

The Great Battles of History

ADUA 1896

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1.0 Introduction

The battle of Adua is the classic colonial battle, pitting a European army, superior in training and equipment, against a native army, superior in number and with a perfect understanding of the terrain.

1.1 Scale and game components

Number of players: two

Playing time: three to six hours

Number of turns: 15

Units: 1,000 men per counter

Map: 1,000 meters per hexagon (hereafter referred to as a hex)

Commanders: each counter represents one leader

Game components: a map (42 cm x 58 cm), 47 Italian units, 128 Abyssinian units, 59 non-combat units (see Figure 1)

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2.0 Combat Units

Every unit contains three values: Combat Value (*Valore Combattimento*), Weapons Quality (*Qualità Armamento*) and Movement Value (*Valore Movimento*). The first, the combat value, represents the combat strength and training of the unit. Roll this number of dice (d6) to resolve any combat. This die roll is used to resolve Small Arms Combat and Melee Combat.¹ The second value represents the quality of weapons available to the unit. In game terms, it serves as a die roll modifier during combat. For example, if a unit involved in combat has a Combat Value of 2 and a Quality Value of 1, 2d6 are rolled and the Quality Value is added to the result to determine if a hit is scored.² The third and last value represents the number of hexes a unit can move during its movement phase.

For the Italian units, the counter's background color indicates to which brigade it belongs:

- The Native Brigade (*La Brigata Indigeni*): blue
- I Brigade (*I Brigata*): green
- II Brigade (*II Brigata*): dark brown

Brigades can only receive orders from the commanding general or one of his subordinate commanders.

All Italian units and the Abyssinian Royal Guards (*La Guardia Reale Abissina*) have four steps. They can be reduced four times before they are eliminated.

3.0 Commanders

The Italian and Abyssinian command systems differ, modeling the very real differences between the command structures of the two

sides. The characteristics of the individual Italian and Abyssinian commanders also differ. Commanders have three values:

- Command Range (*Raggio di Comando*): the same for both sides
- Command Value (*Valore Comando*): Italian Commanders only
- Initiative Value (*Valore Iniziativa*): Abyssinian Commanders only

The Italian force is composed of four brigades, under the command of a General. Each brigade is identified by its background color. Within each brigade are one or more regimental commanders who can give orders only to their regiments. The regimental commanders and their units are identified by a like-colored stripe.

The units under the command of each Abyssinian commander are identified with a colored stripe which matches the stripe on the Commander's counter. Like the Italian brigade commanders, Abyssinian Commanders control only their own units. Menelik is a special case. He can command any Abyssinian units within his command range. Command has no effect on movement or combat. It is only used when the Abyssinian commanders check for Initiative.

The Command Range (*Raggio di Comando*) is the number of hexes that a commander is able to control. For a unit to receive an order, it must be within the Command Range of its Commander or General. The line of hexes between the Commander and his subordinate units must not hexes occupied by cross enemy units. (Note: Command may be traced through EZOC')

The Command Value (*Valore Comando*) of the Italian Commanders indicates the number of orders the Commander can give. Generals can send orders to their subordinate commanders or to units of the brigade. Subordinate commanders can send orders only to units under their direct control. (See Figure 2 and the paragraph on Italian Order Issue.)

The Initiative Value (*Valore Iniziativa*) of the Abyssinian commanders indicates their ability to redeploy during combat. During each turn, the Abyssinian generals can attempt to bring other units in to support those already in combat (see Figure 3). This is allowed only once per turn, per commander. (See the Abyssinian Initiative.)

4.0 The Calendar

The game consists of 15 turns. The game begins with all Italian units on the map. The Abyssinian units enter as per the following schedule:

Game Turn	Abyssinian Reinforcements
3	Taitù and his units
4	Uascium Guangul and his units
5	Alula and his units
6	Menelik and his units

Units not listed in the table above begin the game on the map. All Italian units must start the game north and east of the blue boundary on the map. The Abyssinian player can set up his units — Fitaurari Gabeiehu, Fitaurari Mangasciá Atichim and Tecla Haimanot and their units — anywhere on the map, but at least 12 hexes from the Italian set-up area. The Abyssinian reinforcements enter from any non-mountain hex on the western map edge. (The non-mountain hexes represent the passes leading to Adua.)

5.0 Non-Combat Units

There are several important non-combat units in the game: machine guns (*mitragliatrice*), “low ammo” markers (*a corto di munizioni*), ammo wagons/mules (*munizioni*), “disorganized” markers (*disorganizzata*) and entrenchment markers (*trinceramento*).

