

# Soldiers of the Negus



**\$15.95**

SOLDIERS OF THE NEGUS [SoN] is a new module depicting the Italian conquest of Ethiopia. The set includes one sheet of mounted counters, eight new scenarios, historical articles by Italian Army expert and author Adam Geibel, a new rules section ready to add to your rule book, and more!

The eight scenarios included cover a wide variety of actions that occurred during the 1935-36 war. Mussolini thought the conquest of tiny Ethiopia would be short and bloodless; the overwhelming weight of man and machine possessed by the Italians and their Eritrean allies swept into Ethiopia, the oldest independent nation in Africa, ready for an easy victory. Their hopes were dashed for a time by the courageous Ethiopians. But even raw courage could not stand up forever against Italian tanks and gas. The aggressor was eventually victorious and the Negus of Ethiopians was forced to flee his country.

SOLDIERS OF THE NEGUS may be utilized with a number of different tactical level game systems. To play this game using Adv. Sq. Ldr., The ASL rule book, Beyond Valor, Yanks, West of Alamein,

Hollow Legions are needed; a number of different miniatures systems are available to play this game using miniatures and desert rules. '88' by Yaquinto is an excellent system to make use of these scenarios. Write to Critical Hit, Inc., 88 Lodar Lane, Brewster NY 10509 for further information on making use of this product with other game rules.



**Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft vs spears? Find out first hand with SoN!**



GOYO NEBRIT  
25-XII-35

NEI NOSTRI COLORE  
MONTE ROSSO

Turning back the clock to the Europe of 1934 reveals a stark contrast to the balance of power which would be the reality just five years later. Benito Mussolini was the pre-eminent dictator in western Europe, a leader whose favor Hitler coveted four years later to balance the perceived might of the Franco-British protagonists the world would later see sitting across the bargaining table from Hitler in Munich. Mussolini had already reckoned on rising Nazi power on the continent only a few short years in the distance. By 1937, by Mussolini's reckoning, the Anschluss may force his hand in the form of Italian troops needed to defend the Italian-Austrian border. Until then, the Brenner Pass would be crossed by the opulent railway cars used by both Hitler and Mussolini during the diplomatic negotiations that took place during the dance of the dictators in the years leading up to World War II.

In early 1935 Mussolini once again mounted the stage of his nation's fascist propaganda machine as its only star. Italian citizens were offered temptation to acquiesce to their nation's plans of conquest in the form of promised jobs, and free farms which would soon be available on the African continent. The race card was played as the invasion was accorded the status of a missionary trip to civilize the barbarians and slavers of the small nation of Ethiopia. While Italian propaganda blared at an apathetic, and slow moving world newly fearful of a resurgent Nazi Germany, the first of what would be an eventual total of 650,000 troops were mobilized; over two million tons of *materiel* were soon on their way to Africa through the Suez Canal.

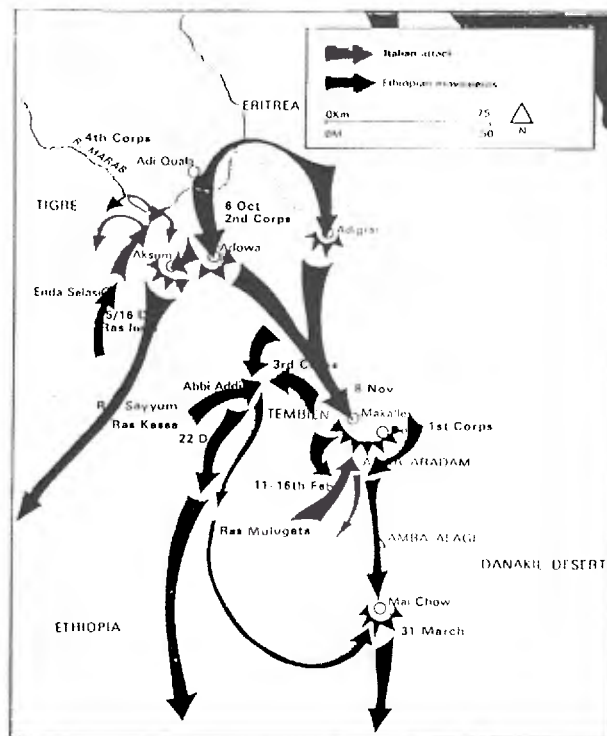
While Italian plans were underway to conquer Ethiopia, the champions of freedom in the world of the 1930's, Britain and France, had to make a choice between opposing aggression and sacrificing Ethiopia in an act of appeasement. The Italian dictator sensed a spirit of appeasement and compromise in his opponents, and acted quickly by using the words of a vacillating French Foreign Minister, Pierre Laval, against him on the public stage. Mussolini declared Laval's suggestion that Italy use economic means to acquire Ethiopia gave him a "free hand" for his planned military conquest. The feeble protests which followed never had any impact on Mussolini's plans.

Hindsight now makes it clear to us all that the eyes of Adolf Hitler were clearly on this act of weakness and vacillation by the western powers.

While events proved Mussolini's intuition correct, to the extent that Britain and France would fail to act in Ethiopia, another leader watched world events unfold. Emperor Haile Selassie believed that the League of Nations, and more so Great Britain would deliver his threatened country. The leader of Ethiopia had little faith that this task could be accomplished by his archaic army of 350,000, of which less than 25% had any military training. While his feudal lords of his nation believed their troops could repeat the thrashing delivered at Andowa in 1896, when 20,000 Italian troops were wiped out through the force of Ethiopian arms, the reality was known by Selassie. The Ethiopians lacked sufficient small arms; there was no artillery more powerful than the French 75mm, only a few mortars and only a handful of batteries of mountain artillery. In the absence of hope in the stated goals of the League, there was little to stand in the way of a modern, motorized Italian Army, posed to cross into Ethiopia.

On October 3, 1935, Italian armored units rumbled over the border into the Tigre province of Ethiopia, crossing the dry river bed of the River Marab. There was no declaration of war. As the Italians pushed across the buff-colored scrubland of the Danakil desert, Caproni 133 bombers roared overhead on their way to drop 15 bombs on Andowa. The bombers returned, this time dropping 78 bombs against the defenseless civilians; 100 homes were destroyed at Adigrat that day and an easy propaganda victory was gained as the Italians "avenged" 1896 as their 2nd Army Corps entered Andowa on October 6.

Italian advances were not to last long. On October 10, a first halt was called by the invaders for lack of fuel and other provisions. The commander in charge of the Tigre campaign, the 68-year-old General de Bono, began to act the part of the beneficent ruler; slavery was abolished and de Bono sent emissaries all over the Tigre to spread the news of a paternal Italian rule. The C-in-C of the invaders on this front took Mussolini's propaganda lie to heart, much to the dismay of the livid dictator.



The second Italian thrust into Ethiopia took place along what was known as the "Ogaden" campaign from Italian Somaliland, in the south. A force of 51,000 Italians under General Rodolfo Graziani made a lightning thrust, invading with a motorized column of over 1,800 vehicles. Blows were rained down upon the Ethiopian camps and forts from the air. On November 7, the Italians entered Gorahai following three days of bombardment by air. The Gorahai garrison had left the smoking rubble that stood where once a city existed. Italian Colonel Maletti and a column of six tanks, 11 armored cars and a force of fierce Somali irregulars were dispatched to pursue the Ethiopians. On November 11, the retreating garrison was caught at Anale, where they had stopped to take on water from wells there.

What took place at Anale is inexplicable. At the sight of the Italian tanks, the Ethiopians scattered into the bush. However, these particular enemy troops, stumbled upon unexpectedly by the pursuing Italians, were not the Gorahai garrison. Unbeknownst to Maletti, an Ethiopian force the Italians did not know existed, consisting of five hundred troops under *Iitovari* Gongol (Commander of the Spearhead) were advancing on Gorahai in response to a plea for reinforcements. Into this group the Italian tanks waded, firing machine-guns on the move at fleeing Ethiopians. Suddenly, the enemy, so plentiful only moments before, were nowhere in sight. Eschewing the advantage of their armored protection, the two-man crew of the lead Fiat-Ansaldo L3 tankette, opened the hatches and climbed out. A sudden roar of gunfire from Ethiopians, hiding only a few dozen yards away left the crew dead. Another tankette pulled up to a halt, and another crew clambered out to survey the scene. Another volley ripped them to shreds. A crewman of a third tank was felled as he tried to repair a blown track; a truckload of Somalis was wiped out in a blaze of rifle-fire and the Ethiopians had their first, unexpected, victory.

While the Italian offensive on both fronts sputtered to a halt, Selassie's forces were too weak to seize the initiative. The weakness of the Ethiopian army was well known by the Ethiopia's erstwhile savior, Great Britain. Messages from the British Minister in Addis Ababa clearly described the barefoot warriors clad in old jodphurs and armed with swords which made up Mulugeta's army in Tigre. Moving across the Ethiopian countryside were masses of humanity, such as the host of Ras Kassa, a mass of 160,000 men, women and children that had to move 200 miles to reach a position north of Amba Alagi.

