



# ITALIAN FORCES, ITALY 1944



*“Ragazzi, in piedi perchè questa è l'alba di un giorno migliore”  
(Lads, stand up, because this is the dawn of a better day!) ~ General Umberto Utili*

## FORMING THE ITALIAN LIBERATION CORPS

The Italian Liberation Corps, or Corpo Italiano di Liberazione (CIL for short), was born officially on 18 April 1944.

Initially the Italians were quite reluctant to sanction the expansion of the I Raggruppamento Motorizzato. By Italian standards it was becoming as big as a small corps. It had 10,000 troops, but was still too fragile when compared to equivalent Allied formations.

Luckily the Allies had different plans and didn't care about the name of the Italian unit, they simply required the Italians to form a division-sized unit. It was to be of about 14,100 men, organized in two brigades, and formed from the actual I Raggruppamento Motorizzato, plus what was available of Nembo division.

When the Italian received the order, they pointed out that actually forcing them to build such a unit without considering the difficulty they were having in mustering replacements was problematic. The I Raggruppamento Motorizzato was already short of manpower and would have led to a quite inefficient formation, which would have to be taken out of combat as soon as substantial casualties were taken.

Despite the initial diffidence, the Allies finally allowed the Italians to raise the total strength of the CIL to 24,000 men, including reserves. It was made clear, however, that the Italian Army as a whole wasn't allowed to raise its strength above the 375,000 men as stated in the Armistice terms. The various elements had to be taken from existing units, reducing their ranks in turn.

During the reorganisation the CIL was under the V British Corps, but it was transferred to X Corps as soon as planning for the new spring offensive was underway.

## FIGHTING IN THE MAINARDS

On 9 May 1944, CIL commander, General Utili, took part in a staff meeting with the commanders of X Corps. In this meeting the offensive intentions X Corps had at the time were made clear. X Corps main goal was to engage the Germans as much as it could, in order to distract reserves from Cassino sector. At the time it was very important to discover as much information on the enemy as possible, in order to define plans.

As the Allied operations were increasingly successful in other sectors, Utili planned “Operation Chianti”, in which he intended to occupy the line between Monte Marrone and Picinisco, so he could control Valle Venafrana and Abruzzo National Park. He thought that it would be relatively easy to force the Germans to retreat now that they were heavily engaged in other sectors.

The action was to be complete within 3 days, and was to

be divided in 3 phases, one for each day. The operation was divided into one main sector with two secondary sectors that were to provide flank security.

The main sector was divided between: Column Massimino, with CLXXXV Parachute Battalion and some mortars from 68th Infantry Regiment; Column Briatore, with “Piemonte” Alpini Battalion, with a mountain artillery battery and the IV 75/18 Artillery Group of 11th Regiment; and Column Ciancabilla, with the 4th Bersaglieri Regiment, IX Arditi Battalion, V 75/13 Artillery Group and II 100/22 Artillery Group, as well as some mortars from 68th Infantry Regiment.

The first phase of operation saw Column Massimino acting as a covering force, while Columns Briatore and Ciancabilla moved respectively to Hill 1991 and the line between Monte Mare and Colle Altare.

In the second phase Column Briatore was to continue its advance, flanking Ciancabilla from north east, while Ciancabilla had to act as a covering force and Massimino was to link up with Briatore. XXIX Bersaglieri Battalion was to take Monte Marrone.

The details of the third phase had yet to be planned, since it depended on the outcome of the other two actions.

The 68th Infantry Regiment on the right and 184th Parachute Infantry Regiment on the left conducted the supporting operations.

On May 27th, at 7.00am shelling from 11th Artillery Regiment initiated the operation. The preliminary bombardment was raised at 7.25am and the infantry moved from its positions and, despite some difficulty encountered by 68th Infantry Regiment, the objectives of the first day were all met by midday. The decision was taken to push on in order to take the objectives of the second day.

The 68th Infantry Regiment was slowed down in its advance on Monte Mattone and La Rocca. The “Piemonte” Alpini Battalion together with IX Arditi Battalion were caught under heavy artillery fire, but the German guns were slow to react to the Italian advance and it proved easier to run forward and dodge the shelling rather than fall back! The “Piemonte” Alpini Battalion occupied Monte di Mare (a different hill from Monte Mare), reaching objectives set for the second day by the end of the first.

The following day it was decided to proceed with the third phase of the operation and complete the advance to Picinisco. This was easily taken as the Germans broke contact during the night under heavy artillery cover.

The first combat operation of the Italian Liberation Corps had been an outstanding success!



## **ARMED RECONNAISSANCE ON MONTE PETROSO**

As the X Corps had notice of the German withdrawal, it ordered CIL to undertake an armed reconnaissance on Canneto Valley. Initially Utili wanted to send only a platoon from the Alpini Battalion, but Major Briatore, commander of "Piemonte" Alpini Battalion, foresaw that an organised German defence might be encountered. It was decided to send the whole battalion.

The operation involved both Canneto Valley and the crest line that linked Monte Canneto to Monte Irto. The objective was to discover the German forces in the sector and, if possible, to link with the Opi-Barrea road to the north of Monte Irto.

The advance began on 29 May 1944. It was decided to send the 1st Company 45 minutes ahead of the rest of the battalion as an advance guard. The other two companies followed behind, with the 2nd Company on the right as a high flank guard, with the mules that carried all the heavy equipment of the battalion. A 75/13 Mountain Battery followed the rest of the battalion, advancing a section at a time, under the direct control of Briatore.

During the advance a German patrol was spotted, but it easily escaped the Alpini force through a thick wood and, as the Alpini followed it, they finally ran in to the main defensive position.

The German defences were extremely well placed and camouflaged, with many machine gun nests and artillery observation posts.

As the 1st Company progressively engaged the German position, Briatore tried to move his other two companies in a high flanking move across the crest line. The moving 75/13 guns fell back to the rest of the battery in order to bombard the German positions with indirect fire.

German resistance strengthened further as the Italians advanced, and soon the Alpini found themselves under precise shelling from mortars and artillery. Briatore called off the attack to reorganize his forces and wait for orders.

The situation was anything but easy. Firstly, the German positions were extremely well camouflaged, and the light artillery support of "Piemonte" was insufficient to do any damage and it was hard to direct artillery fire against the well-concealed positions! Secondly, because of the thick wood, communication between the companies was extremely difficult, especially as the battalion hadn't any working radios. Thirdly, it was extremely hard to bring in supplies. They had to be carried for about fifteen hours through the woods before reaching the front line troops! Because of these difficulties Briatore wanted to call off the operation, but X Corps ordered Briatore to try again the next day. The 4th Bersaglieri Regiment was dispatched to reinforce his thrust.

Forced to continue the attack, Briatore tried a different approach. This time he tried to take the Germans from a lower position, through the woods of the valley, while he took direct control of the all artillery of the battalion, six 81mm mortars and four 75mm infantry guns, and directed it on the suspected German positions.

As the shelling begun, the Alpini advanced. Because the guns were at the limit of their range, the fire was extremely dispersed. It was virtually impossible to directly observe the German positions, so the unfortunate Alpini ran in a perfectly prepared enemy.

The troops moving through the valley ran into an extremely precise artillery bombardment, even though they were well concealed by the woods. Briatore decided that it was useless to continue the fight and, after a brief firefight, called off the attack to wait for the arrival of 4th Bersaglieri.

At this point it was decided that "Piemonte" had accomplished its mission to reconnoitre the German defence in the area, so X Corps called a stop to the operation and ordered CIL to transfer to V Corps for further operations.

## **ADRIATIC SECTOR - ADVANCE TO THE GOTHIC LINE**

After being assigned to V Corps, the CIL saw some reorganisation within its units. First of all, the brigade structure was made official, and some units were added to strengthen the Italian formation.

I Brigade comprised the 4th Bersaglieri Regiment (XXIX and XXXIII battalions), 3rd Alpini Regiment ("Piemonte" and "Monte Granero" battalions, together with their infantry guns), CLXXXV Paracadutisti battalion and IV 75/13 Pack Artillery Group.

II Brigade was made of the 68th Infantry Regiment (I and II battalion), "Bafile" Marine battalion and IX Arditi battalion with the V 75/13 Pack Artillery Group.

The third main unit was "Nembo" Division, with 183rd and 184th Parachute Regiments (respectively XV, XVI and XII, XIII battalions) and 184th Artillery Regiment (I 75/27 Artillery Group and II 100/28 Artillery Group with a 20/65 AA battery), together with 184th Motorcycle Company and CLXXXIV Guastatori Paracadutisti battalion.

11th Artillery Regiment received some additional units too, in the form of V 57/50 Anti-tank Group equipped with three batteries of 6pdrs.

However, CIL continued to have mobility problems and was extremely short of trucks, a deficiency that would have a greater impact now that the pace of operations quickened. The terrain that the CIL operated was much more suitable to mobile warfare when compared to Mainard sector.

