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1. INTRODUCTION

Lion of Judah - The War for Ethiopia: 1935 - 1941 (LoJ) is a two-player wargame simulating two battles in the Horn of Africa: Italy vs. Ethiopia in 1935-1936 and the British Commonwealth and Ethiopia vs. Italy in 1940-1941. There is also a campaign scenario linking these two battles with the same player being Italy in each. The scenarios all use a standard rule set combined with scenario-specific rules. Each game turn (GT) represents one month.

When referencing rules, the format (x.xx) will refer to rules in this rulebook and (PB x.xx) will refer to rules in the playbook.

The following abbreviations are used: *CRT*, which means the Combat Results Table; *D6*, which means to roll a single six-sided die; *DRM*, which means Die Roll Modifiers (i.e. positive or negative values added to the value rolled by the player; all DRMs are cumulative unless explicitly stated otherwise); and *TEC*, which means Terrain Effects Chart.

2. COMPONENTS

2.1 In General

The components of LoJ include:

- This rulebook
- One playbook
- One 22" x 34" map
- 352 counters
- Three player aid cards
- One scenario set-up card
- One random event card
- Two six-sided dice

2.1.1 Contacting Compass Games

If any game components are missing or damaged you may contact us by email at sales@compassgames@.com or check our online game page at www.compassgames.com.

2.1.2 On-line Q&A

General help or questions on game play may be posted in the game folder for *Lion of Judah - The War for Ethiopia: 1935 - 1941* on www.consimworld.com (WW2 – North Africa / Med Front subfolder) or the same-named page at www.boardgamegeek.com.

2.2 Game Map, Charts and Tracks

The map represents the region of the Horn of Africa circa the mid-1930s. A hexagonal (hex) grid has been printed over the map to regulate the placement and movement of units. Each hex represents approximately 46 miles (75 kilometers) from side to opposite side. A unit may only be in one hex at any one time. Each hex contains natural and/or man-made terrain features that can affect the tracing of supply (9.), movement of units (11.), and combat between units (12.).

Any hex or half-hex that does not contain a hex number are not in play and may not be entered by any unit.

The charts and tracks printed on the map are used to record and resolve various game functions. Additional charts and tables are on the player aid cards (one for each player). Their uses are explained in the appropriate rules sections below.

2.3 Counters

There are 352 counters included in the game, most of which represent combat formations; others are provided as informational markers and memory aids. All headquarters (10.2) and any counter with a movement factor is a unit; the others are markers. Every unit may display several pieces of information, as shown on the unit key. This includes the unit's nationality, historical identification, size, movement factor, combat factor (often as separate attack and defense factors), turn of entry and/or entry hex, and whether the unit is a replacement unit (represented by a dot in the upper left corner). Many units have more than one side, representing the unit at various strengths or steps (2.3.9).

Headquarters (HQs) also have two sides, but they do not represent separate steps. Instead, the front side represents the HQ unit in combat support mode and the back represents the HQ unit in movement mode (10.2). The counter limit is fixed except for status markers (out of supply, activated, etc), resource point (RP) markers and paved road markers. If for any reason a player needs one of these markers and none are available, they may freely utilize other means to represent the necessary marker until one becomes available (coin, homemade marker, etc).

Irregular units have a shield-and-spear graphic while regular units utilize NATO symbols.

2.3.1 Unit Scale

Units are mostly divisions, brigades, regiments, warrior levies, and irregular bands of tribesmen. HQs represent corps-level artillery, engineers, armor, and transport, as well as their administrative and command centers. Truck units represent sufficient motorization to embark approximately one brigade of men and material; air markers represent 50 to 75 aircraft of various types, depending on the scenario.

2.3.2 Sample Combat Unit



This unit is the Italian Sb (Sabauda) division. It is a four-step infantry unit with an attack factor of five, a defense factor of seven and a movement factor of four. The E set-up code indicates that it begins in Eritrea in the 1935-36 scenario.

2.3.3 Sample HQ Unit



This is the British Northern Front HQ. It begins the 1940-41 scenario in Anglo-Egyptian Sudan (the SD set-up code) and is shown on its combat support (CS) side (10.2).

2.3.4 Nationalities

The nationality of each combat unit is indicated by its color scheme. The armies of the different tribal factions composing the Ethiopian Empire are differentiated by colored stripes (see unit key). 1935 Italians are further subdivided by the fill color of the unit-type symbol (2.3.6).

European units include all Italian regulars (but **not** colonial regulars), German, British Commonwealth, and Free French units. This is important for force marching (*11.5*) and movement in tugs (*PB 13.6.7.3*).

Italian colonials include both Italian colonial irregulars and Italian colonial regulars.