The League of Nations creaked into action on October 7, when Mussolini was branded an aggressor. Sanctions were sought by the League,

only to be hindered by a Britain which was reluctant to come down too hard on Italy. The rest of the League members, British objections notwithstanding, put bans in force on November 18, forbidding the export of arms to Italy, as well as the sale of rubber and other raw materials. While members of the League were barred from loaning funds or accepting imports from Italy, their bans lacked teeth at first as there was no ban on export of precious war materials such as iron, steel, coal and oil, critical to the Italian war effort. Worse, Italy was allowed to move through the Suez Canal.

While the League of Nations moved to close loopholes in the embargo against Italy, Mussolini also acted by dismissing his C-in-C and replacing de Bono with Pietro Badoglio, a younger, more aggressive commander. As one of Italy's most prestigious soldiers, and Army Chief of Staff, Badoglio was a warrior of a different stripe than his predecessor. His first act as C-in-C was to increase the pressure on Selassie through a series of massive air strikes, undertaken while Badoglio set about to reorganize his forces. The bombings included the use of incendiaries, which fell with no apparent attempt to restrict aim to military targets. Food stores, Dessye's Red Cross hospital, civilian huts, the camp of newspaper reporters, and the civilian marketplace were razed. When the raids on Dessye ended, Emperor Haile Selassie drafted a protest to the League of Nations. His response was a preview of the iniquitous appeasement the world would "first" see only a few years later at Munich. Authored by Pierre Laval, with the agreement of the British Foreign Secretary Sir Samuel Hoare, the 'Hoare-Laval Plan' called for the annexation of large tracts of land in northern and southeast Ethiopia, with over half the country handed over for exploitation and Italian settlement. The sole compensation to Selassie and his nation was an outlet to the sea.

British public opinion sunk Hoare, who was dismissed, and forced the British government of Sir Stanley Baldwin to disown the plan. The plan did its damage however; while the League and the British government debated further sanctions, the appeasement crowd was given further opportunity to delay sanctions. While the League and its members vacillated, firm action was at hand in the Italian camp. Badoglio began his "battle of annihilation" in mid-December, after the Ethiopians had proved victorious in two guerilla campaigns known as the Enda Selasi (December 15-16) and the Abbi Addi (December 22). The battle-grounds of the guerilla battles were narrow defiles and boulder strewn mountain passes where the Ethiopians made good use of maneuver, night attacks and tactics from the play-book of guerilla warfare which would play out over the length of the 20th Century from Viet Nam to Afghanistan.

The guerilla war fought by the Ethiopians during the Enda Selasi was of the most brutal variety. Under the leadership of Ras Imru, 4,000 Ethiopians ambushed Italian truck convoys, rolled boulders in front of tanks, and shot down all who left their machines. Only four prisoners were taken and the Ethiopians even captured ten tanks and over two-dozen machine-guns. These victories led directly to the great scandal of the war. Badoglio was informed that Ras Imru, leading 8,000 irregulars, was bearing down on the unguarded supply depot of the Adowa Army Corps at Adi Quala. The air force was called in and deployed mustard gas on Imru's advancing men. The result was dramatic: Imru's men were scattered and the supply depot was saved. The absence of a response, combined with the effectiveness of the attack, led the Italians to step up their use of gas warfare. Reports soon began to reach the outside world of men, women and children killed and disfigured by the horrific attacks. Italian bombers, flying in wings of 18 aircraft, had been fitted with special sprayers that rained down poison gas in a fine fog.

Italian bombers and gas attacks played a part in the pivotal battle at Amba Aradam between February 11-16. Tons of bombs and 30,000 rounds of ammunition were delivered by aircraft while two hundred Italian guns plastered the plateau. The army of Ras Mulugeta, after huddling in their holes and caves, came out to meet their tormentors in a tight mass of troops on the field of battle; the Italian 1st and 3rd Corps encircled, then wiped out the defenders with the help of the Alpini, who performed an unexpected military feat by scaling the cliffs in the Ethiopian's rear, coming at Mulugeta's men from a quarter considered impassable. Mulugeta was among the 20,000 defenders the Italian commander reported as fallen.



### MAN AGAINST TANK: 1935-36:

Swarm Attack-Tank Flipping incidents: Some troops, if sufficiently desperate, will attack enemy armor with their bare hands. When numerically few, desperate troops will fire rifles and pistols through vision slits, stuff grenades or swords through tank hatches, or pour gasoline onto the vehicle, immolating self, and enemy, and subsequently martyr themselves in the destructive process.

In the Ethiopian campaign, Haile Selassie's troops got close enough to physically bend the tankette's guns in a useless direction. There are even reports of tankettes being literally 'flipped over' if the mob was large enough to accomplish this task, which was a fate relegated to the lighter ( $\leq 4$  tons) fighting vehicles.

Attacks of this nature were not limited to Ethiopian troops. Other armies with a history of fanatical attacks have been recorded as knocking out tanks using non-standard (i.e., AT-guns, use of friendly tanks, etc.) means. There are incidences of Japanese troops tearing off Stuart tracks with crowbars, as well as similar stories on the Eastern front and during the Winter War of 1939-40.

In the action depicted in scenario SoN 2, CRINITI'S ESCAPE, there were nine tankettes in the Italian squadron. The terrain was rocky with little room to maneuver and the Ethiopians held fixed positions, so the tankettes could not charge their enemy. The Ethiopians crept up on the tankettes from behind, jammed the tracks and then bent the machinegun barrels, which could not be repaired from inside the vehicle. One by one, six tankettes were destroyed in this manner. As the battle worsened for the Italians, the tank platoon commander decided to withdraw. Without infantry support, he had the unit officers dismount and they were guided out of the battle zone on foot.

This was the only battle of the Italo-Ethiopian War where more than one tankette was destroyed during a single engagement.



## Rifles versus Spears?:

The Italians crossed the Ethiopian border armed essentially as they would be five years later at the beginning of WWII, with 6.5mm M1891 Mannlicher Carcano rifles and carbines. The Eritrean Askari units were likewise equipped, though some carried Vetterli Vitalli M1871 rifles (many of which had been converted from the 11mm black powder cartridge to the standard 6.5mm after WWI). The heavier firepower that would save many Italian columns came from 6.5mm Revelli M1914 watercooled medium machineguns, as well as 6.5mm Colts. At platoon level, they employed M1924 and M1930 light machineguns. Save for the Colt, all were fed by stripper clips and were prone to jamming in dusty environments. Water-cooled 8mm Schwarzlose M1908/12 medium machineguns, received by Italy as part of the war reparations package from the old Austro-Hungarian empire, also armed some units.

The Italians also hauled a mix of light, medium and heavy artillery into the Ethiopian mountains, though most of it was of WWI vintage; the 65/17 mountain howitzer, several marks of 75/27 field guns, the 100/17 howitzers and even 149mm ex-Austrian guns. Two relatively modern weapons debuted in the war against the Lion of Judea; the 47/32 multi-purpose gun (which would become Italy's primary antitank gun during WWII) and the 45mm Brixia backpack mortar both received their baptism of fire in Ethiopia.

The Ethiopian regular army of 100,000 men had about 50,000 rifles, the majority of them from the 1877-87 period, like the French Gras of the Franco-Prussian War era. These used black powder cartridges and lead projectiles - adding to the Italians' assertions that their enemies used Dum-dum bullets. In 1935, the Ethiopians purchased 16,000 modern rifles and a large quantity of these equipped the 5,000 man Imperial Guard. They including a shipment of 7.92mm Mausers, reportedly from Nazi Germany. Mauser 98's were definitely supplied by the Belgian firm FN, marked with the royal seal - the Lion of Judea.

The Czech firm of BRNO also supplied 7.92mm ZVZ 30 LMG's marked with the Lion of Judea crest, which were issued to the Imperial Guard, which also carried 7.5mm Mle 1924/29 Chateauneault (a French version of the BAR, issued presumably as a squad automatic weapon). This must have made the ammunition supply situation in the army's best unit fairly chaotic, but better than that faced by the rest of the Ethiopian ranks. The ammunition issued to the Emperor's soldiers frequently didn't fit the rifles they carried. Those who had cartridges that fit, didn't have many. The Imperial Guard's Artillery Brigade boasted 10 37mm Oerlikon AA Guns, 10 75mm M1911 Schneider AAA Guns and 6 Brandt 81mm mortars. The mortar battery was commanded by Harare Cadets.

The Emperor had about 200 older artillery pieces, most of which were equivalent to the Italians 70/15 mountain guns (Light and easily portable, but lacking recoil mechanisms). Some of these dated back to Adowa and earlier, and there are reports of at least one French '75' M1897 in the ranks.

