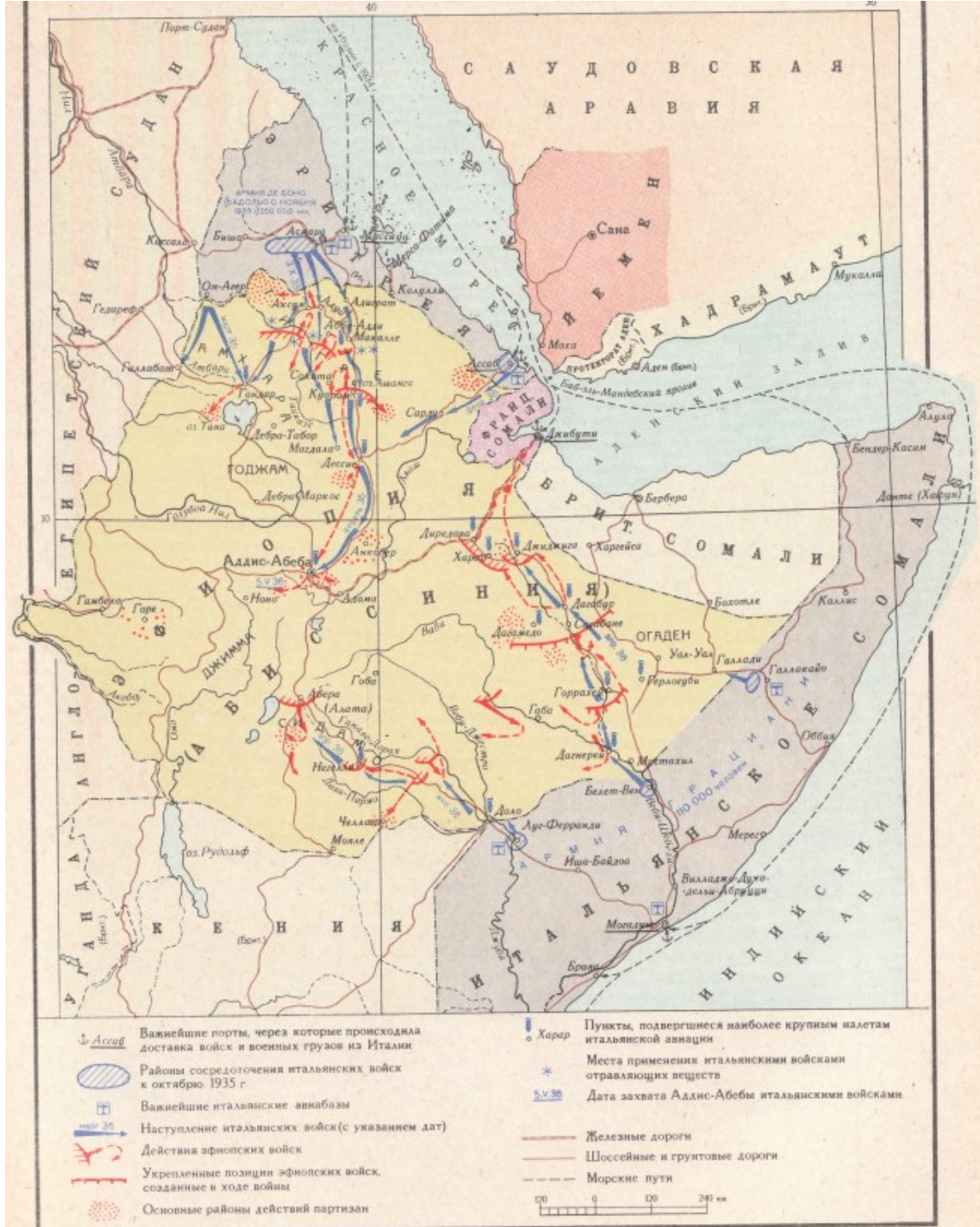


# It Will Be You Tomorrow

## The Italian Invasion of Ethiopia 1935-1936



A /tg/ Flames of War homebrew book

## History Stuff

The Italo-Ethiopian Treaty of 1928 stated that the border between Italian Somaliland and Ethiopia was twenty-one leagues parallel to the Benadir coast (approximately 73.5 miles). In 1930, Italy built a fort at the Welwel oasis in the Ogaden and garrisoned it with Somali militiamen. The fort at Welwel was well beyond the twenty-one league limit and the Italians were encroaching on Ethiopian territory. In November 1934, Ethiopian territorial troops, escorting an Anglo-Ethiopian boundary commission, protested against Italy's incursion. The British members of the commission soon withdrew to avoid embarrassing Italy. Italian and Ethiopian troops remained encamped in close proximity. One month later, the tensions on both sides erupted into what was known as the "Wal Wal incident." The resultant clash left approximately 150 Ethiopians and 2 Italians dead and led to the "Abyssinia Crisis" at the League of Nations.

On 4 September 1935, the League of Nations exonerated both parties for the Wal Wal incident. The United Kingdom and France, keen to keep Italy as an ally against Germany, did not take strong steps to discourage an Italian military buildup. Italy soon began to build its forces on the borders of Ethiopia in Eritrea and Italian Somaliland.

With an attack appearing inevitable, Emperor Haile Selassie ordered a general mobilization of the Army of the Ethiopian Empire. His new recruits consisted of around 500,000 men, some of whom were armed with nothing more than spears and bows. According to Italian estimates, on the eve of hostilities the Ethiopians had an army of 350,000–760,000 men. However, only about one-quarter of this army had any kind of military training and the men were armed with just 400,000 rifles of every type and in every kind of condition. They had about 200 antiquated pieces of artillery and about 50 light and heavy anti-aircraft guns. The Ethiopians even had some armored cars and a small number of World War 1-era tanks. The best Ethiopian units were the Emperor's *Kebur Zabagna* (Imperial Guard). These troops were well-trained and better equipped than the other Ethiopian troops. The Imperial Guard wore a distinctive greenish-khaki uniform, which stood out from the white cotton cloak (*shamma*) worn by most Ethiopian fighters. The skills of the *Rases*, the generals of the Ethiopian armies, ranged from relatively good to incompetent.