Under V Corps the CIL had the responsibility for the Treglio area, with plenty of supporting arms from the British, a sign that the Allies had begun to trust the Italian unit. They also recognized its lack of modern weapons. The support mainly took the form of artillery, for which the CIL was short by Allied standards, and tank formations, which were completely absent.

The first operation assigned to the CIL was a simple cooperative action with the offensive of the 4th Indian Division, who were crossing to the right bank of Pescara



River.

In front of the Italians were the German 992nd, 993rd and 994th Grenadier Regiments and the 278th Schnell battalion, all from the German 278th Infantry Division. The Germans were completely without artillery as it had been withdrawn some time before the arrival of the Italian unit, and was to be followed soon by the rest of the division.

While well emplaced, the German patrols seemed to be quite nervous, thanks to earlier attacks by other Allied units shortly before the arrival of the Italian unit.

When the CIL responded to 4th Indian request to attack on 8 July 1944, they found that the enemy was eager to fall back. With the exception of 68th Infantry Regiment, the advance was relatively easy ending in the liberation of the city of Chieti, even though it was initially outside the CIL's area responsibility, being assigned to the 4th Indian Division.

Nembo was ordered to establish bridgehead on the left bank of Pescara River, while I Brigade set-up its main defensive position on the right bank and II Brigade acted as reserve.

In July the offensive restarted, now with the objective of liberating Aquila. Intense patrol activity by Nembo Division, as well as taking some 70 prisoners, revealed that the town itself was free of German troops. The Nembo Division moved to take Aquila, while I Brigade was sent to Rieti. II Brigade was forced to stay where it was as there simply wasn't enough motor transport available to move it and the rest of the division at the same time, a sign of the problems that would afflict CIL from that point on.

Each day the pace of the offensive quickened, and the CIL found it more difficult to ferry its troops forward while keeping logistic routes opened. As the Italian troops advanced, more trucks were needed to supply the advancing columns, while the troops couldn't count on their transport for mobility because they were needed to supply them. The only solution was to leave some of the troops behind, while the others kept the advancing with what transport was available. The result was that, by the end of the month, the CIL was dispersed over an area up to 200kms in depth. Only 3 of its 14 battalions were in the front line. The further the troops went, the more difficult it was to regroup them without congesting the few roads available.

While the CIL desperately waited for the 162 trucks that the Allies promised to the unit, it was decided to keep the advance going with just the mobile elements of Nembo Division. This group was detached from CIL, and assigned to the 5th Kresowa Division of the Polish II Corps.

Despite the arrival of about 60 trucks from the allies it was impossible to commit the whole Nembo division, so Nembo Tactical Group was formed. It consisted of every mobile element of the division. It had to continue the advance with as many trucks as it could and comprised

only 183rd regiment, with XV and XVI battalions, CLXXXIV Guastatori Paracadutisti (parachute demolisher) battalion, 184th Motorcycle Company and I 75/27 Artillery Group. As soon as they were available II 100/28 Artillery Group, of 184th artillery regiment, and a 57/50 (6 pdr) battery were assigned to Nembo.

### **NEMBO TACTICAL GROUP**

The first objective assigned to Nembo was a reconnaissance in force of Macerata. On 26 June 1944, at 9:00am XV/183th Regiment crossed Potenza River towards Macerata, while the XVI/183th covered the left flank and I 75/27 Artillery Group gave supporting fire.

The Germans soon reacted to the Italian advance, and by 10:00am the action was called off, having reached the objective and determined that there was a Panzergrenadier battalion from 29th Panzer Division defending the town.

The Germans had evacuated the town by 29 June, so XVI were able to occupy it. Advance elements of XV liberated it from the final German units present. If the Germans hadn't had left the town it would of likely have taken between 3 and 7 days to organize and carry out an attack!

As it continued the advance, the Nembo tactical group encountered stiff resistance from the German forces in the town of Filottrano, which controlled the left side of Fiumicello River.

On 2 July Nembo deployed in front of the German positions, with XVI battalion on the left side of Fiumicello and XV battalion right behind it, while CLXXXIV Guastatori Paracadutisti covered the right flank.

The Germans noticed the relative dispersion of the Italian deployment, the XVI battalion looked almost isolated in front of their position; they decided to organize an attack in order to do as much damage as possible. The night attack that resulted from this decision was extremely fierce, with heavy losses on both sides. After the Germans called off the attack, XVI battalion was ordered to fall back, while XV battalion took its place. Both sides lost about 50 men in the fight!

Noting the heavy fighting and the extremely good position that the Germans were deployed in, General Sulik of 5th Kresowa Division decided to help the Italians in their mission, and developed a joint attack with Italian and Polish forces.

While CLXXXIV battalion moved to the other side of Fiumicello River, XIII/184th moved in trucks to Appignano in order to engage the German position frontally. In the meantime XV and XVI battalions made a decisive thrust on the right flank supported by the tanks of 2nd Polish Armoured Brigade. As much artillery as possible was collected for the attack, the 184th Artillery Regiment and I 105/28 Artillery Group and II 100/22 Artillery Group of 11th Artillery Regiment were committed, even though the artillery only had enough ammunition for just one day of action.

The attack began on 8 July at 7:00am after a preliminary bombardment that lasted an hour. By 11:30am the XV



battalion had reached the east side of Filottrano. The fighting became a house-to-house struggle through Filottrano. The Germans counterattacked at 3:00pm with the support of a StuG battery, the Italians are forced to fall back, but the 45th Company held out alone in the outskirts of the town.

At 7:00pm the remaining two companies of XV battalion, together with a tank troop from the Polish brigade, attacked the Germans in order to allow 45th Company to disengage. The Germans, shocked by the fierce attack and fearing that they could be overwhelmed during the night decided to withdraw from the town, falling back under cover of heavy artillery fire. The following day the Italian flag was raised over Filottrano.

After taking the town it was discovered it had been defended by two German battalions of 994th Grenadier regiment, supported by a StuG battery, some armoured cars, and a good amount of artillery and mortars.

Losses were heavy on both sides, and the situation looked very grim after the first German counterattack. However, the determination of the Paracadutisti again overcame the odds!

## FROM SASSOFERRATO TO URBINO – THE LAST CIL BATTLES

After Filottrano the CIL was reunited and used to force the Musone River together with 2nd Polish Armoured Brigade. Unfortunately the Polish tanks moved too quickly and left the 68th Infantry Regiment behind, allowing the Germans to inflict heavy losses on the Italian troops.

As the Allied advance continued, it was decided to reduce the strength of the Italian unit in order to improve its efficiency and solve its many logistical problems.

When CIL arrived in the Sassoferrato-Gubbio sector it was decided that Nembo should be taken under Polish command as a reserve. The other units were retired to Loro Piceno. The only fighting unit was to be II Brigade, which now consisted of San Marco Marine regiment (“Grado” and “Bafile” battalions), “Monte Granero” Alpini battalion and XXIX Bersaglieri battalion with a section of 57/50 guns, plus the 1st Bersaglieri Motorcycle Company and IX Arditi battalion. The whole unit was supported by I and II Groups of 11th artillery regiment equipped with 105/28 and 100/22 guns.

This new organization reflected the move to form more efficient “combat groups” to be used as reinforcing units for the normal divisions. As soon as it was possible, future combat groups were to be equipped entirely with British equipment to lighten the logistical weight of those units. Immediately after the liberation of Urbino the CIL was officially disbanded (30 August 1944). Its combat operations proved useful lessons in the development of combat groups, with which the Italian Army would continue the war.

As well as valuable combat experience, their will to fight allowed a semi-motorized unit like the CIL to keep pace with the much more mobile infantry and tank formations of the Allies. It proved an example of the Italian ability to overcome difficulties, even if the Italians themselves caused many of those difficulties (like the jealously guarded trucks held by the Italian army that were not assigned to the CIL, despite its pressing need).

The spirit of sacrifice of the few of the CIL, who gave their lives to redeem the many that had simply been sacrificed for nothing during the fascist era, is worthy of remembrance, especially as even in Italy it is too often forgotten.



# CORPO ITALIANO DI LIBERAZIONE



*The CIL was formed with the idea of representing the whole Italian army, so it consisted of Fucilieri, Bersaglieri, Alpini, Artillery and even Naval Infantry had a role within CIL. Even with this patchy composition the Italian troops proved capable fighters, since CIL was made only of volunteers coming from the rest of the Royal Army.*

**COMPAGNIA FUCILIERI (INFANTRY COMPANY) PAGE 6**  
These are the grunts of the Royal Army, however they're now much more motivated, since most of the troops are fighting to reach their families in northern Italy.

**COMPAGNIA FANTERIA DI MARINA (NAVAL INFANTRY COMPANY) PAGE 8**  
As the allies raced to liberate Italy, the CIL continued its expansion and began to look at well trained troops from all branches of the Armed Forces. The marines from the San Marco Regiment were among the best troops available, so now even the Royal Navy has a part in freeing Italy.