The massed armies of the various Ras' had a handful of modern heavy weapons -including 50 light, medium and heavy AAA guns. (Vickers, probably the 3" 20 CWT QF, and Oerlikon 20mm light AAA guns). They also had several hundred machineguns, the mediums being mostly Hotchkiss and Colt MMGs of WWI vintage. The Danish armaments firm Madsen also shipped their M1907, 1910, 1934 and 1935 Light Machineguns, all in 7.92mm.



Badoglio recorded Italian losses as 36 officers, 621 soldiers and 145 Eritrean soldiers.

The tragedy began moving at full speed as the *ras*s Kassa and Seyyom hastily withdrew, suffering repeated encirclements. The leaders knelt before their Emperor at Dessye, begging forgiveness, after their armies disintegrated under the impossible retreat on foot against a motorized and tank-and-aircraft armed enemy.

Emperor Haile Selassie planned his final blow, an attack planned to hit the Italians encamped in Mai Chow. The defenders, thought to number 10,000, actually consisted of about 40,000 troops. Ethiopian radio silence was broken, and knowledge of the Ethiopian plans was combined with delays experienced as Selassie negotiated bribes with local tribesmen to secure their assistance in harassing the Italian flanks. Badoglio had over a week to dig in at the known point of attack while Badoglio arranged to suborn the tribesmen with even larger bribes. A trap was set which allowed the Ethiopians to reach their first objectives without resistance, drawing the attackers onto a killing ground sited by rifles and heavy weapons.

Mai Chow was Selassie's *bete noire* on Ethiopian soil. Heartbroken, Selassie boarded the British cruiser *Enterprise* on May 2 and sailed into exile.

Almost as soon as the conquest became a *fait accompli*, the nations of the League, including Britain and France, recognized Italy's rule in Ethiopia. Sanctions were abandoned on July 15.

In one of the most dramatic and courageous addresses of the 20th Century, the Lion of Judea Haile Selassie stood proudly before the League of Nations at Geneva on June 30. He demanded to know, from a visibly uncomfortable Assembly: 'Are the states going to set up the terrible precedent of bowing before force?' As he left the platform, the unbowed Emperor was prescient. 'God and history will remember your judgement. It is us today', he concluded. 'It will be you tomorrow'.

### References:

"DAYS OF EMPEROR AND CLOWN: The Italo-Ethiopian War 1935-36 James Guan and Laurence Lafore, Doubleday, 1971

AN IMPOVERISHED WAR The Abyssinian Campaign of 1940-41, M. Glover, Hippocrene, 1987

MARE NOSTRUM The War in the Mediterranean Jack Greene et al. 1990

SMALL ARMS OF THE WORLD, C. Ezell, Stackpole, 1978

RIFLES VERSUS SPEARS? Weapons of the Italo-Ethiopian War 589 words



## Calculating the Cost:

Italy's adventure in Ethiopia wound up costing them 12,111,000,000 Lira and 2,313 troops, and 453 civilians laborers killed (KIA). Their Eritrean allies lost 1,593 KIA. The Italians estimate that 50,000 Ethiopians died, though the Ethiopians themselves put that figure closer to 250,000 - including the many civilian refugees killed. The western world had been cowed into accepting fascist aggression, while Italy had spurred her economy and positioned herself as a major player on the world's chess-board.



## SoN. Soldiers of the Negus

### ORDER OF PRESENTATION:

1. Candelabra Trees
2. The Ethiopian Army
3. Eritrean Troops

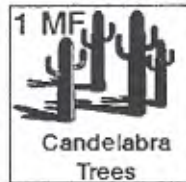
**SoN.1 Ethiopian Terrain:** Unless specified otherwise, all scenarios set in Ethiopia have all desert terrain rules in effect [EXC: All scrub is treated as Candelabra Trees (SoN 1.)]

**SoN 2 No Quarter:** No Quarter is in effect for the Ethiopians at start for all scenarios, and in effect for the Italians at start during scenarios set after October 1935.

[This rule is a result of the fact that the Ethiopians never took prisoners, while the Italians initially did. That policy was later abandoned by the Italians].

### 1. CANDELABRA TREES

**1.1** Unless specified otherwise by SSR, *all scrub* in SoN scenarios is treated as Candelabra Trees. Candelabra Trees are a 1/2 Level Hindrance, adding a +1 Hindrance DRM for every Candelabra Tree location crossed.



**1.2** A Candelabra Tree hex has a +1 TEM for any fire traced into it.

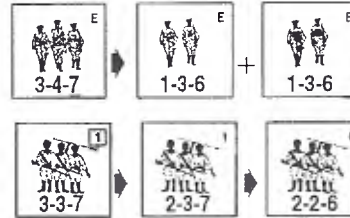
**1.3 CONCEALMENT:** Candelabra Trees are concealment terrain for all units. Guns may be emplaced in a Candelabra Trees Location.

**1.4** Candelabra Trees are Inherent Terrain (B.6).

**1.5 MF/MP:** It costs Infantry/Cavalry 1 MF to enter a Candelabra Trees hex. Tracked vehicles may enter a Candelabra Trees hex at a cost of 2 MP; armored cars and motorcycles enter at a cost of 3 MP; trucks enter at a cost of 4 MP.

[Candelabra trees were large, cactus-like trees found in abundance in the deserts of Ethiopia. The large plants average 8-9 feet in height and grow in clumps, usually surrounded by a hardy, knee high breed of desert grass. Their name stems from the many branches which curve upward, making the tree look quite like a candelabra].

### 2. THE ETHIOPIAN ARMY



**2.1 ETHIOPIAN MASS RUSH:** A mass rush is an Ethiopian version of Human Wave (A25.32) and uses all applicable rules. Only Good Order Ethiopian units may perform a mass rush.

**2.2 CC:** Whenever > one unbroken Ethiopian squad is the ATTACKER in CC/Melee, or ambushes the enemy in CC, that CC/Melee *automatically* becomes Hand-to-Hand melee (J2.31) unless *every* Ethiopian unit participating in the attack is pinned, was ambushed or is attempting to withdraw from melee. Any H-to-H CC attack made by an Ethiopian unit receives an additional -1 DRM unless *every* Ethiopian unit participating in that attack is pinned or unarmed. Once H-to-H Melee is initiated by this rule, H-to-H is in effect until all units have been eliminated/withdrawn from Melee.

[Example: Two Ethiopian squads and an 8-0 Ethiopian leader advance into CC, and are *not* ambushed. Hand-to-Hand Melee is immediately in force with the Ethiopians receiving a -1 DRM modifier. In the event the hex is fired on, resulting in both squads becoming pinned, a -1 DRM still applies to the leader's CC attack, and thusly the entire attack made by Ethiopian units if the leader and squad(s) attack together].

**2.21 CCV:** Ethiopian MMC must subtract one from CCV in addition to any other CCV modifiers (A11.5).

**2.22 TANK FLIP ATTACK:** Whenever Good Order Ethiopian units are eligible to attack a vehicle, they may chose to forgo their normal CC attack, making a Tank Flip Attack instead. Only vehicles weighing ≤ 4 tons are eligible to be attacked in this manner.

**2.221 CC ORDER:** Once a Tank Flip Attack has been declared, the normal order of CC attacks between infantry and vehicles is suspended. The vehicle is allowed to conduct *one* CC attack (if any, and only one if it is capable of making multiple attacks) against the attacker *first*; any surviving attackers are then allowed to make their Tank Flip Attack. Any Overstacking penalties apply normally to the attacker for any attack made against them. Only listed CCV modifiers apply to any TF attack DR.



**2.222 RESOLUTION:** The Ethiopian player must have  $\geq 2$  squads-equivalents in the same Location to attempt a Tank Flip Attack. On a DR of  $\leq 6$  the vehicle is destroyed and crew survival is NA. *Only* the following modifiers apply to a Tank Flip Attack:

- +X Leadership Modifier
- 1 per additional squad  $>2(\text{FRD})(\text{max. DRM of } -2)$
- +2 Vehicle is non-stopped

If the attack results in a DR one greater than the TF#, the vehicle is immobilized. When a vehicle is successfully flipped, it is replaced with a wreck, *already* marked with a Scrounged counter (to signify that the vehicle may not be scrounged).

[Example: Two Ethiopian squads and an 8-1 leader announce a Tank Flip Attack against an Italian Lancia IZM AC. The order of CC is immediately suspended, allowing the AC to use its 8 FP CMG to attack the Ethiopian units in CC at odds of 1-1 (the CMG vs the CCV of the attacker). A DR of '9' is rolled, resulting in NE. The final TF# of the attacker is '7' (6 +1 leadership). The Ethiopian rolls a '7', which is equal to the TF#, resulting in a flipped vehicle. The AC is replaced by its wreck side, and marked with a Scrounged counter. On a DR of '8' the AC would have been immobilized instead. Also, note that 2.22 will allow a TF attack by eligible Ethiopian units during CC/Reaction Fire].