5.1 Machine Guns (*mitragliatrice*)

The Italian player has access to machine guns. If captured by the Abyssinian player, they are eliminated. Only infantry units – with the exception of the *bersaglieri* – can employ machine guns. The decision as to which units receive the machine guns is made at the beginning of the game and cannot be changed thereafter. Any unit possessing machine guns has its combat value increased by 1. When first used in combat **the machine guns must be tested to determine if they function**. Roll 1d6 and on a result of 4-6, the machine guns function properly. On a result of 1-3, the machine guns do not function properly and cannot be used in any combat until repaired. Flip the machine gun counter to represent its non-functioning state. In the next turn, the Italian player can try again to make the machine guns function. During his turn, the Italian player throws 1d6 for every non-functioning machine gun. If the result is 5 or 6, the machine guns are repaired and the counter is flipped over. If the result is 2,3 or 4, the

machine guns remain unusable but may be repaired in the following turn. If the result is 1, the machine guns remain unusable for the rest of the game and the machine gun counter should be removed.

If during the Small Arms Combat Phase, two or more consecutive 1's are rolled, the machine gun unit is "low ammo."³ (This differs from other Italian combat units, which go "low ammo" after three consecutive 1's.

5.2 Low Ammo (a corto di munizioni)

Beginning with Turn 4, the Italian and Ascari units can be rendered "low ammo" by rolling three consecutive 1's during the small arms combat phase. Units using machine guns need only two or more 1's to render them "low ammo." "Low ammo" units have their combat values reduced by 1. Place a "low ammo" marker on the unit.

5.3 Ammo Carriers (Mules) — (Munizioni somegiate, muli)

To resupply a "low ammo" unit, it must be within 5 hexes of a mule. The line of hexes from the mule to the "low ammo" unit cannot pass through Enemy Zones of Control (EZOC's). Friendly units do not negate EZOC's for purposes of ammo resupply.

Ammo resupply becomes more difficult as the game progresses. Starting with Turn 7, every time a unit tries to resupply, a die is thrown. On a result of 4,5 or 6, the unit is not resupplied. On a result of 1,2 or 3, the unit is resupplied, but the mule counter is flipped (reduced from two mules to one) representing the reduction in resupply capacity. A second reduction eliminates the unit. Mules have a movement allowance of 4 hexes and pay movement costs as per the Terrain Effects Chart (*Tabella degli Effetti del Terreno*).

Game Turn	Italian Resupply
4+	On 3 consecutive 1's during combat, a unit is rendered "low ammo." If machine guns are present, 2 consecutive 1's result in "low ammo."
7+	Same rules as above, but an additional roll of 1-3 results in resupply, but step loss for the mule. A roll of 4-6 results in no resupply.

5.4 Disorganized Markers (Disorganizzata)

As a result of combat, Italian units can become disorganized. If this happens, place a "disorganized" marker on the unit. Disorganized units have their combat values reduced by 1. To rally, they must receive an order from their commander or from the general. When these orders are received, it is for that turn only. Disorganized units attempting to rally cannot move or attack. They may not entrench. They defend normally if attacked. Disorganized units involved in Melee Combat cannot rally.

5.5 Entrenchment (Trinceramento)

"Entrenched" units have constructed barricades or other protective cover to reduce the effectiveness of small arms fire. Only Italian units can entrench. Entrenched units benefit from the effects of entrenchments only during small arms combat. The entrenchments have no effect in Melee Combat. (See Combat)

6.0 Special Units: Artillery and Galla's Cavalry

Galla's Cavalry was an Abyssinian force famous for its ferocity during Melee Combat. It is not equipped with firearms, so it cannot participate in Small Arms Combat.

The artillery unit, besides attacking normally, attacks in the Small Arms Combat Phase against adjacent units. It can also attack units in the same hex during the Melee Combat Phase. (See Combat.) Galla's artillery unit can also assist in the Abyssinian small arms combat phase by

bombarding enemy units. A bombarded unit is treated as if it was attacked by small arms.

The range of the Italian artillery is 3 hexes, while the artillery of the Abyssinians is 4 hexes. The line of sight is not obstructed by other units, but is obstructed by intervening terrain. (See Figures 2 and 4)

7.0 Sequence of Play

A game turn is divided into a series of successive phases. The Italian player is first.

1. Italian player issues orders to his units
2. Italian movement phase (See Movement)
3. Italian small arms combat phase (See Combat)
4. Italian clean-up phase
5. Abyssinian movement phase (See Movement)
6. Abyssinian small arms combat phase (See Combat)
7. Abyssinian Initiative Phase
8. Melee Combat Phase (See Combat, the section relating to Melee Combat)

At the end of the eighth phase, advance the turn marker one space on the calendar.

