

# 3<sup>RD</sup> GREEK MOUNTAIN BRIGADE



The 1st Greek Brigade was formed in Palestine in 1941. The soldiers that formed this unit were escaped Greek military personnel from Greece and Crete, and volunteer Greek overseas residents. The brigade had a total strength of 4,500 with three infantry battalions, an artillery regiment, engineer company and machine-gun company. In July 1942 the 2nd Greek Brigade was formed at Almiriya Camp in Egypt.

The 1st Greek Brigade took part in the battle of El Alamein in October-November 1942 and fought well, but due to various political struggles and disruption throughout the Greek forces in Mediterranean, the brigade was disbanded after a communist inspired mutiny in April 1944.

The most "reliable" Greek soldiers were then formed into the 3rd Mountain Brigade under the command of Colonel Thrassivoulos Tsakalotos. The new formation consisted of three infantry battalions, a regiment of field artillery and attached support troops, approximately 3000 men. Some of the Greeks were veterans from Albania and El Alamein, but others were yet to see action.

In August 1944 the 3rd Greek Mountain Brigade was attached to the 2nd New Zealand Division and the New Zealand commander General Freyberg inspected them at Taranto on 17 August and was impressed by the Greeks' bearing. The Brigade then joined the New Zealanders in an exercise to familiarise the officers with all-arms co-operation and communication.

By the September the brigade was positioned near the village of Catalica, just south of the city of Rimini. On 8 and 10 September the brigade was engaged by two strong German attacks. The Greeks held their line and pushed the Germans back, and then launched a counterattack to take Rimini.

The Greeks were by then attached to the 1st Canadian Division, but could expect support from their New Zealand friends who were in reserve. To provide the Greeks some armoured support B squadron, 20th New Zealand Armoured Regiment was initially attached to the Greek brigade. For the protection of the tanks the 22nd New Zealand Motor Battalion was attached. Additional firepower was given to the Greek Brigade in the form of the Canadian Saskatoon Light Infantry (SLI), with a Heavy Mortar company and Machine-gun company supporting. The New Zealand 33 Anti-tank battery (17pdrs) was positioned behind the Greeks for the attack.

The attack began on 13 September with the Greeks attacking two small farm settlements on the Marano road. The two settlements (Mondaldini and Monticelli) were defended by 1. Fallschirmjäger Regiment and some Ostruppen described as Turkomen (likely a Turkestanian Ostlegion battalion from the 162. Infantry Division). The Germans were well prepared and held off the Greeks.

The following day the New Zealand support was called up to aid the Greeks. 7 and 8 Troop of the B Squadron, 20th Armoured Regiment were assigned to the Greeks and took part in the attack on Mondaldini, while soon after a platoon from 22nd Motor Battalion aided the attack on Monticelli with the support of 5 and 6 Troops' Shermans. By 2000 hours the Mondaldini farm had been taken, with only light casualties. The focus then turned to Monticelli, where the Greeks and New Zealanders once again attacked. The German defenders cleared out of the position as soon as the

attackers approached and the farm was in Allied hands a short time later.

On 15 September the Greeks launched an assault on the Rimini airfield. The 1st Greek Battalion crossed the Marano River (in truth a stream with only a gentle flow of water) at 1000 hours, and immediately came under intense fire from German positions around the airfield. The Greeks halted to re-organise themselves for an attack. The C Squadron, 18th New Zealand Armoured Regiment replaced the 20th Armoured Regiment in the line supporting the Greeks. Air support was called in and Allied fighter/bombers attacked the western side of the airfield, and the Greeks attacked shortly afterwards.

The 1st Battalion attacked the airfield itself, the 2nd Battalion then attacked up the Route 16 road and the 3rd Battalion attacked the small village of Casalecchio. The 1st Battalion once more ran into stiff resistance from the airfield defenders. Heavy fire from airfield inflicted heavy casualties on the advancing Greeks, however support from the New Zealand tanks and infantry was better co-ordinated as one of the New Zealand officers spoke Greek. The tanks were able to fire on each house lining the south of the airfield to ensure they weren't occupied. As the Greeks and New Zealanders approached the defensive positions the came under fire from infantry, Panzerschrecks, self-propelled guns, and emplaced Panther turrets. The heavy fire pinned the Greeks just short of the airfield. Meanwhile the tanks edged around a hedgerow to avoid the anti-tank fire, but soon found themselves at the forefront of the attack.