**COMPAGNIA BERSAGLIERI (LIGHT INFANTRY COMPANY) PAGE 9**  
The Light Bersaglieri companies are ideal to exploit a breakthrough, or to begin an attack in first place.

**COMPAGNIA PARACADUTISTI (PARACHUTE RIFLE COMPANY) PAGE 10**  
The allies were so impressed with the Paracadutisti's performance in Africa and Italy that they were more than happy to allow CIL to add 185th Nembo Division to its ranks.

**COMPAGNIA ALPINI (MOUNTAIN INFANTRY COMPANY) PAGE 13**  
In the mountainous terrain like that of Italy, who could do better than the Alpini? Their stubbornness is enough to overcome any German resistance!





# ITALIAN SPECIAL RULES



## Avanti!

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

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

Roll a Skill test for each platoon:

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

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

## 8 Million Bayonets

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

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

### 8 Million Bayonets

Roll	Elite	Artillery	Paracadutisti	Arditi
1	Confident Trained	Confident Trained	Fearless Veteran	Fearless Veteran
2	Confident Trained	Confident Veteran	Fearless Veteran	Fearless Veteran
3	Confident Veteran	Confident Veteran	Fearless Veteran	Fearless Veteran
4	Confident Veteran	Confident Veteran	Fearless Veteran	Fearless Veteran
5	Confident Veteran	Confident Veteran	Fearless Veteran	Fearless Veteran
6	Fearless Veteran	Fearless Veteran	Fearless Veteran	Fearless Veteran

## Heroism

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

*When your company first has a Command team Destroyed by the enemy, roll a Motivation test for that Command team. This test can never be re-rolled for any reason.*

· *If they pass the Motivation test, the officer shrugs off his wounds, shouts encouragement to his men and a challenge to the enemy and fights on as an Unknown Hero.*

· *On any other roll, the Command team is Destroyed as normal and you roll again to discover your hero the next time a Command team is Destroyed.*

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

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

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





# COMPAGNIA FUCILIERI



## (INFANTRY COMPANY)

A force based around a Compagnia Fucilieri must contain:

- 1 Company HQ, and
- 2 or 3 Fucilieri Platoons.

Weapons Platoons available to a Compagnia Fucilieri are:

- 0 to 2 Machine-gun Platoons.

Support Platoons available to a Compagnia Fucilieri can be:

- 0 to 2 Mortar Platoons,
- 0 to 1 Arditi Platoon,
- 0 to 2 Anti-tank Platoons,
- 0 to 2 Artillery Batteries,
- 0 to 1 Anti-aircraft Platoon,
- 0 to 1 Transport Section,
- 0 to 1 US Rifle Platoon (Festung Europa p. 97),
- 0 to 1 US Field Artillery Batteries (Festung Europa p. 108),

- 0 to 1 US Chemical Mortar Platoon (Festung Europa p. 108),
- 0 to 1 British or Polish Armoured Platoon (Festung Europa p. 59),
- 0 to 1 British, Polish, Indian, Guards or New Zealand Rifle Platoon (Festung Europa p. 67),
- 0 to 1 British, Polish or New Zealand Field Battery (Festung Europa p. 76), and
- 0 to 1 British or Polish Anti-tank Platoon, Royal Artillery (Festung Europa p. 77).

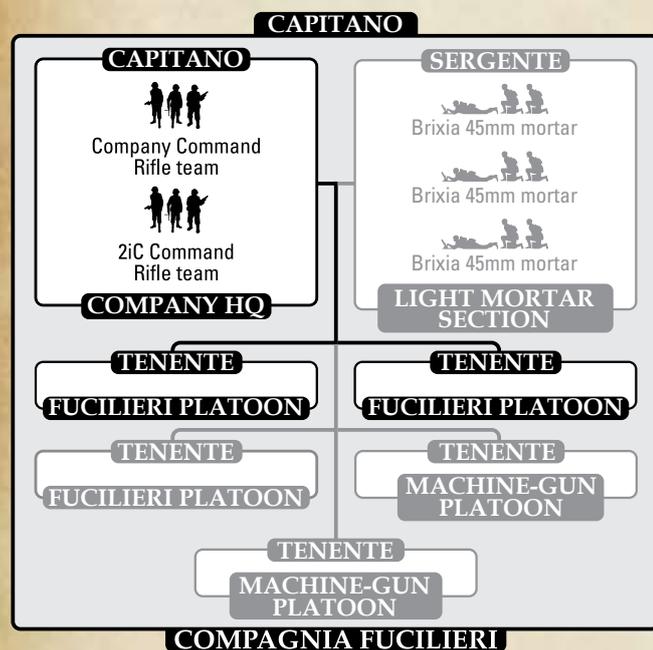
Your force may only be supported by one Allied nation. You may attach up to up to **two** Support Platoons to your Company for each Fucilieri Platoon you field.

### MOTIVATION AND SKILL

The CIL consisted entirely of volunteers, and though lightly equipped, conducted them selves well against the Germans. A Compagnia Fucilieri is rated as **Elite**.

## HEADQUARTERS

### 1 COMPANY HQ



### HEADQUARTERS

Company HQ

30 points

### OPTION

- Add Brixia 45mm mortar for +25 points per team.
- Add up to three Sniper teams for +50 points per team.



Very little changed to the organisation of a Fucilieri company in 1944 and the weapons remained the same. However the men's motivation and dedication to the task at hand ensured their excellent performance.



## COMBAT PLATOONS

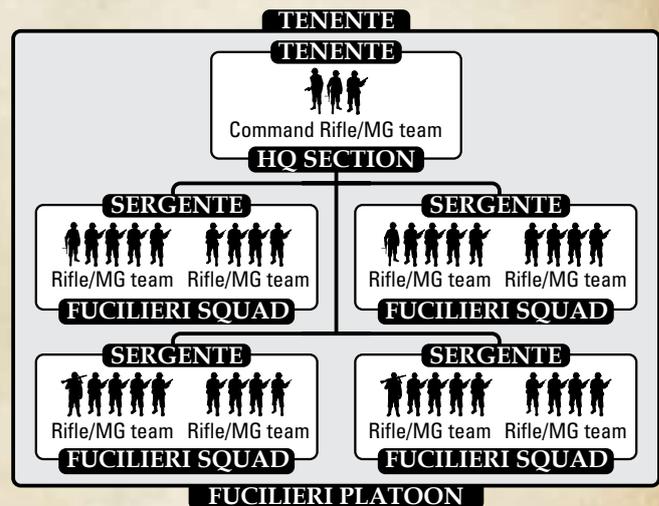
### 2 OR 3 FUCILIERI PLATOONS

#### PLATOON

HQ Section with:

4 Rifle Squads	165 points
3 Rifle Squads	130 points
2 Rifle Squads	95 points

Since the beginning of the war against Germany things have improved for the Fucilieri, not only were the men almost entirely volunteers, they also were allowed to keep many of the weapons that were to be sent to Tito's partisans.



## WEAPONS PLATOONS

### 0 TO 2 MACHINE-GUN PLATOONS

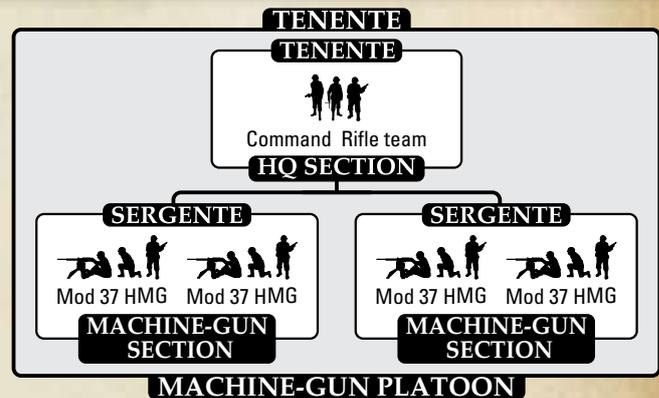
#### PLATOON

HQ Section with:

2 Machine-gun Sections	130 points
1 Machine-gun Section	70 points

The old Modello 37 is not as powerful as the German MG-42, nor as reliable as the Vickers, but despite this the Fucilieri got good service from their machine-gun. The men of the Machine-gun Platoon lay down heavy firepower on enemy targets when required.