On 28 March 1935, General Emilio De Bono was named as the Commander-in-Chief of all Italian armed forces in East Africa. De Bono had under his direct command a force of nine

divisions in three Army Corps: The Italian I Corps, the Italian II Corps, and the Eritrean Corps. In addition to their own colonial troops from Eritrea, Somalia, and Libya, the Italians also had a variety of local semi-independent "allies" who fought for them. The Italian colonial forces even included some Yemenis recruited from across the Gulf of Aden.

### **The Invasion Begins**

At 5:00 AM on 3 October 1935, De Bono crossed the Mareb River and advanced into Ethiopia from Eritrea without a declaration of war. In response to the Italian invasion, Ethiopia declared war on Italy. Throughout the campaign, roadways represented a serious drawback for the Italians as they crossed into Ethiopia. On the Italian side, roads had been constructed right up to the border. On the Ethiopian side, these roads often transitioned into vaguely defined paths. The initial Italian advance went methodically and, to Mussolini's consternation, a bit slowly. On 8 November, the I Corps and the Eritrean Corps captured Makale welcomed by the local population. This proved to be the limit of how far the Italian invaders would get under the command of De Bono, however. In December he was replaced by General Pietro Badoglio because of the slow, cautious nature of De Bono's advance.

### **The Christmas Offensive**

Haile Selassie decided to test this new Italian commander with an offensive of his own. What became known as the Ethiopian "Christmas Offensive" had as its objectives the splitting of the Italian forces in the north with the Ethiopian center, crushing the Italian left with the Ethiopian right, and invading Eritrea with the Ethiopian left.



General Seyoum Mangasha held the area around Abiy Addi with about 30,000 men. General Kassa Haile Darge, with approximately 40,000 men, advanced to support Ras Seyoum in the center in a push towards Warieu Pass. General Mulugeta Yegazu, the Minister of War, advanced from Dessie with approximately 80,000 men to take positions on and around the mountain of Amba Aradam to the right of Ras Seyoum, directly between the Italians and Addis Ababa. The four commanders had approximately 190,000 men facing the Italians.

During the course of the Christmas Offensive, Ethiopian warriors captured over 4,000 enemy soldiers, eighteen tanks, thirty-three field guns, 175 machine guns, and 2,605 rifles. In addition, reports from the front indicated that the Ethiopians had wiped out an entire brigade of the 2nd "28 October" Blackshirt Division and that the Italians had lost at least 3,000 men. There

is also evidence that many of the native troops had threatened to mutiny if the Italians could not repel the Ethiopian attack. As expected, Mussolini claimed all of these were lies, but the tension among the Italian ranks still remained. Towards the end of the year, and with the Italians seemingly defeated in the north, Emperor Selassie sent General Desta Damtew to the Ogaden, where the Italians had yet to cross the border into Ethiopia.

The Christmas Offensive was a time that historians in Italy termed the "Black Period" of the war. Badoglio's inability to get the Italians back on the offensive immediately caused Mussolini to fly into a rage. He threatened to sack Badoglio and replace him with General Rodolfo Graziani, who currently sat with the army of Somaliland awaiting the Ethiopian attack. On 18 December, millions of Italians participated in what was known as the "Harvest of Gold" in order to raise money for the war and as a pledge of faith to the Fascist regime. They handed over their gold wedding rings, and in exchange they were given rings made of steel. Even the Queen of Italy participated.

The Ethiopian offensive was ultimately stopped due to the superiority in modern weapons of the Italian forces. More importantly, on 26 December, Badoglio was given permission to use chemical warfare agents against the Ethiopians. The Italians delivered the poison gas by special artillery canisters and with bombers of the Italian Air Force. While the poorly-equipped Ethiopians experienced some success against modern weaponry, they did not understand "the terrible rain that burned and killed".

On 20 January, the Italians launched a counteroffensive between the Warieu Pass and Makale. On 24 January, the battle ended in a draw, but for all intents and purposes, the threat posed by the Christmas Offensive was over. The Ethiopians were never to split the Italian army and they were never to invade Eritrea. On 26 April 1936, when Badoglio launched his "March of the Iron Will" on Addis Ababa, he faced no meaningful Ethiopian resistance.