**ETHIOPIAN MASS RUSH:** Author George Steer wrote of the Ethiopians "...there is a decisive moment when they face the enemy, forget everything and hurl themselves on him like men possessed." The tactic of massing troops and charging enemy positions is frequently mentioned in accounts of the fighting. Most Ethiopian warriors had little formal military training, but all understood the concept of grappling with the enemy hand to hand.

**CCV:** The lower CCV for Ethiopian troops reflects the general lack of familiarity these troops had with tanks, as well as a lack of equipment useful in attacking AFV, such as grenades.

**TANK FLIP ATTACK:** The origin of this tactic to deal with enemy armor is unknown. Most likely it was improvised 'on the spot' during a battlefield engagement. No matter the origin, it was a viable tactic and was used to effect during the classic Ethiopian massed rush attack on enemy soldiers and vehicles.

**2.3 DEPLOYING/ELR FAILURE:** Only *Elite* Ethiopian squads may Deploy (A1.31) and are replaced with two HS in the event of ELR failure [EXC: ELR is *not* 5].

**2.4 SW USAGE:** Any Lt. MTR/HMG/MMG fired by a non-Elite Ethiopian squad/HS has its ROF and B# reduced by one. Elite Ethiopian MMC may use these SW without penalty.

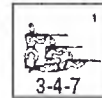
**2.5 ORDNANCE USAGE & OBA:** Ethiopian Ordnance uses Red TH#. Ethiopian OBA receives 5B/2R and accuracy is possible on a DR of  $\leq 1$ .

**2.6 CAPTURED USE PENALTY:** Any Ethiopian unit using a captured ordnance weapon or acting as a Temporary Crew (A21.22) suffers *double* the normal captured use and/or non-qualified use penalties.

**2.7 FIRE GROUPS:** A Non-Elite Ethiopian unit may not participate in a multi-Location Fire Group.

**2.8 HEAT OF BATTLE/LEADER CREATION:** Ethiopian units received a +2 HoB DRM and add a +1 drm to all Leader Creation dr.

### 3. ERITREAN TROOPS



**3.1** The Eritreans are treated as Italians for *all* purposes (including OBA access, TH number usage, LG number and modifiers) with the following exceptions.

**3.2 DEPLOYING:** Eritreans may not Deploy. Eritreans are not Lax and do not have to pay the +1 PAATC penalty specified by A25.65. The broken side morale of Eritrean units is reduced by one. Eritrean leaders are interchangeable with Italian leaders in all respects.

**3.3 BATTLE HARDENING/ELR:** If an Eritrean 1st Line squad/HS battle hardens it becomes Fanatic. An Eritrean 2nd line unit which suffers ELR failure is Disrupted.

#### CREDITS

Scenario Design and Historical Research: Rick Thomas

Computer Design: Jim Berhalter

Layout: Phreak Graphics

Playtesters: Dirk Heinz, B. Kyle Roth, Dave Ewing, Brent Carter, Peter McCarthy, Bunker Hill, Zach Waltz, Russ Bunten, Rob Wolkey, Mark Hanna

Counter Art: Tom Antezak

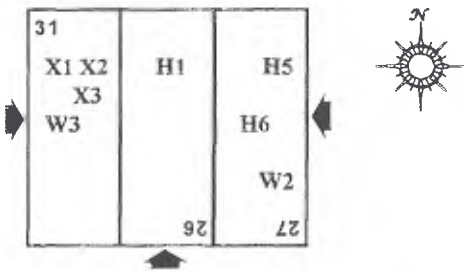
This project was created the 'old-fashioned' way using camera ready art, output on the best paper available from our local office supply store. This work is the product of hobbyists who labor for love alone and epitomize the power to disseminate information that is available to everyone in this post-desktop publishing revolution era. Read the history *before* you play any of the scenarios for a better appreciation of the events depicted such as is available through the board-game/historical booklet metaphor and proudly presented here for your edutainment. Enjoy! RJT



# THE BITWODED GAMBLE

**NEAR AMBA ARADAM, ETHIOPIA, 12 FEBRUARY 1936:** Six miles long and three miles wide, Ambra Aradam rose high above the surrounding countryside. It was both the pivot and the assembly point of the whole Ethiopian line. Picto Bagdolio's plan for cracking the position was simple enough. Two Blackshirt Divisions were to squeeze in the middle, while two regular divisions were to sweep round in a wider encircling movement and pinch the mountain off at its rear. Thus Ras Mulugeta, the Ethiopian commander, and his whole army would be trapped. The Bitwod Makonnen commanded the army of Wollega-Ardjo, the most modern and well-armed force in the north. Realizing the dangerto the Muluguea's army and aching for a fight, he ignored the orders of his superiors and set out with a small picked force to halt the encircling left hook of the Italians. The Bitwod Makonnen divided his men into three parties. The objective was a group of Italian machine gun positions set up the afternoon before, with the guns having commanding fields of fire over the plains before them. Under cover of the half light before dawn, the Ethiopians crept toward the enemy. As one group slipped quietly along a deep gully, the Italians gave the alarm, and the desperate assault began. By 10am the Ethiopians had captured all of the advanced machine gun positions, but over half their forces killed or wounded. Among the wounded was the Bitwod Makonnen himself. Hit in the first assault, he would die the next morning. The surviving Ethiopians were mercilessly pounded by Italian guns and bombers, driving them off their newly won positions. The Ethiopians fell back in disorder, carrying their mortally wounded leader with them.

### BOARD CONFIGURATION AND ENTRY:



### VICTORY CONDITIONS:

The Ethiopians win if they Control both Sangar Locations at game end.

### BALANCE:

ITALIAN: Add one 3-4-7 squad and LMG to the Italian OB.

ETHIOPIAN: Delete one 3-4-7 squad and LMG from the Italian OB.

### SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place overlays as follows: **W3** on 31H5-I5; **H1** on 26EE2-FF2; **H5** on 27Y4-Z3; **H6** on 27R3-R2; **W2** on 27J5-J6; **X2** on 31I3; **X4** on 31H2 and **X5** on 31H3.
3. The first two game turns are taking place in a pre-dawn twilight, which adds a +1 LV DRM to all attacks.
4. Prior to any Italian set up, the Ethiopian player must divide their force into three groups. Each group must have  $\geq 8$  squads and  $\geq 1$  leader. They must then secretly record one group to begin play set up in/IN either (not both) Wadi; the second group enters on Turn 1 along the south edge; and the last group enters on Turn 2 along the east or west edge.
5. After the Italian set up is complete the Italians may make 5 free entrenchment DR for their squads. The +2 DRM for entrenchment attempts in the desert are NA for these rolls only, all other modifiers apply normally. Labor Status may not be gained for these pre-game entrenching attempts.

1	2	3	4
5	6	7	8

ITALIAN Sets Up First

ETHIOPIAN Moves First

**Elements of the 46<sup>th</sup> Infantry Regiment, Sabauda Division set up north of hexrow Q [EXC: may not set up in/IN a Wadi]:**

12			2	2	2	6

[ELR: 3]  
{SAN: 4}

Set up on any hillock hex with no more than one sangar per hillock:

1S or Gun OBA: +3 Other: +1
2

**Elements of the Army of Wollega-Ardjo set up/enter as per SSR 4:**

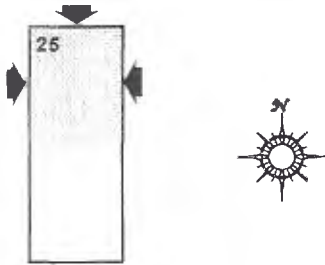
6	20					2

[ELR: 2]  
{SAN: 2}

# SoN 3

**THE TEMBIEN, ETHIOPIA, 27 FEBRUARY 1936:** The Ethiopian counterattacks in the North had been halted by a combination of superior firepower and mustard gas. Mussolini, angered over the delay these attacks caused, ordered the advance to resume with greater determination. Badogilo, overall Italian commander in the north, was reinforced with two new divisions of troops and heavy bombers. In February the formidable positions of Amba Aradam was encircled and captured, the Ethiopians losing some 8000 dead. Ras kassa's army, west of Amba Aradam was firmly ensconced on another strong defensive position, Amba Work, the "Mountain of Gold." Kassa knew his stronghold was also in danger of encirclement but was confident of victory and chose to stand fast, despite receiving permission from the Emperor to withdraw. The Italians, for their part, appreciated the near impregnable nature of Amba Work and decided on a daring commando style raid under cover of darkness. At 1 a.m. on February 27, sixty volunteers, a mixture of Alpini, Blackshirts, and Eriteans reached the northern foot of the mountain and began their heroic ascent. Five hours later, just before dawn, they found the Ethiopian guards asleep on the summit. Within minutes the Italians owned the peak. Now they had to hold it. Alpini Lieutenant Tito Polo was up to the task. The twenty-six year old leader of the operation skillfully directed the fire of the groups' machine guns, throwing the Ethiopians back. Fourteen counterattacks were beaten off, the Eritrians vocally taunting their attackers, as they drove them back. All day the fighting raged and late in the afternoon dejaz Beiene Abba Seqsib was killed leading the last desperate assault. The fall of Amba Work compromised the entire Ethiopian line. A hasty retreat was ordered and the Ethiopians, bombed and strafed from the air all the way, fell back in disarray.