Irregular units include Italian colonial irregulars, Ethiopian tribal levies (*PB 13.6.9*), and Ethiopian guerrilla units (*PB 14.6.4.1*).

2.3.5 Historical Identification

Each unit is identified by a number and/or an abbreviation of its name. The historical abbreviations are shown on the back of the unit key. Ethiopian warrior levies include the tribal information on the non ?-6 side of the counter; this has no effect on game play unless using the optional rule Tribal Friction (12.7).

2.3.6 Unit Sizes and Types

The unit sizes are shown on the unit key. For game purposes, units are classified into division-sized units and non-division-sized units.

The boxed symbols in the center of the counters indicate unit type. The unit types are shown on the unit key.

The 1935-1936 Italian regulars have the following fill color of the unit type box:





Italian regulars



colonial regulars

Italian Blackshirt militia regulars

2.3.7 Combat Factors



Ethiopian units and Italian colonial irregulars possess combat factors that start the game hidden from both players (on the '?' side) until the unit is in combat (12.3). If the unit has only one combat factor, it is used when attacking and defending. Most other units have two

combat factors, the attack factor used when attacking and the defense factor used when defending (see unit key). Units with an attack factor of zero and a defense factor can attack, but may not be taken as the first loss in a combat (12.11).

Some units have no combat factors (truck and HQ units, for instance) - where the attack factor should be they will have an *, CS, or M. These units can never attack and are automatically eliminated if their hex is entered by an enemy combat unit (11.6) or if attacked (12.13).

2.3.8 Movement Factor

This is the measure of the unit's ability to move from hex to hex across the map. Units pay different movement costs to enter different types of terrain (see Terrain Effects Chart, TEC).

Units are either leg units (moving primarily by foot or horse) or motorized units (moving primarily by vehicle), with each class of unit paying a different cost per hex.

Motorized units are armor, light armor, HQs, motorized infantry and trucks (including units or RPs motorized by trucks ~ 7.3.2; 10.3). All other units are leg units.

2.3.9 Steps



HQs do not have steps, but all other units have one to four steps, as indicated on the left side of the counter next to the unit type graphic.

Example: This counter of the 21A Blackshirts has four steps.

The step is the unit's ability to absorb losses before being eliminated. Note that all Ethiopian levies and Italian colonial irregular units are one-step units.

If a two-step unit takes a step loss (12.11), it is reduced by flipping it

over to its back side (the one with the lower combat factor). If a onestep unit (or an already reduced two-step unit) takes a step loss, it is eliminated and removed from the map. If a reduced two-step unit is replenished (7.3.3), add the step by flipping it back to its full strength side.

Some units in LoJ have three or four steps and are represented by two counters: an initial unit and a replacement unit. When a four-step unit takes a second step loss (i.e. going from its three step side to its two step side), instead of being eliminated it is replaced by its replacement unit (having the same identification, but reduced combat factors). A dot in the upper left corner of the unit indicates that it is a replacement unit. Adding steps via replenishment functions in a similar manner as described above. At no point can both the replacement and initial unit be in play at the same time.



Example: The Italian SL regular infantry unit is at full strength and takes three step losses. The Italian player removes this SL unit from the map and places its replacement unit in the same hex on its face-down side (bottom left) - going from its four step side minus three steps = its one step side. If one step is replenished, the replacement unit would be flipped to its two step side; if it is replenished a second step, the initial unit on its three step side would replace the replacement unit.

Design Note: Due to its unreliability, the Italian Tevere (Tv) Black shirt militia division has only three steps. It did not fight a single engagement during the entire 1935-36 campaign.

2.4 Breaking Down Units

In-supply (9.) units currently having three or more steps may be broken down during the Main Administration Phase (MAP) or per scenario instructions. To break down, eliminate one step from the unit and place an appropriate breakdown unit in the same hex. A four-step unit may break down two steps at this time, if desired.

Units may only break down into breakdown units of the same nationality; if there are none available, the unit may not break down. In addition, Italian regulars must use Italian regular breakdown units, Eritrean colonials must use Eritrean colonial breakdown units, and Blackshirt units must use Blackshirt breakdown units.

A breakdown unit may never receive RPs and if eliminated is returned to the Breakdown Box to be available in the upcoming turn's MAP.

Example: At the beginning of the 1935-1936 scenario, the Italian player wants to create a breakdown unit from the Peloritana division. The Peloritana division has its full complement of steps (four) so the division is flipped to its three step side and a Italian regular breakdown counter is placed in the same hex.

Design Note: A breakdown unit has considerably greater strength than the amount lost by the parent unit due to corps and army level support that are abstractly represented in the game.

