

INDIAN RECCE SQUADRON

OFFICIAL BRIEFING

INDIAN RECONNAISSANCE SQUADRONS IN ITALY 1944 TO 1945



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FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

INDIAN RECONNAISSANCE REGIMENTS

Though the Indian Army usually followed British practices, they would often have their own variation on it. The Indian Reconnaissance Regiments had arrived in North Africa as recently reorganised motorised cavalry units, having only been converted from horse-mounted cavalry.

After being assigned the role of divisional cavalry to the Indian Divisions, they so found their organisation unsuitable for their reconnaissance role. They began to convert to the more standard divisional cavalry organisation with the addition of light tanks and tracked carriers or Indian pattern wheeled carriers with limited levels of success.

When the war moved to Italy the Indian divisions joined the fight there and set about reorganising to a new structure based on the British divisional Reconnaissance Regiment pattern. However, the structure of the British units was not completely followed. The Indian regiments had just six armoured cars in each squadron, two in the HQ and four in a single troop. They also only got just eight Universal Carrier in two troops of four vehicles. A fourth troop was fielded mounted in Jeeps and the final troop was a rifle platoon organised much like a British motor platoon mounted in White Scout cars.

Three regiments were used in Italy with the Indian Divisions.

The Reconnaissance Regiment of the 4th Indian Division was the Central Indian Horse, though they sometime fought with the 8th Indian Division was well. The 4th Indian

Division then moved to Italy in January 1944. They fought during the second and third Battles of Monte Cassino. It then took part in the advance from Cassino after the fourth battle in May 1944 to the Trasimene Line in Central Italy and then the Gothic Line. In November 1944 the division was shipped to Greece to help stabilise the country after the Axis withdrawal.


Attached to the 8th Indian Division as their Reconnaissance Regiment was the 6th Duke of Connaught's Own Lancers (Watson's Horse). After fighting in Iraq with the 6th Indian Division in 1943 the 6th Duke of Connaught's Own Lancers (Watson's Horse) returned to the 8th Indian Division for operations in Italy. They were re-equipped as a new Reconnaissance Regiment and landed in Italy in October 1943. They fought their way north. The regiment was engaged in a number of actions, most notably the Second Battle of Cassino, Monte Moro, crossing of the Rivers Po and Adige and the race to Venice. The Italian campaign ended on 2 May 1945 and the regiment returned to India in June.

During the Italy campaign the 1st Duke of York's Own Skinner's Horse served as the Reconnaissance Regiment of the 10th Indian Division. The 10th Indian Division was sent to Italy March 1944 to join Eighth Army on the Adriatic front. The division fought numerous mountain battles and river crossings followed with Operation Olive on the Gothic Line and then the spring 1945 offensive. Security tasks on the Yugoslav border around Trieste completed the division's war service.

A Daimler Dingo (probably in use in a squadron HQ) of the 6th Duke of Connaught's Own Lancers at San Felice, during the advance towards the River Sangro, Italy, 1943.



INDIAN SPECIAL RULES

Indian companies and platoons (marked ) use all the normal British special rules found on pages 246 to 248 of the rulebook except the *British Bulldog* special rule. In addition, they use the *Dixie Air Support*, *Allied Artillery*, *War Cry* and *Northwest Frontier* rules below.

An Indian Company may have both Indian or Gurkha Rifle Platoons as their Rifle Platoon support choices. All Machine-gun Platoons and Heavy Mortar Platoons supporting Indian companies are Indian. All remaining support comes from either the British Eighth Army, New Zealand, Canadian, or US Fifth Army, which are not Indian platoons.

DIXIE AIR SUPPORT

The German habit of fighting rear-guard actions by day and withdrawing to a new line of defence each night meant that the Allied troops were frequently unable to make contact. On those occasions when contact could be made early in the day, the Germans could be forced to withdraw before dark, making them prime targets for the fighter-bombers.

A new system, called *Dixie*, was introduced to make the best use of the few hours of daylight left. When enemy targets appeared, a call was made by corps headquarters for *Dixie*. The tactical reconnaissance aircraft's task was to find suitable targets for the fighter-bombers and report them.

During your Starting Step, after rolling for Air Support, you may elect to either use your Auster AOP as normal (using the Air Observation Post rules on page 139 of the rulebook) or use it to coordinate Dixie Air Support (if you have taken that upgrade option). The Auster AOP cannot do both in the same turn.

If you choose to use the AOP to coordinate Dixie Air Support, all air attacks against targets within Line of sight and 16"/40cm of the Auster AOP are under its control.

Aircraft under the control of an Auster AOP may re-roll a failed attempt to Range In.

Unlike normal air attacks that cannot be within 16"/40cm of any friendly teams (see Safety Distance rule on page 184 of the rulebook), aircraft under the control of an Auster AOP will only abort if friendly teams are within 12"/30cm of the Aircraft model.

ALLIED ARTILLERY

The Allied armies in Italy worked closely together and different nations' artillery would be used to support each other.

As an exception to the Allied Platoons rule on page 70 of the rulebook, US and British (including all Commonwealth nations) Observer teams can Spot for each other's Artillery Bombardments.

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. When enemy platoons first test their Motivation to Counterattack Indian and Gurkha platoons in Assaults, they must re-roll the die and apply the re-rolled result to all the platoons that passed the original roll.

Platoons entirely equipped with Armoured Tank teams are not affected by the War Cry rule and do not re-roll.


NORTH-WEST FRONTIER

The Indian Army trained and fought against tribal rebels in the mountainous frontiers on India's borders. These campaigns made them particularly adept at fighting in the high terrain under its inclement weather. As a result they were specialists at mountain warfare.

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

GURKHA SPECIAL RULES

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.

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

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, the Gurkha team hits on a roll of 2+ in Assaults.

INDIAN RECCE SQUADRON

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Indian Recce
Squadron HQ

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

COMBAT PLATOONS

RECONNAISSANCE



Indian Recce Platoon

RECONNAISSANCE



Indian Scout Platoon

RECONNAISSANCE



Indian Recce Platoon

Indian Scout Platoon

RECONNAISSANCE



Indian Recce Platoon

Indian Jeep Platoon

INFANTRY



Indian Assault Platoon

WEAPONS PLATOONS

ARMOUR



Heavy Armoured Car
Platoon

ARTILLERY



Mortar Platoon

SUPPORT PLATOONS

ARMOUR



Armoured Platoon

Tank Platoon

Tank Platoon

Light Tank Platoon

ANTI-TANK



Anti-tank Artillery Platoon
(SP), Royal Artillery

Anti-tank Artillery
Platoon, Royal Artillery

INFANTRY



Rifle Platoon

INFANTRY



Rifle Platoon

Engineer Combat
Platoon

MACHINE-GUNS



Machine-gun Platoon

Heavy Mortar Platoon

ARTILLERY



Field Battery,
Royal Artillery

Corps Field
Artillery Battery

ARTILLERY



Field Battery,
Royal Artillery

Medium Battery,
Royal Artillery

Corps Field Artillery
Battery

Corps Field Artillery
Battery (155)

ANTI-AIRCRAFT



Light Anti-aircraft
Platoon, Royal Artillery

AIRCRAFT



Air Support

AOP



Air Observation Post



ALLIED PLATOONS



American Platoons in your force are Allies and follow the Allies rules on page 70 of the rulebook.



MOTIVATION AND SKILL

The mountainous terrain of southern Italy makes reconnaissance even more important for the experienced recon troops.

Recce Squadrons from the 4th, 8th & 10th Indian Divisions are rated **Fearless Veteran**.