**BOARD CONFIGURATION AND ENTRY:**



(Only hexrows A-P are playable.)

**VICTORY CONDITIONS:**

The Ethiopians win if they Control hex L6 and  $\geq$  three other Level 4 hill hexes at game end.

**BALANCE:**

ITALIAN: Replace the Italian 9-1 Leader with a 9-2 Leader.

ETHIOPIAN: Increase Game Length to six Turns.


**SPECIAL RULES:**

1. EC are Dry, with no wind at start.
2. Smoke is NA for 75\* ART.
3. All Italians and Eritreans are Fanatic (A10.8).
4. No Quarter is in effect.
5. Only the following wadis are in play G9-K8; N6-M7 and D1-G7. All other wadis are treated as the other terrain in the hex (usually open ground).



ITALIAN Sets Up First

ETHIOPIAN Moves First












[ELR: 4]  
{SAN: 2}


Volunteers of the October 28th Blackshirts of the 114<sup>th</sup> Legion, and Askaris of the 12<sup>th</sup> Native Battalion and the Savoy Grenadier Battalion set up on any Level 3 and/or Level 4 hill hexes:

Set up in hex L6:

**Sangar**

1S or Gun  
OBA: +3\*  
Other: +1\*







 4-4-7	 3-4-7	 3-4-7	 1-3-6	 9-1	 8-1	 8-0	 4-10 B11 2-5 MMG	 B11 1 2-5 1PP LMG
	3	2						2





[ELR: 2]  
{SAN: 3}




Elements of the Army of Gondar set up on any non-hill hex numbered  $\leq$  5:

Army of Gondar Artillery Support set up on any Level 1 hill hex numbered  $\leq$  7:


 2-3-7	 3-3-7	 8-1	 8-0	 7-0	 B11 2-5 1PP LMG
11					2

 1-2-7	 Type 1911 ART M7 75*
2	

Enter on Turn 2 along the north or east edge:

 2-3-7	 8-1	 B11 2-5 1PP LMG
3		

Enter on Turn 3 along the west edge:

 2-3-7
2



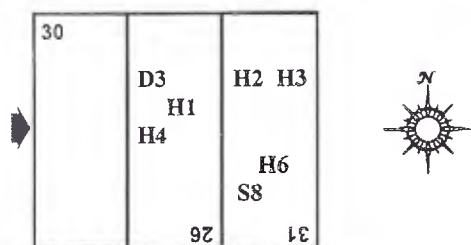


# CRINITI'S ESCAPE

SoN 2

**DEMBEGUINA PASS, ETHIOPIA, 15 DECEMBER 1935:** With Emperor Haile Selassie hoping for a diplomatic solution, his armies were under orders to withdraw as the Italians advanced, thus they had engaged in little serious fighting. Now in early December the emperor, under increasing pressure from his commanders to strike back, reluctantly ordered a counterattack by three of his armies, to cut off the Italian advance on the northern front. Early on the morning of December 15th the Ethiopians of Ras Imru's army of Gojjam forded the Takazze river and quickly advanced up a mountain trail toward the Italian held pass of Dembeguina. The Ethiopians lost a chance at gaining surprise when their advanced guard wildly attacked an Italian horse patrol. The local Italian commander, Major Criniti, called for support, which arrived in the form of a squadron of light tanks. The Italians were holding their own but eventually the superior Ethiopian numbers began to tell. Several L3's were overturned and others had their tracks torn off by swarming groups of native soldiers. Criniti's men attempted to fall back towards their bases deeper in the pass, but soon discovered their retreat path blocked by the rapidly moving enemy. A breakout was organized, led by the remaining tanks and Major criniti on horseback. One tank was disabled by an Ethiopian warrior named Tashema, who leapt onto a moving tank and began pounding on the turret hatch with his sword shouting "open" in Italian. The vehicle commander opened his hatch to investigate, at which time Tashema used his sword to quickly dispatch the hapless crew. The first breakout attempt failed and Criniti was wounded. After another unsuccessful breakout attempt, the Ethiopians broke into the Italian rear, killing the wounded as well as those with their hands raised in surrender, a gesture they did not understand. A desperate bayonet charge finally forced a breach through which his force could escape. Nonetheless, when dusk fell nearly half of Criniti's men lay dead or wounded on the battlefield.

**BOARD CONFIGURATION AND ENTRY:**



**VICTORY CONDITIONS:**

The Italians win immediately if they have Exited  $\geq 32$  VP off the east edge.

**BALANCE:**

ITALIAN: Increase Game Length to eight Turns.

ETHIOPIAN: Decrease Game Length to six Turns.

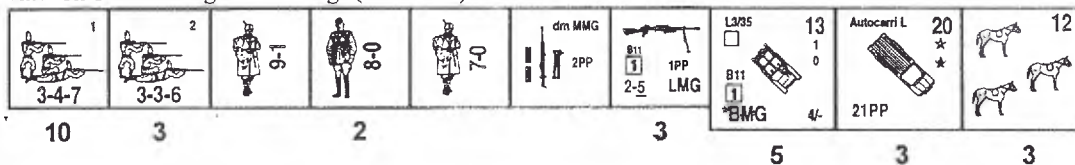
**SPECIAL RULES:**

1. EC are Dry, with no wind at start.
2. Place overlays as follow: H4 on 26H5-I6; H6 on 31E3-F2; H1 on 26Q9-R8; H2 on 31BB2-CC2; H3 on 26BB4-CC4; S8 on 31E2-D2 and D3 on 26CC1-BB1. A Track (F9.) runs 30Q10-30Q1-26X3-31X10. Treat all Scrub as Candelabra Trees.
3. No Quarter is in effect.
4. The Ethiopian Hero may set up using HIP. The Hero may enter any hex containing an Italian tank in the same manner as a Tank Hunter Hero (G1.423). The first time that this Hero enters the hex of an Italian tank, the crew must take a NTC. If the crew fails the NTC, the tank stops and becomes CE. The Ethiopian player may then immediately make an ambush CC attack against the tank. Any escorting Italian Infantry are ignored until after the Hero has made the attack against the tank.
5. Recall is NA.
6. The Italian 3-3-6 squads and the 9-1 leader are the only Italian units that may ride horses.

III 1	2	3	4
5	6	7	ETHIOPIAN Sets Up First ITALIAN Moves First

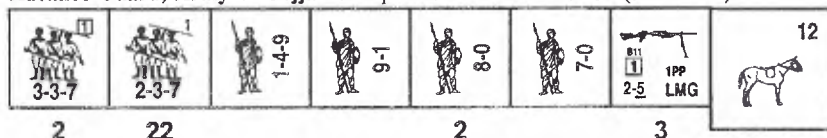
**Elements of the Gruppo Bande Altopianno and armor support from the Duke of Abruzzi Detachment enter on Turn 1 along the west edge (see SSR 6):**

III [ELR: 2]  
{SAN: 0}



**Advance Guard, Army of Gojjan set up on boards 26 and/or 31 (see SSR 4):**

 [ELR: 2]  
{SAN: 2}



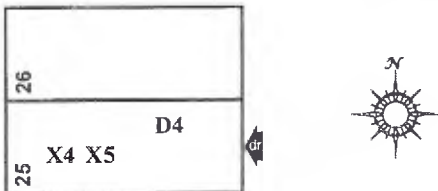


# OUR PLACE IN THE SUN

# SoN 1

**AMBA AUGHER, ETHIOPIA, 4 OCTOBER 1935:** At dawn on 3rd October 1935, 100,000 Italian troops crossed the northern frontier of Ethiopia in three large columns. "We have been patient for 40 years," Mussolini announced to the vast crowd assembled in the Piazza Venezia. "Now, we too want our place in the sun." The Italians met with no resistance, as Haile Selassie wanted no doubt as to who was the aggressor, and the Ethiopian armies had been pulled back 30 kilometers. He was also following the traditional Ethiopian tactic of drawing the enemy forward, away from his supply source. The advance was, thus, begun on a quiet night. On the second day of the march, however, it was discovered that Ras Seyum, commander of the Army of Tigre, had sent several groups into the "neutral zone," against the Emperor's wishes. One of these groups, numbering some 500 men under the command of Dejaz Gebriet, had established itself on Amba Augher, which lay directly in the path of Pirzio Biroli's advancing Eritrean Army Corps. Due to the unbroken nature of the ground in the area, and the fact that Amba Augher had numerous caves on its rear side, it was very difficult to estimate the strength of the position, even from the air. The Italians, therefore, decided to assault the mountain from several directions at once, and two Askari (Eritrean) Brigades were sent forward. By 10:30 A.M., the fourth Askari Brigade had taken several heights surrounding the summit of Amba Augher, and had engaged the Ethiopians holed up in caves at the rear of the mountain. Meanwhile, the second brigade seized height 2917 to the east and was poised to cooperate with the fourth brigade in the final assault on height 2929, the highest point on Amba Augher. Both groups of Eritreans were assisted during their ascent by fighter aircraft of the Regia Aeronautica, which repeatedly raked the summit and rear of the mountain with machine gun fire. The advance was slow, owing to the resistance of the Ethiopians and the difficulty of the ground, but at about 4:00 P.M., the two Askari Brigades closed in and the summit fell. The advance resumed the next day under the blistering sun.