2.5 Consolidating Units

In-supply breakdown units may be used to consolidate a three- or four-step unit during the MAP. To do so, both units (the three- or four-step unit and the breakdown unit) must be in the same hex. The breakdown unit is removed from the map and one step is added to the three- or four-step unit (up to its maximum available steps).

A breakdown unit may only consolidate into a unit that could have formed the breakdown unit when at full strength (2.3.9).

Example: An Italian Eritrean breakdown unit cannot consolidate with a Blackshirt division, as the Blackshirt division could not have formed the

Eritrean breakdown unit.

2.6 Markers

The use of these markers are explained at the appropriate points in the rules.

- Turn Record Track (5.)
- Events (6.)
- Resource Points (RPs) (7.3)
- Air (10.1)
- Italian Bombing Attacks (1935-36 scenario) (PB 13.6.5.1)
- Italian Eliminated Steps (1935-1936 scenario) (PB 13.4.4)
- Italian Available Fuel (1940-1941 scenario) (PB 14.6.1.1)
- Italian Prestige Level (1940-1941 scenario) (PB 14.6.3)

2.7 Dice and Rounding

Six-sided dice are used to resolve combat, activation, and other player activities. Whenever a chart or result calls for halving a value **always round 0.5 up** unless explicitly stated otherwise.

3. SET UP

3.1 Choose Sides & Set Up

After choosing a scenario from the playbook, each player should decide which side they will command. They should then take all the units of their side and sort them into two piles: one for at-start units and another for reinforcement units. The specific set up instructions are included in the scenario rules. There are three scenarios included in the game: the 1935-36 Italian conquest of Ethiopia, the 1940-41 Allied liberation of Ethiopia, and a Campaign game conducted by playing both scenarios in sequence, with the same player being the Italians throughout (*PB 14.3.4*).

3.2 Control

A side controls all hexes where it currently has a unit or where it was the last to have a unit occupy the hex. These hexes are considered friendly controlled. All other hexes are considered enemy controlled. The scenario set up will specify each side's initial control. Control changes immediately upon entry of a hex by a unit with a combat factor.

IMPORTANT: While guerrilla units (*PB 14.6.4.1*) control hexes, they do not block enemy units from tracing supply **through** or adjacent to their hex (they do prevent tracing supply **to** the hex they are in, though, if they are the only units in the hex).

Design Note: A unit only controls the hex it is in; there are no 'zones of control' in this game except in terms of supply blocking.

4. HOW TO WIN

4.1. In General

In general, the scenarios of **LoJ** are won by the attacking player accumulating sufficient Victory Points (VPs) or the defending player preventing this. In both scenarios, key towns and amba hexes are worth VPs. VPs are also gained or lost by destroying enemy units or losing friendly units in some situations. See scenario instructions for further details.

5. THE TURN SEQUENCE

5.1 In General

Each scenario of **LoJ** lasts a certain number of game turns, with each game turn divided into two player turns. The scenario instructions list which player has the first player turn in each scenario, as well as any modifications to the sequence of play for each scenario.

Example: In the 1935-36 scenario, the Italian player has the player turn first, followed by the Ethiopian player, the two making one complete game turn.

Each game turn is further divided into a series of sequenced phases. Every action taken by a player must be carried out in the appropriate phase.

5.2 Sequence of Play

The general sequence of play for each scenario is as follows. Actions are done in the order listed, unless specified otherwise.

a) Mutual Administration Phase (MAP) *

i) Add new events if a strategic turn (6.)

ii) Both players enter reinforcements and replacement points (7.2; 7.3)

iii) Both players replenish/rebuild units (7.3.3; 7.3.4)

iv) Both players consolidate or break down units (2.4; 2.5)

v) Both players add or remove motorization markers from units (10.3.2; 10.3.3)

vi) Both players add or remove trucks from RP storage boxes (7.3.2)

vii) Both players build roads (10.2.2)

viii) One or both players conduct railroad or naval movement, if allowed (11.7; 11.8; and per scenario instructions)

ix) Both players perform scenario-specific MAP procedures (see scenario instructions)

b) Event Phase

i) Draw one event and apply the results (6.2)

c) First Player Phase

i) Movement Segment: First player conducts movement (11.)*ii)* Combat Segment: First player conducts combat (12.)

d) Second Player Phase

i) Activation Segment (1935-36 scenario only): Ethiopian player conducts leader activation (*PB* 13.6.2) for a single leader, repeating segments (ii) and (iii) for that leader before activating another

leader. Repeat until all desired leaders have attempted to activate. *ii) Movement Segment*: Second player conducts movement *iii) Combat Segment*: Second player conducts combat

e) End of Turn Phase

i) Both players check supply (9.2)

ii) All HQs on their M side flip to their CS side (10.2.1)

iii) All Ethiopian leaders flip to their front (available) side (*PB* 13.6.2)

iv) Remove any air markers still on hexes and roll for delayed return for these markers. Then, all air markers in the *Committed* box return to the *Ready* box of that Front.

v) Ethiopian attrition check (1935-36 scenario only) (PB 13.6.3)

* Most actions in the MAP can be done simultaneously; however, if order is important the first player must conduct the action before the second player.