A German self-propelled gun knocked out a Sherman, but the New Zealanders continued forward and knocked out enemy positions with high-explosives and grenades, forcing the Germans withdraw from their positions. The crew of the Panther turret abandoned it during the night.

The 2nd Battalion, on the right of the brigade, attacked up the Route 16 road, but became separated from their supporting New Zealand tanks. The Greeks were halted by mines and heavy defensive fire from the east side of the airfield and nearby houses.

The 3rd Battalion attacked the village of Caselecchio on the left flank, supported by New Zealand tanks and infantry. The little village stood on a crossroads with a few houses and a church. The Greek infantry quickly cleared the houses, but the Fallschirmjäger in the church proved harder to budge. The church was finally cleared when a combined attack by Greek and New Zealand infantry and tanks finally drove the paratroopers out. However heavy machine-gun and mortar fire from the airfield halted any further advance.

The following day (16 September) the Greeks continued to mop up around the airfield, though they held most of the airfield, one Panther turret was still in operation. The 3rd Battalion advanced up the left through the hedges and ditches beyond Caselecchio until they came level with the 1st Battalion in the centre, their task was made difficult as they had to occasionally clear minefields and were under constant fire. The 2nd Greek Battalion advanced up the right flank of the airfield. Anti-tank fire was lighter than the previous day.

The following day the three battalions continued their advance. Several attempts were made to knock out the remaining Panther turret with aircraft and artillery, but it



finally fell to one of the New Zealand Shermans to work around the flank of the turret. It fired several anti-tank rounds into the turret before the crew were eventually persuaded to evacuate.

Once the airfield was taken the 3rd Greek Mountain Brigade turned its attention towards Rimini itself. On 18 September the 2nd and 3rd Battalion pushed on to Rimini, towards the coastal suburbs of the town. They encountered heavy resistance once again from the German Fallschirmjäger, but with the aid of New Zealand and Canadian support were finally able to push into the outskirts of the town on 21 September. They pushed into Rimini from the south, only to find the city abandoned by the Germans, who were forced to withdraw after the fall of Fortunato.

Shortly after the fall of Rimini the brigade was sent to Greece to seize control of Athens and prevent the ELAS communists from taking control of the country after to withdrawal of the Germans.

After fighting in the Civil War the 3rd Greek Mountain brigade went on to form the basis of today's regular Greek army.

## GREEK SPECIAL RULES

The Greek forces in Italy were trained and organised along British lines and use the following British Special Rules: *Carry On*, *Sergeant*, *Night Attack*, *Advance Under Darkness*, *Semi-indirect Fire*, *Eight-gun Batteries*, *Rounds on the Ground* and *Mike Target*.

Additionally all Greek Infantry teams are *Mountaineers* (Page 46 *Flames Of War*).

# GREEK MOUNTAIN INFANTRY COMPANY

## (INFANTRY COMPANY)

A force based around a Greek Mountain Infantry Company must contain:

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

Weapons Platoons available to a Greek Mountain Infantry Company are:

- 0 to 1 Mortar Platoon,
- 0 to 1 Carrier Patrol,
- 0 to 1 Anti-tank Platoon, and
- 0 to 1 Pioneer Platoon.

Support Platoons for a Greek Mountain Infantry Company can be:

- 0 to 2 Field Batteries, Brigade Artillery,
- 0 to 1 Canadian Machine-gun Platoon (p. 68 *Festung Europa*),

- 0 to 1 Canadian Heavy Mortar Platoon (p. 69 *Festung Europa*),
- 0 to 1 New Zealand Armoured Platoon (p. 59 *Festung Europa*),
- 0 to 1 New Zealand Motor Platoon,
- 0 to 1 New Zealand 17 pdr armed Anti-tank Platoon, (p. 77 *Festung Europa*)

