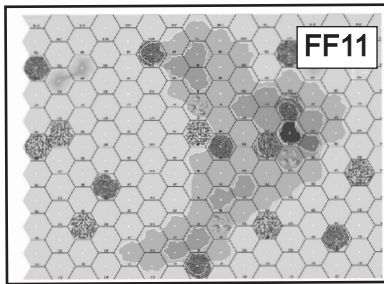


OUT OF ETHIOPIA



FF 11 **HOB's FireFights!** Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Italians win at game end by Controlling all level 3 and 4 hill hexes.

SCENARIO	VARIABLES
EC/Wind	Dry with a Mild Breeze from the northeast at start. (F11.4 - .5)
Dust	Light Dust (F11.71).
Map Notes	N8-Sand (F7.), O6-Scrub (F2.), M4-Hammada (F3.).

Historical Rules:

- Wire must be set up within 2 hexes of E6. The British may secretly record one Wire counter as being "cut", which allows British Infantry to move directly under the Wire counter with no extra MF cost. Italians may not use this cut until located by Searching or by "seeing" a British unit in LOS use this cut.
- The 2-pounder suffers Low Ammo (D3.71). Any British unit may set-up in Sangars.
- The initial Italian 4-4-7 squad/HS and 9-1 Leader are Assault Engineers.
- Map Note:** This map is considered a 'Desert Board' (F.1), F.1-F.7C are in effect. *This FF map may also be used as a half-board overlay for ASL Desert boards 26 thru 31.*

Balance: For each side, Players may select their Variable units.

Historical Perspective: **Tug Argan Pass, British Somaliland, 11 August 1940:** A few days before August 11th, soldiers of the Italian invasion force driving into British Somaliland found themselves facing the rocky escarpment of "Mill Hill", one of seven hills blocking the Tug Argan Pass. General Nasi, commander of the invading Italian forces, knew this pass was the key to the Italian advance out of Ethiopia; beyond the pass stretched the Somali plain devoid of natural obstacles. Determined to take the pass, Gen. Nasi ordered assaults on the seven hills. At "Mill Hill", the Italians moved forward with heavy support, following a morning artillery barrage.

The initial Italian assault suffered from using maps that were prepared from inaccurate British charts that did not show the true terrain. Fierce fighting ensued along the ridges and hills. Groping their way through the Allied forces they finally forced the Punjabs off of Mill Hill forcing them to spike the remaining artillery pieces and leaving the last gun with only 7 rounds.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

BRITISH [ELR: 3] [SAN: 3]

Elements, 3rd Battalion, 15th Punjab Indian Regiment: Set up concealed on/east of hexrow G.

9-1	8-1	4-4-7	2-3-7	2-2-8	LMG 1 2-7	ATR 1-12
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3

AT M10 40L	MPH/RtPh: dr = MF CC: +1/-1	Sangar 5 OVR, OBA: +3 Other: +1
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2

Enter on/after Turn 1
Along the east edge.

Rail Rifle *24 0 0	*ATR -1/2*
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HSR 2

Variable Indian Units: Make a secret pre-game DR and enter along the east edge on Turn 1.

DR	Units
2-4	4-4-7, LMG
5-9	1-2-7 Crew, ATR
10-12	2x 4-3-6

ITALIANS Move First [ELR: 4] [SAN: 4]

Elements, Raggruppamento Corazzo Africa Oriental:
Enter as Passengers along west edge on Turn 1.

9-1	8-0	4-4-7	3-4-7	3-4-6	2-4-7	2-2-7
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2 **3**

LMG 1 2-5	MMG 2 4-10	FT 1 24-1	BMG 1 4/-	13 1 0	20 21PP
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5 **4**

Variable Italian Units: Make a secret pre-game DR and enter along the west edge on Turn 2.

DR	Units
2-6	M11/39 Tank
7-8	Lancia IZ Armored Car
9-10	3-4-7, 3-4-6 MMC, LMG
11-12	3-4-6 MMC, 8-1 SMC, LMG