### BOARD CONFIGURATION AND ENTRY:



### VICTORY CONDITIONS:

The Italians win if they amass  $\geq 4$  VP at game end, provided the Ethiopians have amassed  $\leq 15$  CVP. VP are only gained for Control of the following hexes: 25K7, 25L7, 25L6, and 25P6 are worth 1 VP each, and 25BB5 is worth 2VP.

### BALANCE:

ITALIAN: Increase Game Length to Eight Turns.

ETHIOPIAN: Add four "?" to the Ethiopian OB.

### SPECIAL RULES:

1. EC are Dry, with no wind at start. No roads or bridges exist, treat these hexes as any other terrain in the hex. Broken Terrain (F13.1) is in effect, with the exception that all scrub hexes are treated as Cactus Patch (F13.4). The TEM of all buildings is +1. The perimeter of the hill running between 25CC2/BB1 to 25FF6 to 25BB9 is considered to be a cliff from level zero to level 1.
2. Place overlays as follows: X4 on 25K7; X5 on 25L7 and D4 on 25V2-V1
3. Cave complexes (G11.2) are NA for this scenario. The Ethiopian receives two tunnels which can only be used to connect one cave counter to another cave counter. All other rules regarding caves and tunnels apply normally. The Ethiopians may use caves as if they were Japanese.
4. The Italians receive Air Support in the form of two '39 Fighter Bombers (one with bombs and one without bombs) which automatically arrive on Turn 1.
5. The Ethiopians may set up two squads (and any SMC/SW that stacks with them) using HIP.

1	2	3	4
5	6	7	ETHIOPIAN Sets Up First ITALIAN Moves First



Elements of the 4<sup>th</sup> Askari (Eritrean) Brigade set up on board 26 in hexes numbered  $\leq 5$ :

[ELR: 3]  
{SAN: 2}

1 3-4-7	1 2-2-7	1 8-1	1 8-1	1 8-0	1 4-10 MMG	1 2-5 LMG	1 75* ART
13		2			2		

Elements of the 2<sup>nd</sup> Askari Brigade enter on a dr  $\leq$  the current Turn number along the east edge of board 25:

1 3-4-7	1 8-1	1 8-0	1 2-5 LMG
6			



Ethiopians under Dejak Gebriet set up on board 25 and/or on board 26 in hexes numbered  $\geq 7$ :

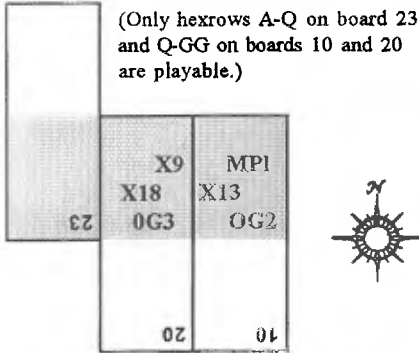
[ELR: 2]  
{SAN: 3}

1 2-3-7	1 2-2-6	1 8-1	1 8-0	1 7-0	1 4-10 MMG	1 7 morale	1 1+4+6
11	5				6		8

# LAST HOPE AT NEW FLOWER SoN 8

**ADDIS ABABA, ETHIOPIA, 28 JULY 1936:** The war it seemed, was all but over. The Emperor had departed the country and the Ethiopian armies were scattered and defeated. The capital city of Addis Ababa (or "New Flower") was occupied by almost 10,000 Italian troops. The fact of the matter was that although the Italians held the capital, there were at least 50,000 armed and hostile Ethiopians scattered in the hills surrounding the city. They may have been disorganized, but they were not leaderless. Aberra and Asfa Wossen, sons of Ras Kassa, an Ethiopian Nobleman and Army Commander, had taken up the struggle that their father had abandoned. Though young, both men wielded respect and power, not just due to their royal blood. Together they hatched a bold plan; a desperate counterattack with the twins aims of occupying Addis Ababa and the destruction of the Italian garrison. The assault was well prepared, involving no less than four different attack columns. The Ethiopians has good information regarding the Italian positions and movements. At dawn on the 28th, with the city shrouded in a heavy blanket of rain, the main force of Ethiopians led by Aberra and some cadets from the Holeta Academy infiltrated the outskirts of the sprawling city. Their objective was St. George's cathedral and the marketplace it overlooked located in the heart of the Capital. The first enemy encountered after crossing the Giorgis Bridge was a group of engineers working on a well. After scattering these Italians, the Ethiopians moved rapidly through the twisting, turning streets towards their objectives. Soon the alarm was raised, and the Military Governor, General Gariboldi, responded quickly. Regular infantry and armored cars, reinforced later by Eritrians and a group of carabinieri moved up to St. George's square and halted the advance of the Ethiopians. Confused fighting spread throughout the city as the Ethiopians and Cadets battled the tenacious Italian defenders, but they made little headway. By later afternoon on the 29th, the Ethiopians were pushed back to the outskirts of town. Abera called off the attack that night and retreated through the falling rain while the other attack columns did the same. None had attained their objectives. Sadly, the last hope of the Empire had failed.

## BOARD CONFIGURATION AND ENTRY:



## VICTORY CONDITIONS:

The Ethiopians win immediately if they Control hex 10Y5 and any three ground level Locations of building 10Z6.

## BALANCE:

**ITALIAN:** The Italian need not predesignate the entry hex for the Turn 3 reinforcements.

**ETHIOPIAN:** The Italian Turn 4 reinforcements enter on Turn 5.

## SPECIAL RULES:

1. EC are Moist, with no wind at start. Falling Rain (E3.51) in effect, [EXC: the Rain will not sto; and if Heavy Rain is in effect, the rain will revert to Light Rain on a wind change DR ≤ 3.

2. Place overlays as follows: **X18** on 20U2-V2; **OG3** on 20S6-S7; **X9** on 20Z7; **OG2** on 10W5-W4; and **X13** on 10X2-W3. Hex 10Y7 and all hexes adjacent to it are a "marketplace." It is a full level LOS hinderance and costs 1MP/MF to enter. The wall around hex 10Y7 does not exist. No wheatfields exist, treat them as Open Ground. All building TEM is one less than normal with exception of buildings 10Z6 and 20Z4 (they both have normal TEM).

3. Prior to play the Italians must secretly choose one of the flowing hexes for the entry of their Turn 3 reinforcements: 20Q1, 20Q3, 20Q6 or 20GG5/GG6. The Italian HS that are initially HIP are revealed at the instant any Ethiopian unit has a LOS to their hex.

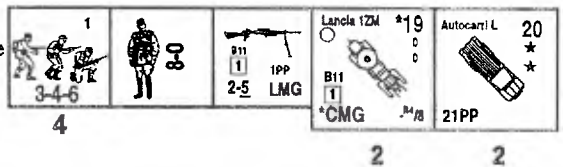


Italian well Digging Crew set up using HIP on any road hex in the road network 23I6-J7-L8-I10-E8:

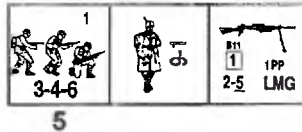
[ELR: 3]  
[SAN: 4]



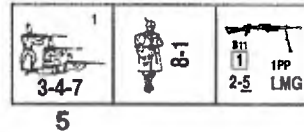
Elements of Addis Ababa Garrison and Police Force enter on Turn 2 on 20Q10:



Enter on Turn 3 as per SSR 3:



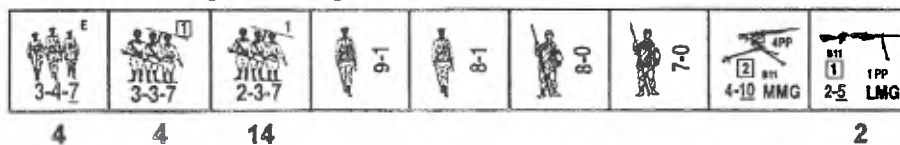
Enter on Turn 4 on 10Q10:



Elements of the Imperial Guard, Cadets of the Holeta Academy and army remnants enter on Turn 1 along the west edge:



[ELR: 2]  
[SAN: 3]