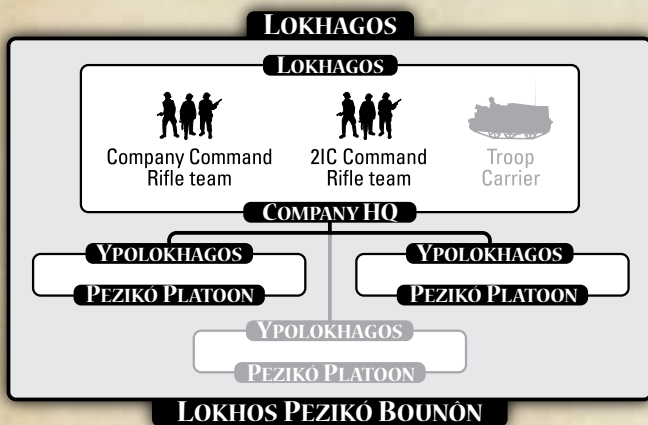
You may have up to **two** Support Platoons attached to your company for each Pezikó Platoon you field.

### MOTIVATION AND SKILL

The 3rd Greek Mountain Brigade was highly praised for its fighting spirit. A Greek Mountain Infantry Company is rated as **Fearless Trained**.

## HEADQUARTERS

### 1 COMPANY HQ



### HEADQUARTERS

Company HQ **30 points**

### OPTIONS

- Add Jeep or Troop Carrier for +5 points
- Add up to three Sniper teams for +50 points per team.

The Greek company commander may only have a limited selection of Greek support platoons to support his brave Greek soldiers, but he can always rely on the support of his Allies.



# COMBAT PLATOONS

## 2 OR 3 PEZIKÓ PLATOONS

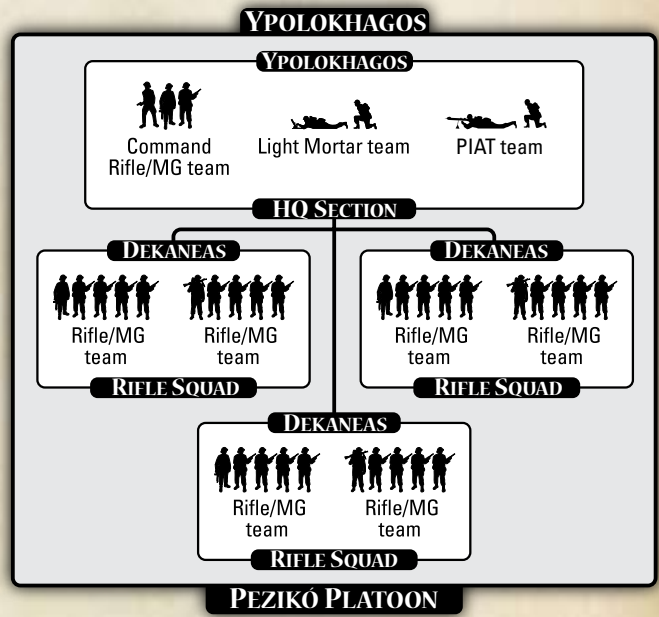
### PLATOON

HQ Section with:

3 Rifle Squads	160 points
2 Rifle Squads	125 points

The Pezikó (infantry) Platoons have been formed from the most political reliable and dedicated men. Among them are old hands, veterans from the beginning of the war in Albania, Greece and Crete, as well as those who had already served alongside the British in North Africa, and new recruits escaped from occupied Greece and volunteered from around the world.

They have been trained and equipped in the best of British tactics and weapons, and are prepared to fight in Italy, as once the Italians had invaded Greek soil. Revenge is sweet!



# WEAPONS PLATOONS

## 0 TO 1 MORTAR PLATOON

### PLATOON

HQ Section with:

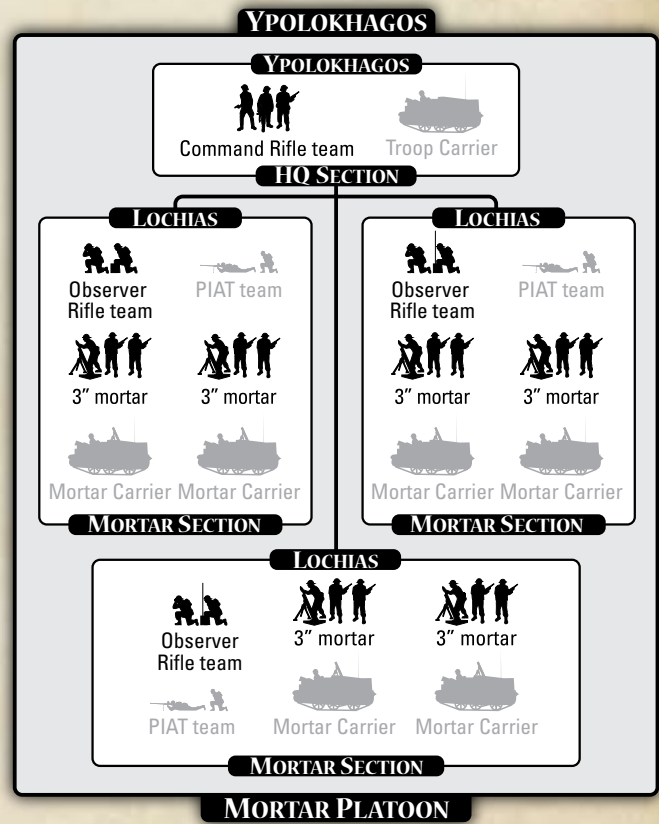
3 Mortar Sections	200 points
2 Mortar Sections	140 points
1 Mortar Section	80 points

### OPTIONS

- Add PIAT teams for +15 points per team.
- Add Troop and Mortar Carriers to the platoon at no cost.

The battalion's mortar platoon offers ready mobile indirect fire for suppressing enemy strong points and concealing the company's movement.

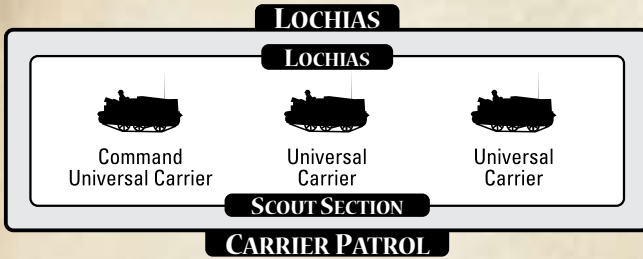
Equipped with British 3" mortars the Greeks can call down fire whenever needed.



GREEK



0 TO 1 CARRIER PATROL



With less available Carrier Patrols than British units the Greeks have to spread their recon resources thinly.

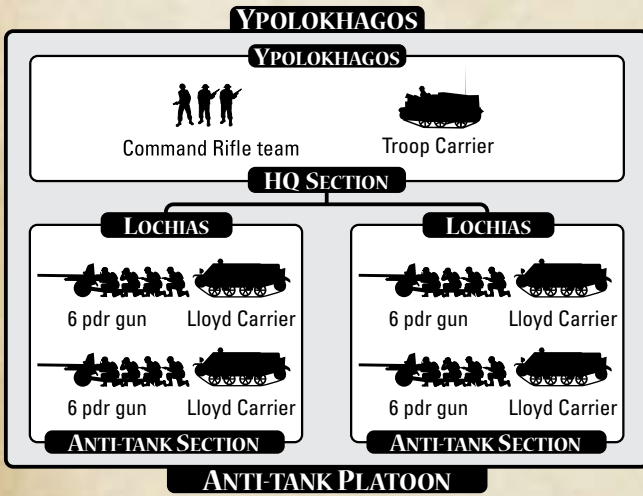
PLATOON

2 Assault Squads 85 points

OPTION

- Arm any or all Universal Carriers with an extra hull-mounted MG for +5 points per carrier or 0.5" MG for +10 points per carrier.
- Replace up to one extra hull-mounted MG with a Boys anti-tank rifle or PIAT anti-tank projector at no cost.