*Machine-gun may make Combat Attach-ments to Combat Platoons.*



## SUPPORT PLATOONS

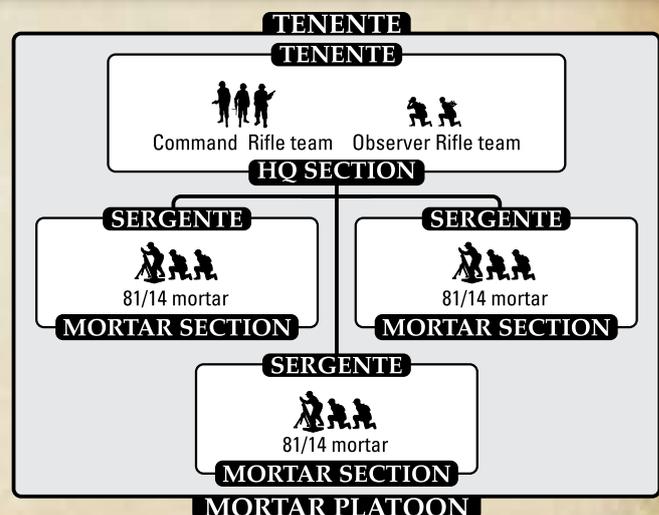
### 0 TO 2 MORTAR PLATOON

#### PLATOON

HQ Section with:

3 Mortar Sections	100 points
2 Mortar Section	75 points

With enough mortars to equip two companies of 68th Infantry Regiment the Fucilieri can count on a quick and precise HE support. This is vital considering the artillery is often short of rounds!





# COMPAGNIA FANTERIA DI MARINA



## (NAVAL INFANTRY COMPANY)

A force based around a Compagnia Fanteria di Marina must contain:

- 1 Company HQ (as Fucilieri Company HQ p. 6), and
- 2 or 3 Fanteria di Marina Platoons (as Fucilieri Platoons p. 7).

Weapons Platoons available to a Compagnia Fanteria di Marina are:

- 0 to 2 Fanteria di Marina Machine-gun Platoons (as Fucilieri Machine-gun Platoon p. 7).

Support Platoons available to a Compagnia Fanteria di Marina can be:

- 0 to 1 Naval Infantry Gun Platoon,
- 0 to 1 Arditi Platoon,
- 0 to 2 Anti-tank Platoons,
- 0 to 2 Artillery Batteries,
- 0 to 1 Anti-aircraft Platoon,
- 0 to 1 Transport Section,

- 0 to 1 British or Polish Armoured Platoon (Festung Europa p. 59),
- 0 to 1 British, Polish, Indian, Guards or New Zealand Rifle Platoon (Festung Europa p. 67),
- 0 to 1 British, Polish or New Zealand Field Battery (Festung Europa p. 76), and
- 0 to 1 British or Polish Anti-tank Platoon, Royal Artillery (Festung Europa p. 77).

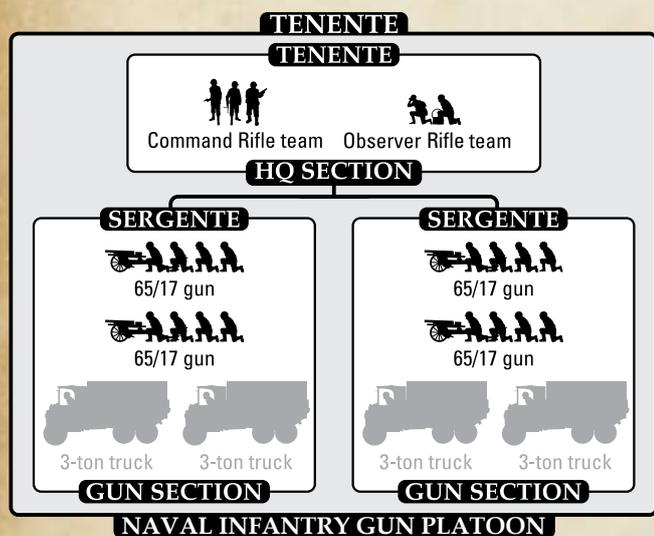
You force may only be supported by one Allied nation. You may attach up to up to **two** Support Platoons to your Company for each Fanteria di Marina Platoon you field.

### MOTIVATION AND SKILL

The CIL consisted entirely of volunteers, and though lightly equipped, conducted them selves well against the Germans. A Compagnia Fanteria di Marina is rated as **Elite**.

## SUPPORT PLATOONS

### 0 TO 1 NAVAL INFANTRY GUN PLATOON



### PLATOON

HQ Section with:

<b>2 Gun Sections</b>	<b>110 points</b>
<b>1 Gun Section</b>	<b>65 points</b>

### OPTIONS

- Add 3-ton trucks at no cost.

What the marines lack in mortar support, they add in direct HE fire. A couple of well-aimed 65mm shots and any machine gun nest will be reduced to silence! They are able to lay down indirect fire when required as well.

### SAN MARCO REGIMENT

The San Marco marine regiment has a long history of service with the Italian armed forces. It was formed in 1713 as the “La Marina” Regiment. During the wars of unification it became the “Fanteria Real Marina”. It fought in Boxer Rebellion and during the Italian-Turkish war (1911-1912). During First World War it was reformed into the “Marina” Brigade. The Brigade fought hard in the trenches of the Isonzo Front. Its most remembered contribution to the victory is the defence of Venice. After Caporetto northeastern Italy was in danger being overrun by the Austro-Hungarians and Germans, and Venice was on the front line. The Naval Infantrymen defended the city courageously, saving Venice from conquest. The victory led to the Italian Navy Infantry’s renaming as the San Marco Regiment, after the protector saint of Venice. Its insignia became the winged lion, like that of the Saint and the City of Venice.

During World War II the San Marco Regiment fought in Greece and Africa, valiantly defending Tobruk, and being the last units to lower an Italian flag in Tunisia in 1943. I (Grado) and II (Bafle) marine battalions fought in Tunisia from December 1942. III marine battalion (Tobruk) was formed and sent in North Africa in 1941. IV (Caorle) marine battalion was formed in winter 1943. A Paracadutisti Battalion was formed 1941 and trained for the invasion of Malta. The Nuotatori-Guastatori “Mazzucchelli” Battalion was formed in 1942. In 1943, the Paracadutisti and Nuotatori-





## COMPAGNIA BERSAGLIERI



## (INFANTRY COMPANY)

A force based around a Compagnia Bersaglieri must contain:

- 1 Company HQ (as Fucilieri Company HQ p. 6), and
- 2 or 3 Bersaglieri Platoons.

Weapons Platoons available to a Compagnia Bersaglieri are:

- 0 to 2 Bersaglieri Machine-gun Platoons (as Fucilieri Machine-gun Platoon p. 7).

Support Platoons available to a Compagnia Bersaglieri can be:

- 0 to 2 Bersaglieri Mortar Platoons (as Fucilieri Mortar Platoon p. 7),
- 0 to 1 Arditi Platoon,
- 0 to 2 Anti-tank Platoons,
- 0 to 2 Artillery Batteries,
- 0 to 1 Anti-aircraft Platoon,
- 0 to 1 Transport Section,
- 0 to 1 US Rifle Platoon (Festung Europa p. 97),
- 0 to 1 US Field Artillery Batteries (Festung Europa p. 108),

- 0 to 1 US Chemical Mortar Platoon (Festung Europa p. 108),
- 0 to 1 British or Polish Armoured Platoon (Festung Europa p. 59),
- 0 to 1 British, Polish, Indian, Guards or New Zealand Rifle Platoon (Festung Europa p. 67),
- 0 to 1 British, Polish or New Zealand Field Battery (Festung Europa p. 76), and
- 0 to 1 British or Polish Anti-tank Platoon, Royal Artillery (Festung Europa p. 77).

Your force may only be supported by one Allied nation. You may attach up to up to **two** Support Platoons to your Company for each Bersaglieri Platoon you field.

**MOTIVATION AND SKILL**

The CIL consisted entirely of volunteers, and though lightly equipped, conducted them selves well against the Germans. A Compagnia Bersaglieri is rated as **Elite**.

## COMBAT PLATOONS

## 2 TO 3 BERSAGLIERI PLATOON

**PLATOON**

HQ Section with:

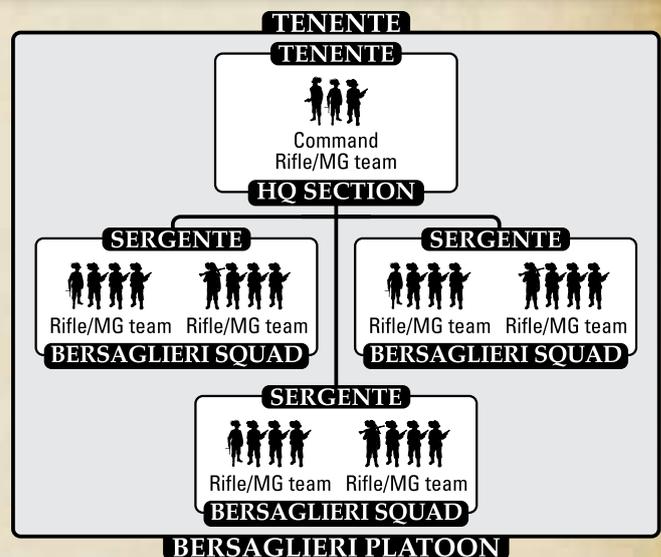
<b>3 Bersaglieri Squads</b>	<b>130 points</b>
<b>2 Bersaglieri Squads</b>	<b>95 points</b>

**OPTIONS**

- You may equip all Rifle/MG teams with motorcycles for +10 points.