4 TH , 8 TH & 10 TH INDIAN DIVISIONS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

INDIAN RECCE SQUADRON HQ

HEADQUARTERS



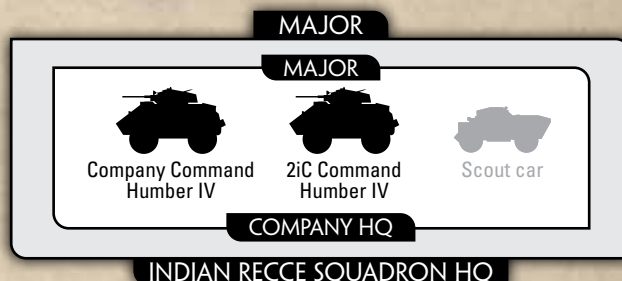
2 Humber IV	85 points
1 Humber IV	45 points

OPTION

- Add a Daimler Dingo scout car or Indian Pattern Carrier scout car for +35 points.

The armoured cars of an Indian Recce Squadron HQ are Recce teams.

The platoons and patrols of an Indian Recce Squadron push forward from the bridgeheads of their Indian division. They



seek to prevent the destruction of roads and bridges as the German Army withdraws one river at a time in the long slog up Italy. With their high mobility they attempt to defend the gaps between Indian divisions and the other Allied divisions they share the line with.

COMBAT PLATOONS

INDIAN RECCE PLATOON

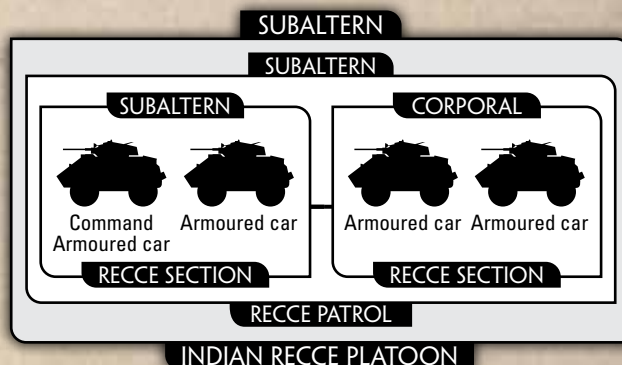
PLATOON



2 Recce Sections with:	
4 Humber IV	170 points
3 Humber IV	130 points
3 M8 Greyhounds	135 points
1 Recce Section with:	
2 Humber IV	85 points
2 M8 Greyhounds	90 points

If you take three Indian Recce Platoons, two must be equipped with M8 Greyhound armoured cars.

An Indian Recce Platoon is a Reconnaissance Platoon.



The recce platoons of the Indian divisions were armed with Humber IV armoured cars and universal carriers. The Indian Recce Squadron's armoured cars are the eyes and ears of the division. Previously cavalry units, these troops maintain the *élan* of cavalry and rush headlong into combat more often than traditional recce troops.

From November 1943 the 6th Duke of Cannaught's Own Lancers re-equipped one Universal Carrier Scout Platoon with Humber IV armoured cars. In October 1944 a second Scout Platoon had its carriers replaced by M8 Greyhound armoured cars.

INDIAN SCOUT PLATOON

PLATOON

4 Universal Carriers	125 points
3 Universal Carriers	95 points

OPTIONS

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or .50 cal MG for +10 points per carrier.
- Replace up to two extra hull-mounted MG on Universal Carriers with a PIAT anti-tank projector at no cost.

An Indian Scout Platoon is a Reconnaissance Platoon.

INDIAN JEEP PLATOON

PLATOON

3 Recce Sections with: 6 Recce Jeeps	130 points
2 Recce Sections with: 4 Recce Jeeps	90 points

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

Jeep Scout Patrols are Reconnaissance Platoons.

Unlike many British units that would use their Jeeps for communication and commander work, the Indian organised their's into a reconnaissance platoon of six jeeps. Armed with Bren guns in case of nasty surprises, these troops would avoid

INDIAN ASSAULT PLATOON

PLATOON

HQ Section with:

4 Assault Squads	275 points
3 Assault Squads	225 points
2 Assault Squads	175 points

OPTION

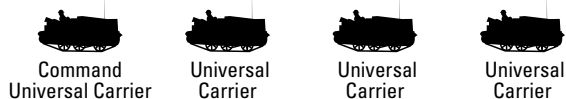
- Replace all White Scout cars with M5 half-tracks at no cost.

The role of the recce squadron's assault platoon was to hold ground taken by the squadrons, as well as advancing on foot when the terrain was too rough for the armoured cars, carriers, or jeeps.

They were organised much like a rifle platoon with a Bren gun in each squad, a light mortar for support fire and a PIAT for protection against tanks. They were mounted in armoured White Scout cars or M5 half-tracks to keep pace with the rest of the squadron.

SERGEANT

SERGEANT



SCOUT PATROL

INDIAN SCOUT PLATOON

Each squadron had eight Universal Carriers organised into two platoons of four carriers. The carriers didn't have the firepower or armour of the Humber IV armoured cars, but they had good speed and mobility across a variety of terrain. Every second carrier was usually armed with a PIAT anti-tank projector.

SUBALTERN

SUBALTERN



JEEP SCOUT PATROL

SERGEANT



JEEP SCOUT PATROL

SERGEANT



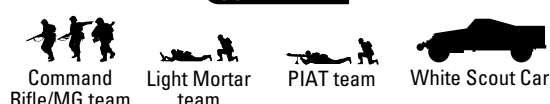
JEEP SCOUT PATROL

INDIAN JEEP PLATOON

direct confrontation with the enemy and instead report back to their headquarters with the enemy positions.

SUBALTERN

SUBALTERN



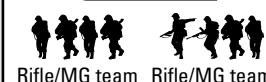
HQ SECTION

CORPORAL



ASSAULT SQUAD

CORPORAL



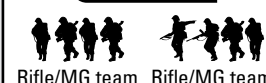
ASSAULT SQUAD

CORPORAL



ASSAULT SQUAD

CORPORAL



ASSAULT SQUAD

INDIAN ASSAULT PLATOON

WEAPONS PLATOONS

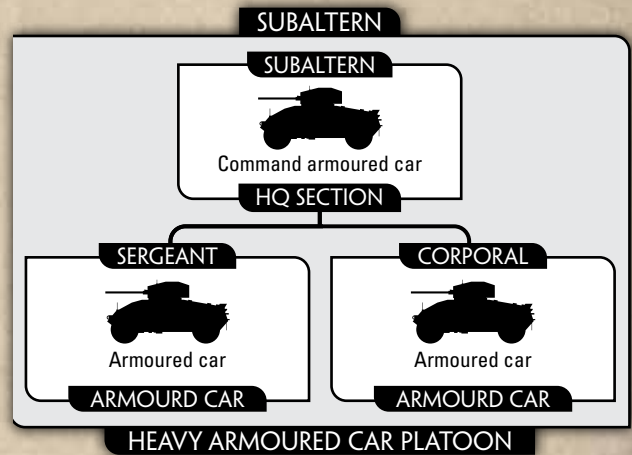
HEAVY ARMoured CAR PLATOON

PLATOON

3 AEC II	160 points
3 AEC III	200 points
3 Autocar 75mm SP	175 points

A Heavy Armoured Car Platoon is a Reconnaissance Platoon.

Skinner's horse had a heavy armoured car platoon equipped with the 6 pdr armed AEC II heavy armoured car. The 6 pdrs of the AEC armoured cars were later replaced with 75mm guns to make them AEC III armoured cars. 6th Duke of Connaught's Own Lancers and Central Indian Horse had



75mm guns mounted on M3 half-tracks in support.