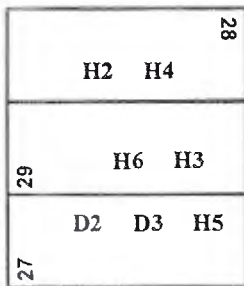


# THE WELLS OF BORGUT

## SoN 7

**BORGUT THE OGA DEN, ETHIOPIA, 23 APRIL 1936:** After weeks of prodding from both Mussolini and Bodaglio, Italian General, Rudolfo Graziani, was prepared to resume his offensive on Ethiopia's "Southern Front." The normally arid, but at this time of year sometimes wet and muddy, Ogaden region had been quiet since the Italian debacle at Anale five months earlier. Now, after considerable difficulty, Graziani had stocked his three assault columns with sufficient supplies for an offensive aimed at the capture of Harrar and Jijiga. In the center of the advance, the Frusci column passed the first several days' advance uneventfully, except for some difficulty with mud and water filled wadis. On April 23rd, however, they encountered the Ethiopians of Ras Nasibu's army solidly entrenched near the wells at Borgut. Borgut was part of a series of entrenched camps known as the "Hindenburg Wall" which was built under the direction of Turkish military advisor, Wehib Pasha. The Ethiopians- numbering around 1,500 men- under the able command of Fitaurari (Commander of the Spearhead) Malion had carved numerous trenches and dugouts into the hard soil and were bolstered by the presence of two modern 37mm Oerlikon AA guns and a small contingent of the "Ethiopian Foreign Legion," also known as "Terik Bey's Specials," who manned a nearby outpost. After an aerial bombardment, two assaults were made on the camp; the first made by Somalis and Eritreans and the second made by the Blackshirts of Legion 221 (Parini Legion) supported by engineers with flamethrowers. Both were thrown back with heavy losses, although both of the Oerlikons were destroyed. Major Paolo Petroni an Italian staff officer present at the battle, even noted groups of women "some in uniform, some not," contributing to the stubborn Ethiopians still in possession of the camp. The following day, Italian reinforcements were brought up, but further action was unnecessary, as Malion had been ordered to fall back with his remaining troops for the defense of Harrar.

### BOARD CONFIGURATION AND ENTRY:



### VICTORY CONDITIONS:

The Italians win if, at game end, they have amassed  $\geq 24$  CVP or they Control  $\geq 7$  trench/sangar Locations, provided, in either case, the Ethiopians have amassed fewer CVP than the Italians.

### BALANCE:

**ITALIAN:** Replace the Italian 9-1 leader with a 9-2.

**ETHIOPIAN:** Add a LMG to the Ethiopian OB.

### SPECIAL RULES:

- EC are Wet, with no wind at start.
- Place overlays as follows; **H2** on 28V7-W8; **H4** on 28H5-I5; **H3** on 29CC6-CC7; **H6** on 29T7-U7; **H5** on 27W4-W5; **D3** on 27P3-Q3; and **D2** on 27M9-M8. All scrub are Candelabra Trees. All Hammada is Camel-thorn brush (treat as Brush).
- No group of adjacent trench/sangar counters may contain  $\geq 5$  trenches/sangars. No more than 8 trenches may set up on any board and no trench/sangar may set up within 3 hexes of any map edge. Only units in concealment terrain may start the game under concealment.
- The 3 ELR in the Italian OB applies to all Eritrean squads and the 2 ELR applies to all other Italian units. Fiat 611Bs have unlimited HE ammo, but carry no AP ammo.
- After all set up but before the first RPh the Italians receive two '39 FB (E7.) (equipped with bombs). They then perform their Sighting TC and attacks normally and are immediately Recalled prior to the start of the RPh.

1	2	3	4
5	6	7	ETHIOPIAN Sets Up First ITALIAN Moves First



Elements of the 1<sup>st</sup> Askari (Eritrean) Brigade and Parini Legion #221 enter on/between 28N10 and 29GG10:

3-4-7	3-4-6	1-3-6	1-3-7	9-1	8-1	7-0	dm MMG 2PP	B11 1PP 2-5 LMG	FT 1PP 24-1	MTR 4PP B11 2 45° [2-13]	Fiat 611B *12 0 37	Lancia 12M *19 0 0 *CMG *M78
12	8	2		2	2		3		2		2	2

[ELR: 3/2]  
{SAN: 3}



Ethiopians set up west of hexrow Q as per SSR3:

3-3-7	2-3-7	1-2-7	9-1	8-1	7-0	4PP B11 4-10 MMG	B11 1PP 2-5 LMG	Oerlikon 37mm AA M6 B B11 37L[6]	Trench OVR, OBA +4 Other +2	Sangar 1S or Gun OBA: +3* Other: +1*
11	3	2						2	10	3

Terik Bay's 'Specials',  
Ethiopian Foreign Legion  
set up east of hexrow Q on  
any hillock hex:

3-4-7	8-1	B11 1PP 2-5 LMG	Trench OVR, OBA +4 Other +2
2			

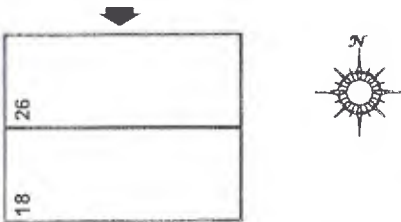
[ELR: 3]  
{SAN: 3}



# KEBER ZABANIA

**MAI CEU, ETHIOPIA, 31 MARCH 1936:** The war was not going well for Ethiopia. Emperor Haile Selassie realized that a decisive battle was needed to reverse the fortunes of his empire. Near his new headquarters at Quoram, he gathered both the remnants of previously defeated armies and totally fresh troops (from Kaffa province). He also had with him the as yet unbloodied Imperial Guard. On 20th March, he moved the army into a position overlooking the plain of Lake Ashangi, across the valley from the Italian encampment at Mai Ceu. The Emperor hoped to launch an attack quickly and, perhaps, catch the Italians off guard. These hopes were dashed, however, by internal squabbling among his chiefs and, ultimately, futile attempts to bribe the local Galla tribesmen to join the attack. The attack was delayed for an entire week. The Italians, who were following events very closely through intercepted wireless messages, used the delay to fortify their positions. Low stone walls and sturdy thorn Zeriba hedges were erected and trenches dug. Thus, when the attack was finally launched at 5:45 on the morning of 31 March, the Italians were ready. Two frontal assaults by the Ethiopians were beaten back, after making marginal gains, by the firmly entrenched Italians and Eritrians. Near 0900, the Emperor, desperate for a breakthrough, ordered the Imperial Guard forward. Known as the "Keber Zabania" or "Soldiers of Honor", the Imperial Guard was the pride of the Army. Equipped with modern weapons and trained by European experts, much was expected of them. Advancing steadily across gently rolling, lightly wooded hills and supported by well-directed mortar fire from the slopes of Quoram behind them, the Guard fell on the positions of the 10th Eritrean Battalion. Although the Guard showed "a superb contempt for danger," withering fire from the entrenched Eritreans and carefully sighted guns drove many of the Ethiopians to ground. Four successive waves were thrown back, but by 1100 hours, the Eritrians were beginning to crumble under the pressure. Several trench lines were lost in fierce hand to hand fighting and Lt. Colonel Zuretti was forced to call down artillery on his own position, in a desperate attempt to stem the tide. Only a timely bayonet charge led by General Dalmazzo succeeded in restoring the line. Although the Imperial Guard continued to trade fire with Weans for several hours, it was apparent that there would be no breakthrough. At 1800 hour, as the light began to fail, the Emperor ordered his exhausted army to withdraw. He planned to renew the attack at first light.

### BOARD CONFIGURATION AND ENTRY:



1	2	3	4
5	6	ITALIAN Sets Up First	
		ETHIOPIAN Moves First	

### VICTORY CONDITIONS:

The Ethiopians win immediately if they have Exited  $\geq 15$  VP off the south edge on/between hexes 18110 and 18Y10.

### BALANCE:

ITALIAN: Replace the Eritrean 70mm OBA with 100mm OBA.

ETHIOPIAN: Increase the Game Length to seven Turns.

### SPECIAL RULES:

1. EC are Wet, with no wind at start. All scrub are Candelabra Trees; all wheatfields are Open Ground. All buildings have a TEM of +1.
2. Ethiopians receive one module of 81 mm battalion mortar OBA (HE only) directed by an offboard observer at level three off the north edge. The observer's hex must be selected prior to all set up. The Eritreans receive one module of 70 mm OBA (HE only).
3. Treat all hedges as Thorn Zerebra (a hedge with a movement cost of 3MF+COT).
4. Place a Blaze counter in hex 18S1; it is eligible to spread in the first AFPh.
5. The Italian 65\* Guns (only) suffer from Ammo Shortage (A19.131).

**Elements of the 10<sup>th</sup> Eritrean Battalion set up on board 18:**

3-4-7	2-2-7	9-1	8-1	8-0	4-10 MMG	2-5 LMG	11	65* B11 1	2	6	3

[ELR: 3]  
{SAN: 4}

**Elements of the Ethiopian Imperial Guard enter on Turn 1 along the north edge:**

3-4-7	9-1	8-1	2-5 LMG	dm MMG 2PP
23	2	2	3	

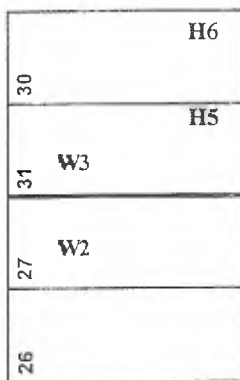
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# CIRCLE THE WAGONS!

