

SCENARIOS

S1 FIRST AGORDAT

27th June 1890

A raiding party of Dervishes are caught by the As-cari troops commanded by Captain Gustavo Fara in the plain of Agordat.

S1.1 SET UP

Use the Agordat map.

S1.11 Historical Set Up

Italian:

Fara Officer
 1 II Inf
 2 II Inf
 1 II Inf
 2 II Inf

Dervish:

Faragiallah Emir
 1 Spear
 2 Spear
 3 Spear
 1 Cav
 1 Rifle
 2 Rifle
 3 Rifle
 4 Rifle
 5 Rifle
 Booty x 4

S1.12 How to start. Unit setup:

The Italian units are deployed on the left bank of Inchierai River and then the Dervishes are setup, within 3 hexes of the village of Algheden.

The game Initiative from the 1st turn will be Dervish. The Dervish player will be the first to act putting his turn-flag in the appropriate map box. He/she will be the first Active player, while his/her opponent will be the Inactive player.

The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S1.2 Booty Units



The Booty units represent the Dervish booty from the looting of the Dega Village of the Beni Amer tribe. On the front side is depicted a Camel; on this side the unit is under

Dervish control and cannot perform any type of Combat as active player, but may defend against Melèe as inactive player. Its objective is to exit safely from the map.

If any Italian unit can trace, during the Italian movement phase, a clear LOS to one of the Booty units/Camel side within a 3 hexes range, the Italian player must roll a d6; with a result less of 3, it remains a Booty unit, controlled by the Dervish player; if the result is equal to or greater than 3, this unit is immediately flipped to the Women side, representing the Dega women who revolt and can attack the Dervishes.

The Unit is then under Italian control and can be moved and can perform Melèe combat, with the values depicted on this side.

If the Booty unit/Women receive a Hit (Rifle or Melèe), it is eliminated.



S1.3 Terrain Effects Chart (TEC)

Scenario Specific Terrains

Fort: at this time the Fort did not exist; consider this hex a Zeriba;

Camp/Village: at this time the Village did not exist; consider this hex a Zeriba;

Zeriba: +1 to cross plus terrain cost; blocks LOS; DRM +1 for units defending inside the Zeriba in Melèe; DRM -1 to the firing unit if the target is inside the Zeriba.

Note: the Zeriba (or Zareba) was (in the Sudan and adjoining regions) a protective enclosure, made of thorn bushes.

S1.4 Victory conditions

The Dervish player must exit from any hex on the Agordat side of the map (column 15XX) with a minimum of 4 combat units (the Emir doesn't count) or one Camel unit or he must eliminate all Italian units.

The Italian player wins if he avoids the Dervish to Victory conditions.



S2 AGORDAT

21st December 1893



The fort of Agordat

2200 native Askari and some Italian national soldiers, led by Lt. Colonel Arimondi, encounters in the plain of Agordat around 12,000 Mahdists, led by the Amir of Ghedaref, attempting to invade the Italian Colony of Eritrea. An astonishing Italian victory and the very first one of the young nation.

S2.1 SET UP

Use the Agordat map.

S2.11 Historical Set Up

Italian:

Arimondi Officer	1704
Salsa Officer	1703
Cortese Officer	1705
Galliano Officer	1707
1 II	1706
2 II	1705
3 II	1703
4 II	1603
1 III	1707
3 III	1708
3 IV	1610
Asmara Foot Cav	1605
Keren Foot Cav	1505
A Batt mule	1910
B Batt mule	1704
Barca Band	1606

Dervish:

A Wad Ali Emir	3101
All within 4 hexes	
Ibrahim Emir IB	
1-4 Rifle IB	
1-2 Spear IB	
1 Cav IB	
Er Rasur Emir RA	
5-7 Rifle RA	
3-4 Spear RA	
2 Cav RA	
Daggasc Emir DA	
8-9 Rifle DA	
5-7 Spear DA	
3 Cav DA	

Addacher Emir AD
8-10 Spear AD
4 Cav AD

S2.12 Free Deployment Scenario. Units setup:

For the Historical Scenario, follow the instructions under the Historical Set Up page, while for the Free setup Scenario, the Italian units can be deployed between column 15xx and 18xx inclusive; the Dervish units can be deployed between column 27xx and column 33xx up to line xx05 inclusive. During the first turn the Dervishes cannot move, but can perform the Fire Phase and Opportunity Fire.

The game Initiative from the 1st turn will be Italian. The Italian player will be the first to act putting his turn-flag in the appropriate map box. He will thus be the first Active player, while his opponent will be the Inactive player.

