



## Italian Corpo Truppe Volontarie

### ITALIAN CTV RIFLE PLATOON (NATIONALIST)

The standard Italian pattern Rifle Platoon (Plotone di Fucilieri) consisted of a Platoon Headquarters of a Lieutenant (Tenente), who was assisted by a Platoon Sergeant (Primo Sergente). It is likely that two Privates were also present as the officer's servant and the platoon runner.

There were three twelve-man Rifle Sections (Squadra), each consisting of a Sergeant (Sergente), a Corporal (Caporale) and 10 Riflemen. All were armed with a Modello 91/28 or similar bolt action rifle, with the exception of one man, who manned the section's Breda M30 light machine gun. The Sergeant could substitute a Beretta M1918/30 or similar sub-machine gun for his rifle. The section was typically divided between a 'gun group' and a 'grenadier group', led by the Sergeant and Corporal respectively.

The MSVN units followed the same organisation structure, but substituted their own 'Romanised' unit and rank names. Platoons became *Manipolos*, led by a *Capo di Manipolo*. The *Squadra* were led by a *Capo di Squadra* and were composed of *Squadristi*. The respective second in commands simply prefixed their rank with *Sotto* (Sub), i.e. *Sotto-Capo di Manipoli*.

No support weapons were held in the individual Companies (*Compagnia* in the Army, *Centuria* in the MSVN), but the 4<sup>th</sup> Company in the battalion contained both Medium Machine Gun and Mortar Platoons. Unlike their Spanish allies, the Italians appear to have attached these units to individual companies as the tactical situation demanded.

Heavier support was also held at Regimental and Divisional levels, consisting of a range of medium mortars, anti-tank guns, anti-aircraft guns and artillery. Although grouped into separate formations, tank or armoured car units could also be added to a force.

Unlike both the domestic Italian Army and MSVN formations, the units of the CTV had a high ratio of motor transport, principally to showcase Italy's military as a modern force. Both the 1st CCNN Division "Dio lo Vuole" and the regular army 4<sup>th</sup> "Littorio" Division, were both fully motorized formations, with dedicated transport for even the infantry. The remaining formations were classed as semi-motorised, with formations being 'shuttled' by a fleet of integral transport. There was not a single horse in the whole of the CTV.

### ITALIAN ARMY & FLESCHA PLATOON FORCE RATING

**Regular:** -1

**Command Dice:** 5

### CCNN 'BLACKSHIRT' PLATOON FORCE RATING

**Green or Regular:** -3 if Green, -1 if Regular

**Command Dice:** 5

#### PLATOON HEADQUARTERS

Tenente (*Senior Leader*) and Primo Sergente, armed with pistol or SMG and two riflemen runners.

#### Three Squads per Platoon, each

#### SQUAD HEADQUARTERS

Sergente, armed with a rifle or SMG, assisted by a Caporale armed with a rifle (both *Junior Leaders*).

#### Two Groups per Squad, each

MG GROUP	RIFLE GROUP
Breda LMG, 2 crew, 3 riflemen	5 riflemen

- All men in the rifle group are equipped with hand grenades and all besides the LMG gunner carry the M1891 Carcano rifles.
- Italian Army reflects troops from the Littorio Division. Before mid-1937 subtract one (-1) to their force morale die roll score.
- CCNN Blackshirt platoons are rated Green before mid-1937. After that time they are rated Regular, but apply a -1 force morale modifier. The CCNN Grupo de XXIII de Marzo, whether Green or Regular, always apply a -1 force morale modifier.
- Flecha platoon ratings represent units of the Italian-Spanish Brigades.
- Groups equate to Teams in this organization.