8.0 Italian order issue

The Italian commanders must send orders to their units. Commanders can attack, rally disorganized troops or resupply “low ammo” units. Italian generals and subordinate commanders have a Command Value (*Valore Commando*). This value determines the maximum number of orders a commander can send in a given turn (see Figure 2). The possible actions are:

1. Order a General Offensive. (Brigade Commanders only)
2. Order to hold a position. (Brigade Commanders only)
3. Resupply a “low ammo” unit
4. Rally a disorganized unit.
5. Move a unit into a position to attack in the Small Arms Combat Phase.
6. Move a unit to attack in the Melee Combat Phase (Brigade Commanders only).⁴
7. Move a unit
8. Entrench a unit

Only Brigade Commanders can give orders for a general offensive or hold a position. These orders must go to subordinate commanders, allowing them to complete actions they would otherwise not be permitted to perform. To indicate that a subordinate commander has received a general offensive or “hold a position” order, place a marker — *Offensiva Generale* or *Tenere la Posizione* — on the appropriate leader counter.

These orders are explained below.

8.1 General Offensive (*Offensiva Generale*)

This order can only go from a Brigade Commander to his subordinate commanders. Units with a General Offensive order, units can move, attack in the Small Arms Combat Phase and in the Melee Combat Phase. These units can attempt ammo resupply or to rally if “disorganized.” (Rally is not permitted if the unit(s) is/are entrenched.)

8.2 Holding a Position (*Tenere la posizione*)

This order can only go from a Brigade Commander to his subordinate commanders. Units with an order to “hold a position” can entrench, move and attack in the Small Arms Combat Phase. (Melee combat is not allowed). Units in an EZOC can remain there. Units may not move into an EZOC. Ammo resupply and rally are allowed.

Orders to entrench, rally or resupply can be given only to units not engaged in melee combat. Units that receive orders to rally or resupply cannot participate, during that turn, in combat. If a unit does not receive orders, it can move and defend normally.

9.0 Movement

Every unit can move up to its movement allowance, paying the movement costs indicated on the Terrain Effects Chart (*Tabella degli Effetti del Terreno*). Units must stop when they enter an Enemy Zone of the Control (EZOC). Units may not end their movement in hexes occupied by other units, but they can move through friendly units during movement. Stacking is not allowed. Commanders and mules do not count for stacking purposes.

All commanders can move six hexes.

10.0 Combat

Units exert a Zone of Control (ZOC) composed of the six hexes adjacent to the unit. ZOC's do not extend into prohibited terrain. Melee combat takes place between units in the same hex. Units involved in Small Arms or Melee Combat do not exert a ZOC. (See Figure 2.)

If a unit enters an EZOC, it is required to attack. If a unit begins a turn in an EZOC, it is not required to attack.

Combat is divided into two phases:

1. Small Arms Combat
2. Melee Combat

For a unit to participate in Melee Combat, it must survive the Small Arms Combat Phase. If an attacker carries the Small Arms Combat Phase, he can continue into the Melee Combat Phase.

10.1 Small Arms Combat

An attacking unit is defined as one that, at the end of its movement phase is in an EZOC. A unit may attack any number of units in its ZOC. Units not attacked, however, result in a reduction in the Combat Value of the attacking unit. For each enemy unit in an attacking unit's ZOC which is not attacked, subtract 2 from the attacking unit's combat value. (See Figure 5.) The attacking player decides how to split his fire between defending units with the following restrictions.

- All defending units must be in the attacking unit's ZOC.
- An attacking player can split the Combat Value of an attacking unit any way he chooses.
- Two or more units can combine their Combat Values against a single defending unit.

If an Abyssinian unit attacks an Italian unit at a lower elevation, the Abyssinian unit adds +1 to its Combat Value. (See Figure 5.) If an Abyssinian unit attacks an Italian unit at a higher elevation, the Abyssinian unit suffers a -1 to its Combat Value. (See Figure 6.) This

modification is applied only during the Small Arms Combat Phase.

To resolve a combat, both players roll a number of dice equal to the Combat Values of the attacking and defending units. Add or subtract dice based on elevation differences and units not attacked in the attacker's ZOC. To each roll, add the Weapons Quality of the unit. Every result of 6 or more scores a hit.

