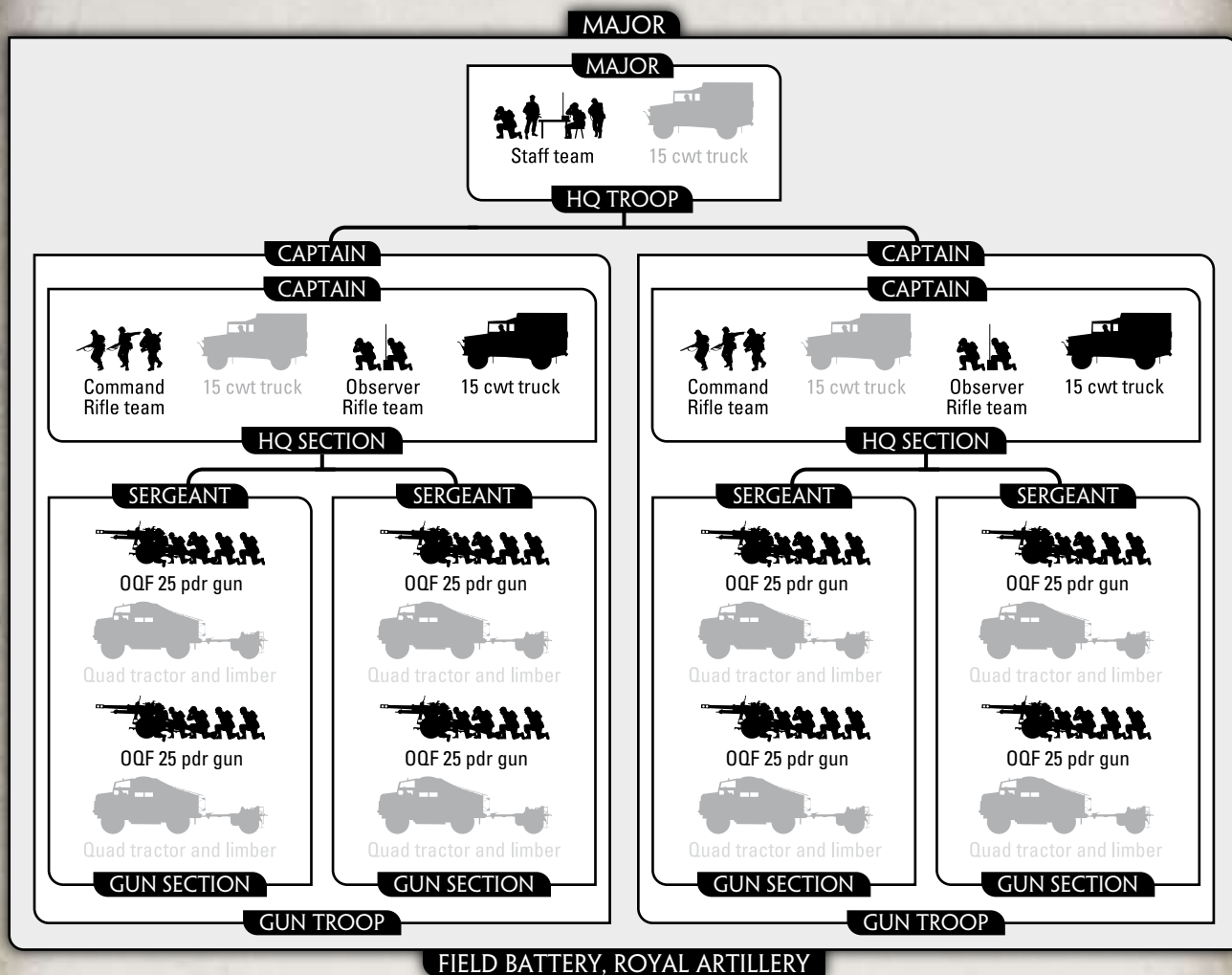
Anti-tank gun portee

## ANTI-TANK SECTION

## ANTI-TANK PLATOON, ROYAL ARTILLERY



## ROYAL ARTILLERY




### FIELD BATTERY, ROYAL ARTILLERY

#### PLATOON

HQ Troop and:

2 Gun Troops with 8 QQF 25 pdr  
1 Gun Troop with 4 QQF 25 pdr  
1 Gun Troop with 2 QQF 25 pdr

 **8<sup>TH</sup> ARMY**

360 points  
215 points  
125 points

 **CANADIAN**

305 points  
175 points  
105 points

 **INDIAN**

-  
-  
-

 **NEW ZEALAND**

380 points  
225 points  
135 points

2 Gun Troops with 8 Bishop  
1 Gun Troop with 4 Bishop  
1 Gun Troop with 2 Bishop

430 points  
245 points  
140 points

-  
-  
-

-  
-  
-

-  
-  
-

#### OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, Indian Pattern Troop Carriers, or OP Carriers, for +5 points for the battery.

*A Field Battery, Royal Artillery equipped with Bishop self-propelled guns replaces each QQF 25 pdr gun and Quad tractor with a Bishop self-propelled gun, but is otherwise organised the same as a towed battery.*







Although a Field Battery, Royal Artillery, Royal Horse Artillery Battery, or Medium Battery, Royal Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The Staff team of the HQ Troop must be attached to a Gun Troop from its own battery at the start of the game before deployment (see the British Artillery special rules on page 248 of the rulebook).

## ROYAL HORSE ARTILLERY BATTERY

### PLATOON

HQ Troop and:

	 8 <sup>TH</sup> ARMY	 CANADIAN	 INDIAN	 NEW ZEALAND
2 Gun Troops with 8 OQF 25 pdr	420 points	-	-	-
1 Gun Troop with 4 OQF 25 pdr	245 points	-	-	-
1 Gun Troop with 2 OQF 25 pdr	140 points	-	-	-
2 Gun Troops with 8 Priest	605 points	-	-	-
1 Gun Troop with 4 Priest	350 points	-	-	-
1 Gun Troop with 2 Priest	195 points	-	-	-

### OPTIONS

- Add 15 cwt trucks and Quad tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars, or OP Carriers, for +5 points for the battery.

A Royal Horse Artillery Battery is organised the same as a Field Battery, Royal Artillery.

A Royal Horse Artillery Battery equipped with Priest self-propelled guns replaces each OQF 25 pdr gun and Quad tractor with a Priest self-propelled gun, but is otherwise organised the same as a towed battery.

Royal Horse Artillery Batteries are rated as **Fearless Veteran** and are Horse Artillery Platoons (see page 118 of the rulebook).

Royal Horse Artillery Batteries may not use the Combined Bombardment and Mike Target special rules (see page 248 of the rulebook).



## MEDIUM BATTERY, ROYAL ARTILLERY

### PLATOON

HQ Troop and:

	 8 <sup>TH</sup> ARMY	 CANADIAN	 INDIAN	 NEW ZEALAND
2 Gun Troops with 8 BL 5.5"	595 points	-	-	-
1 Gun Troop with 4 BL 5.5"	345 points	-	-	-
1 Gun Troop with 2 BL 5.5"	185 points	-	-	-
2 Gun Troops with 8 M1918 155mm	510 points	-	-	-
1 Gun Troop with 4 M1918 155mm	300 points	-	-	-
1 Gun Troop with 2 M1918 155mm	165 points	-	-	-

### OPTIONS

- Add 15 cwt trucks and Matador tractors for +5 points per Gun Troop.
- Replace any or all 15 cwt trucks with White scout cars or OP Carriers, for +5 points for the battery.

A Medium Battery, Royal Artillery replaces each OQF 25 pdr gun and Quad tractor with an BL 5.5" gun and Matador tractor, but is otherwise organised the same as Field Battery, Royal Artillery.