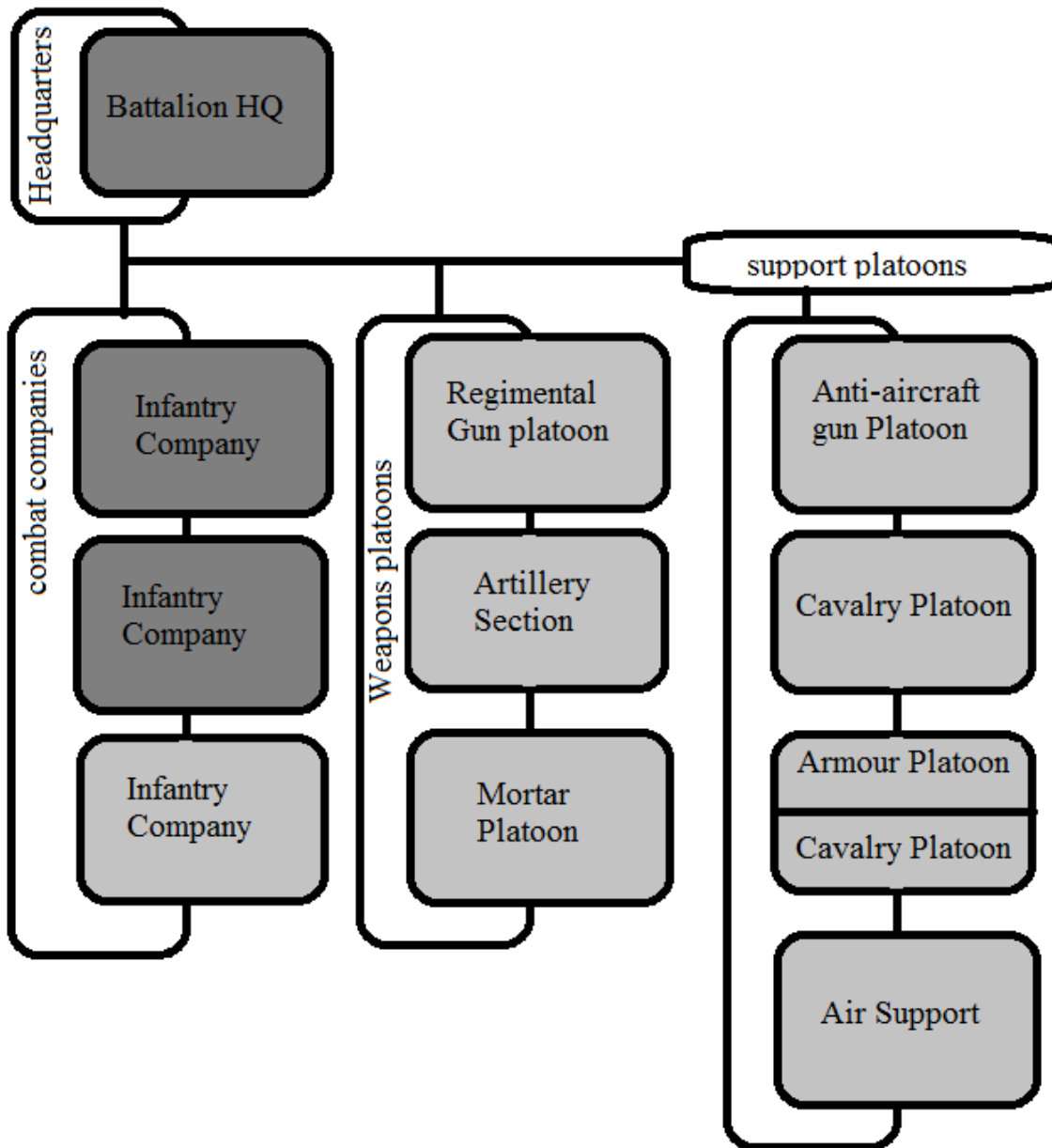


On 2 May, Haile Selassie boarded a train from Addis Ababa to Djibouti on the Imperial Railway. From there he fled to England and into exile. The Addis Ababa police and the remainder of the Imperial Guard did their utmost to restrain a growing and ever more restless mob, but attempts to maintain order were soon abandoned. Rioters took control and rampaged throughout the city, looting and setting fire to shops. Badoglio's force marched into Addis Ababa on 5 May and restored order. While there never was a formal surrender, the Second Italo-Abyssinian War was over and on 1 June, Italy officially merged Ethiopia with Eritrea and Italian Somaliland, calling the new state Italian East Africa.

While the Italians were celebrating in Rome, the deposed Emperor Selassie was addressing the League of Nations. After a group of jeering Italian journalists were ejected, he gave a stirring speech denouncing the Italian actions and criticizing the world community for standing idly by. At the conclusion of his speech, which was shown on newsreels all over the world, he warned that:

“It is us today. It will be you tomorrow.”

# Yageragnotsh Sarawet Infantry Battalion



You must field one platoon from each box shaded black and may field one platoon from each box shaded gray.

## **Ethiopian Special Rules**

### **Centralized Control**

The government of Ethiopia is an absolute monarchy, with many high-ranking military positions being held by nobility or members of the Imperial family. Attacks are often planned by the Emperor himself, with the lack of communications technology and infrastructure hindering their flexibility. As a result, Ethiopian forces are organized differently from other armies.

*For game purposes, an Ethiopian company is treated as a single platoon, and a whole battalion operates like most armies' companies. For example, while an Italian platoon must remain in command to move freely, an entire Ethiopian company must be in command to do the same. When an enemy would shoot at an Italian platoon, they would shoot at an Ethiopian company.*

### **Quality of Quantity**

The Ethiopians are fully committed to defending their homeland and their Emperor from the European invaders. Many soldiers have been blinded by mustard gas or cut down by machinegun fire, and entire cities have been leveled in the name of Italian imperialism. No matter how bleak the situation may be, the Ethiopian soldiers are willing to fight, and what they lack in modern weaponry, they make up for in fanaticism.

*A platoon (Ethiopian company) with at least fifteen Infantry or Gun teams (including any attached teams) In Command has Quality of Quantity. A platoon (Ethiopian company) starting the Shooting step with Quality of Quantity must take at least ten hits in a single Shooting Step before they are Pinned Down. A single hit from an Artillery bombardment still pins them, however.*

*Teams from a platoon (Ethiopian company) starting the Assault step with Quality of Quantity may Charge Into Contact and Counterattack from 12" away rather than the normal 8". Teams further away than 12" are still Non-Assaulting teams. A platoon (Ethiopian company) with at least fifteen Assaulting teams must take at least ten hits in Defensive Fire before they are Pinned Down and are forced to Fall Back.*

### **Mountaineers**

Ethiopia is a rugged, mountainous country, and fighting in this terrain was nothing outside the ordinary for the typical Ethiopian soldier.

*All Ethiopian Infantry and Man-packed Gun teams are Mountaineers.*

### **The Lion of Judah**

The Ethiopian army still has much to learn about modern warfare, but it is well-versed with the weapons and fighting styles of the past. As ammunition becomes scarce in the heat of a battle, many soldiers prefer to simply charge the enemy with fixed bayonets or the wicked *shotel* sword.

*If there are no tank teams within 2" of an Ethiopian Infantry or Cavalry team, they hit on a 2+ in Assaults.*

### **Defenders of the Empire**

The Army of the Ethiopian Empire was divided into three main parts: The *Kebur Zabangna* (Imperial Guard), the regular army, and the provincial levies.