The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S2.2 Terrain Effects Chart (TEC)

Scenario Specific Terrain:

Fort: costs 1 MP, blocks LOS; DRM +1 for units inside the fort in Melèe; DRM -1 to firing unit if target is inside the fort;

River: river Barka is impassable;

Zeriba: +1 to cross plus terrain cost; blocks LOS; DRM +1 for units defending inside the zeriba in Melèe; DRM -1 to firing unit if the target is inside the zeriba.

Camp/Village: costs 1 MP; blocks LOS; DRM +1 for units defending inside the Camp/Village in Melèe; DRM -1 to firing unit if target is inside the Camp/Village (see TEC for details on hexes involved).

S2.3 Victory conditions

The Dervishes must occupy the fort of Agordat (hex1704) or eliminate 7 Italian units (Officers count as units). The Italians must occupy the Dervish camp (hex 3101) or eliminate 20 Dervish units (Emirs count as units).



S3 COATIT

13th January 1895

The Italian Army in Eritrea, led by General Baratieri, wins its last victory before Adowa, attacking the overwhelming Ras Mangasha's Army at Coatit, fighting two days and performing a perfect redeployment under enemy fire. Tactically a draw, but strategically a victory.

S3.1 SET UP

Use the Coatit map.

S3.11 Historical Set Up

Italian:

Baratieri Officer	2405
Galliano Officer III	2706
Toselli Officer IV	2408
Hidalgo Officer II	2204
2 II	2204
5 II	2104
4 MM	2005
5 MM	2308
6 MM	1905
1 III	2706
2 III	2705
3 III	2704
4 III	2606
5 III	2607
1 IV	2408
2 IV	2407
3 IV	2507
4 IV	2308
5 IV	2209
3 MM	2208
C Batt battery	2210
Oculè Cusai Band	2601
Seraè Band	2602
Zaptiè Cav	2405

Ethiopian:

The Ethiopian Army belongs to a unique Provincial Corps, for Ras capability.

Mangascha Ras	3315
Tesfu Ras	2914
Amac Sigal Ras	3312
Ras Ras	2716
Ras Ras	3405
1 Rifle	3315
2 Rifle	3405

3 Rifle	3406
4 Rifle	3113
5 Rifle	3213
6 Rifle	3312
7 Rifle	3313
8 Rifle	3214
9 Rifle	3114
10 Rifle	3407
11 Rifle	3015
12 Rifle	2915
13 Rifle	2816
14 Rifle	2817
15 Rifle	3316
16 Rifle	3217
1 Spear	3216
2 Spear	3408
3 Spear	2717
4 Spear	2914
5 Spear reduced side	2815
6 Spear	2716
7 Spear	2715
8 Spear	3014
9 Spear	3115
10 Spear	3215
11 Spear	3314

S3.12 Free Deployment Scenario. Unit Setup:

For the Historical Scenario, follow the instructions under Historical Set Up page.

For the Free Deployment Scenario the Italian units deploy first in the area delimited by hexes 2701 to 2707 and from 2707 to 2210 and from 2210 to 1506. Then the Ethiopians deploy in the area delimited by hexes 2717 to 2715, then from 2715 to 3412 and finally from 3412 to 3403. The game Initiative from the 1st turn will be Ethiopian (They have just been awakened by the Italian Artillery; therefore the unit in 2815 starts on its Reduced side). The Ethiopian player will be the first to act putting his turn-flag in the appropriate box, on the Turn Track, at the 05.00 turn. He will be the first Active player, while his opponent will be the Inactive player. The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S3.2 THE TURN SEQUENCE

Each turn is about 60 minutes in real time. On the first turn the first player is the Ethiopian player. The Sequence continues until one player achieves their Victory conditions or the end of the 07.00 turn (14th January), for a total of 16 hour long turns (of which two are Night Turns).

S3.3 Terrain Effects Chart (TEC)

Scenario Specific Terrains

Ravines: counts as a **slope-line terrain**; negates the SUPPORT Fire DRM for Italian Units, if the adjacent Italian units have such a ravine between them. Can block LOS, see Verify Line of Sight (4.3) and blocks LOS between hexes at a lower elevation.

Creek: +1 to cross plus terrain cost of the hex entered for Italian units only, 0 (zero) for Ethiopian units; DRM +1 for the inactive player if active unit crosses a creek to enter a Melè hex;

Camp/Village: costs 1 MP; blocks LOS; DRM +1 for units defending inside the Camp/Village in Melè; DRM -1 to firing unit if target is inside the Camp/Village (see TEC for details on hexes involved).

S3.4 Ethiopians Movement

In Coatit Ethiopian Rifle units NEVER get a MOVED marker, due to their movement ability, knowledge of the terrain and their unique coverage and fire tactics. The only exception is the Rifle Marker Special Rule.