**NEAR SELACLACA THE SHIRE, ETHIOPIA, 29 FEBRUARY 1936:** By the end of February, only Ras Imru's army of Gojjam remained undefeated on the northern front. Imru and his troops had proved themselves to be formidable foes by the first halting, then bottling up the Italians for two months. Now, with the collapse and rout of Ras Kassa's army to the east, Imru was threatened with encirclement. At a hastily called council of war, it was decided to retreat across the Takkaze River before being completely cut off. Large groups of "Regulars" would cover the withdrawal. As this plan was being implemented, however, the Italians began to move. Maeshall Badoglio had ordered a two prong advance in the Shire Region by the 2nd and 4th Army Corps aimed at surprising and annihilating the Gojjam army. The 2nd Corps, under General Maravigna, had left Axum on 29 February and began its advance. Italian intelligence had detected no enemy within miles of Axum, so Maravigna deployed his troops in a long column to take advantage of the lone road running through the area. No flank guards were sent out. The 21st April Blackshirt Division headed the column, followed by the Gavinana and Gran Sasso Divisions. By mid-day, the slow moving column split up as the 21st April swung off the road to secure some high ground west. The Gavinana, now the lead unit, had just entered a small valley near Selaclaca when it was brought under intense automatic weapons fire from both sides of the road. Hundreds of Ras Imru's rear-guard had skillfully hidden themselves among the boulders, fissures and tangled ground cover. Some rose from carefully camouflaged holes, almost under the feet of the stunned Italians. The men of the Gavinana attempted to deploy as best they could while machine gun fire raked the column. Defensive squares were formed around the vital ammunition trucks and wagons. Several field guns accompanying the lead units were frantically unlimbered and began firing point-blank into the onrushing Ethiopians. The men of both sides were so intermingled that the guns sometimes hit both friend and foe alike. The Ethiopians hurled themselves forward with suicidal fury, a wounded Italian officer writing: " They threw themselves on the guns as though they could silence them." Many of Imru's men actually did reach the road where fierce hand-to-hand fighting raged until nearly midnight, when the Ethiopians pulled back. Heavy casualties were suffered on both sides. General Maravigna was so shaken by the ambush that he halted the entire 2nd Corps for 48 hours. Imru's retreat from Shire continued unhindered.

### BOARD CONFIGURATION AND ENTRY:



### VICTORY CONDITIONS:

The Ethiopians win if, at game end, they have amassed  $\geq 22$  CVP, provided the Italians have amassed  $\leq 25$  CVP.

### BALANCE:

ITALIAN: In the Victory Conditions change "22" to "26".

ETHIOPIAN: Increase the Game Length to seven Turns.

### SPECIAL RULES:

- EC are Dry, with no wind at start.
- Place overlays as follows: **H5** on 31CC6-CC5; **H6** on 30DD6-DD7; **W3** on 31G5-G4; and **W2** on 27L7-K7. A Track (F9.) runs 30Q1-31Q7-31T8-26T10. Broken terrain (F13.1) is in effect.
- The Ethiopians set up in concealment terrain as follows: boards 26 and 30,  $\geq 6$  hexes from all Track hexes; boards 27 and 31,  $\geq 9$  hexes from all Track hexes. HIP squads set up anywhere (in concealment terrain) not on a track hex. The Ethiopians may set up two squads (and any SMC/SW stacked with them) using HIP. No more than 7 squads may be set up per board [EXC: the HIP squads are not counted for this purpose].
- Simultaneous with the Ethiopian setup and out of sight of the Ethiopian player, the Italians set up their units in a row, picking a start hex for their column. This row is the order that the units will be placed on the board. When the Ethiopians have completed their set up, place the first stack in the row in the start hex, the second in the track hex to the north, etc. All trucks/ wagons must have a VCA to the north or north-east.
- The trucks are filled with supplies and may not be used to carry troops. They are worth 3 CVP each if eliminated and 1 CVP if immobilized (2 additional CVP if subsequently destroyed). The Ethiopians lose 3 CVP for each truck that exits off the south edge. If the Ethiopians capture a truck, they may not move it. Italian wagons are worth 1 CVP each.

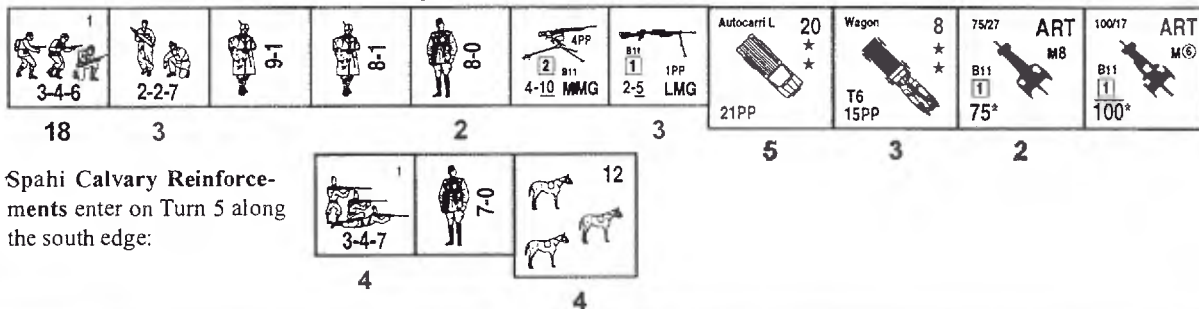


**5** **6** SIMULTANEOUS Set Up  
ETHIOPIAN Moves First

### Elements of the Gavinana Division set up as per SSR 4:



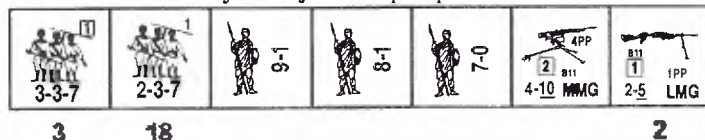
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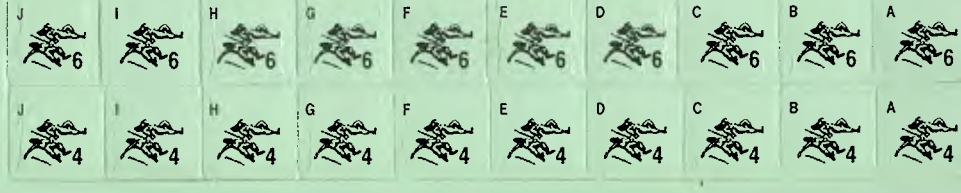
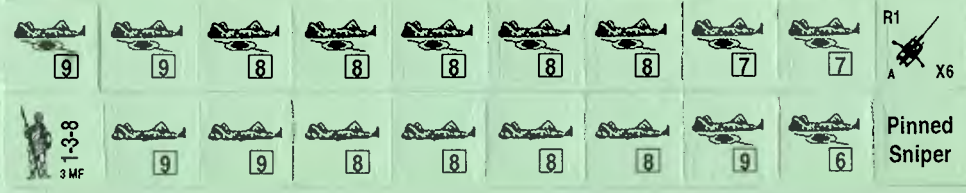


### Elements of the Army of Gojjam set up as per SSR 3:



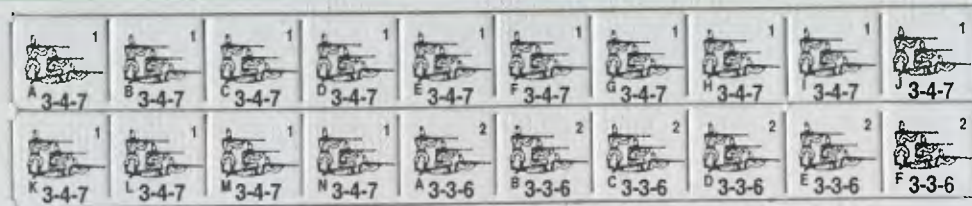
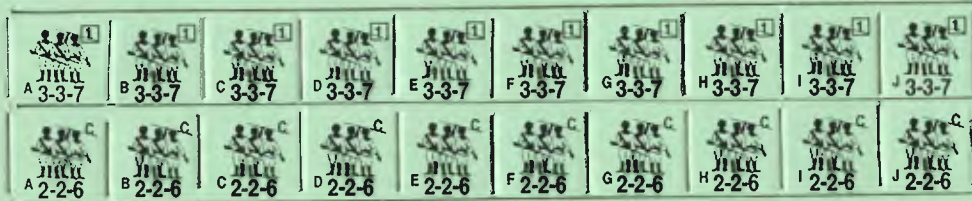
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SOLDIERS OF THE NEGUS: BACK





SOLDIERS OF THE NEGUS: FRONT