MORTAR PLATOON

PLATOON

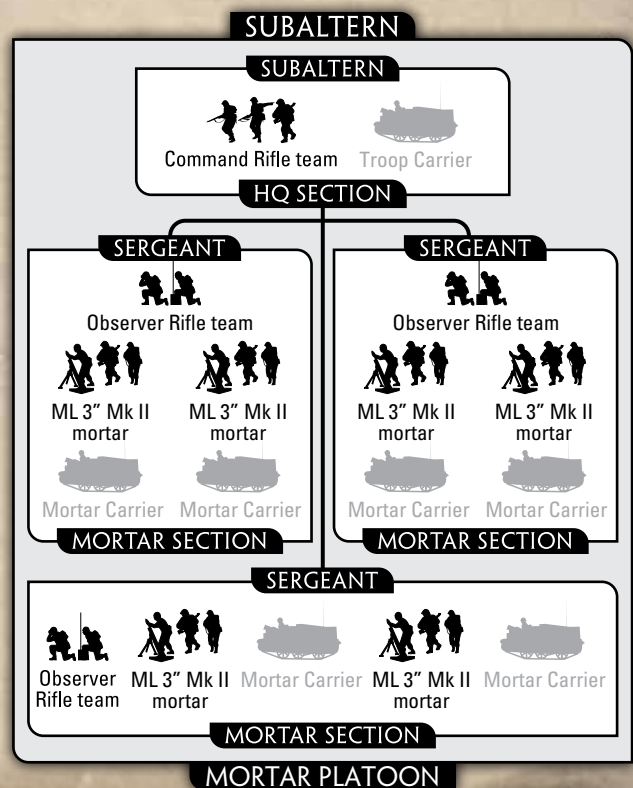
HQ Section and:

3 Mortar Sections with: 6 ML 3" mortars	200 points
2 Mortar Sections with: 4 ML 3" mortars	135 points
1 Mortar Section with: 2 ML 3" mortars	75 points

OPTIONS

- Add Troop and Mortar Carriers for +5 points for the Platoon.
- Replace all Troop and Mortar Carriers with Indian Pattern Troop Carriers at no cost.

At least the 6th Duke of Connaught's Own Lancers had their own mortar platoon in support, and it seems likely that Central Indian Horse and 1st Duke of York's Own Skinner's Horse also may have had such a platoon in support.



CORPS SUPPORT

MOTIVATION AND SKILL

The Eighth Army is a veteran formation, having fought from North Africa to Cassino. Eighth Army support platoons are rated **Confident Veteran**. Eighth Army platoons use all the normal British special rules found on pages 246 to 248 of the rulebook. In addition, they use Dixie Air Support rules page 3.

The 2nd New Zealand Division supports New Zealand and other Eighth Army troops with great skill. New Zealand support platoons are rated **Confident Veteran**. New Zealand platoon use the special rules below. In addition, they use Dixie Air Support rules page 3.

1st Canadian Armoured Brigades of the 1 Canadian Corps contained men who had gained experience at Dieppe and Sicily. A Canadian Armoured Squadron is rated **Confident Veteran**, and uses the special rules below. In addition, they use Dixie Air Support rules page 3.

The Recce Squadrons were also supported by Indian infantry during their operations. Indian support platoons are rated **Fearless Veteran**. Indian platoons use special rules on page 3.


EIGHTH ARMY	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

2 ND NEW ZEALAND DIVISION	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

1 CANADIAN CORPS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

4 TH & 8 TH INDIAN DIVISIONS	
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

NEW ZEALAND SPECIAL RULES

New Zealand companies and platoons (marked ) use all the normal British special rules found on pages 246 to 248 of the rulebook. In addition, they use the Dixie Air Support rules on page 3 and the 4 by 2 and No. 8 Wire, and Rumpus rules below.

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.

New Zealand platoons use the German Mission Tactics special rule (see page 242 of the rulebook).


RUMPUS

Desert warfare had called for quicker and more flexible artillery support, cutting fire orders to the barest minimum. The NZ artillery developed the Stonk, which allowed individual guns to be laid on a new target in a matter of seconds. When the British adopted the NZ methods they modified the Stonk, so the NZ gunners re-christened their Stonk as a Rumpus.

If a New Zealand Field Battery, Royal Artillery fires a Mike Target Bombardment (see page 248 of the rulebook) using only OQF 25 pdr guns, and Ranges In on their first attempt (with or without the re-roll), each team hit by the Bombardment must re-roll successful saves in the first turn of the Bombardment.

If an artillery platoon that is not a New Zealand platoon joins the Bombardment under the British Combined Bombardment rule (see page 248 of the rulebook), it is no longer a Rumpus Bombardment.

CANADIAN SPECIAL RULES

Canadian companies and platoons (marked ) use all the normal British special rules found on pages 246 to 248 of the rulebook except the British Bulldog special rule. In addition, they use the Dixie Air Support rules on page 3 and the Assault Troops and Woodsmen rules below.

ASSAULT TROOPS

The Canadians have maintained their enviable reputation as aggressive assault troops, unwilling to be stopped by enemy fire, no matter how heavy.

Canadian platoons do not use the British Bulldog special rule. Instead any Canadian Platoon that is Pinned Down may re-roll failed Motivation tests to Rally from being Pinned Down or to Remount vehicles after being Bailed Out.

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 soldiers are typically a little more independent (and unruly) than British soldiers.

Canadian platoons use the German Mission Tactics special rule (see page 242 of the rulebook).

ARMoured PLATOON

PLATOON

4 Sherman III or V	320 points	-	330 points
3 Sherman III or V	240 points	250 points	250 points
4 Sherman IIA (76mm)	475 points	-	-
3 Sherman IIA (76mm)	355 points	-	-

OPTIONS

- Replace up to one Sherman IIA (76mm) tank with a Firefly IC (late) tank for +15 points.
- Arm any or all Sherman III, V, or IIA tanks with a .50 cal AA MG for +5 points per tank.

In the rough hilly terrain of Italy the tankers of the British Empire often find themselves facing dug-in infantry and well-concealed guns. The 75mm gun of the Sherman III or V tank is ideal for blasting infantry and guns out of trenches, where enemy tanks are often thin on the ground.

The 8th Indian Division's Reconnaissance Regiment, the 6th Duke of Connaught's Own Lancers (Watson's Horse), often worked with the British 6th Armoured Division.