S3.5 Special Rules

S3.51 Rifle marker

Rifle marker (rule 4.6).

Ethiopian Spears and Cavalry can perform Fire Combat and Opportunity Fire if holding the Rifle marker.

S3.52 Mobile Militia

If Mobile Militia Italian units (MM) fire as Bande, can receive the SUPPORT DRM in the Fire phases but do **not** give it to other Italian units.

S3.53 Line Of Sight

If the firer or the target unit is immediately adjacent to the Ravine and the LOS between them crosses it and at least one hex of the hill, there is NO LOS and Fire cannot be performed. If both firer and target unit are adjacent to the Ravine and are in contact and or no hill hex is crossed, there is an LOS between them and Fire can be performed.

S3.54 Night Turn

LOS during these turns is reduced to 2 hexes only.

S3.6 Victory conditions

Ethiopians must

- occupy at least one hex of Coatit town (hexes 1501-1701-1601-1602),
- or eliminate 10 Italian units,
- or occupy the HQ hill hex (2405) and eliminate at least 6 Italian units,
- or eliminate the Italian Officer Baratieri,

before the end of the 07.00 turn of 14th January 1895 (Officers count as units);

Italians must

- eliminate at least 22 Ethiopians units (Ras count as units),
- or eliminate the Ethiopian Ras Mangasha
- or occupy at least one hex of Ras Mangasha's Camp (hexes 3216, 3217, 3315, 3316),
- or avoid the Ethiopians' victory conditions.



S4 AMBA ALAGI

7th December 1895

The political quarrel between Gen. Arimondi and Eritrea Governor Baratieri led the IV Native Battalion to be put in the advanced position of Amba Alagi, just in front of the full Negus Menelik Ethiopian Army. Arimondi wanted to repeat Agordat, when with few troops managed to win the day, and therefore, despite Baratieri's order to withdraw the Battalion, he didn't forward it to Lt. Toselli, condemning him and his men to sure death... it will be the prelude to Adowa!

S4.1 SET UP

Use the Amba Alagi map.

S4.11 Historical Set Up

Italian:

Toselli Officer	1907
1 IV	2006
2 IV	2106
3 IV	2706
4 IV	2409
1 III	2007
c VI	2005
D Batt battery	1907
Oculè Cusai Band	1508
Ras Sehbat Band	3105
Sheik Tahla Band	1606
Degiacc Alì Band	3205



Ethiopian:

Maconnen Ras MA **Enter turn 07.00 hex 2213**

- 1 Cav MA
- 2 Cav MA
- 3 Cav MA
- 4 Cav MA
- 1 Rifle MA
- 2 Rifle MA
- 3 Rifle MA
- 4 Rifle MA
- 1 Spear MA
- 2 Spear MA
- 3 Spear MA



Mangascha Ras MG **Enter turn 07.00 hex 2513**

- 1 Rifle MG
- 2 Rifle MG
- 1 Spear MG
- 2 Spear MG

- 3 Spear MG
- 4 Spear MG
- 5 Spear MG
- 6 Spear MG
- 7 Spear MG
- 8 Spear MG

Alula Ras AL **Enter Turn 08.00 hex 1713**

- 1 Rifle AL
- 2 Rifle AL
- 3 Rifle AL
- 1 Spear AL
- 2 Spear AL
- 3 Spear AL
- 4 Spear AL
- 5 Spear AL
- 6 Spear AL
- 7 Spear AL
- 8 Spear AL

Mikael Ras MK **Enter turn 09.30 hex 2513**

- 1 Spear MK
- 2 Spear MK
- 3 Spear MK
- 4 Spear MK
- 5 Spear MK
- 6 Spear MK
- 1 Cav MK



S4.12 Free Deployment Scenario. Unit Setup:

For the Historical Scenario, follow the instructions under Historical Set Up page, while for the Free Deployment Scenario the Italian units setup first (anywhere the map) and then the Ethiopians; on each turn they can enter from the bottom map edge (row xx13) by Provincial Corp; the Ethiopian player decides how many units enter and from which hex when he is the Active player. The game Initiative on the 1st turn will be Ethiopian. The Ethiopian player will be the first player placing his turn-flag in the appropriate box, on the Turn Track, on the 07.00 turn. He will be the first Active player, while his opponent will be the Inactive player. The flag in the box will record who is the Active/Inactive player during the Turn Sequence.

S4.2 THE TURN SEQUENCE

Each turn is about 30 minutes in real time. For the first turn the first player is the Ethiopian player. This Sequence continues until one side or the other achieves their Victory conditions or the end of the 14.00 turn, for a total of 15 half-hour turns.