*A Kebur Zabangna (Imperial Guard) battalion is rated Fearless Trained.*

*A Regular Army battalion is rated Confident Trained.*

*A Provincial Levy battalion is rated Confident Conscript.*



## Antique Armory

Although most Ethiopian soldiers are issued modern bolt-action rifles, the provincial levies answered the call to arms with whatever weapons they could find. These were mostly British and German rifles from the First World War, although some regiments were left wielding nothing more than bows and spears!

As Italy and Germany were still at odds regarding Austria in 1935, Hitler secretly sent thousands of modern weapons to Ethiopia, the majority of which were given to the elite Imperial Guard battalions.

*After deployment but before the first turn, each Ethiopian Infantry and Cavalry platoon must roll on the following table to determine their weaponry.*

	Provincial Levy	Regular Army	Imperial Guard
1	Traditional Weapons	Lee-Metford	SMLE Mk 1
2	Traditional Weapons	SMLE Mk 1	SMLE Mk 1
3	Lee-Metford	SMLE Mk 1	Kar98k
4	Lee-Metford	SMLE Mk 1	Kar98k
5	SMLE Mk 1	Kar98k	Kar98k
6	SMLE Mk 1	Kar98k	Kar98k

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Traditional Weapons	8"	2	1	6	
Lee-Metford	14"	1	2	6	
SMLE Mk 1	16"	1	2	6	+1 To Hit.
Kar98k	16"	1	2	6	

## Headquarters

### Battalion HQ

	Levy	Regular	Imperial Guard
Battalion HQ	25 points	25 points	25 points
- add Mortar Squad	+15 points	+20 points	+25 points

Battalion HQ (*Shambel*): 1 company command rifle team, 1 2iC command rifle team  
Mortar Squad (*Asiraleqa*): 2 45mm mortars

## Combat Companies

### Infantry Company

	Levy	Regular	Imperial Guard
3 Rifle platoons	360 points	450 points	540 points
2 Rifle platoons	240 points	300 points	360 points
1 Rifle platoon	120 points	150 points	180 points
-add one HMG platoon	+50 points	+70 points	+90 points

Rifle Platoon (*Metoaleqa*): 1 command rifle team, 12 rifle teams  
HMG platoon (*Asiraleqa*): 1 command rifle team, 2 Hotchkiss HMG

## Weapons Platoons

### Infantry Gun Platoon

	Levy	Regular	Imperial Guard
3 6-pounder cannons	90 points	100 points	115 points
2 Pak 36	120 points	130 points	140 points

#### Options:

- add horse drawn limbers at no cost

Infantry Gun Platoon (*Asiraleqa*): 1 command rifle team, 2 or 3 guns

The Ethiopians had at their disposal several hundred obsolete artillery pieces on fixed gun carriages, and acquired a small number of modern anti-tank guns in the months prior to the conflict.

### Artillery Section

	Levy	Regular	Imperial Guard
3 12-pounder cannons	110 points	125 points	150 points

#### Options:

- add observer rifle team for +15 points
- add horse drawn wagons and limbers for +5 points

Artillery Section (*Asiraleqa*): 1 command rifle team, 1 staff team, 3 guns

### **Mortar Platoon**

	<b>Levy</b>	<b>Regular</b>	<b>Imperial Guard</b>
HQ section with:			
4 81mm mortars	100 points	115 points	135 points

#### **Options:**

- add Observer Rifle team for +15 points.

Mortar Platoon (*Asiraleqa*): 1 command rifle team, 1 staff team, 4 mortars

One of the few pieces of equipment that the Ethiopians had in relative abundance were a number of light and heavy mortars, which saw considerable use in the mountainous northern front. They were mainly given to Imperial Guard battalions, but a few found their way into the hands of local forces.

### **Support Platoons**

#### **Anti-aircraft gun platoon**

	<b>Levy</b>	<b>Regular</b>	<b>Imperial Guard</b>
HQ section with:			
4 Oerlikon AA guns	60 points	80 points	90 points
3 Oerlikon AA guns	40 points	60 points	70 points
2 Oerlikon AA guns	20 points	40 points	50 points

#### **Options:**

- add horse-drawn limbers for no additional cost

AA gun platoon (*Asiraleqa*): 1 command rifle team, 2-4 guns

The Imperial Ethiopian Air Force was woefully outmanned and outgunned by the *Regia Aeronautica*, so the ground forces mainly relied on their 20mm anti-aircraft guns to protect against Italian bombers.

#### **Cavalry Platoon**

	<b>Levy</b>	<b>Regular</b>	<b>Imperial Guard</b>
HQ section with:			
3 Cavalry squads	120 points	150 points	180 points
2 Cavalry squads	90 points	100 points	120 points

*If there are no Tank teams within 2", a Cavalry Platoon hits on a 2+ in Assaults.*

Cavalry Platoon: 1 command rifle team, 2 or 3 squads of 4 rifle teams each

## Armour Platoon

4 L3/35 150 points  
3 Fiat 3000 200 points

### Options:

- replace the command L3/35 (*Asiraleqa*) with a Fiat 3000 for +30 points

*An Armour Platoon is rated as Imperial Guard.*

At the outbreak of the war, the Ethiopian armored force consisted of a handful of decade-old Fiat 3000 tanks. However, they soon captured large numbers of Italian L3 tanks, and attached them to Imperial Guard battalions defending major cities.

## Air Support

Sporadic Air Support  
Potez 25 50 points

*The Potez 25 is a dedicated air superiority fighter. It can only be used for Fighter Interception and cannot be used for ground attack.*

The french-made Potez 25, of which the Ethiopians had a handful, was essentially the only aircraft of the Imperial Ethiopian Air Force that was of any use in combat. They were all lost during the course of the war, and did little to stop the relentless Italian bombing raids.



## Ethiopian Arsenal Tank Teams

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Notes
L3/35	Half-tracked	0	0	1	Twin hull MG
Fiat 3000 <i>37mm 3000B</i>	Fully-tracked 24"	1 2	1 5	1 5+	slow tank, unreliable, hull MG

### Vehicle Machine Guns

<i>Vehicle MG</i>	16"	3	2	6	ROF 1 if other weapons fire.
<i>Twin vehicle MG</i>	16"	4	2	6	ROF 2 if other weapons fire.

### Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Hotchkiss HMG	Man-packed	24"	6	2	6	ROF 2 when pinned down.
45mm mortar <i>firing bombardments</i>	man-packed	16" 24"	2 -	1 -	5+ 6	can fire over friendly troops.
81mm mortar	Man-packed	48"	-	2	6	smoke bombardment.
20mm Oerlikon	Light	16"	4	5	5+	anti-aircraft, turntable.
9-pounder cannon <i>firing bombardments</i>	Medium	24" 48"	1 -	4 3	4+ 6	
12-pounder cannon <i>firing bombardments</i>	Immobile	24" 64"	1 -	5 3	3+ 5+	
Pak 36	Light	24"	3	6	4+	Gun shield.

### Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	<i>various</i>	<i>various</i>	<i>various</i>	<i>various</i>	see page 7 for Rifle team rules.
Staff team	-	-	-	-	moves as a Heavy Gun team.

### Transport Teams

Name	Mobility	Front	Side	Top	Notes
Horse-drawn limber	Wagon	-	-	-	

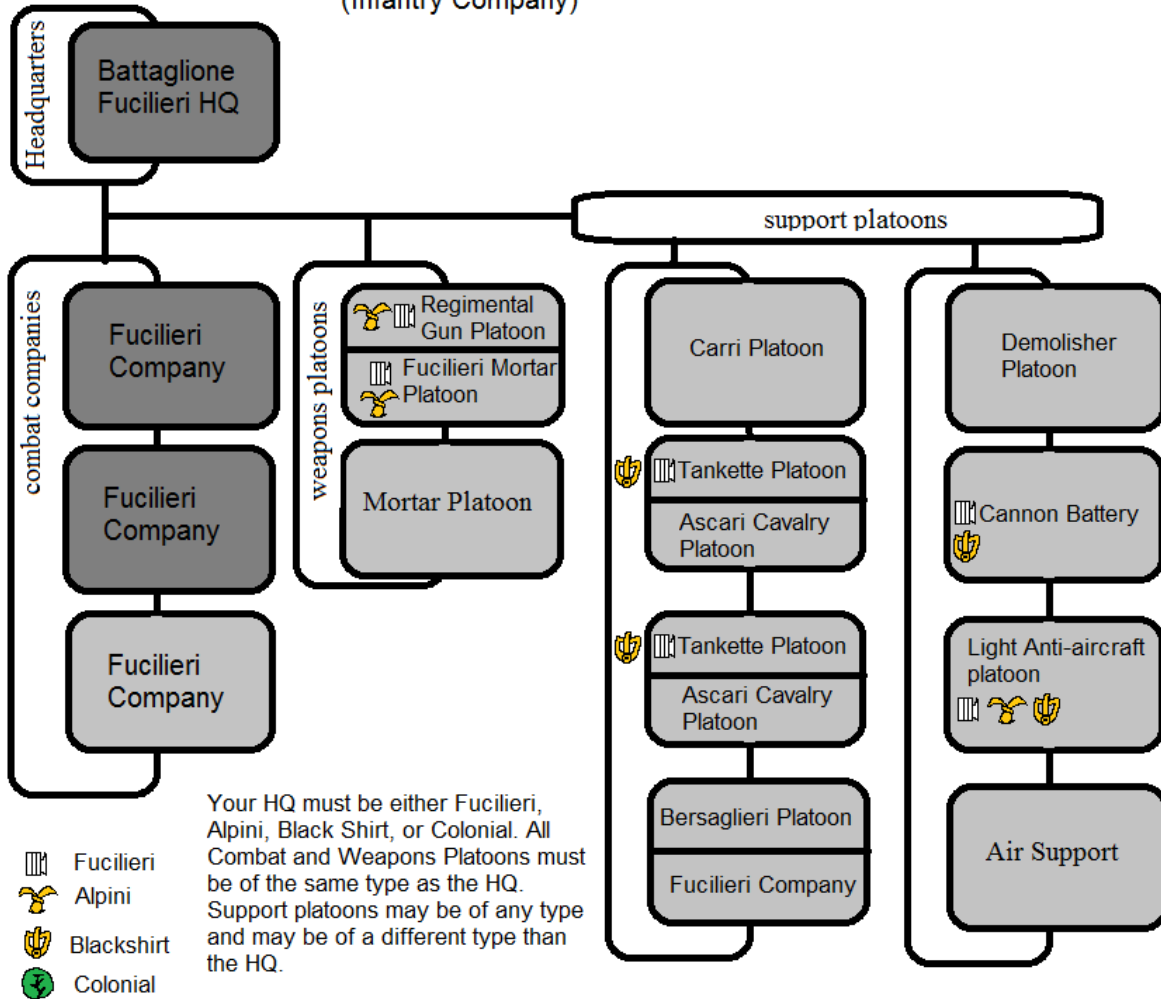
### Aircraft

Name	Weapon	To Hit	Anti-tank	Firepower	Notes
Potez 25	-	-	-	-	Fighter Interception only.

# Battaglione Fucilieri

## Rifle Battalion

(Infantry Company)



You must pick one platoon from each box shaded black and may pick one platoon from each box shaded gray.

## Italian Special Rules

**Avanti is the same.**

**Alpini Elite is the same.**

**Heroism is the same.**

**8 Million Bayonets is the same.**

### Gas Attack:

De Bono never imagined that the Ethiopians would put up more than a token resistance. As the Italian invasion stalled, Mussolini gave him permission to use poison gas to break through the Ethiopian lines, claiming that it was in retaliation for war crimes committed against Italian prisoners of war. This was delivered either by artillery shells or aircraft, and would wreak havoc on the unprepared Ethiopians below.