You may not field a Medium Battery, Royal Artillery unless you are also fielding a Field Battery, Royal Artillery or a Royal Horse Artillery Battery with at least as many guns.

By the time of the Italian campaign, the Royal Artillery is a finely honed weapon wielded by highly experienced gunners. On defence, artillery Forward Observation Officers (FOO's) can bring down crushing bombardments with incredible speed, not just from the quick-firing 25-pounders of the

field artillery, but from 5.5" guns and even from Royal Navy warships cruising offshore. On attack, the gunners fire massive bombardments that turn Italian towns into piles of rubble and creeping barrages that overwhelm the German defence with shellfire.



# US SUPPORT



## MOTIVATION AND SKILL

American troops supported the Eight Army on numerous occasions. US support platoons are rated as **Confident Trained**.

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

## CHEMICAL MORTAR PLATOON

### PLATOON

HQ Section with:

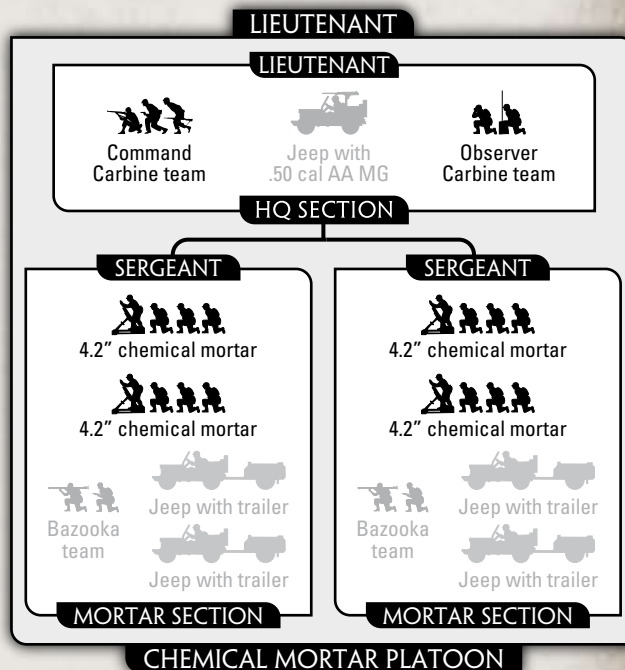
2 Mortar Sections

135 points

### OPTIONS

- Add Bazooka teams for +20 points per team.
- Add Jeep with .50 cal AA MG for +5 points.
- Add Jeeps with trailers for +5 points for the platoon.

With a high rate of fire, long range, and a heavy shell, these weapons provide excellent fire support for the infantry. They can keep up with the infantry in almost any terrain as the crews are well trained in moving their weapons in hand carts when they can't use their jeeps.





# BRITISH ARSENAL

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>LIGHT TANKS</b>					
'Honey' Stuart I and III M6 37mm gun	Light Tank 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG.
Stuart V Jalopy	Light Tank	4	2	0	Hull .50 cal MG, Hull MG, Wide tracks.

## HEAVY TANKS

Sherman II, III, or V M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG. Smoke, Semi-indirect fire.
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## SELF-PROPELLED ANTI-TANK

6 pdr portee OQF 6 pdr gun	Wheeled 24"/60cm	- 3	- 10	- 4+	AA MG, Gun shield, Tip and Run. Rear hull mounted, No HE, Portee.
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## SELF-PROPELLED GUNS

Bishop OQF 25 pdr Firing bombardments	Slow Tank 24"/60cm 64"/160cm	1 2 -	0 9 4	0 3+ 5+	AA MG. Hull mounted, Smoke. Smoke bombardment.
Priest M2A1 105mm howitzer Firing bombardments	Standard Tank 24"/60cm 72"/180cm	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG. Hull mounted, Breakthrough gun, Smoke. Smoke bombardment.