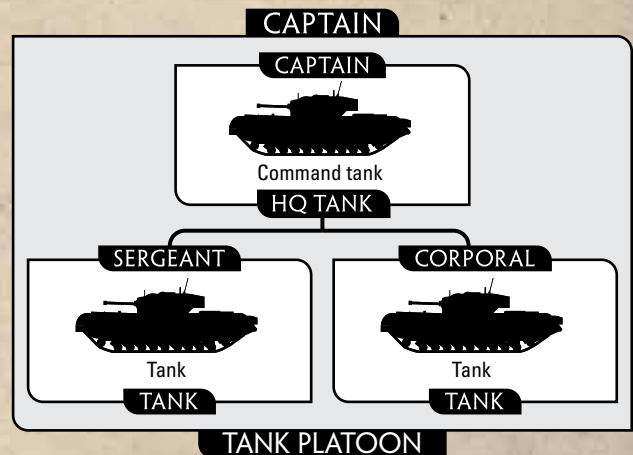
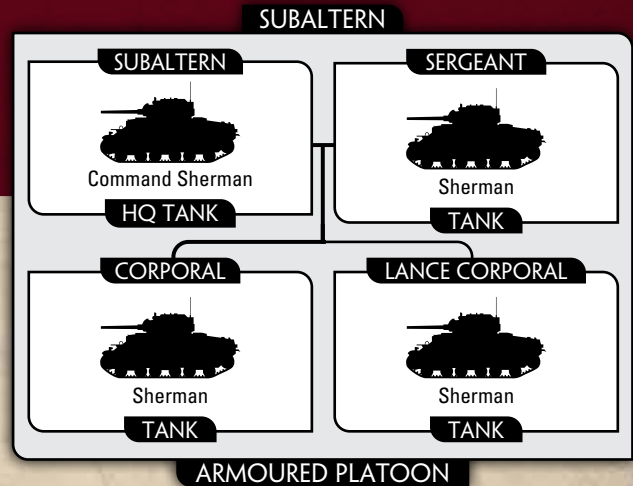
TANK PLATOON

PLATOON

3 Churchill III or IV	270 points
3 Churchill III or IV (late)	300 points
1 Churchill VII and 2 Churchill III or IV (late)	365 points
3 Churchill IV (NA75)	320 points
1 Churchill VII and 2 Churchill IV (NA75)	375 points
2 Churchill III or IV, and 1 Sherman V	260 points
1 Churchill III or IV, and 2 Sherman V	250 points
3 Sherman V	240 points

OPTION

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



The troops of the tank regiments are equipped with Churchill Infantry tanks. The heavily-armoured 'I' tanks work closely with the infantry, escorting them forward and providing direct fire support in order to get them onto the objective. Capable of crossing trenches and streams, speed is not a factor, as they only need to keep pace with the PBI, the 'Poor Bloody Infantry'.



ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

PLATOON

4 M10 3" SP	290 points	300 points
2 M10 3" SP	145 points	155 points
4 M10C 17 pdr SP (late)	370 points	-
2 M10C 17 pdr SP (late)	185 points	-

OPTION

- Upgrade all M10 3" SP or M10C 17 pdr SP (late) with Top Armour 1 for +5 points per self-propelled gun.

As the campaign in Italy continued into the second half of 1944 more of the anti-tank regiments of the British and

ANTI-TANK PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:

4 OQF 17 pdr (late)	295 points	295 points
2 OQF 17 pdr (late)	150 points	150 points

OPTION

- Add 15 cwt truck and Quad tractors and limbers to the platoon for +5 points.
- Replace 15 cwt truck and Quad tractors and limbers with M5 half-tracks at no cost.

Most anti-tank regiments re-allocated the 6 pdrs to the infantry's anti-tank gun units and kept the 17 pdr guns as they received M10 self-propelled guns.

Due to the mountainous terrain the 17 pdr guns were not called on often to knock out German tanks, but they were always ready.

LIEUTENANT

LIEUTENANT



HQ SECTION

SERGEANT



ANTI-TANK SECTION

ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

Commonwealth divisions were equipped with M10 3" self-propelled (SP) anti-tank guns. Even the more powerful M10C 17 pdr SP began to be issued in late 1944 and early 1945.

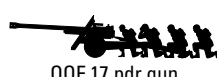
SUBALTERN

SUBALTERN



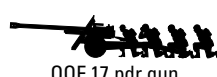
HQ SECTION

SERGEANT



ANTI-TANK SECTION

SERGEANT



ANTI-TANK SECTION

ANTI-TANK PLATOON, ROYAL ARTILLERY



RIFLE PLATOON

PLATOON

HQ Section with:

3 Rifle Squads



180 points



220 points



190 points

2 Rifle Squads

140 points

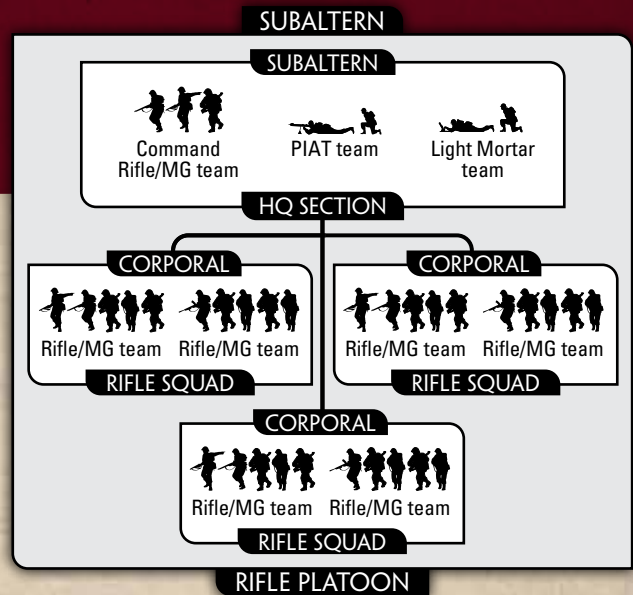
170 points

150 points

OPTIONS

- Turn all Indian Rifle Platoons into Gurkha Rifle Platoons for +10 points per platoon.
- Equip all Rifle/MG teams with Sticky Bombs for +10 points for the platoon.

No matter what higher headquarters or the papers say, the real fighting is done by the infantry soldier. With little fanfare they are the ones that slog through the terrain regardless of weather and overcome the enemy in their bunkers.



MACHINE-GUN PLATOON

PLATOON

HQ Section with:

4 Vickers HMG



160 points

2 Vickers HMG

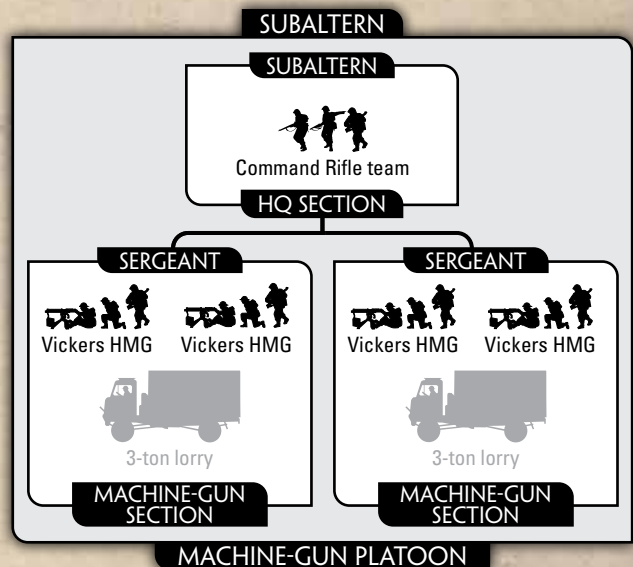
85 points

OPTION

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

Machine-gun Platoons may fire Artillery Bombardments, as shown in the Arsenal on page 20.

The Vickers medium machine-gun is a venerable weapon, but these reliable machine-guns are just what is needed in Italy. A particularly good 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 of any Germans in the open.