With their cock feathers in their helmets the Bersaglieri are on of the most recognizable troops of the Italian Army. They're a sign of the Italians' will to liberate their country from the Germans, just like in the days of Vittorio Veneto!

*If one Bersaglieri Platoon is mounted on motorcycles all Bersaglieri Platoons in the company must be also be mounted on motorcycles. A Bersaglieri Company HQ may be equipped with motorcycles for +10 points.*



Equipping a Motociclisti with motorcycles turns them into Cavalry teams except that Motociclisti mounted on motorcycles cannot Launch an Assault, and they move as a Jeep team rather than a Cavalry team.

**SAN MARCO REGIMENT CONTINUED**

Guastatori battalions returned to their bases (at Tarquinia and Livorno respectively). The IV battalion "Caorle" remained at Toulon. The "Tobruk" battalion was destroyed in Tunisia, and the Regimental HQ, the "Bafile" and "Grado" battalions surrendered with the rest of the Axis forces. Those units and detachments that remained within Allied occupied Italy, or had surrendered to the Allies, were formed up into the San Marco Regiment to serve with the CIL to fight against the Germans. They were with the first Allied corps to enter Venice when it was liberated. Some other elements of the Regiment, with the X<sup>a</sup> Mas Division, fought on the side of the Germans until the end of the war.





# COMPAGNIA PARACADUTISTI



## (PARACHUTE INFANTRY COMPANY)

A force based around a Compagnia Paracadutisti must contain:

- 1 Company HQ, and
- 2 or 3 Paracadutisti Platoons.

Weapons Platoons available to a Compagnia Paracadutisti are:

- 0 to 2 Paracadutisti Machine-gun Platoons.

Support Platoons available to a Compagnia Fucilieri can be:

- 0 to 1 Paracadutisti Mortar Platoon,
- 0 to 2 Paracadutisti Anti-tank Platoons,
- 0 to 2 Paracadutisti Artillery Batteries,
- 0 to 1 Paracadutisti Anti-aircraft Platoon,
- 0 to 1 Arditi Platoon,
- 0 to 1 Transport Section,

- 0 to 1 British or Polish Armoured Platoon (Festung Europa p. 59),
- 0 to 1 British, Polish, Indian, Guards or New Zealand Rifle Platoon (Festung Europa p. 67),
- 0 to 1 British, Polish or New Zealand Field Battery (Festung Europa p. 76), and
- 0 to 1 British or Polish Anti-tank Platoon, Royal Artillery (Festung Europa p. 77).

You force may only be supported by one Allied nation. You may attach up to up to **two** Support Platoons to your Company for each Paracadutisti Platoon you field.

### MOTIVATION AND SKILL

The 'Nembo' Paracadutisti are some of the most motivated and well trained infantry available to the CIL. A Compagnia Paracadutisti is rated as **Fearless Veteran**.

## HEADQUARTERS

### 1 COMPANY HQ



### HEADQUARTERS

Company **50 points**

- You may equip all SMG teams with motorcycles for +5 points.

As the commander of a Paracadutisti company you're been given Italy's finest to lead in its struggle against the German invader.



# COMPAGNIA GUASTATORI PARACADUTISTI



## (PARACHUTE PIONEER INFANTRY COMPANY)

You can field a Compagnia Paracadutisti as a Compagnia Guastatori Paracadutisti by upgrading you Paracasutisti Company HQ and Paracadutisti Platoons to Pioneers.

The Company HQ replaces both SMG teams with Pioneer SMG teams for +15 points.

All Paracadutisti Platoons replace Rifle/MG teams with Pioneer Rifle/MG teams for +15 per Paracadutisti Squad, and + 10 points for the HQ Section.

All the other Weapons and Support platoons remain identical to the Compagnia Paracadutisti.

You force may only be supported by one Allied nation. You may attach up to up to **two** Support Platoons to your Company for each Paracadutisti Platoon you field.

### MOTIVATION AND SKILL

The 'Nembo' Paracadutisti are some of the most motivated and well trained infantry available to the CIL. A Compagnia Guastatori Paracadutisti is rated as **Fearless Veteran**.



## COMBAT PLATOONS

### 2 TO 3 PARACADUTISTI PLATOONS

#### PLATOON

HQ Section with:

**3 Paracadutisti Squads** 165 points

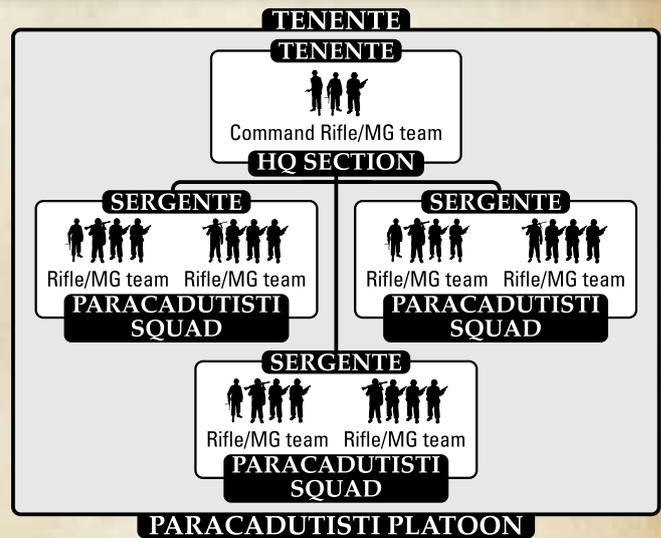
**2 Paracadutisti Squads** 115 points

#### OPTION

- You may equip all Rifle/MG teams with motorcycles for +10 points.

Paracadutisti are as hard as they've always been, if they were able to defeat the British time and time again they'll be able to dislodge the Germans from Italian soil without too much difficulty!

*If one Paracadutisti Platoon is mounted on motorcycles all Paracadutisti Platoons in the company must be also be mounted on motorcycles.*



## WEAPONS PLATOONS

### 0 TO 2 PARACADUTISTI MACHINE-GUN PLATOONS

#### PLATOON

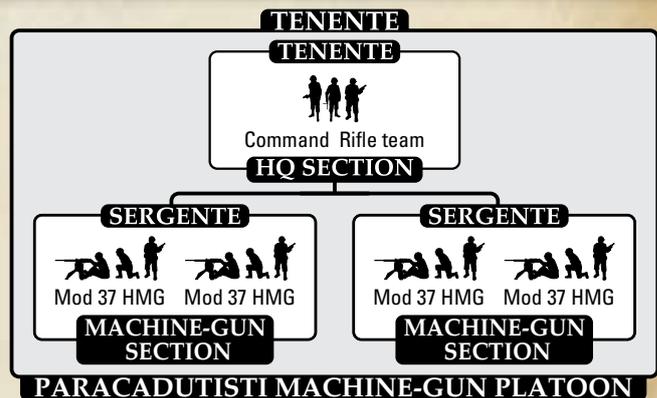
HQ Section with:

**2 Machine-gun Sections** 160 points

**1 Machine-gun Section** 90 points

As tough as they can be, even the brave Paracadutisti need heavy firepower, and this is where the machine-gunners come to the fore.

*Paracadutisti Machine-gun Platoons may make Combat Attachments to Combat Platoons.*



## SUPPORT PLATOONS

### 0 TO 1 PARACADUTISTI MORTAR PLATOON

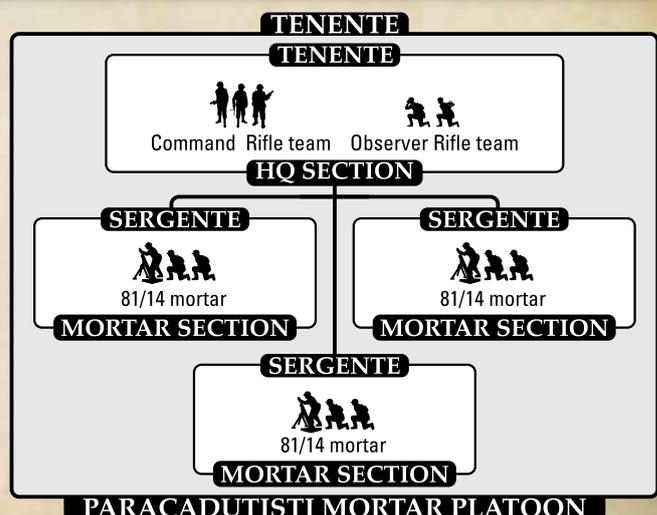
#### PLATOON

HQ Section with:

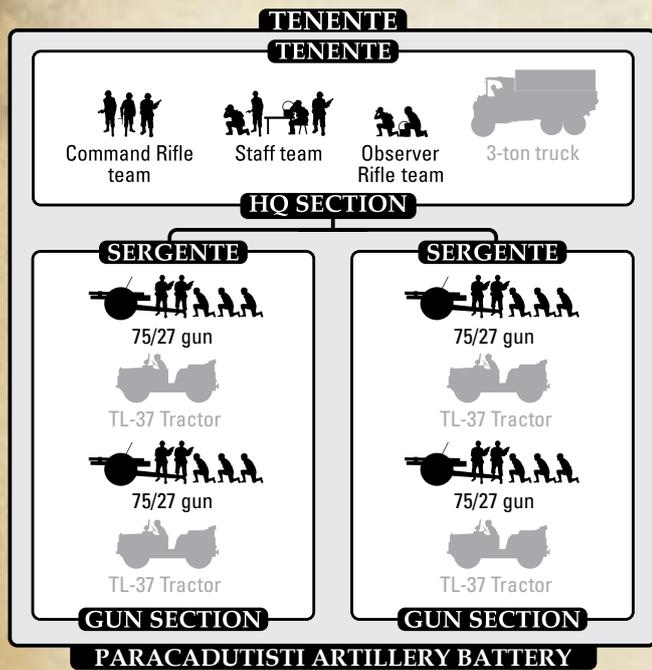
**3 Mortar Sections** 125 points

**2 Mortar Section** 90 points

Mortars are an invaluable weapon in the Italy's mountainous terrain. They can keep up with the infantry and give them all the HE shell they need.



0 TO 2 PARACADUTISTI ARTILLERY BATTERIES



**PLATOON**  
HQ Section with:

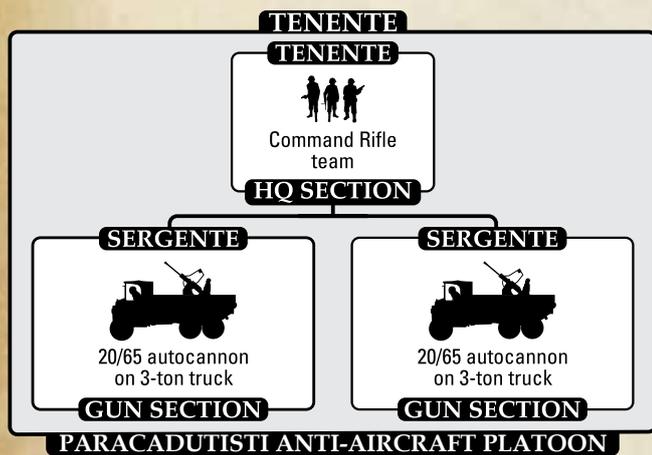
2 Gun Sections	185 points
1 Gun Section	110 points

**OPTIONS**

- Add TL-37 tractors and 3-ton truck at no cost.
- Replace 75/27 guns with 100/17 guns for +30 points per Gun Section.

Since there wasn't any opportunities to use the paratroopers in their intended role, the command gave them ordinary and completely motorized artillery support.

0 TO 1 PARACADUTISTI ANTI-AIRCRAFT PLATOON

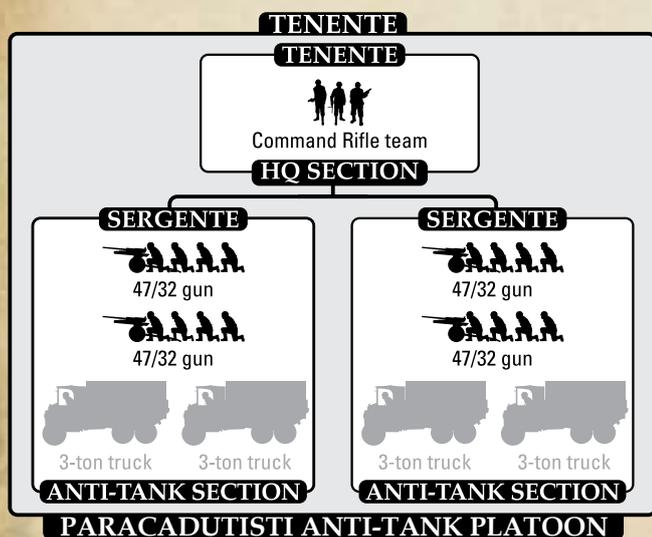


**PLATOON**  
HQ Section with:

2 Gun Sections	70 points
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The Nembo division had a handful of 20/65 guns for self defence against enemy aircrafts.

0 TO 2 PARACADUTISTI ANTI-TANK PLATOONS



**PLATOON**  
HQ Section with:

2 Gun Sections	135 points
1 Gun Section	80 points

**OPTIONS**

- Add 3-ton trucks at no cost.
- Replace all 47/32 guns with 57/50 (6pdr) guns for +20 points per Gun Section.

*You may not field more that one Anti-tank Platoon equipped with 57/50 guns in any force.*

The Paracadutisti man their own anti-tank guns with the same determination and bravely they throw into every combat role.





# COMPAGNIA ALPINI



(MOUNTAIN INFANTRY COMPANY)

A force based around a Compagnia Alpini must contain:

- 1 Company HQ,
- 2 Alpini Platoons, and
- 0 to 1 Alpini Explorer Platoon.

Weapons Platoons available to a Compagnia Alpini are:

- 0 to 1 Alpini Machine-gun Platoon,
- 0 to 1 Alpini Mortar Platoon, and
- 0 to 1 Alpini Pack Artillery Platoon.

Support Platoons available to a Compagnia Alpini can be:

- 0 to 1 Arditi Platoon,
- 0 to 2 Anti-tank Platoons,
- 0 to 2 Artillery Batteries,
- 0 to 1 Anti-aircraft Platoon,
- 0 to 1 Transport Section,
- 0 to 1 British or Polish Armoured Platoon (Festung

Europa p. 59),

- 0 to 1 British, Polish, Indian, Guards or New Zealand Rifle Platoon (Festung Europa p. 67),
- 0 to 1 British, Polish or New Zealand Field Battery (Festung Europa p. 76), and
- 0 to 1 British or Polish Anti-tank Platoon, Royal Artillery (Festung Europa p. 77).

Your force may only be supported by one Allied nation. You may attach up to **one** Support Platoons to your Company for each Alpini Platoon or Alpini Explorer Platoon you field.

## MOTIVATION AND SKILL

The CIL consisted entirely of volunteers, and though lightly equipped, conducted them selves well against the Germans. A Compagnia Alpini is rated as **Elite**.

## HEADQUARTERS

### 1 COMPANY HQ

#### HEADQUARTERS

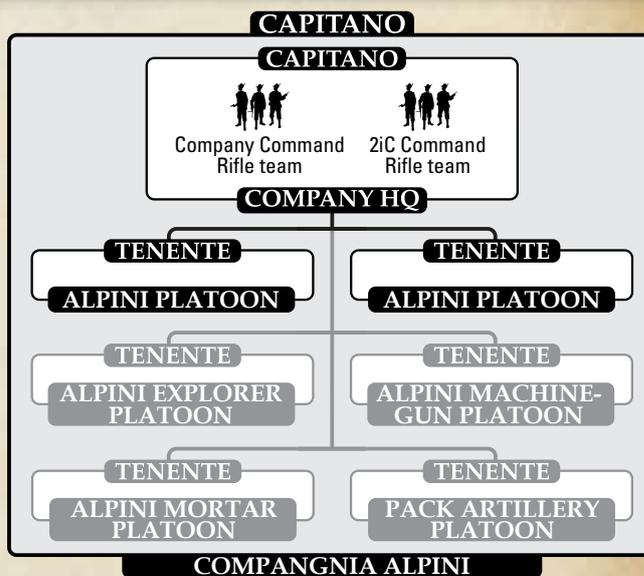
Company HQ **30 points**

#### OPTION

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

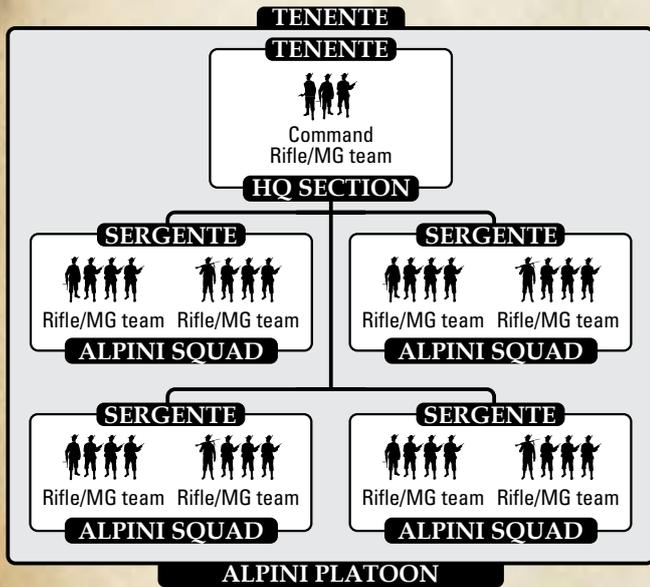
The Alpini company is a self sufficient formation, it has two Alpini Platoons to lead the attack, machine-guns and mortars to support them as well as scouts to cover the flanks.