0 TO 1 ANTI-TANK PLATOON



PLATOON

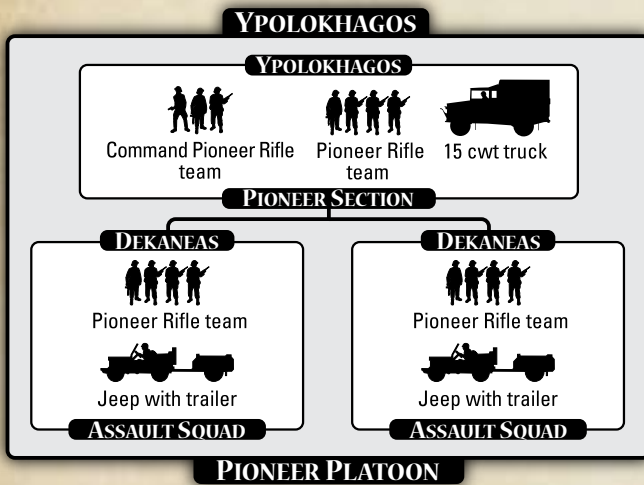
HQ Section with:

2 Anti-tank Sections 140 points

1 Anti-tank Section 80 points

The Battalion's anti-tank assets are precious, but give the Greeks some handy defence against enemy armoured attacks.

0 TO 1 PIONEER PLATOON



PLATOON

Pioneer Section with:

2 Assault Squads 85 points

1 Assault Squad 65 points

A rifle battalion has its own platoon of pioneers of tradesmen and sappers. The pioneers receive additional training in the specialist areas of field fortifications and obstacles. They have proven their worth time and time again in Africa and Italy, clearing the way for infantry assaults against the German's defences.

You may replace up to one Pioneer Rifle team with a Flame-thrower team at the start of the game before deployment.



# SUPPORT PLATOONS

## 0 TO 2 FIELD BATTERIES, BRIGADE ARTILLERY

### PLATOON

HQ Section with:

Two Gun Troop with a total of:

**4 Gun Sections**                      **330 points**

One Gun Troop with:

**2 Gun Sections**                      **200 points**

**1 Gun Section**                      **120 points**

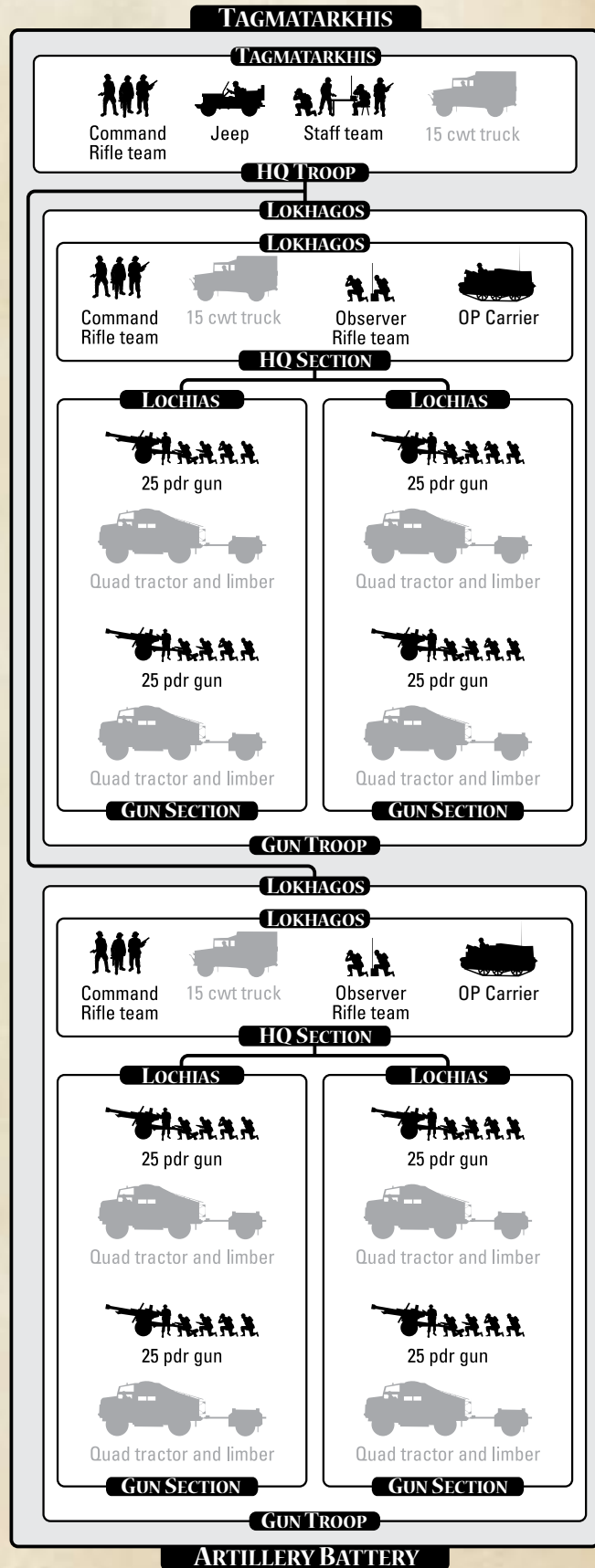
### OPTIONS

- Add 15 cwt trucks and Quad tractors at no cost.
- Replace the HQ Troop jeep with a White Scout car for +5 points.

The 3rd Greek Mountain brigade is supported by a regiment on artillery equipped with the British 25 pdr gun. The Greek can always call on their own gun when the toughest enemy positions need to be cleared.

Although a Field Battery, Brigade Artillery is a single Support choice, each Gun Troop operates as a separate platoon with its own Command team. The HQ Troop Command team and Staff team are Independent teams. If the HQ Troop Command team joins a Gun troop, it becomes the Platoon Command Team.

Although they count as separate platoons for all other purposes, an Artillery Battery deploys as a single platoon, all at the same time. For example, both Gun Troops are treated as a single platoon when calculating the number of platoons held in Ambush or Reserve.



GREEK



### 0 TO 1 CANADIAN MACHINE-GUN PLATOON

The Machine-gun Platoon is shown on page 68 of Festung Europa. The Canadians are Italian Verterans (page 79 Festung Europa) and use all the Canadian special rules on page 80 of Festung Europa. Points here include the increase for Italian Veterans and Canadians.

Canadian Saskatoon Light Infantry (SLI), a Machine-gun Battalion, provided support for the Greeks during the fighting for Rimini.

#### PLATOON

HQ Section with:

- 2 Machine-gun Sections**      **165 points**
- 1 Machine-gun Section**      **95 points**

#### OPTION

- Add PIAT team for +15 points.
- Add Troop Carrier and MMG Carriers for +5 points for the platoon.

### 0 TO 1 CANADIAN HEAVY MORTAR PLATOON

The Heavy Mortar Platoon is shown on page 69 of Festung Europa. The Canadians are Italian Verterans (page 79 Festung Europa) and use all the Canadian special rules on page 80 of Festung Europa. Points here include the increase for Italian Veterans and Canadians.

The Heavy Mortars of the Saskatoon Light Infantry (SLI) provided support for the Greeks during the fighting for Rimini.

#### PLATOON

HQ Section with:

- 2 Mortar Sections**      **190 points**
- 1 Mortar Section**      **115 points**

#### OPTION

- Add PIAT team for +15 points.
- Add Troop Carrier and Lloyd Carriers at no cost.

### 0 TO 1 NEW ZEALAND ARMoured PLATOON

The Armoured Platoon is shown on page 59 of Festung Europa. The New Zealanders are Italian Verterans (page 79 Festung Europa) and use all the New Zealand special rules on page 81 of Festung Europa. New Zealand Armoured Platoons are only armed with Sherman IIIs. Points here include the increase for Italian Veterans and New Zealanders.

Troops from both the 20 and 18 Armoured Regiments fought with the Greeks during the fighting for Rimini Airfield.