HEAVY MORTAR PLATOON

PLATOON

HQ Section with:



2 Mortar Sections with:

4 ML 4.2" mortar 175 points

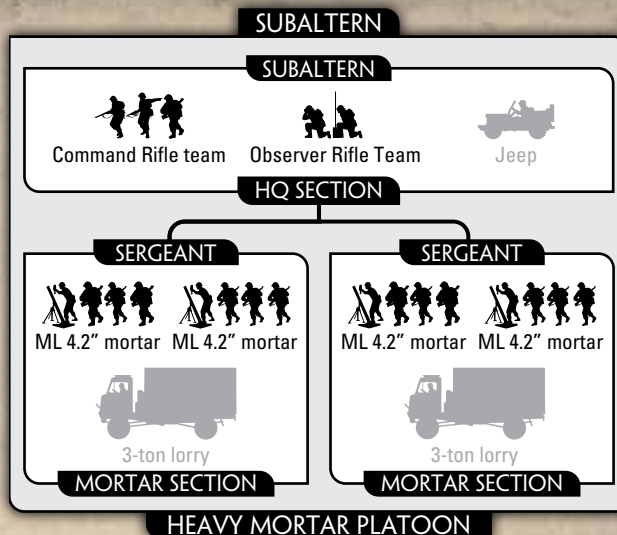
1 Mortar Section with:

2 ML 4.2" mortar 90 points

OPTION

- Add Jeep and 3-ton Lorries for +5 points for the platoon.

The 4.2" mortar's 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. The larger mortar bomb of the 4.2" mortar can also play havoc among the gun nests and tank hunters backing up German strongpoints.



LIGHT ANTI-AIRCRAFT PLATOON, ROYAL ARTILLERY

PLATOON

HQ Section with:



6 Bofors 40mm 175 points

4 Bofors 40mm 120 points

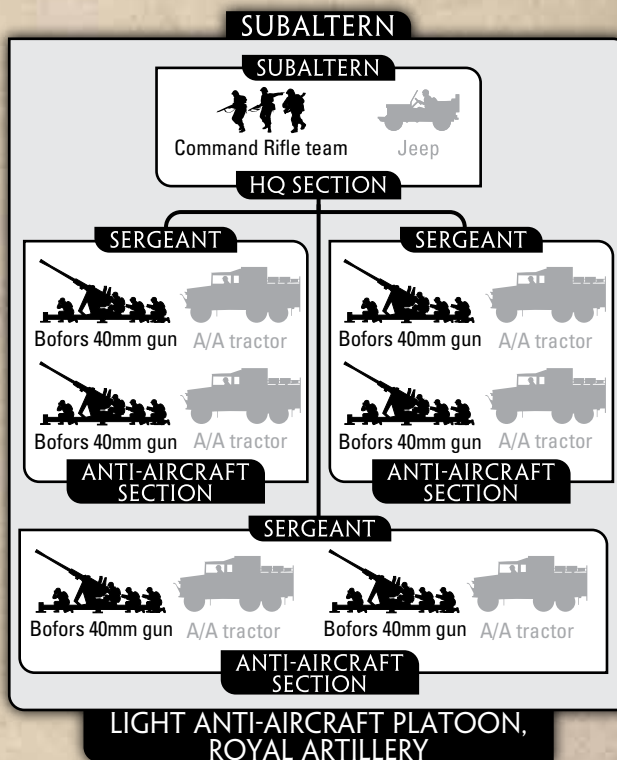
2 Bofors 40mm 65 points

OPTION

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

Anti-aircraft platoons were stationed along the line to knock out the occasional German planes that might fly overhead.

However, they were also useful lending their high rate of fire to harass enemy ground targets foolish enough to wander into their sights.



FIELD BATTERY, ROYAL ARTILLERY PLATOON

HQ Troop and:



2 Gun Troops with:

8 OQF 25 pdr 315 points 335 points

1 Gun Troop with:

4 OQF 25 pdr 185 points 200 points

2 OQF 25 pdr 105 points 115 points

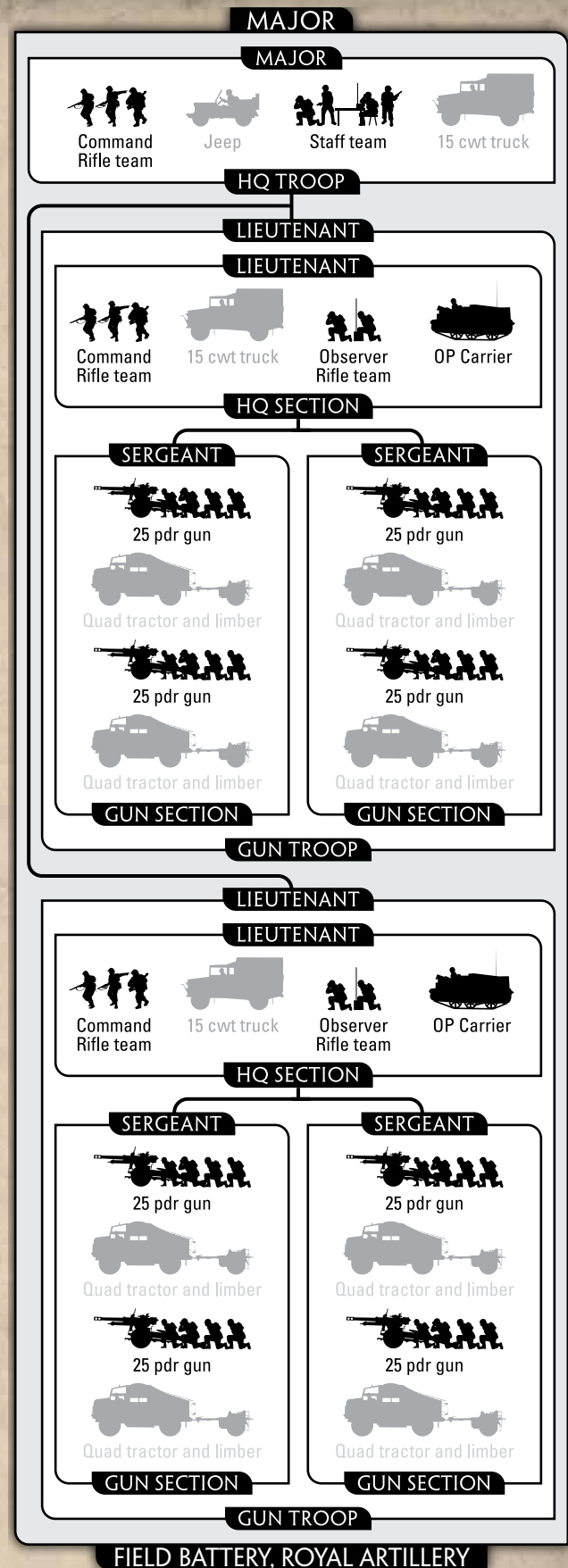
OPTIONS

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

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

The Royal New Zealand Artillery is responsible for some of the bombardment techniques that had become standard British artillery practice by 1944, such as Stonks and Murders. These were soon adopted by all British and Commonwealth artillery.

In northern Italy infantry and artillery became the supreme weapons of war. The artillery was frequently used in massive artillery bombardments to help prepare the way for an infantry assault. The 25 pdr gun is lighter than the American and German equivalents, and adapted well to the battlefield conditions of Italy.