*Poison gas may be used instead of a conventional airstrike if you have purchased this upgrade for your Air Support. Place a Double-width template (12" by 6") square to the table edges after removing the aircraft, with the narrow end closest to where the aircraft was positioned. Teams under the template are hit on a roll of 6. Only fully-armored vehicles are unaffected by the gas. If any other team or vehicle is hit, it is automatically destroyed, even if it is in bulletproof cover. Teams inside buildings are unaffected.*

*Artillery with this upgrade may follow the same procedure, but instead using only a regular-sized template (6" by 6").*

### East Africa 8 Million Bayonets Table

roll	Regular	Black Shirt	Elite	Colonial
1	Reluctant Conscript	Confident Conscript	Reluctant Trained	Reluctant Conscript
2	Reluctant Trained	Fearless Conscript	Reluctant Trained	Confident Conscript
3	Reluctant Trained	Fearless Conscript	Confident Trained	Confident Conscript
4	Reluctant Trained	Reluctant Trained	Confident Trained	Reluctant Trained
5	Confident Conscript	Confident Trained	Fearless Conscript	Confident Trained
6	Confident Trained	Confident Trained	Fearless Trained	Fearless Conscript



## **Fucilieri**

The *Fucilieri* (riflemen) represent the bulk of the soldiers sent from Italy to conquer Ethiopia. They are well aware of their technological superiority over the enemy, and any mutterings about turmoil at home are drowned out by the assurances of an easy victory.

*Fucilieri are rated as Regular.*

## **Alpini**

The *Alpini* are the most elite troops Italy deployed in Ethiopia. Their special mountain training allows them to fight toe-to-toe with the Ethiopian mountaineers.

*Alpini are rated as Elite.*

## **Blackshirts**

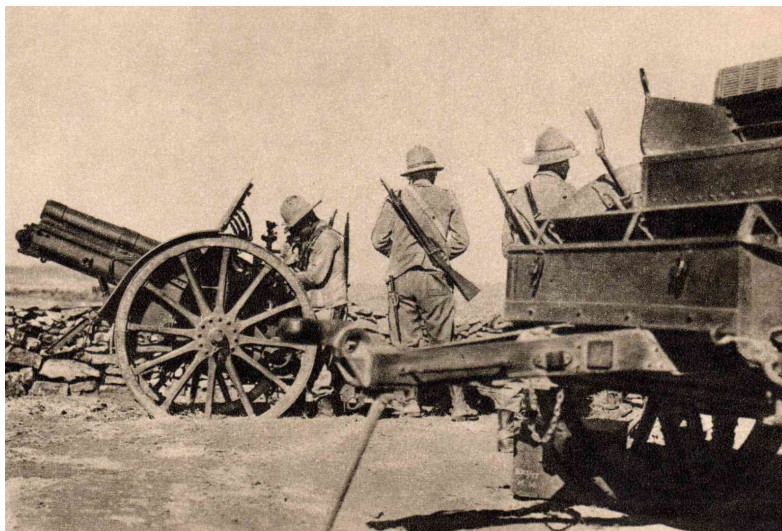
The conscript riflemen of the fascist militia of the CCNN (Blackshirts) have only basic training, but are still better equipped and prepared than their Ethiopian adversaries.

*Blackshirts are rated as Black Shirt.*

## **Colonial**

The *Battaglione Indigeni* are the Eritrean and Somali forces used to bolster the Italian ranks and prevent uprisings in the occupied areas. They are much less well trained and equipped than their Italian comrades, and many are dubious in their loyalty to *Il Duce*.

*Colonial troops are rated as Colonial.*



### Headquarters

<b>Battaglione Fucilieri HQ</b>	<b>Fucilieri</b>	<b>Alpini</b>	<b>Blackshirt</b>	<b>Colonial</b>
Battalion HQ	20 points	25 points	25 points	20 points

Battalion HQ: 1 company command rifle team, 1 2iC command rifle team

### Combat Companies

#### Fucilieri Company

HQ section with:	<b>Fucilieri</b>	<b>Alpini</b>	<b>Blackshirt</b>	<b>Colonial</b>
3 Fucilieri Platoons	255 points	305 points	290 points	240 points
2 Fucilieri Platoons	170 points	210 points	200 points	155 points
1 Fucilieri Platoon	90 points	110 points	105 points	70 points
- add mortar section	+30 points	+35 points	+35 points	+30 points
- add machinegun platoon	+60 points	+65 points	+65 points	+50 points

HQ section: 1 command rifle team

Fucilieri platoon: 2 Fucilieri squads of 4 rifle teams each

Mortar Section: 3 Brixia 45mm mortars

Machinegun platoon: 3 Breda 30 HMGs

### Weapons Platoons

#### Fucilieri Mortar Platoon

HQ section with:	<b>Fucilieri</b>	<b>Alpini</b>	<b>Blackshirt</b>	<b>Colonial</b>
3 81/14 mortars	55 points	65 points	-	-

#### Option:

- add observer rifle team for +15 points

Fucilieri Mortar Platoon: 1 command rifle team, 3 81/14 mortars

The new Brixia 45mm mortars were in short supply in 1935, so many regiments also used batteries of the heavier but more readily available 81/14 mortar.

#### Regimental Gun Platoon

HQ section with:	<b>Fucilieri</b>	<b>Alpini</b>	<b>Blackshirt</b>	<b>Colonial</b>
4 65/17 guns	60 points	70 points	-	-

#### Options:

- add observer rifle team for +15 points.
- equip all 65/17 guns with pack mules for +5 points.

*Gun teams equipped with pack mules are rated as Man-packed Gun teams and are mountaineers.*

Regimental Gun Platoon: 1 command rifle team, 4 65/17 guns

Artillery was the main advantage that the Italians had over the Ethiopians, but the rugged mountains they were fighting in made its use difficult. One of the few pieces that could navigate this terrain was the 65/17 mountain gun, which saw considerable use with the *Alpini* regiments during the conflict.

**Mortar Platoon**

HQ section with:	<b>Fucilieri</b>	<b>Alpini</b>	<b>Blackshirt</b>	<b>Colonial</b>
6 81/14 mortars	105 points	120 points	115 points	100 points
4 81/14 mortars	75 points	85 points	80 points	70 points

**Option:**

- add an observer rifle team for +15 points.