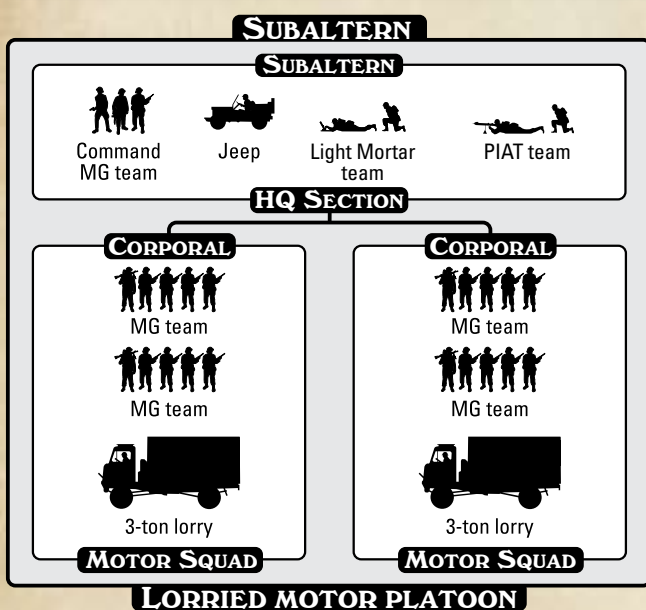
#### PLATOON

- 3 Sherman III**      **270 points**

#### OPTION

- Arm any or all Sherman IIIs with 0.5 cal AA MG for +5 points per tank.

### 0 TO 1 NEW ZEALAND MOTOR PLATOON



#### PLATOON

HQ Section with:

- 2 Motor Squads**      **185 points**
- 1 Motor Squad**      **130 points**

The New Zealanders are Italian Verterans (page 79 Festung Europa) and use all the New Zealand special rules on page 81 of Festung Europa. Points here include the increase for Italian Veterans and New Zealanders.

Platoons from 22 (Motor) Battalion fought in direct support of the Greeks during the fighting for Rimini Airfield.



**0 TO 1 NEW ZEALAND ANTI-TANK PLATOON, 33 ANTI-TANK BATTERY**

The Anti-tank Platoon is shown on page 77 of Festung Europa. The New Zealanders are Italian Veterans (page 79 Festung Europa) and use all the New Zealand special rules on page 81 of Festung Europa. 33 Anti-tank battery is armed with 17 pdr guns. Points here include the increase for Italian Veterans, New Zealanders, and are for a 17 pdr armed platoon.

**PLATOON**

HQ Section with:

<b>2 Anti-tank Sections</b>	<b>270 points</b>
<b>1 Anti-tank Section</b>	<b>145 points</b>

**AIR SUPPORT**

<i>Aircraft</i>	<i>Priority Air Support</i>	<i>Limited Air support</i>
Hurricane II C	165 points	140 points
Kittyhawk	160 points	130 points



# GREEK ARSENAL

## TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
<b>MEDIUM TANKS</b>					
Sherman III <i>M3 75mm gun</i>	Fully-tracked <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>
<b>RECONNAISSANCE</b>					
Universal Carrier <i>With Boys anti-tank rifle</i>	Half-tracked <i>16"/40cm</i>	0 2	0 4	0 5+	Hull MG. <i>Hull-mounted</i>
<i>With PIAT anti-tank projector</i>	<i>8"/20cm</i>	<i>1</i>	<i>10</i>	<i>5+</i>	<i>Hull-mounted</i>
<i>With .5" MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>Hull-mounted</i>
<b>VEHICLE MACHINE-GUNS</b>					
<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
<i>.50 cal Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>4</i>	<i>5+</i>	<i>ROF 1 if other weapons fire.</i>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG <i>Firing bombardments</i>	Man-packed	24"/60cm 40"/100cm	6 -	2 -	6 -	ROF 2 when pinned down.
ML 3" Mk II mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
ML 4.2" mortar	Light	48"/120cm	-	3	4+	Smoke bombardment.
OQF 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield.
OQF 17 pdr gun	Immobile	32"/80cm	2	13	3+	Gun shield, No HE.
OQF 25 pdr gun <i>Firing bombardments</i>	Heavy	24"/60cm 80"/200cm	2 -	9 4	3+ 5+	Gun shield, Smoke, Turntable. Smoke bombardment.

## 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	
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			cannot shoot		Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Pioneer teams are rated as Tank Assault 3.

## TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
Jeep	Jeep	-	-	-	
CMP 15 cwt or 3-ton truck	Wheeled	-	-	-	
Quad tractor	Wheeled	-	-	-	
White scout car	Jeep	1	0	0	
M5 half-track	Half-tracked	1	0	0	
Troop, OP, Mortar, or Lloyd Carrier	Half-tracked	0	0	0	
MMG Carrier	Half-tracked	0	0	0	HMG Carrier, Passenger-fired hull MG.



# 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+	