MEDIUM BATTERY, ROYAL ARTILLERY

PLATOON

HQ Troop and:



2 Gun Troops with:

8 BL 5.5" 540 points

1 Gun Troop with:

4 BL 5.5" 310 points

2 BL 5.5" 170 points

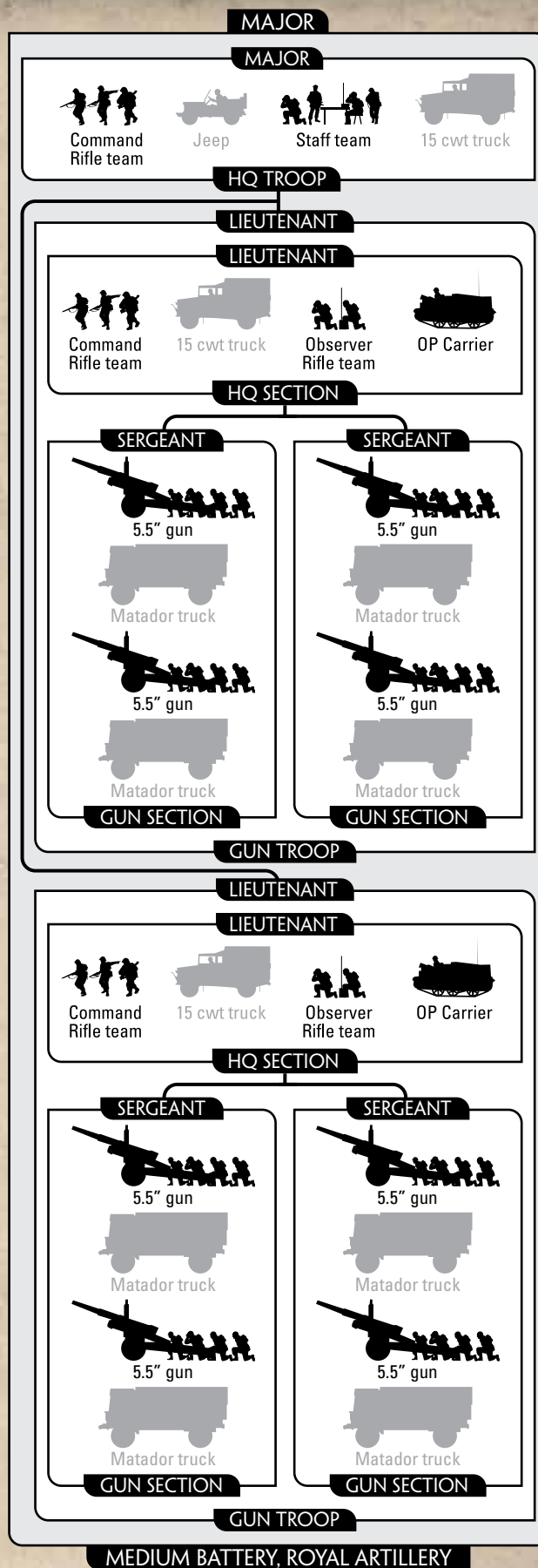
OPTIONS

- Add Jeep, 15 cwt trucks and Matador tractors for +5 points per Gun Troop.
- Replace any or all Observer Rifle teams and their OP Carrier with Sherman OP tanks for +10 points per tank.

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

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

The heavy 5.5" guns of the medium batteries contributed to the massive bombardments along the Cassino front. The heavy shell dug German troops out from their holes. Those that survived such a bewildering bombardment had only seconds to recover before the troops of the New Zealand and Indian divisions were on top of them. This continued throughout the campaign, with massive bombardments from the heavy guns preceding attacks by the infantry.





AIR OBSERVATION POST

AOP

Auster AOP

25 points

OPTION

- Add Dixie Air Support role to AOP for +10 points.

Air Observation Posts follow the rules for Air Observation Posts found on page 139 of the rulebook.

SUBALTERN

SUBALTERN



Auster AOP

AOP

AIR OBSERVATION POST

The Dixie Air Support special rule can be found on page 3.

AIR SUPPORT

LIMITED AIR SUPPORT

Spitfire or Kittyhawk

130 points

Hurricane IV

170 points

SPORADIC AIR SUPPORT

Spitfire or Kittyhawk

95 points

Hurricane IV

125 points

The Royal Air Force provided the Eighth Army with air cover, hitting enemy targets whenever they could.

FLIGHT LIEUTENANT

FLIGHT LIEUTENANT



Aircraft

FLIGHT

AIR SUPPORT

US FIFTH ARMY SUPPORT

MOTIVATION AND SKILL

Most US divisions of the Fifth Army in Italy are veterans of fighting in North Africa, Tunisia, Sicily, Salerno, Anzio and the Gustav Line. All Fifth Army Support platoons are rated **Confident Veteran**, unless otherwise noted.

US support platoons use the US special rules on pages 236 to 240 of the rulebook.



FIFTH ARMY

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

TANK PLATOON

PLATOON



5 M4 or M4A1 Sherman	415 points
4 M4 or M4A1 Sherman	335 points
3 M4 or M4A1 Sherman	250 points

Replace any or all tanks each for:

M4A3 Sherman	+5 points
M4A3 (late) Sherman	+20 points

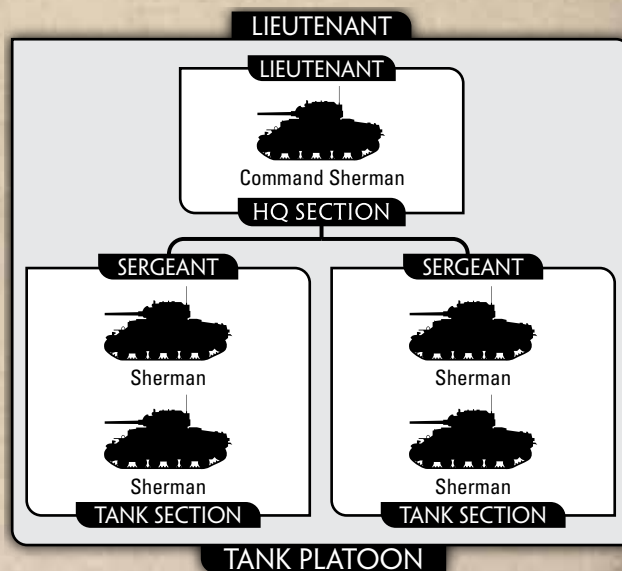
Replace up to two M4 or M4A1 Sherman tanks each for:

M4A3 (76mm) Sherman	+55 points
M4A3E8 Easy Eight	+65 points

OPTION

- Equip any or all Sherman tanks with Improved Armour for +5 points per tank.

The Sherman tanks of the 1st Armored Division and the independent tank battalions were mostly M4 and M4A1 Sherman tanks armed with 75mm guns. From August 1944



replacement tanks began to arrive, new M4A3 and M4A3 (late) Sherman models with improved mobility and armour. In 1945 more 76mm Sherman tanks arrived and were often integrated into the platoons rather than being concentrated into one platoon.

LIGHT TANK PLATOON

PLATOON

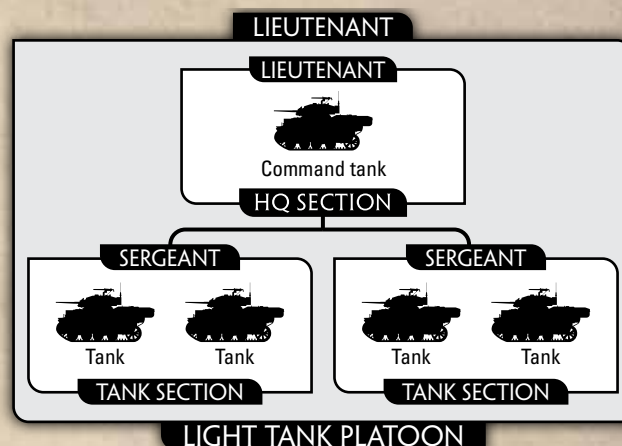


5 M5A1 Stuart	260 points
4 M5A1 Stuart	210 points
3 M5A1 Stuart	155 points

5 T8E1 Turretless Stuart	235 points
4 T8E1 Turretless Stuart	190 points
3 T8E1 Turretless Stuart	145 points

5 M24 Chaffee	415 points
4 M24 Chaffee	335 points
3 M24 Chaffee	250 points

The M5A1 Stuart light tanks of the 1st Armored Division fought at Anzio, taking part in the breakout. They were used to exploit gaps in the German defence, widening the breach to allow the infantry and medium tanks to pour through the gap, while the light tanks caused havoc behind the German lines.