Subtract the number of hits scored on the Abyssinian units from the number of hits scored on the Italian units. (Italian Hits – Abyssinian Hits) Refer to the Combat Results Table (*Tabella per la Risolution del Combattimento con Armi da Fuoco*). If the Abyssinian player was the attacker, resolve the combat on the left column; if the Italian player was the attacker, resolve the combat on the right column. If a unit takes a hit, it is repulsed. (*Note: a "repulse" is not a "retreat." Repulsed units maintain their position, but cannot participate in Melee Combat.*) If a unit takes two hits, it is reduced one step. The hits must be distributed between units involved in the combat. The distribution of the hits is the choice of the Abyssinian player. In any combat, no unit may take more than 2 step losses. Entrenched units, if attacked, are resolved one row lower on the Combat Results Table than they ordinarily would. (For example: an entrenched Italian unit takes 3 hits and inflicts 4, the difference is +1. The outcome of the combat is determined on the +2 line rather than +1).

Repulsed units cannot participate in Melee Combat.

"Disorganized" units have their Combat Value reduced by 1 point. (See Figure 6.)

Starting with Turn 6, if an Italian Commander is stacked with a unit involved in combat, a check for leader casualties must be made at the end of combat. Roll 1d6. On a roll of 6, the Commander is killed.

10.2 Melee Combat

At the end of the Small Arms Combat Phase, any units which were not repulsed remain in contact with the enemy and move on to the Melee Combat Phase. These units are engaged in close combat in the defender's hex. Melee Combat is resolved on the Melee Combat Table (*La Tabella*

per la Risolution della Mischia). Subtract the Abyssinian Combat Value from the Italian Combat Value (Italian – Abyssinian). Roll 1d6. Consult the Melee Combat Table and apply the result.

Melee Combat can end or continue into the next turn. If the Melee Combat continues, engaged units may not participate in Small Arms Combat during that turn. The Abyssinian player can bring reinforcements not originally initially engaged in the Melee Combat. (See the paragraph on the Initiative Test for the Abyssinian commanders.) The Italian player is not permitted to bring additional units in to support engaged units.

Whenever an ammo carrier (mule) or a commander becomes isolated, that is when it is not stacked with a friendly combat unit and inside an EZOC, that unit is eliminated.

Only Abyssinian units can disengage from Melee Combat. They must retreat into hexes into which movement would be permitted. They cannot retreat into an EZOC. If retreat is not possible, the unit is eliminated. Italian units can advance into the vacated hex.

11.0 Clean-Up Phase

Markers placed on low ammo or disorganized units or non-functioning machine guns are removed by the Italian player whenever applicable. (See the paragraph on Non-Combat Units).

12.0 Abyssinian Initiative

The Abyssinian army operated with tactics and strategies very different from those of European armies of the time. It consisted of a union of tribes under the command of a chief. The Abyssinian Commanders can use their Initiative to bring previously unengaged units into Melee Combat. These units cannot have been involved in Small Arms Combat during that turn.

During any turn in which the Abyssinian player is engaged in Melee Combat, he can bring new units in to support those engaged. (See Commanders.) A Commander can use Initiative only once per turn and only to control units under his command, with the exception of Menelik, who can use Initiative to bring in any Abyssinian units. To use Initiative, roll 1d6. If

the result is less than or equal to the Commander's Initiative Value, he succeeds. Units brought into Melee Combat must be within the Commander's Command Range and have been at least two hexes away from the Melee Combat before moving. Supporting units must not have been repulsed during the preceding Small Arms Combat Phase. They may not move in support if they are currently in an EZOC. If the Commander himself is engaged in Melee Combat, he **can** use Initiative. (See Figure 3.)

13.0 Victory Conditions

The Italian player must occupy the city of Adua. He must exit at least 5 points of Combat Value from any of the non-hill/mountain hexes on the western map edge. The non-hill/mountain hexes on the western map edge represent the passes leading to Adua. If the Italian player manages to exit 5 points of Combat Value, he achieves a Total Victory. The Italian player can also achieve a Total Victory by eliminating Menelik.

At the end of Turn 15, if the Italian player has not achieved a total victory, the number of eliminated and reduced Italian units determines the winner. Every eliminated unit counts for one point for the Abyssinian player. Every unit reduced at least 50% counts for ½ point. (Units that have lost only one step are considered full-strength units. If a unit has lost three steps, it is considered reduced by 50%.)