S4.3 Terrain Effects Chart (TEC)

Scenario Specific Terrain:

Trail/Road: costs 1 MP, eliminates the Slope cost, doesn't negate HEIGHT DRM.

Rocks: impassable.

S4.4 Special Rules

S4.41 Rifle marker

Use the Rifle marker rule (4.6).

Ethiopian Spears and Cavalry can perform Fire Combat and Opportunity Fire if holding the Rifle marker.

S4.42 Bayonet charge

In the Amba Alagi Scenario only Italian units have a DRM +1 in Melée combat.

S4.5 Victory conditions

The Ethiopians must occupy hexes 3205, 2106, 1501 (Victory hexes) **and** eliminate all Italian units before the end of the 14.00 turn;

The Italians must eliminate at least 12 Ethiopian units (Ras count as units) if they hold 3 Victory hexes, 15 Ethiopian units if holding 2 Victory hexes, 18 Ethiopian units if holding 1 Victory hex or keep two Victory hexes at the end of the 14.00 turn.



S5 METEMMA

9th – 10th March 1889

After the sack of the historic capital city of Gondar in 1888, Negus Neghesti Johannes IV gathered an army to repel the Mahdists from the city of Metemma. While on the way to victory, the Ethiopians melt away demoralized by the killing of their Emperor during the final assault.

S5.1 SET UP

Use the Metemma map.

This Scenario is at a different scale (around 1500 men per Melée point; 150 meters per hex) than the rest of the game. Each turn is about 30 minutes in real time.

S5.11 Historical Set Up

Ethiopian:

(units from Amba Alagi)

- 1-4 Cav MA
- 1-4 Rifle MA
- 1-2 Rifle MG
- 1-8 Spear MG
- 1-8 Spear AL



Dervish:

(units from Agordat)

- 1-4 Rifle IB
- 5-7 Rifle RA
- 1-2 Spear IB
- 3-4 Spear RA
- 5-7 Spear DA
- 8-10 Spear AD

S5.12 Unit setup:

In this Scenario the Dervish units deploy first (inside the zone between column 18xx and 28xx) and then the Ethiopians, entering from the hexes of column 33xx. The game Initiative from the 1st turn will be Ethiopian. The Ethiopian player will be the first to act putting his turn-flag in the appropriate box. He will be the first Active player, while his opponent will be the Inactive player.

The flag in the box will record who is the Active/Inactive player during the Turn Sequence

S5.3 Terrain Effects Chart (TEC)

Scenario Specific Terrain

Zeriba: in this Scenario it cost the entire printed Movement Allowance to cross; blocks LOS; DRM +1 for units inside the zeriba in Melèe; DRM -1 to firing unit if the target is inside the zeriba.

Water: impassable.

Village: costs 1 MP; blocks LOS; DRM +1 for units inside the Village defending in Melèe; DRM -1 to firing unit if the target is inside the Village (see TEC for details on hexes involved).

S5.4 Special Rules

S5.41 Rifle marker

Use the Rifle marker rule (4.6).

Ethiopian (only) Spear and Cavalry can perform Fire Combat and Opportunity Fire if holding the Rifle marker.

S5.42 Fire and Movement

The MOVED MARKER is not used in the Metema Scenario, as no Leaders are present in the Scenario.

All other Markers are used.

5.43 Johannes IV



Every time an Ethiopian unit receives a hit within the area bordered by the Zeriba, the Ethiopian player must roll a d6; if the result is 5-6, then the Emperor was among the fallen of that unit!

Ethiopian morale starts to fall!

From the next Ethiopian Turn, before the Movement Phase, the Dervish player must roll a d6; the result is the number of Ethiopian units, chosen by the Ethiopian player, which must be removed from the map as they are demoralized by the death of the Emperor and so leave the field.

S5.5 Victory conditions

The Ethiopians must occupy the 2206, 2207 and 2106 hexes (Victory hexes).

The Dervishes must avoid the Ethiopian victory conditions.

Legenda Historical Set Up

Off= Officier

Ras= Ras

Emir= Emir

Inf= Ascari Infantry Coy

1 III= First Company, Third Battalion

Zaptiè= Mounted Native Police

Rifle= Dervish/Ethiopian Rifle Unit

Spear= Dervish/Ethiopian Spear Unit

Cav= Cavalry

Foot Cav= Foot Cavalry

Art= Artillery

Band= Band

MM= Mobile Militia

Battery= battery side

Mule= mule side

IB= Ibrahim Rub

RA= Er Rasur Rub

DA= Daggasc Rub

AD= Addacher Rub

MA= Maconnen troops

MG= Mangasha troops

AL= Alula troops

MK= Mikael troops