6. EVENTS

6.1 Procedure

Each scenario has its own events, which enter the game on a designated strategic turn as listed in the scenario instructions. There are two strategic turns in the 1935-1936 scenario (A and B) and two strategic turns in the 1940-1941 scenario (C and D).

When an event is added to the game, it is placed in an opaque container termed the event pool. All events remain in the event pool until picked and brought into play.

6.2 Drawing Events

During each Event Phase, one player randomly draws a single event from the event pool.

All events are mandatory and must be resolved immediately when drawn. See the Random Event player aid and/or scenario instructions for event specifics.

Only No Event markers are returned to the event pool. All others are removed from the game after being played (either immediately or after being held). An event stated to be discarded is removed from the game without resolving any additional text.

7. REINFORCEMENTS & RESOURCE POINTS

7.1 In General

During the MAP, both sides receive reinforcement units and resource points (RPs) per scenario instructions, perform withdrawals, break down or consolidate divisional or brigade sized units, and conduct other scenario-specific actions.

7.2 Reinforcement Entry

Reinforcement counters are all counters that do not begin on the map or are not available for use on the first turn of a scenario. They enter on the game turn specified by the scenario instructions, as printed in the upper left corner of the counter.



Example: The Italian PS unit enters play on game turn 5.

Each scenario will specify where reinforcements enter and whether there are any special rules regarding reinforcements. Some events may change the turn of entry of specific reinforcements.

Reinforcements may not enter at an enemy occupied reinforcement hex, but may enter at a reinforcement hex that is only enemy controlled.

Design Note: Garrisoning of a reinforcement hex blocks all entry, regardless of the strength of the garrison as an abstraction. For this reason, no attacks are allowed from off the map against these garrisoning units; instead, we encourage players to not lose these hexes in the first place.

7.3 Resource Points (RPs)

RPs are levies of replacements, fuel, ammo, and equipment. They may also represent weapons and ammunition captured from the enemy.

7.3.1 In General

RPs are represented by markers, and are used to replenish units weakened by combat losses but still in play on the map (7.3.3), to rebuild eliminated units from the dead pile (7.3.4), or to improve the odds ratio in an attack or defense (10.2.3). RPs are received and used in step increments; each RP step recreates or rebuilds one step of unit strength or provides a single combat shift.

RPs are associated with each specific nationality. Italian units must use Italian RPs, Allied units must use Allied RPs, etc. RPs can never be captured - if ever alone in a hex with an enemy unit (11.6; 12.13), the RP is eliminated instead. The scenario instructions will have additional rules on getting and using RPs.



RP markers have two sides: one showing 2 RP (or 5 RP) and another showing 1 RP (or 3 RP). When spending an RP, flip a 2 RP marker to its 1 RP side or remove a 1 RP marker from the map. If spending from a 5 RP or 3 RP marker, you'll need to make change using other RP

markers. You may always combine two 1 RP markers stacked together into a single 2 RP marker, etc. The number of RP markers in the game is not limited by the counter mix. If additional markers are needed, players may use other markers to represent RPs.

7.3.2 RP Use and Storage Boxes



RPs are stored off the map in RP storage boxes. The 1935-36 scenario has two RP storage boxes in play (the Northern Front and the Southern Front), while the 1940-41 scenario has five (three Allied boxes and two Italian boxes). RPs are placed into one of these boxes depending on where they arrive as

reinforcements (see scenario rules). Once placed into an RP storage box they remain there until used.

RP markers are only placed on the map when being moved from one RP storage box to another via a truck (10.3.1). A truck may only carry a single RP at a time (exception: Increased Truck Capacity ~ 10.3.4) and may use road movement while carrying an RP. RPs may only be used if in an RP storage box (exception: Ethiopians in the 1935-36 scenario have their own rules for RP movement and use ~ PB 13.6.4).

When an HQ needs to use an RP, the owning player must trace an RP Path from an Ultimate Supply Source (USS) hex (PB 13.6.6.1; PB 14.6.1) in the associated region (exclusive) to the HQ (inclusive) attempting to use the RP.

The base RP Path is four hexes, but any hex entered along the path



of contiguous road or railroad hexes counts as zero hexes and any hex entered along the path of contiguous dirt tracks counts as 1/2 hex. The RP Path may not enter hexes containing enemy units. RPs spent for actions that do not require an HQ may be spent from the designated RP storage box without needing to trace an RP Path (i.e. bribes).