Victory is determined by the following:

- If the Abyssinian player obtains from 0 to 7.5 points, the Italian player wins a Partial Victory.
- If the Abyssinian player obtains from 8 to 12 points, the Abyssinian player obtains a Partial Victory
- If the Abyssinian player obtains from 12.5 to 18 points, the Abyssinian player obtains a Total Victory

Melee Combat Table

Italian unit combat value – Abyssinian unit combat value				
Die Roll	0 or less	+1	+2	+3 or more
1	The combat continues into the next turn. Italian units are reduced one step and disorganized	The combat continues into the next turn. Italian units are reduced one step and disorganized	The combat continues into the next turn. One Italian and one Abyssinian unit are reduced one step. The Italian units are disorganized.	The combat ends. All the involved units (Italian and Abyssinian) are reduced one step. The Italian units are disorganized. The Abyssinian units retreat one hex.
2	The combat continues into the next turn. Italian units are reduced one step and disorganized	The combat continues into the next turn. One Italian unit and one Abyssinian unit is reduced one step. The Italian units are disorganized.	The combat ends. All the units involved (Italian and Abyssinian) are reduced one step. The Italian units are disorganized. The Abyssinian units retreat one hex.	The combat ends. The Italian units are disorganized. The Abyssinian units are reduced one step and retreat one hex.
3	The combat continues into the next turn. One Italian unit and one Abyssinian unit are reduced. The Italian units are disorganized.	The combat ends. All the units involved (Italian and Abyssinian) are reduced one step. The Italian units are disorganized. The Abyssinian units retreat one hex.	The combat ends. The Italian units are disorganized. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.
4	The combat ends. All the units involved (Italian and Abyssinian) are reduced one step. The Italian units are disorganized. The Abyssinian units retreat 1 hex.	The combat ends. The Italian units are disorganized. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.
5	The combat ends. The Italian units are disorganized. The Abyssinian units are reduced one step and retreat one hex	The combat ends. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.
6	The combat ends. The Abyssinian units are reduced one step and retreat 1 hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.	The combat ends. The Abyssinian units are reduced one step and retreat one hex.

Small Arms Combat Table			
Italian Hits – Abyssinian Hits		Abyssinian Attacker	Italian Attacker
	-1 or less	Italian unit is disorganized. The Abyssinian units scores 1 point of damage	The attack of the Italian units is repulsed. All Italian units that participated in the attack are reduced.
	0	Italian unit is reduced. The Abyssinian unit suffers 2 points of damage.	The attack of the Italian units is repulsed. All Italian units that participated in the attack are disorganized.
	+1	The Italian unit is disorganized. The Abyssinian units suffers 3 points of damage.	All Italian units that participated in the attack are disorganized. The combat can proceed.
	+2	The Abyssinian units suffers 4 points of damage.	The combat can proceed.
	+3 or more	The Abyssinian units suffer 5 points of damage	The combat can proceed. The Abyssinian units are reduced one step.

Terrain Effects Chart		
Unit Type	First Level of Hills	Second Level of Hills
Any Abyssinian Infantry	One the first hex counts double	Every hex counts double
Any Abyssinian Cavalry	Every hex counts double	Prohibited
Any Abyssinian Artillery	One hex per turn	Prohibited
Ascari	Only the first hex counts double	Every hex counts double
Infantry and Bersaglieri	Every hex counts double	Every hex counts triple
Italian and Ascara artillery	Every hex counts triple	Prohibited
Mountain Artillery	Every hex counts double	Only one hex per turn
Alpine	Only the first hex counts double	Every hex counts double
Ammo Wagons	Every hex counts triple	Prohibited