*A Alpini Company HQ is a Mountaineer Platoon.*



## COMBAT PLATOONS

### 2 ALPINI PLATOONS



#### PLATOON

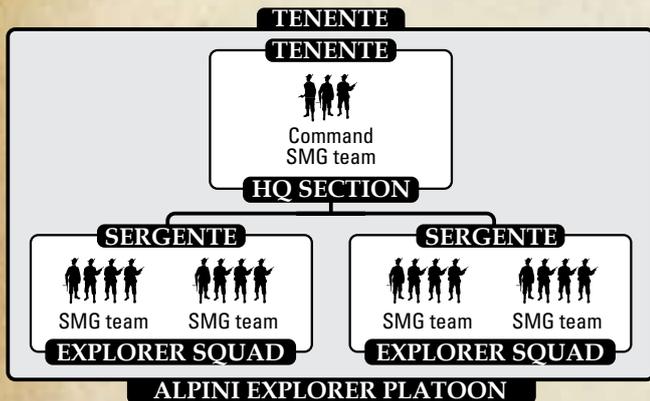
HQ Section with:

4 Alpini Squads	170 points
3 Alpini Squads	135 points
2 Alpini Squads	100 points

The lightly equipped Alpini are more than a match for anyone in their natural terrain, and since they're as stubborn as their mules, they can overcome any enemy resistance.

*An Alpini Platoon is a Mountaineer Platoon.*

### 0 TO 1 ALPINI EXPLORER PLATOON



#### PLATOON

HQ Section with:

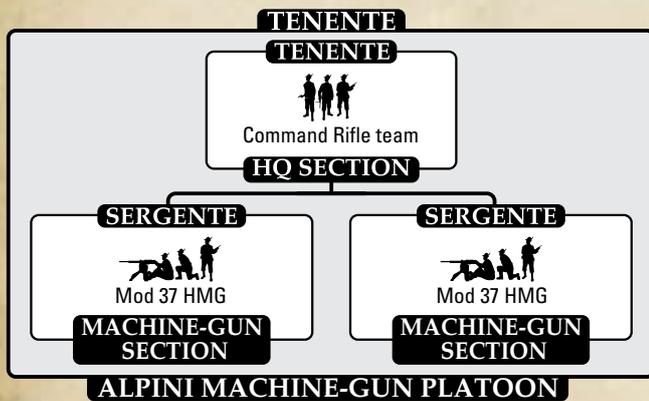
2 Alpini Squads	135 points
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These are the best men of the company, entirely equipped with submachine-guns they can lead the advance when attacking, or look for enemy ambushes.

*An Alpini Explorer Platoon is a Mountaineer Platoon and a Reconnaissance Platoon.*

## WEAPONS PLATOONS

### 0 TO 1 ALPINI MACHINE-GUN PLATOON



#### PLATOON

HQ Section with:

1 Machine-gun Sections	75 points
------------------------	-----------

As they often operate isolated from other support the Alpini must have available all the weapons needed to cover an attack, or to stop the enemies. The Alpini have available the Modello 37 machine-gun available in support.

*An Alpini Machine-gun Platoon is a Mountaineer Platoon.*

*Alpini Machine-gun Platoons may make Combat Attachments to Combat Platoons.*

### 0 TO 1 ALPINI MORTAR PLATOONS

**PLATOON**

HQ Section with:

**2 Mortar Sections 75 points**

The mortars follow the Alpini anywhere they need to go, supporting them with well aimed fire.

*An Alpini Mortar Platoon is a Mountaineer Platoon.*



### 0 TO 1 ALPINI PACK ARTILLERY PLATOON

**PLATOON**

HQ Section with:

**2 Gun Sections 135 points**

**1 Gun Section 80 points**

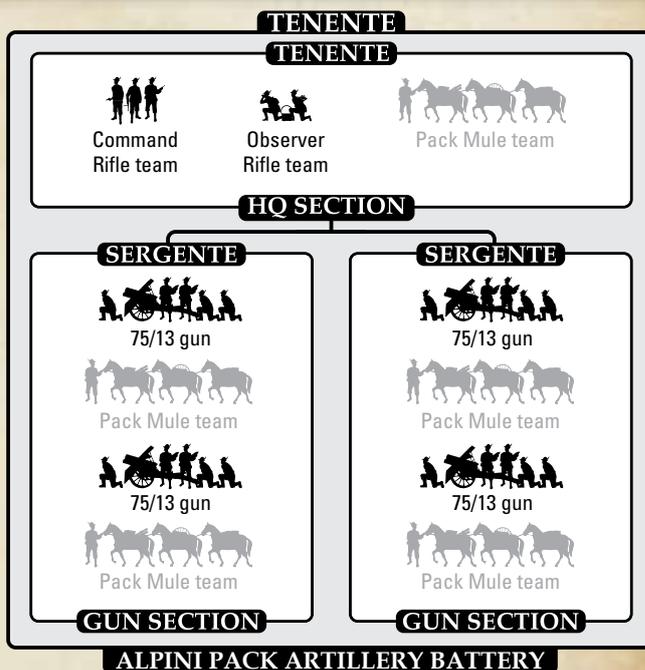
**OPTIONS**

- Add Pack Mule teams at no cost.

Pack artillery gives to the Alpini battalion his own integral artillery support, as well as a level of anti-tank defence. They are armed with the 75/13 mountain gun, an old, but reliable weapon.

*A Alpini Pack Artillery Battery is a Mountaineer Platoon.*

*Pack Mule teams make Gun teams transported by them Man-packed. Pack Mule teams don't have to be modelled.*



CORPO ITALIANO DI LIBERAZIONE





# DIVISIONAL SUPPORT PLATOONS



Corpo Italiano di Liberazione Companies may have the following Support Platoons:

- Arditi Platoons,
- Anti-tank Platoons,
- Artillery Batteries,
- Light Anti-aircraft Platoons, and
- Transport Sections.

Allied Support Platoons for the Corpo Italiano di Liberazione are Italian Veterans as per the Italian Veteran rules in Festung Europa (US p.107, British and Commonwealth p.79), are found in Festung Europa, and cost the following points:

- US Rifle Platoon with:  
3 Rifle Squads (200 points), 2 Rifle Squads (140 points)
- US Field Artillery Battery with:  
2 Gun Sections (185 points), 1 Gun Section (105 points)
- US Chemical Mortar Platoon with:  
2 Mortar Sections (175 points), 1 Mortar Section (95 points)
- British Armoured Platoon with:  
3 Sherman I, II, III or V (255 points). Arm any or all Sherman tanks with a 0.5 cal AA MG for +5 points per tank.

- British Rifle Platoon with:  
3 Rifle Squads (175 points), 2 Rifle Squads (135 points). Make Guards for +25 points, make New Zealand for +10 points. Indian platoons are Fearless Trained.
- British Field Battery, Royal Artillery with:  
4 Gun Sections (355 points), 2 Gun Sections (210 points), 1 Gun Section (130 points). Options remain as p.76 of Festung Europa except self-propelled artillery are not available. Make New Zealand for +10 points.
- British Anti-tank Platoon, Royal Artillery with:  
2 Anti-tank Sections (155 points), 1 Anti-tank Section (85 points). Replace 6pdr guns and Lloyed Carriers with 17pdr guns and M5 halftracks for +50 points per Anti-tank Section.

For Polish Platoons see the separate Polish in Italy Intelligence Briefing.

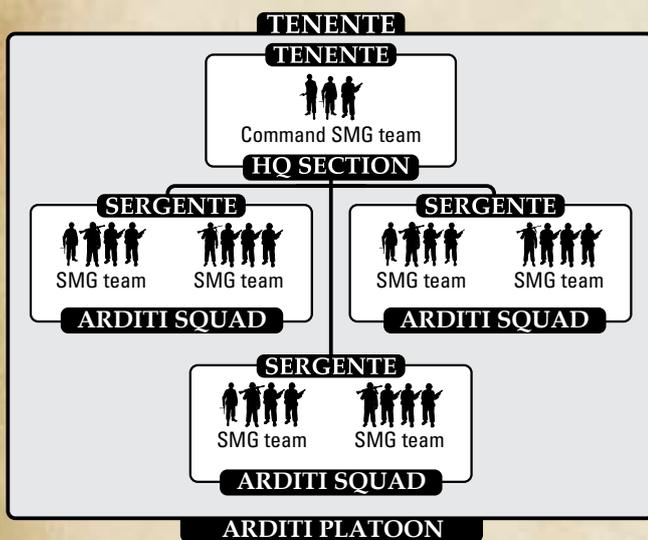
## MOTIVATION AND SKILL

CIL Divisional Support Units are rated as, **Fearless Veteran**, **Elite** or **Artillery** as indicated in the entry.