## SELF-PROPELLED ANTI-AIRCRAFT GUNS

Oerlikon 20mm SP Oerlikon 20mm gun	Wheeled 16"/40cm	- 4	- 5	- 5+	Anti-aircraft, Portee.
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## RECONNAISSANCE

Universal Carrier With Boys anti-tank rifle With .5" MG	Half-tracked 16"/40cm 16"/40cm	0 2 3	0 4 4	0 5+ 5+	Hull MG, Recce. Hull mounted Hull mounted
Indian Pattern Carrier With Boys anti-tank rifle With .5" MG	Jeep 16"/40cm 16"/40cm	0 2 3	0 4 4	0 5+ 5+	Hull MG, Recce. Hull mounted Hull mounted
Daimler Dingo	Jeep	1	0	0	AA MG, Recce.
Humber LRC III Boys anti-tank rifle	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG, Recce. Hull mounted.
Otter LRC I Boys anti-tank rifle	Jeep 16"/40cm	0 2	0 4	0 5+	AA MG, Recce. Hull mounted.

## ARMoured CARS

Humber II or III Besa 15mm gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG, Recce.
Humber IV M6 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Recce.
Daimler I OQF 2 pdr gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Recce. No HE.
Staghound I M6 37mm gun	Wheeled 24"/60cm	3 2	1 7	0 4+	Co-ax MG, Hull MG, AA MG, Recce.
Staghound II CS OQF 3" howitzer Firing bombardments	Wheeled 24"/60cm 40"/100cm	3 2 -	1 5 3	0 3+ 6	Co-ax MG, AA MG, Recce. Smoke.
Autocar 75mm SP M1897 75mm gun Firing bombardments	Half-tracked 32"/80cm 64"/160cm	1 2 -	0 9 2	0 3+ 6	Hull mounted, Semi-indirect fire, Smoke. Smoke bombardment.



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

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
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### MACHINE-GUNS

Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-	

### MORTARS

ML 3" mortar	Man-packed	24"/60cm	2	2	3+	Smoke, Minimum range 8"/20cm.
Firing Bombardments		32"/80cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.

### ANTI-AIRCRAFT GUNS

Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
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### ANTI-TANK GUNS

OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
OQF 17/25 pdr gun	Immobile	32"/80cm	1	13	3+	Gun shield, No HE.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.

### ARTILLERY

M1A1 75mm pack howitzer	Light	16"/40cm	2	6	3+	Smoke.
Firing bombardments		64"/160cm	-	2	6	Smoke bombardment.
OQF 25 pdr gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke, Turntable.
Firing bombardments		80"/200cm	-	4	5+	Smoke bombardment.
BL 5.5" gun	Immobile	32"/80cm	1	13	1+	Bunker buster.
Firing bombardments		88"/220cm	-	5	2+	
M1918 155mm howitzer (155mm C mle 1917S)	Immobile	16"/40cm	1	10	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	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

### ADDITIONAL TRAINING AND EQUIPMENT

Gammon Bombs are rated as Tank Assault 3. Pioneer teams are rated as Tank Assault 3.



## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

### TRUCKS

Jeep	Jeep	-	-	-	
CMP 15 cwt and 3-ton truck, Matador tractor	Wheeled	-	-	-	
Quad or Morris AA tractor	Wheeled	-	-	-	

### ARMoured CARRIERS

White scout car	Jeep	1	0	0	
Troop, OP or Mortar Carrier	Half-tracked	0	0	0	
Indian Pattern Troop Carrier	Jeep	0	0	0	

### MACHINE-GUN CARRIERS

MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.
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## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Hurricane IIC	Cannon	3+	8	5+	
	Bombs	4+	5	2+	
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	

## US ARSENAL

### GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
4.2in Chemical mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.

### INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

### TRUCKS

Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
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### VEHICLE MACHINE-GUNS

.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.
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