Combat Units

Figure 1

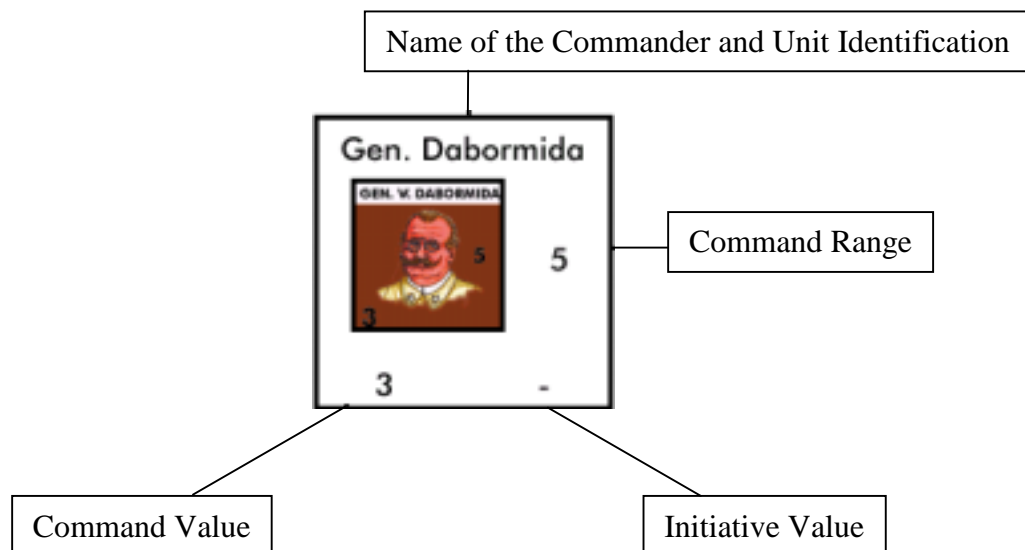
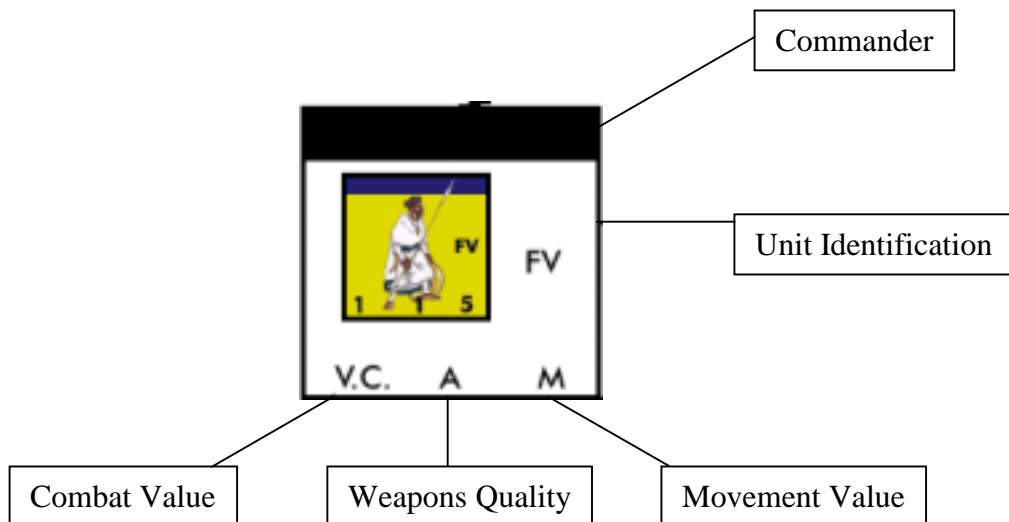


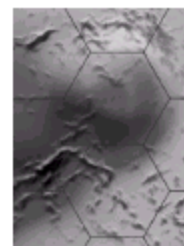
Figure: Units and Terrain Descriptions

Legend:

- GR = Royal Guard (*Guardia Reale*)
- FV = Veteran Infantry (*Fanteria Veterana*)
- FL = Light Infantry (*Fanteria Leggera*)
- F = Infantry (*Fanteria*)
- A = Artillery (*Artiglieria*)
- C = Cavalry (*Cavalleria*)
- AM = Mountain Artillery (*Artiglieria da Montagna*)

First level of hills

Second level of hills



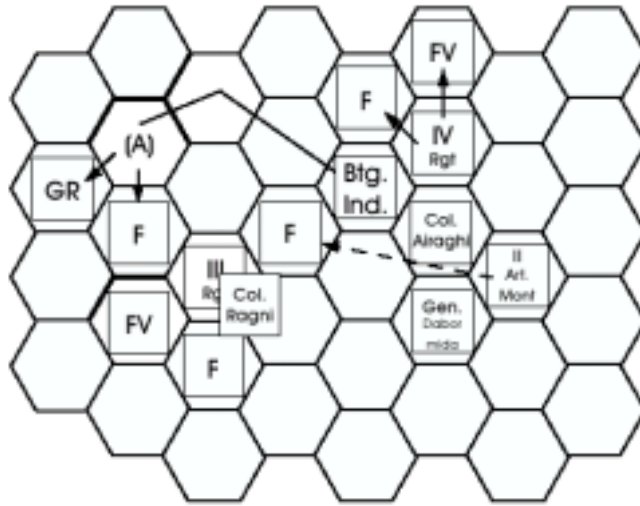


Figure 2: III Regiment is surrounded by EZOC's and General Dabormida (command value 3) is trying to break them out. To do this, he must attack.

First, the Italian player issues orders to his units. General Dabormida gives a “General Offensive” order to his two subordinate colonels — Colonel Ragni and Colonel Airaghi. This uses up two points of his 3-point Command Value. The two subordinate commanders can send this orders to their units. Colonel Airaghi (Command Value 2) sends his orders to the Native Mobile Militia Battalion (*Battaglione Indigeni Milizia Mobile*, Btg. Ind.) and IV Infantry Regiment (*IV Reggimento di Fanteria*); Colonel Ragni (command value 2) sends his attack order to III Infantry Regiment. He cannot send an order to the II Mountain Artillery (*II Artiglieria da Montagna*) because of the enemy units. General Dabormida has, however, a third action remaining. He gives an attack order to the II Mountain Artillery to bombard the Abyssinian infantry unit.