## AIR SUPPORT

Aircraft	Priority Air Support	Limited Air support
Hurricane IIC	165 points	135 points
Kittyhawk	160 points	130 points

## 0 TO 1 ARDITI PLATOON



## PLATOON

HQ Section with

- 3 Arditi Squads 230 points
- 2 Arditi Squads 165 points

*Rated As Fearless Veteran*

The men of IX Reparto d'Assalto are the CIL's best troops. Tasked with the most difficult missions, they always succeed. These elite assault troops can trace their roots back to WWI and now they once again find themselves confronting the Germans across Italy's mountains.

*An Arditi Platoon is a Reconnaissance Platoon.*

**Italian Artillery 1944:** 75/18 was the medium gun of choice of CIL, but since we don't produce it you can simply use a 75/27 with a shorter gun shield. We don't produce the 100/22 either, so you could use the 100/17 instead, the main difference is that the 100/22 has a slightly longer barrel.



### 0 TO 2 ANTI-TANK PLATOONS

#### PLATOON

HQ Section with:

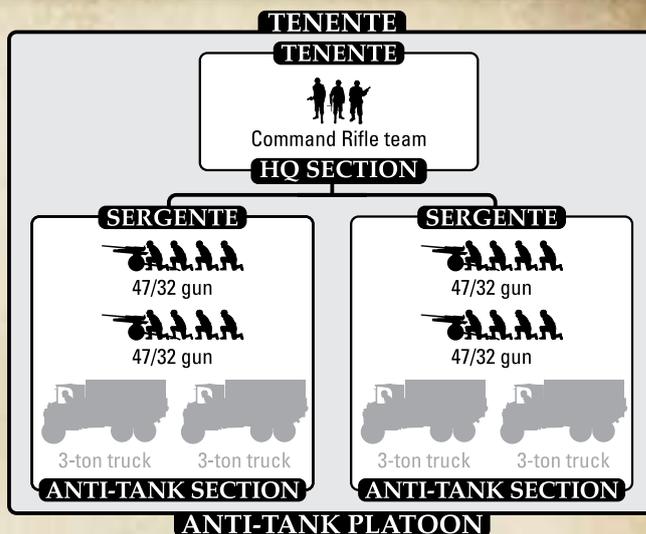
2 Gun Sections	110 points
1 Gun Section	60 points

#### OPTIONS

- Add 3-ton trucks at no cost.
- Replace all 47/32 guns with 57/50 (6pdr) guns for +20 points per Gun Section.

*You may not field more than one Anti-tank Platoon equipped with 57/50 guns in any force.*

*Rated As Artillery*



The Italians had to make do with the old 47/32 gun until the Brits agreed to sell them some 6pdrs.

### 0 TO 2 FIELD ARTILLERY BATTERIES

#### PLATOON

HQ Section with:

2 Gun Sections	140 points
1 Gun Section	85 points

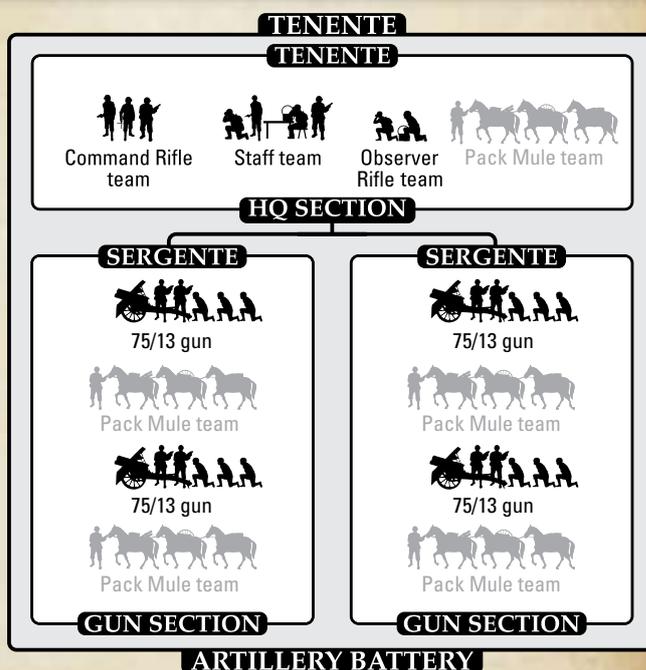
#### OPTIONS

- Add Pack Mule teams at no cost.
- Replace 75/13 guns with 75/27 guns for +5 points per Gun Section.
- Replace 75/13 guns with 100/17 guns for +30 points per Gun Section.
- Replace Pack Mule teams with TL-37 tractors for +5 points per Gun Section. Replace HQ Section Pack Mule team with 3-ton truck for +5 points.

*Batteries armed with guns other than 75/13 guns must upgrade to TL-37 tractors and a 3-ton truck.*

*Rated as Artillery*

*Pack Mule teams make Gun teams transported by them Man-packed. Pack Mule teams don't have to be modelled.*



The CIL had 75/18, 100/22 and 105/28 guns of 11th Artillery Regiment, as well as IV and V Pack Artillery Groups (75/13 guns) to support its brigades.

### 0 TO 1 LIGHT ANTI-AIRCRAFT PLATOON

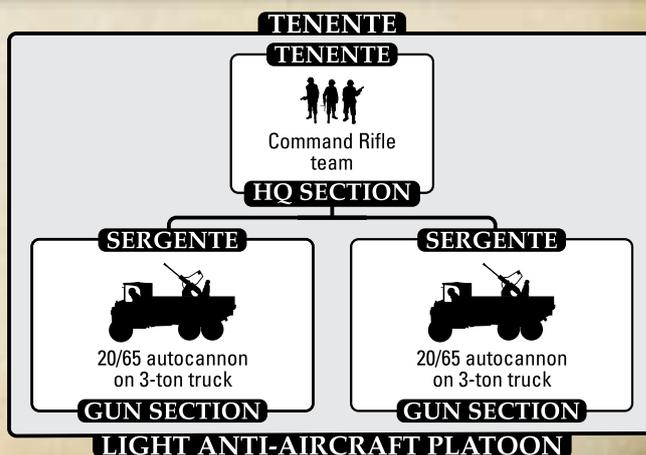
#### PLATOON

HQ Section with:

2 Gun Sections	55 points
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*Rated as Artillery*

With the Allied air superiority the life of the Italian anti-aircraft troops became much easier. However Allied aircraft can't be everywhere so the 20mm guns are needed to shoot down the occasional German bomber.

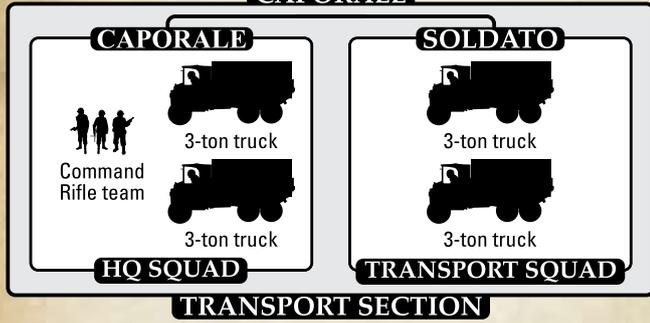


CORPO ITALIANO DI LIBERAZIONE



**0 TO 1 TRANSPORT SECTION**

**CAPORALE**



**PLATOON**

HQ Section with:

- 1 Transport Section**                      **20 points**
- No Transport Section**                      **15 points**

*Rated as Elite*

CIL was always short of trucks, and the 150 odd vehicles that the Allies gave them couldn't solve the problem. Many units were carried into battle on the trucks, but only when they weren't needed somewhere else.

*A Transport Section is a Transport Platoon.*



*General Utili and others plan their moves for the operations on Monte Marrone in April 1944.*





# ITALIAN ARSENAL



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	0	6	Smoke bombardment.
Mod 37 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
47/32 gun	Man-packed	24"/60cm	3	7	4+	
81/14 mortar	Man-packed	48"/120cm	-	2	6	Smoke bombardment.
20/65 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
57/50 gun (6pdr)	Medium	24"/60cm	3	10	4+	Gun shield.
65/17 gun	Heavy	16"/40cm	2	8	3+	Gun Shield.
Firing bombardments		64"/160cm	-	2	6	
75/13 gun	Heavy	16"/40cm	2	9	3+	Gun Shield.
Firing bombardments		64"/160cm	-	3	6+	
75/27 gun	Heavy	24"/60cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		64"/160cm	-	3	6	Smoke bombardment.
100/17 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Observer Rifle team	16"/40cm	1	2	6	Observer
Staff team			cannot shoot		Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 4.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<b>TRUCKS</b>					
Truck	Wheeled	-	-	-	
Motoguzzi Motorcycle	Jeep	-	-	-	
<b>TRACTORS</b>					
SPA TL-37 tractor	Wheeled	-	-	-	

## AIRCRAFT

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