The turretless Stuart tank designated the T8E1, improved the mobility of the Stuart and allowed them to support the infantry in terrain that would otherwise have stopped them.

In March 1945 the 81st Cavalry Reconnaissance Squadron of the 1st Armored Division received the new M24 Chaffee light tank and used them until the fall of Milan at the end of the war.

ENGINEER COMBAT PLATOON

PLATOON

HQ Section with Weapons Squad and:



2 Operating Squads	195 points
1 Operating Squad	145 points
No Operating Squads	100 points

Add:

1 M3 37mm gun	+20 points
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Add one Bazooka teams per Squad:

Bazooka team	+20 points
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OPTIONS

- Replace the M3 37mm gun with a Bazooka team at no cost.
- Add Jeep with .50 cal AA MG and 2½-ton dump trucks for +10 points for the platoon.
- Add Pioneer Supply 2½-ton dump truck for +25 points.
- Add a Bulldozer for +15 points, a turretless M4 Sherman dozer for +20 points, or an M4 Sherman tank fitted with a dozer blade for +90 points.

You may replace all Pioneer HMG teams with Pioneer Rifle teams at the start of the game before deployment.

CORPS FIELD ARTILLERY BATTERY

PLATOON

HQ Section with:



4 M2A1 105mm howitzers	185 points
2 M2A1 105mm howitzers	100 points

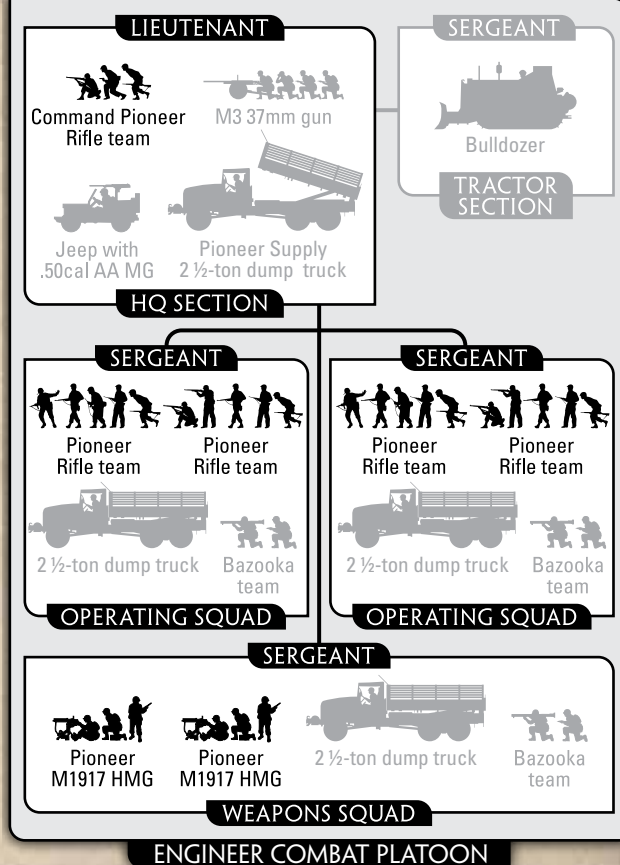
OPTION

- Add ¾-ton and 2½-ton trucks for +5 points for the platoon.

During the battles of Cassino the US artillery batteries kept up a steady rate of fire, churning the battlefields into a mire of mud, rubble and pulverised earth.

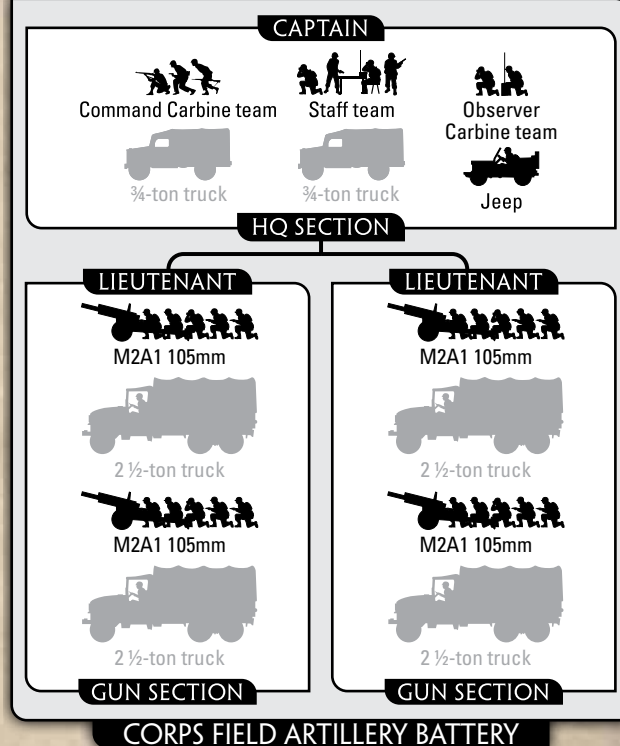
The US Fifth Army relied on the M2A1 105mm howitzer to support their infantry platoons. With a range of nearly seven miles (11km), the 105 can provide accurate and devastating firepower to the infantry wherever and whenever it's needed.

LIEUTENANT



ENGINEER COMBAT PLATOON

CAPTAIN



CORPS FIELD ARTILLERY BATTERY

CORPS FIELD ARTILLERY BATTERY (155)

PLATOON

HQ Section with:



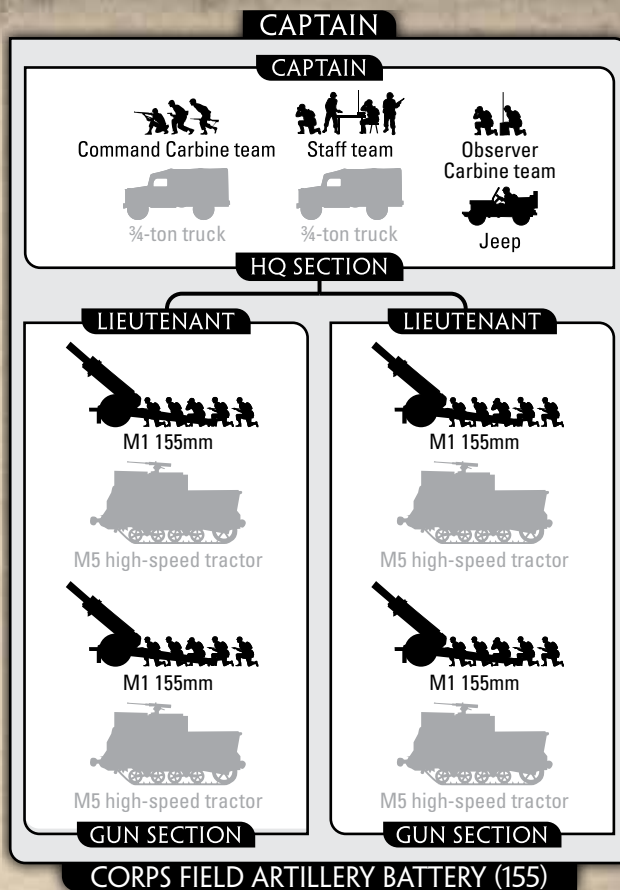
4 M1 155mm howitzers	275 points
2 M1 155mm howitzers	145 points

OPTIONS

- Add ¾-ton trucks and M5 high-speed tractors for +5 points for the platoon.
- Arm any or all M5 high-speed tractors with a .50 cal AA MG for +5 points per tractor.