Mortar Platoon: 1 command rifle team, 4 or 6 81/14 mortars

**Support Platoons**

**Carri Platoon**

4 L5/30	200 points
3 L5/30	150 points

*A Carri Platoon is rated as Elite.*

The Italians found out the hard way that their brand-new L3/35 tanks were much too easily disabled or overrun by the Ethiopian troops. Unfortunately, the only heavier tank available to them in 1935 was the L5/30, an upgraded version of the Fiat 3000 tanks they sold to the Ethiopians just a decade earlier.

**Tankette Platoon**

4 L3/35	120 points
3 L3/35	90 points
4 L3/35 Lanciafiamme	150 points
3 L3/35 Lanciafiamme	100 points

*A Tankette Platoon is rated as Elite.*

*Only one Tankette Platoon in your force may be equipped with L3/35 Lanciafiamme tanks.*

The main Italian armor force was made up of the state-of-the-art L3/35 tankette. They would have done wonderful in the deserts of southern Ethiopia, but were of little use in the mountainous north. They would often bog down on the muddy trails that passed for roads here, and on numerous occasions tankettes were lost when Ethiopian guerillas dropped boulders or firebombs on them from above.

### **Bersaglieri Platoon**

3 Bersaglieri Squads            110 points

*A Bersaglieri Platoon is rated as Elite.*

Bersaglieri Platoon: 1 command rifle/MG team, 3 squads of 2 rifle/MG teams each

The *Bersaglieri* are the elite of Italy's infantry. In 1935, their main role was to support the Italian armor as it overran the Ethiopian positions. They were not able to make the most of their mobile fighting tactics in the harsh terrain of East Africa, but the superior firepower they could bring to bear more than made up for this.

### **Demolisher Platoon**

HQ section with:

2 Demolisher squads            150 points

1 Demolisher squad            90 points

- Replace up to one pioneer rifle team per squad with a flamethrower team for free.

*Demolisher Platoons are rated as Elite.*

Demolisher Platoon: 1 command pioneer rifle team, 1 or 2 squads of 4 pioneer rifle teams each.

### **Ascari Cavalry Platoon**

HQ section with:

3 Ascari Cavalry Squads            150 points

2 Ascari Cavalry Squads            100 points

*Ascari Cavalry Platoons are rated as Colonial.*

*If there are no Tank teams within 2", an Ascari Cavalry Platoon hits on a 2+ in Assaults.*

Ascari Cavalry Platoon: 1 command rifle team, 2 or 3 squads of 4 rifle teams each

The Italians brought little cavalry to Ethiopia, leaving this job to the skilled riders of Eritrea. These soldiers were able to skillfully navigate the mountains of the northern front, and when Badoglio led the final march on Addis Ababa, he did so with his native cavalry. The Eritrean riders carry modern rifles, but they also make use of the traditional lance and sword in close combat.

## **Cannon Battery**

HQ Section with:

4 75/13	100 points
4 75/27	200 points
2 75/27	90 points
2 100/17	180 points

### **Options:**

- Add observer rifle team for +15 points
- equip all 75/13 guns and the staff team with Pack Mules for +5 points
- add Horse-drawn wagons and limbers for +5 points for the battery
- Upgrade 75/27 or 100/17 guns with Poison Gas for +25 points for the battery

*Cannon Batteries may not be deployed in Ambush.*

*Cannon Batteries are rated as Elite.*

*Teams equipped with Pack Mules are rated as Man-packed gun teams and are Mountaineers.*

Cannon Battery: 1 command rifle team, 1 staff team, 1 or 2 gun sections of 2 guns each

Heavy artillery was in short supply in 1935, and proved nearly impossible to move along the muddy trails and mountain roads of Ethiopia. It was, however, the Italians' only hope of dislodging the Ethiopians from their positions, so numerous batteries were sent to the front anyway.

## **Light Anti-Aircraft Platoon**

HQ Section with:

2 20/65 on 3-ton truck	70 points
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*Light Anti-aircraft Platoons are rated as Elite.*

Light Anti-aircraft Platoon: 1 command rifle team, 2 20/65 on 3-ton truck

While the Italians had total air superiority over Ethiopia, anti-aircraft cannons were still attached to regiments to use against Ethiopian infantry and light vehicles.

## **Air Support**

Limited Air Support

Fokker C.V	90 points
- upgrade with Gas Attack for +30 points	

The *Regia Aeronautica* was able to bombard Ethiopia virtually unhindered, although poor weather and rough terrain made attacks on Ethiopian ground forces difficult.

## Italian Arsenal Tank Teams

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Notes
L3/35	Half-tracked	0	0	1	Twin hull MG
L3/35 Lanciafiamme	Half-tracked 4"	0 3	0 -	1 5+	<i>Flame-thrower , hull mounted</i>
L5/30 37/40 gun	Fully-tracked 24"	1 2	1 5	1 4+	slow tank, unreliable, Hull MG

### Anti-Aircraft

20/65 on 3-ton truck 20/65 gun	Wheeled  16"	- 4	- 5	- 5+	<i>Anti-aircraft, Portee</i>
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### Vehicle Machine Guns

<i>Vehicle MG</i>	16"	3	2	6	ROF 1 if other weapons fire.
<i>Twin vehicle MG</i>	16"	4	2	6	ROF 2 if other weapons fire.

## Gun Teams

Weapon	Mobility	Range	RO F	Anti-tan k	Firepowe r	Notes
Breda 30 HMG	Man-packe d	24"	6	2	6	ROF 2 when pinned down.
45mm mortar <i>firing bombardments</i>	man-packe d	16" 24"	2 -	1 -	5+ 6	can fire over friendly troops.
81/14 mortar	Man-packe d	48"	-	2	6	smoke bombardment.
65/17 gun <i>firing bombardments</i>	Light	16" 64"	2 -	5 3	3+ 6	

75/13 gun firing bombardments	Light	16" 64"	2 -	5 3	3+ 6	Gun shield.
75/27 gun firing bombardments	Heavy	24" 64"	3 -	7 3	3+ 6	Gun shield, Smoke, Smoke bombardment.
100/17 gun firing bombardments	Immobile	24" 72"	1 -	7 4	2+ 4+	Gun shield.

### Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"	1	2	6	
Rifle/MG team	16"	2	2	6	
Flame-thrower team	4"	2	-	6	Flame-thrower
Staff team	-	-	-	-	moves as a Heavy Gun team.

*Pioneer teams are rated as Tank Assault 3.*

### Transport Teams

Name	Mobility	Front	Side	Top	Notes
Horse-drawn wagon	Wagon	-	-	-	
Horse-drawn limber	Wagon	-	-	-	

### Aircraft

Name	Weapon	To Hit	Anti-tank	Firepower	Notes
Fokker C.V	MG Bombs	3+ 4+	5 5	5+ 2+	

## Ethiopian Terrain Guide

The Second Italo-Ethiopian War was fought on a wide variety of terrain, from the jagged mountains of the north to the deserts of the Ogaden, bordering Somalia. The countryside is sparsely populated with villages and farms. Rough trails serve as the only roads across this landscape.

This chart provides an optional way to decide what terrain to place on the table. Before starting a battle, decide if it is being fought on the **Northern** or **Southern** front, as this will determine whether you are fighting in harsh mountains or scrub-covered desert. Divide the table into 2' squares, with each player taking a turn to pick a square and roll to see what terrain is in it. This table is intended to be merely a suggestion, and the final layout of the table is up to the players.

### Northern Front- Ethiopian Highlands

The predominant terrain feature here is wooded hills and ridges, with clusters of farms and villages connected by narrow dirt roads.

#### 1 or 2 - Ridges and Hills

*roll again:*

1 - Valley: this area is relatively open, with grassland and a few trees covering the area between two low rises (at least 12" long). *The rises are cross-country terrain. It should be tall enough to conceal units on the far side. Try to connect valleys in adjacent squares.*

2 or 3 - Ridge: A steep rocky outcrop (at least 12" long) provides a good amount of elevation in the area. *The ridge is Difficult Going and is much taller than a tank or truck. Try to connect ridges in adjacent squares.*

4 or 5 - Hills: The area is covered by one to three foothills, descending from the nearby mountains.

*A hill is Cross-country terrain. It should be tall enough to conceal units on the far side.*

6 - Rocks: The area is strewn with large boulders, making it a great place for infantry to hide but difficult for vehicles to navigate. *One or two areas of rocky ground (at least 12" across) swell from the surrounding grassland. The terrain is Very Difficult Going and provides Bulletproof Cover to Infantry and Gun Teams.*



### **3 - Woods**

*roll again:*

1 to 3 - Large Wood: A large wood covers most of this area. *Try to connect large woods in adjacent squares.*

4 to 6 - Scattered Woods: One or two small woods (at least 12" across) cover the area.

### **4 or 5 - Villages**

*roll again:*

1 - Village: A village of four to twelve houses along a single dirt road. *A village must have a dirt road leading to another road or village, or to a table edge.*

2 or 3 - Hamlet: A hamlet of three to six houses along a single dirt road. *A hamlet must have a dirt road leading to another road or village, or to a table edge.*

4 to 6 - Homestead: One or two houses and a number of crop fields, next to a single dirt road. *A homestead must have a dirt road leading to another road or village, or to a table edge.*

### **6 - Water Features:**

*roll again:*

1 - River: The mighty Tekeze River cuts its way through your battlefield. *A tree-lined river flows across the table. It flows between two table edges through all river squares. The river is Impassable and must have a road bridge or ford (Difficult Going) in each square it passes through.*

2 to 4 - Stream: A tree-lined stream runs through the battlefield. *The stream must connect to streams in adjacent squares and must meet the table edge or a river at one or both ends. The stream is Very Difficult Going and must have a road bridge or ford (Difficult Going) in each square it passes through.*

5 or 6 - Marsh or Lake: An area of wetland or a lake (at least 12" across) or three smaller areas (up to 6" across).

*Marshes are Difficult Going. Lakes are Impassable.*

## **Southern Front- Ogaden Desert**

The predominant terrain feature here is shrubland, with rocky outcrops and low, sandy hills.

### **1 or 2 - Desert Features**

*roll again:*

1 or 2 - Savannah: The area is flat and covered in dry grass.

3 or 4 - Sandy Hill: A hill in this area is covered in soft sand, but careful driving should get vehicles over it safely. *A sandy hill (at least 12" across) is Difficult Going, and troops cannot Dig In here. The hill should be tall enough to hide units on the opposite side.*

5 or 6 - Rocks: The area is strewn with large boulders, making it a great place for infantry to hide but difficult for vehicles to navigate. *One or two areas of rocky ground (up to 12" across) swell from the surrounding grassland. The terrain is Very Difficult Going and provides Bulletproof Cover to Infantry and Gun Teams.*

### **3 to 5 - Vegetation**

*roll again:*

1 to 3 - Scattered Scrub: The area has just enough water to sustain a few shrubs and tufts of grass. *Areas of scattered scrub do not hinder movement, but provide Concealment for Infantry and Man-packed Gun teams.*

4 or 5 - Shrubland: The area is covered in dense brush and tall grass, providing little cover but hindering movement. *Areas of shrubland (at least 12" across) are Difficult Going, and provide Concealment for Infantry, Man-packed Gun teams, and stationary Light and Medium Gun teams.*

6 - Baobab Grove: A handful of enormous Baobab trees tower over the surrounding grassland. *A small wood (at least 12" across) is in this area. Try to place this adjacent to areas of Shrubland.*

### **6 - Villages**

*roll again:*

1 - Village: A village of four to twelve houses along a single dirt road. *A village must have a dirt road leading to another road or village, or to a table edge.*

2 - Hamlet: A hamlet of three to six houses along a single dirt road. *A hamlet must have a dirt road leading to another road or village, or to a table edge.*

3 to 6 - Homestead: One or two houses, with a large fenced area nearby for holding livestock. *A homestead in the Ogaden does not require any road connection.*

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