ITALIAN CTV SUPPORT LIST	
<b>LIST ONE</b>	
Medical Orderly	
Adjutant	
Roadblock	
Barbed Wire	
Civilian Car, no crew	
Entrenchments for one Team	
Engineer Mine Clearance Team, 3 men	
Engineer Demolition Team, 3 men	
AP Ammo for the CV 33/35	
<b>LIST TWO</b>	
Pre-Game Barrage	
45 mm Mortar Squad with 3 crew	
Heavy Cover barricade	
Truck to transport entire Squad, team or tow a weapon	
Lancia Ansaldo IZM armoured car	
<b>LIST THREE</b>	
CV 33/35 Tank	
Flamethrower Team, 2 men*	
Sniper Team, 2 men	
Cannone da 37/45 A/T Gun, 5 crew, <i>Junior Leader</i> **	
65/17 Infantry Gun, 5 crew and <i>Junior Leader</i>	
M14 MMG on tripod mount, 5 crew	
Random Air Support	
<b>LIST FOUR</b>	
M35 MMG on tripod mount, 5 crew	
81mm Mortar Squad with observer	
Cannone-Mitragliera 20/65 AA gun with 5 crew	
Cannone da 47/32 A/T gun, 5 crew and <i>Junior Leader</i> *	
Engineer Section with <i>Junior Leader</i>	
<b>LIST FIVE</b>	
65/17 Field Gun Battery with observer	
Scout Squad with <i>Junior Leader</i> on 3 motorcycles	
<b>LIST SIX</b>	
CV 33/35 Lanciaflamme	

\*Only one selection.

\*\*Not before April 1937.

### ITALIAN CTV CHARACTERISTICS 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

It was Italian tactical doctrine that the *Commandante di Squadra*, the *Squad Sergente*, regulate the control of the machine gun group, in particular looking to provide fire support for his own manoeuvre element under the *Caporale* and the other squad.

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.



---

## ARMY SUPPORT LIST NOTES

Most of the support options will be self-explanatory. All armoured cars come with a *Junior Leader*. 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.

Vehicles do not have radios. Infantry Teams rarely come with a Leader, whereas heavier support weapons do. 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.

### BRIXIA M35 45MM MORTAR TEAM

Each squad consisted of a single Italian Brixia M35 45mm mortar. The squad includes a weapons gunner and two loaders. All were armed with rifles.

The Italian 45mm mortar is very accurate adding +1 when firing at any target in line of sight. However, the mortar rounds have poor fragmentation so do not reduce cover by one level. The Italian 45mm mortar has H.E. and smoke rounds available. It has a minimum range of 18", but closer than that the crew may use their carbines. However, only three smoke rounds may be fired by each mortar in any game

A *Senior* or *Junior Leader* may both activate and/or spot for the Mortar Team, at a cost of one command initiative point, if the Mortar Team is within their command range. No other unit may spot for the Mortar Team, which off course, can spot for itself.

### 81MM MORTAR SQUAD

Each battalion only had two medium mortars in total. The bombardment area for a two-tube mortar section is 10"x10" with the aiming point at the centre. Use the rules for Off Table Forward Observation Teams when firing.

### 65/17 FIELD GUN BATTERY

Refer to the Specific Rules for a 65/17 Artillery Battery.

## MOTORCYCLE SCOUT SQUAD

An Italian Scout squad is made up of one *Junior Leader* and five scouts with rifles and grenades. If starting the game dismounted roll 1d6 per squad before the Patrol Phase begins. On a score of 4,5,6 you gain one free Patrol Phase move with any of your markers. This is in addition to any scenario specific rules regards bonus patrol moves, however, a force may never have more than six free patrol phase moves. When deployed dismounted troops are placed on-table without their motorcycles.

A dismounted scout squad may move with 1D6 or 2D6 and then assume a Tactical stance when activated by a Leader using two Command Initiatives.

## FLAMETHROWERS

The M35 infantry flamethrower teams are two men strong. The Italian flamethrower has a maximum range of 6". Italian flamethrower tanks have a maximum range of 18".

## 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.

## RANDOM AIR SUPPORT

Refer to the Specific Rules for Random Air Support.

## AP AMMUNITION

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