Example: An Italian HO in hex 1008 wants to spend an RP. The USS in the Northern Front is Massaua (hex 1405). Tracing from Massaua, it uses zero of the four hexes to reach Asmara along the connected rail, then it costs four more hexes to reach the HQ. The HQ spends one RP from the Northern Front RP storage box.

A truck may be placed into an RP storage box at scenario set up or during the MAP, if stacked in the associated USS hex. Alternatively, a truck in an RP storage box may be returned to the USS hex during the MAP. Each truck in an RP storage box (up to a maximum of three trucks per box) **increases the RP Path available to that RP storage box by one hex.**

Example: If there were two trucks in the Northern Front RP storage box, HQs up to six hexes away would be capable of using the RPs from that RP storage box.

If the USS hex associated with an RP storage box is ever entered by an enemy controlled unit, all RPs and truck units in the associated RP storage box are immediately eliminated.

7.3.3 Replenishing Units



An in-supply (9.), reduced multi-step unit still on the map can replenish one or more steps by spending one RP per step to be gained during the MAP, unless the unit has **a black circle in the upper right corner**. The unit being replenished must be stacked with or

adjacent to an HQ, which must be able to spend an RP by tracing an RP Path. If adjacent, they cannot be separated by an impassible hexside.

Example: A single 2 RP marker is used to replenish a single step. It is flipped to its 1 RP side and the reduced strength unit adds a single step.

7.3.4 Rebuilding Units

Eliminated units may be rebuilt from the dead pile only per scenario instructions, though units with a black circle in the upper right corner may never be rebuilt (though if breakdown units, they may return to play via the breakdown process ~ 2.4). The rebuilt units enter play as if they were reinforcements. Each RP spent allows a single unit to rebuild one step (**exception:** HQs and trucks, see below). The rebuilt unit must arrive at a reinforcement location that can trace supply to the same supply source location where the RPs are spent (if spending more than one, all RPs must be spent from the same location). A unit may be brought back onto the map this way even if not at full strength. An eliminated HQ can be rebuilt at a cost of two RPs and an eliminated truck may be rebuilt at a cost of one RP.

Example: The Italian player wants to return an eliminated infantry division to play. During that turn's MAP, the Italian player receives 2 RPs in the Southern Front RP storage box. He spends one of them to rebuild the eliminated infantry division (it enters play at one-step strength). The unit must arrive as a reinforcement at Mogadiscio (the supply source hex associated with the Southern Front RP storage box).

8. STACKING

8.1 In General

The maximum number of units that may stack in a hex is the stacking limit. Stacking limits for all hexes are enforced at the end of the following phases: the MAP, the combat phase, and each movement phase. There are no limits on the number of units that can enter or pass through a given hex during a game turn or phase, provided stacking is met at the end of the above phases (*exception:* Ethiopian factions may not pass through each other ~ *PB* 13.6.1).

8.2 Limits

Ethiopians (1935-1936 scenario): As given in the scenario instructions (PB 13.6.1); eight Ethiopian units per hex (leaders included).

All other units (including Italian colonial irregulars): Three divisions (or equivalents) per hex, plus one (total) if the hex is clear and/or contains a town, capital, or amba.

HQs do not count against stacking limits but no more than one HQ may stack per hex. An unlimited number of trucks may stack in a hex. Each non-division unit counts as half a division for stacking purposes (this includes Italian colonial irregulars and guerrilla units in the 1940-41 scenario).

IMPORTANT: The number of units that may attack from each adjacent hex into a defending hex is restricted to the stacking limit of the defending hex (*12.8.2*).

Example: The most Italian units that could attack an amba hex is twenty-four; four from each of the six adjacent hexes.

RPs and any other markers stack freely. An unlimited number of markers may be in a hex, subject to the individual rules for each marker type.



Example: Ethiopian units are defending in the mountain town hex of Gondar (stacking limit of four for non-Ethiopians, but eight for the Ethiopians). The Italians can attack with all adjacent units. However, if the hex did not have a town, the stacking limit for the Italians would be only three. The Italians would only be able to attack with three divisions worth of units from the adjacent clear hex.

8.3 Exceeding the Stacking Limit

Units may not voluntarily exceed the stacking limits at the times the stacking limits are enforced. If units are found (or forced) to be stacked in excess of the stacking limit at these times, excess units are eliminated (owning player's choice of which units).

9. SUPPLY

9.1 In General

Units require supply to operate at full combat power and to force march (11.5). Units are either *supplied* or *out of supply* (OOS).