You may not field a Corps Field Artillery Battery (155) unless you are also fielding an artillery battery with at least three M2A1 105mm howitzers, M1A1 75mm pack howitzers.

When 105mm shells aren't enough to budge the enemy, you can call on the 155mm shells of the heavy field artillery batteries. Combine these guns with the 105mm howitzers to really soften up the enemy for your troops.





BRITISH ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
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TANKS

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

SELF-PROPELLED ANTI-TANK GUNS

M10 3" SP	Standard Tank	4	2	0	.50 cal AA MG.
M7 3" gun	32"/80cm	2	12	3+	Slow traverse.
M10C 17 pdr SP	Standard Tank	4	2	0	.50 cal AA MG.
OQF 17 pdr (late) gun	32"/80cm	2	15	3+	No HE, Slow traverse.

SELF-PROPELLED GUNS

Sherman OP	Standard Tank	6	4	1	Hull MG.
Autocar 75mm SP	Half-tracked	1	0	0	
M1897 75mm gun	32"/80cm	2	9	3+	Hull mounted, Smoke.
Firing Bombardments	64"/160cm	-	3	6	Smoke bombardment.

INFANTRY TANKS

Churchill III or IV	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
OQF 6 pdr gun	24"/60cm	3	10	4+	
Churchill III or IV (late)	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
OQF 6 pdr gun (late)	24"/60cm	3	11	4+	
Churchill IV (NA75)	Slow Tank	8	7	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
M3 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Smoke.
Churchill VII	Slow Tank	13	8	2	Co-ax MG, Hull MG, Protected ammo, Tow hook, Wide tracks.
OQF 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Slow traverse, Smoke.

ARMoured CARS

Humber IV	Wheeled	1	0	0	Co-ax MG, Recce.
M6 37mm gun	24"/60cm	2	7	4+	
M8 Greyhound	Wheeled	1	0	0	Co-ax MG, .50cal AA MG, Recce.
M6 37mm gun	24"/60cm	2	7	4+	
AEC II	Wheeled	4	2	0	Co-ax MG, Overloaded, Recce.
OQF 6 pdr gun	24"/60cm	3	10	4+	
AEC III	Wheeled	4	2	0	Co-ax MG, Overloaded, Recce.
OQF 75mm gun	32"/80cm	2	10	3+	Semi-indirect fire, Smoke.

RECONNAISSANCE

Universal Carrier	Half-tracked	0	0	0	Hull MG, Recce.
With PIAT anti-tank projector	8"/20cm	1	10	5+	Hull-mounted.
With Boys anti-tank rifle	16"/40cm	2	4	5+	Hull-mounted.
With .50 cal MG	16"/40cm	3	4	5+	Hull-mounted.
Recce Jeep	Jeep	-	-	-	AA MG, Recce.
Daimler Dingo	Jeep	1	0	0	AA MG, Recce.
Indian Pattern Carrier scout car	Jeep	0	0	0	AA MG, Recce.

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
Vickers HMG Firing bombardments	Man-packed	24"/60cm 40"/100cm	6 -	2 -	6 -	ROF 3 when pinned down or moving.
ML 3" mk II Mortar Firing bombardments	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Smoke, Minimum range 8"/20cm. Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
Bofors 40mm gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
OQF 17 pdr (late) gun	Immobile	32"/80cm	2	15	3+	Gun shield, No HE.
OQF 25 pdr gun Firing bombardments	Heavy	24"/60cm 80"/200cm	2 -	9 4	3+ 5+	Gun shield, Smoke, Turntable. Smoke bombardment.
BL 5.5" gun Firing bombardments	Immobile	32"/80cm 88"/220cm	1 -	13 5	1+ 2+	Bunker buster.

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.
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

Teams equipped with Sticky Bombs are rated as Improved Tank Assault 3. Pioneer teams are rated as Tank Assault 3.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Kittyhawk	MG	3+	6	5+	
	Bombs	4+	5	2+	
Spitfire	MG	3+	7	5+	
	Bombs	4+	5	2+	
Hurricane IV	Rockets	3+	6	3+	

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Jeep	Jeep	-	-	-	
CMP, Bedford or Morris 15-cwt or 3-ton truck	Wheeled	-	-	-	
TRACTORS					
Quad, Matador, or Morris A/A tractor	Wheeled	-	-	-	
TROOP CARRIERS					
M5 half-track	Half-track	1	0	0	
White scout car	Jeep	1	0	0	
OP Carrier	Half-tracked	0	0	0	
Troop Carrier	Half-tracked	0	0	0	
Indian Pattern Troop Carrier	Jeep	0	0	0	

US ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
LIGHT TANKS					
M5A1 Stuart <i>M6 37mm gun</i>	Light Tank <i>24"/60cm</i>	4 2	2 7	1 4+	Co-ax MG, Hull MG, AA MG. <i>Stabiliser.</i>
T8E1 Turretless Stuart	Light Tank	4	2	0	AA .50 cal MG, Hull MG, Wide tracks.
M24 Chaffee <i>M6 75mm gun</i>	Light Tank <i>32"/80cm</i>	4 2	2 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. <i>Smoke, Stabiliser.</i>
MEDIUM TANKS					
M4, M4A1 Sherman <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone. <i>Smoke, Stabiliser.</i>
M4, M4A1 Sherman dozer <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, .50 cal AA MG, Bulldozer, Tank telephone. <i>Smoke, Stabiliser.</i>
M4A3 Sherman <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Tank telephone. <i>Smoke, Stabiliser.</i>
M4A3 Sherman (late) <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	7 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. <i>Smoke, Stabiliser.</i>
M4A1 (76mm) Sherman (late) <i>M1 76mm gun (late)</i>	Standard Tank <i>32"/80cm</i>	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone. <i>Stabiliser.</i>
M4A3 (76mm) Sherman <i>M1 76mm gun (late)</i>	Standard Tank <i>32"/80cm</i>	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone. <i>Stabiliser.</i>
M4A3E8 Easy Eight <i>M1 76mm gun (late)</i>	Standard Tank <i>32"/80cm</i>	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Smooth ride, Tank telephone, Wide tracks. <i>Stabiliser.</i>
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.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"/20cm	1	1	6	Automatic rifles.
Rifle team	16"/40cm	1	2	6	Automatic rifles.
Bazooka team	8"/20cm	1	10	5+	Tank assault 4.
Staff team	16"/40cm	1	2	6	Automatic rifles, Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MACHINE-GUNS						
M1917 HMG team	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
ANTI-TANK						
M3 37mm gun	Light	24"/60cm	3	7	4+	Gun shield.
ARTILLERY						
M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Breakthrough gun, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
M1 155mm howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke.
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment.

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
TRUCKS					
Jeep	Jeep	-	-	-	Optional Passenger-fired AA MG or .50 cal AA MG.
Dodge ¾-ton, 1½-ton, or GMC 2½-ton truck	Wheeled	-	-	-	
M5 high-speed tractor	Standard Tank	-	-	-	Optional Passenger-fired .50 cal AA MG.
RECOVERY AND ENGINEER VEHICLES					
GMC 2½-ton dump truck	Wheeled	-	-	-	
D7 Bulldozer	Very Slow Tank	0	0	0	Bulldozer, May assault bunkers.
Turretless M4 Sherman dozer	Standard Tank	6	4	0	Bulldozer, May assault bunkers.