During the Italian Movement Phase, the Native Mobile Infantry Battalion is free to move to position to “A” and attack the two Abyssinian infantry units. Because both the Abyssinian infantry units in its ZOC are under attack by other units — the IV Infantry Regiment and the II Mountain Artillery battery — their ZOC's are negated.

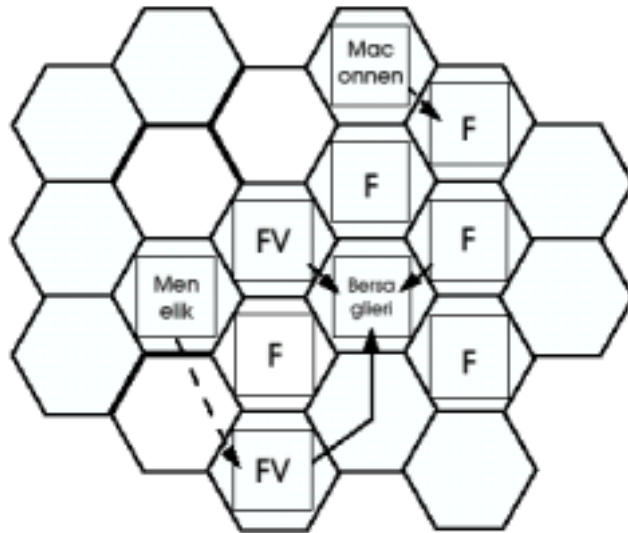


Figure 3: During the Small Arms Combat Phase, the Abyssinian player attacks the isolated Bersaglieri unit with 5 infantry units under the command of Maconnen. The Italian player manages to repulse three of the five units. (In the diagram, the arrows indicate the units which remain for the Melee Combat Phase.) The Abyssinian player decides to use Initiative to bring in the infantry units indicated by the dotted lines. 1d6 is rolled for Maconnen (Initiative Value = 2). The result is 4 — higher than his Initiative Value — so the attempt fails. Another 1d6 is rolled for Menelik (Initiative Value = 3). The result is 2 — equal to his Initiative Value — so the attempt succeeds. The Veteran Infantry unit can be moved in to support in the Melee Combat Phase.

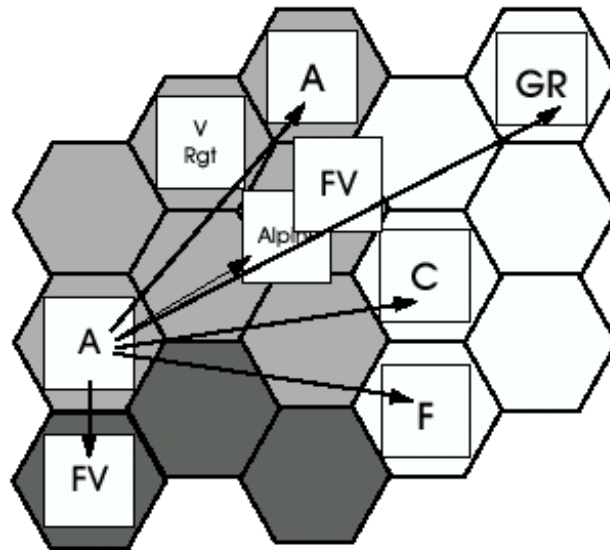


Figure 4: the Italian artillery is positioned in the first level of mountains. It has decided to bombard the following Abyssinian units, the adjacent Veteran Infantry (at a higher level and inside the ZOC of the artillery), the cavalry (the line of sight passes through hexes at the same level of to a lower level with respect to that in which the Italian artillery is found), the artillery (same reason as the cavalry, note that the Italian V Infantry Regiment does not obstruct the line of sight. The Italian artillery cannot hit the following objectives: the infantry (the line of sight passes across hexes at a higher elevation with respect to those in which the Italian artillery is found); the Veteran Infantry engaged in melee combat (this would risk hitting friendly units), the Guard (its distance is 4 hexes and the maximum range of the Italian artillery is only 3 hexes.)