A unit may not end its move in a hex if it would be OOS at the end of its movement; it may move through hexes where it would be OOS as long as it ends its movement in supply, but this determination is made assuming **no** force marching. This restriction still applies even if the unit starts OOS (i.e. an OOS unit can only move if it can reach a hex where it would be in supply at the end of its movement).

9.2 When to Check Supply

Supply is checked in the MAP when placing reinforcements, at the start of each player's Movement Segment, at the moment a unit attempts to force march (11.5) into a new hex, at the moment of combat, and in the End of Turn Phase. Supply is also checked when a unit ends movement (**exception:** advance after combat ~ 12.12).

9.3 Out of Supply Effects

A unit OOS at the beginning of the movement phase has only half its movement factors and cannot force march (11.5).

In addition, a unit OOS at the moment of combat has its combat factors halved for that combat.

9.4 Tracing Supply

A unit is in supply if it can trace back to an ultimate supply source (USS) for that side via a supply path. See the scenario instructions for which hexes are an USS for each side in a given scenario. A supply path is one of the following:

1. Up to three hexes from the unit's current hex (exclusive) to a friendly-controlled USS.

2. Up to three hexes from the unit's current hex (exclusive) to a road (10.2.2), railroad, or dirt track, which can then trace an unlimited number of consecutive hexes along the road, railroad or dirt track back to a friendly-controlled USS.

3. For a non-HQ unit, up to two hexes from its current hex (exclusive) to a friendly HQ, which can then trace a supply path as (1.) or (2.) above.

No more than one HQ can be included in any supply trace for a unit.

9.5 Unit Limits and Restrictions

There is no limit on the number of units that can trace supply to a single USS.

Italian colonial irregular units, all Ethiopian units, and all guerrillas (*PB* 14.6.4.1) are always in supply in Ethiopia (*exception:* Dancalia desert hexes). Italian colonial irregular units outside of Ethiopia must trace a supply path like any other unit (9.4). Ethiopian units outside of Ethiopia are handled per the scenario rules (*PB* 13.6.6.2).

9.5.1 Restrictions

Supply paths must satisfy the following requirements: A supply path may never be traced through a desert hex, even if traced along contiguous dirt track hexes.

- A supply path may never be traced through a desert hex, even if traced along contiguous dirt track hexes.
- A supply path may not enter all-sea hexes or hexes containing one or more enemy units, nor may it cross all-sea or impassible hexsides.
- A supply path may only enter a hex adjacent to an enemy unit if that hex is occupied by a friendly unit.
- A captured USS never functions as an USS for the side that captured it.
- The above supply rules are modified slightly for Italian units in the 1940-41 scenario (*PB 14.6.4.1*):
 - Supply paths for these units may be traced through hexes occupied solely by Ethiopian guerrilla units, but may not end their supply in such a hex.
 - Supply paths for these units may enter hexes adjacent to **only** Ethiopian guerrilla units even if no Italian controlled unit is in that hex.
 - Attacks (only) by these units may be impacted by a column shift or DRM based on how their supply path is traced, with respect to Ethiopian guerrilla units.

10. SUPPORT COUNTERS

10.1 Air Markers



Air markers may fly several types of missions: air support (10.1.3), interdiction (10.1.5), bombardment or gas attacks (*PB* 13.6.5.1), or air supply (*PB* 13.6.5.2) - the latter three in the 1935-1936 scenario only.

10.1.1 Range

Air markers may fly missions within four hexes of an air base (*excep-tion:* Allied air markers in the 1940-41 scenario have a range of **five hexes** ~ *PB* 14.6.9). The range is printed on the front of each air marker.

An air base is any friendly controlled and supplied town or capital hex (do not count the town or capital hex as part of the four hexes). Town and capital hexes become available the instant they are controlled by the player.

All air missions are subject to the above range requirements.

Example: An Italian controlled Gaba (hex 1516) allows the Italian player to fly an air mission to Gogo (hex 1214).

OPTIONAL RULE: HQ Infrastructure

An in-supply HQ may also serve as an air base in a similar manner to a town or capital hex.

10.1.2 Characteristics

Air markers may not be used to satisfy step losses in ground combat. Air markers may not be used by themselves to gain or reestablish control of any hex on the map. Each air marker may fly one mission per game turn, and all in-play air markers become available for new missions at the end of every game turn. Air markers may never be permanently eliminated due to combat.

10.1.3 Air Support

One or more air markers may be committed to a combat by being placed on the hex where combat has been declared, attacker first (12.4). After all air markers are committed and for each committed air marker, the controlling player rolls on the air support chart (see Player Aid). Both players conduct all rolls, then implement results for both sides (i.e. rolls are simultaneous).

