



Italian CTV - Raggruppamento Reparti Specializzati

PLOTONE DI MOTOCICLISTI (NATIONALIST)

The Motorcycle Platoons of the RRS were small Scout units. The Platoon command element consisted of a Lieutenant (Tenente), a Platoon Sergeant (Primo Sergente) and two Riflemen (Fucilieri), the whole element mounted on two motorcycles.

Each platoon had three Sections (Squadra), each composed of a Sergeant (Sergente) a Corporal (Caporale) and four Fucilieri, with three motorcycles per section. Typically the officers carried pistols, with other ranks carrying the Moschetto M.91 Carbine, although one or more SMGs might be found within the platoon.

The typical support for these groups was the Lancia IZM armoured cars of the *Compagnia de Automitragliatrice* (Motorised Machinegun Company), or the CV 33/35 tanks of the Carristi Companies. Support could also be provided by motorised artillery unit, possibly a unit of the CV 33/35 'Fiamme' of the Flamethrower tank company, all of which were attached to the RRS.

In addition a Spanish motorised infantry company was deployed to support the RRS. These were deployed in their platoons and carried in two trucks as two half-platoons, one commanded by their Lieutenant, the other by their Platoon Sergeant.

In addition, when anti tank support was added it is understood that it came from the mixed platoons that were made up of a single gun of the well regarded Cannone da 47/32 and three 37mm Cannone da 37/45.

ITALIAN MOTOCICLISTI FORCE RATING

Regular: -4

Command Dice: 5

PLATOON HEADQUARTERS

Tenente and Primo Sergente, both *Senior Leaders*, armed with pistol or SMG and two riflemen. Two motorcycles.

Three Squads per Platoon, each

SQUADS ONE TO THREE

Sergente, *Junior Leader*, armed with a rifle or SMG. 5 Riflemen. 3 Motorcycles.

- All men in the platoon are equipped with hand grenades and carry rifles, except where noted.
- Squads may start the game dismounted – if so, they apply the RRS 'Mobility' characteristic.

ARMY SUPPORT LIST NOTES

Most of the support options on the list will be self-explanatory. All tanks and armoured cars come with a *Junior Leader*. Vehicles do not have radios.

Transport only vehicles, such as a car are simply vehicles, which come with no crew. Remember, you will need to allocate men to drive these.

As this is a motorised formation every ground support weapon and infantry unit may be provided with a truck to tow or carry it. A Truck can tow a single infantry, anti-tank or anti-aircraft gun, or carry up to three machine gun teams, or a single infantry section.

A Spanish Infantry Platoon will always come with its full complement of Leaders. Weapon Teams rarely come with a Leader, whereas heavier support weapons do. Where two or more support weapons of the same type are selected, a single *Junior Leader* is provided to command the Section. The lists show all *Junior Leader* assignments where they are present for all troops barring vehicles as discussed above. The following support options need some notes.

MOTOCICLISTI

Additional motorcycle squads may be added and if three are taken as support, an additional platoon command element is gained without counting as a support choice. They may also take the Moto-Mitragliatrice support option if two or three squads are taken.

ITALIAN CTV RRS SUPPORT LIST

LIST ONE

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| Medical Orderly |
| Adjutant |
| Roadblock |
| Barbed Wire |
| Small Truck to tow or carry a single weapon team. |
| Engineer Mine Clearance Team, 3 men |
| Engineer Demolition Team, 3 men |
| AP Ammunition for CV 33/35 |

LIST TWO

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| Pre-Game Barrage |
| Heavy Cover barricade |
| Truck to transport entire Infantry or Weapon Section |
| Convert Motorciclisti to Moto-Mitragliatrice |
| Lancia Ansaldo IZM armoured car |

LIST THREE

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| Sniper Team, 2 men |
| CV 33/35 Tank |
| Additional Motorciclisti Squad |
| Cannone da 37/45 A/T Gun, 5 crew, <i>Junior Leader</i> * |
| 65/17 Infantry Gun, 5 crew and <i>Junior Leader</i> * |
| Spanish Infantry Section (Green) with <i>Junior Leader</i> *** |

LIST FOUR

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|--|
| Cannone-Mitragliera 20/65 AA gun with 5 crew* |
| Cannone da 47/32 A/T gun, 5 crew and <i>Junior Leader</i> ¹ |
| Engineer Section with <i>Junior Leader</i> |
| T-26B Tank** |

LIST FIVE

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LIST SIX

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|---------------------------------------|
| 75/27 Field Gun Battery with observer |
| CV 33/35 Lanciafiamme |

¹ Only one selection.

*Not before April 1937.

**Not before 1938.

***Not after April 1937.

MOTO-MITRAGLIATRICE

There were units of Motorcycle Machineguns within the RRS. These shared the same organisation and role as the Motorcycle Platoons, except each squad had a single Breda M.30 light machine gun as well as its carbines. If this option is taken, the three original core squads of the platoon must allot one figure as the weapon's gunner and another as its loader.

MOTORCYCLES

Motorcycles operate as wheeled vehicles but re-roll any 1's rolled.

75/27 FIELD GUN BATTERY

Refer to the Specific Rules for a 75/27 Artillery Battery.

AP AMMUNITION

The CV 33/35 may be equipped with Armour Piercing ammunition as a level one choice. If taken the round has an AP of 1 and ammunition lasts only in the *turn* it is fired.

SPANISH INFANTRY SECTION

Refer to the Peninsular Army Infantry list for organizational details. This selection is for one-half of a platoon, always considered to be commanded by a *Junior Leader*. They are taken dismounted.

Presuming that these units also had their 50mm Mortar Teams, these must also have been split between the sections and are added into the total Section strength, giving one LMG Team, Two Rifle Teams and a Mortar Team. There is a single *Senior Leader* and one member of a single team may be a *Junior Leader*.

ITALIAN HAND GRENADES

Italian hand grenades depended on the force of an impact-based detonation system, which proved unreliable in action. To reflect this they roll with a -1 to hit their target.

CTV RRS CHARACTERISTICS

MOBILITY

For each squad you can gain one free Patrol phase move with one of your markers as per the rules. When deployed dismounted troops are placed on-table without their motorcycles.

In addition, a dismounted squad(s) may move with 1D6 or 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

SAVOIA!

The battle cry of the House of Savoy was the signal to hurl grenades and assault the enemy. To reflect this, when a *Senior Leader* attached to a *Team* or *Squad* uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades.

Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the *Team* or *Squad* may then move with up to 3D6 to try to initiative *Close Combat*.

GRUPPO MITRAGLIATORI

As expected, the Italian tactical doctrine of using the Squad *Sergente* to regulate control of the machine gun group applied to the forces of the RRS.

To reflect this doctrine when the *Sergente* is attached to a machine gun team and uses two or more Command Initiatives to direct their fire, he may add D3 to the *Team's* Firepower dice.