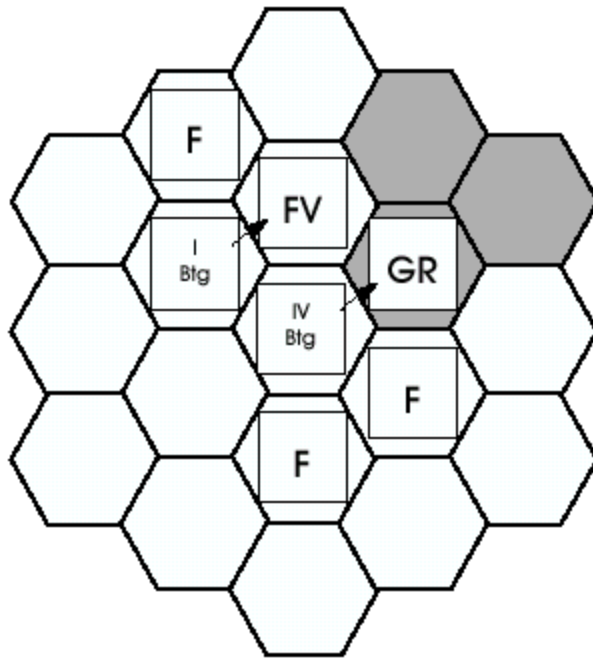


Figure 5: The I and IV Ascari Battalions have a General Offensive order. The I Ascari is attacking the Veteran Infantry (*FV*) and the IV Ascari Battalion is attacking the Royal Abyssinian Guard. They proceed to the Small Arms Combat Phase. The Italian units are at full strength, so they each have a Combat Value of 8. Since there is an Abyssinian unit in the I Battalion's ZOC which will not be attacked, a -2 is applied to its Combat Value, so its Combat Value, for this attack, is 6. There are two units in the ZOC of the IV Battalion that will not be attacked, so -4 is applied to its Combat Value for the attack is 4.

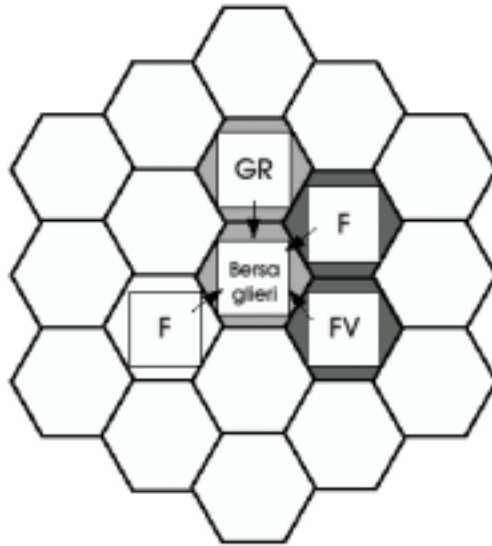


Figure 6: The Royal Abyssinian Guard unit is at a higher elevation than the IV Battalion, so it gains a +1 to its Combat Value. This is a full strength unit with a Combat Value of 4. With the +1 for the higher elevation, its Combat Value for this attack is 5.

Figure 6: Suppose that the four Abyssinian units attack the Italian Bersaglieri, which had been “Disorganized” in a previous combat. The Small Arms Combat between these units is resolved as follows. The Combat Value of the Bersaglieri is 10-1 (disorganized) = 9, modified for the arms quality +2

Combat Value of the Veteran Infantry: 3 +1 (unit attacking from a higher elevation) = 4, modified for the arms quality +1

Combat value of the Infantry placed at a higher elevation, with respect to the Bersaglieri: 2+1 (unit attacks from a higher elevation) = 3, modified for the arms quality = 0

Combat value for the infantry placed at a lower level than the Bersaglieri: 2 – 1 (unit attacking from a lower elevation) = 1, modified for the arms quality = 0

Combat Value of the Royal Guards: 4 (unit at the same elevation) = 4, modified for the arms quality +1.

The Bersaglieri unit will maintain its combat value of 9 during the eventual melee combat phase. The Abyssinian units do not benefit from the effects of terrain during the melee combat phase.

14.0 Translator’s Notes

¹ In the **Combat Units** section (*Le unità Combattenti*) the term *combattimento corpo a corpo* is used. It is used nowhere else in the document. I have assumed this to be synonymous with *combattimento di mischia*, which is used elsewhere in the rules. I have translated this term as “melee combat.”

² I have used the shorthand “d6” to represent a six-sided die. If more than one die is to be rolled, for instance if two dice were to be rolled, it would be represented as “2d6.”

³ I have translated *a corto di munizioni* — literally, “short of munitions” — as “low ammo.”

⁴ In the Italian, this option is written, “*Muovere un’unità per attaccare in mischia con le armi bianchi...*” This translates literally as “move a unit to attack in melee with bare arms.” I’ve translated this as “move a unit to attack in the Melee Combat Phase.”