Results:

NE: No effect – place the air marker in the 'Committed Air Marker' box.

Air Shift: The player gains a favorable one column shift in the combat - to the right if he is the attacker; to the left if he is the defender (12.4).

IMPORTANT: A maximum of two column shifts per player may be obtained due to air markers.

Air Superiority: The rolling player gains an Air Shift result and the opposing player must negate one of their Air Shift results, if any.

Example: During the 1940-41 scenario, both players assign air markers to provide support to a given combat. The British player commits two air markers and the Italian player commits one. The British rolls an Air Shift and an Air Superiority result; while the Italian player rolls a single Air Superiority result. The British player obtained two Air Shift results and the Italian player one; however, both sides must negate one result due to the opponent's Air Superiority rolls. Final result is that the British player gets a one column shift in their favor during the upcoming combat resolution.

10.1.4 Delayed Air Return

Immediately after resolving an aircraft mission, the owning player must roll a D6. On a five or less, place the air marker in the appropriate Committed box – it will move to the Ready box in the End of Turn Phase. On a six, the air marker is delayed and is placed on the turn track two turns from the current turn; it will arrive as a reinforcement on that game turn and functions as a new air unit reinforcement for all purposes (**exception:** on the last turn of a scenario, the controlling player loses 1 VP instead). Air markers that conducted bombardment or gas attack missions add a +1 DRM to this roll.

Example: The Italian player conducts a gas attack on turn 3 and rolls a five for the air marker, becoming a six due to the +1 DRM; it is placed on the turn 5 box and will return as a reinforcement on that turn.

10.1.5 Interdiction



At the start of the enemy movement segment, one air marker may be placed on top of an enemy stack or unit within range. The movement factors of the enemy unit(s) are reduced by two for that movement segment (even if they split up). Multiple hexes may be subject

to interdiction, but each hex requires its own air marker and no more than one air marker may be placed per hex.

10.1.6 Gas Attacks and Bombardment



The Italian player can conduct both bombardments and gas attacks against Ethiopian units in the 1935-36 scenario, but may risk VP penalty if too many are conducted before Event A4: *League of Nations* is drawn (*PB* 13.6.5.1).

10.1.7 Air Supply

The Italian player may supply a limited number of units via air during the 1935-36 scenario (*PB 13.6.5.2*).

10.2 HQ Units

HQ units represent administrative centers, as well as assorted military assets (logistical units, supply, corps level artillery, transport, etc.). HQ units are used to provide support (defensive or offensive) to units, replenish units (7.3.3) and to build roads.

HQ units have two sides: combat support (CS) or movement (M). When on the CS side, the HQ can provide support but cannot move; when on the M side, the HQ may move but cannot provide combat support. HQ units always begin a turn on their CS side.

HQ units never attack by themselves, have no intrinsic combat factor, stacking, or step values. If alone in a hex, see Defenseless Units (11.6).

10.2.1 HQ Movement



If the HQ moves at all, it must be flipped to its M side. When an HQ is designated to move, a player may also designate at least one truck to move the HQ, provided the truck begins the movement segment stacked with or adjacent to the HQ (10.3.3). If using a truck to move

the HQ, place the truck unit under the HQ.

An HQ on its M side has a MF printed on the counter in brackets **but** normally may only move one hex.

An HQ may instead utilize its full MF (in motorized MPs) if moving exclusively along a contiguous path of dirt track, railroad and/or road hexes or if being moved by one or more truck units.

An HQ using its MF is considered a motorized unit for all purposes, including the use of road movement (10.2.2.2). For each extra truck unit assigned to move that HQ, the HQ may spend one extra MP (10.3.3). During the End of Turn phase, all HQs on their M side are flipped to their CS side.



Example: The 2CA HQ moves one hex, as it is not currently on a dirt track, railroad or road hex (it can do this without using the truck). The 1CA is able to follow the path of the dirt track, but cannot actually reach Macallé as it would cost seven motorized movement points (Italian HQs during the 1935-36 scenario only have four MPs). In addition, since only one HQ may stack in a hex, the 1 CA HQ also can't

advance only a single hex along the dirt track (since the CAE HQ already occupies that hex). If the 1 CA HQ uses the truck, it could move to hex 1407 as that would cost only four MPs.

10.2.2 Roads

Any non-desert hex may be converted to a road hex if an HQ is in or adjacent to the hex. The hex must be friendly controlled and the HQ must be able to trace an RP Path to the appropriate number of RPs. A road may be built adjacent to an enemy unit only if the hex to be converted also contains at least one friendly unit during the entire road-building procedure. If a hex containing a reverse *building* side of a road marker is ever empty of friendly units and adjacent to enemy units, the road marker is removed; all RPs spent are lost.

10.2.2.1 Road Building Procedure



One RP is required to build a road in a hex with an already existing dirt track; any other valid hex requires two RPs. During the **MAP**, **Step vii**, if the above conditions are met, place a road marker on its reverse *building* side in the hex to be converted and remove

the spent RPs.



For on-map **building side** markers, flip the marker to its front road side next **MAP**, **Step vii**. The hex is now considered a road for all purposes for the remainder of the game.

10.2.2.2 Road Effects

Non-motorized units moving from one contiguous road hex to another pay only one MP per hex, regardless of terrain. Motorized units (including HQs and trucks carrying RPs or HQs) pay only ½ MPs per hex.

10.2.3 Combat Support

HQs may provide offensive or defensive combat support to friendly units in the hex of the HQ or an adjacent hex (even if separated by an impassible hexside). The HQ must be in supply, on its CS side, and must be able to trace an RP Path from an USS with available RPs (7.3.2). Each HQ can provide a single shift to a combat, but may support more than one combat per combat segment – though each combat would

require a separate RP expenditure.

IMPORTANT: A maximum of up to two HQs per player may support a single combat.

10.3 Truck Units



Truck units (hereafter *trucks*) are used to motorize other units and to transport RPs and HQs. Trucks can only transport one type of unit per turn; the number of trucks a side begins with is indicated in the scenario set up. Only units of the same nationality as the truck

may be motorized by the truck. Unlike other units, truck units may move in and out of RP storage boxes during the MAP (7.3.2).

10.3.1 RP Movement

Trucks may be used to move RP markers. A truck may transport a single RP (*exception:* 10.3.4) and a RP marker transported by a truck unit has a movement allowance equal to the MPs of the truck unit. RPs may only be embarked and debarked at USS hexes for that side. To embark an RP, move a truck into a USS hex associated with the RP and place the RP on top of the truck. The embarkation costs no MPs and the truck (now transporting the RP) may continue moving with whatever MPs the truck had remaining. If the truck began a movement segment in the USS hex, the truck-RP combination could move the full MPs of the truck unit.

Example: An Italian truck moves three MPs and enters a USS hex associated with an RP, which it embarks. It is placed under the RP and the truck-RP combination may continue moving up to three motorized MPs that the truck has remaining.

To disembark an RP, the truck-RP combination must be in a USS hex; simply place the RP in the associated RP storage box. If the truck has MPs remaining, it may continue moving.

10.3.2 Transport of Combat Units

Two trucks may be used to motorize one in-supply infantry or mountain infantry division of that nationality during the MAP (one truck may motorize one non-division unit). The number of steps in the unit does not matter. To be motorized the unit must be adjacent or stacked with the truck unit.

Place the truck unit(s) under the combat unit. This does not cost any MPs and in the upcoming movement segment the combat unit uses the motorized movement cost when moving and also gains two MPs. The truck unit(s) must remain stacked with the combat unit until the next MAP, at which point the owner can either leave the unit motorized or disembark the unit. When a unit disembarks, the truck is placed in the same hex as the unit it moved.

10.3.3 HQ Movement

Truck units are used to move HQ units up to the number of MPs allocated to that HQ type per the scenario instructions. This movement need not be along dirt tracks, roads or railroads, though it can benefit from roads (10.2.2.2) if used. For each additional truck assigned to move the HQ, increase the number of MPs that the HQ can expend by one. HQs, even if carried by a truck cannot force march (11.5). Increased Truck Capacity (10.3.4) may **not** be used when moving an HQ unit.

10.3.4 Increased Truck Capacity

A truck that begins its Movement Segment in a USS hex with multiple RPs may carry more than one RP, but for each RP above one it must de-

duct one MP from its MP total. A truck carrying multiple RPs may drop off and pick up RPs, but may never exceed the number of RPs that it began its movement with. If using force march, this subtraction occurs before determining any bonus MPs.

11. MOVEMENT AND TERRAIN EFFECTS

11.1 In General

Units move from hex to adjacent hex, expending movement points (MPs) depending on terrain in the hex entered, along with any crossed hexside terrain modifier (see TEC).

Railroad movement (11.7; PB 13.5.1; PB 14.5.1), Naval movement (11.8), placement of reinforcements (7.2), and advance after combat (12.12) do not use MPs and are not considered movement.

Leg units must pay the leg movement cost on the TEC; motorized units pay the motorized cost per hex. Motorized units are armor, light armor, HQs, motorized infantry, and trucks (including units or RPs motorized by trucks ~ 10.3). All other units are leg units.

Example: A leg unit entering a mountain hex while crossing a river would pay two + one = three MPs to enter the hex.

11.2 General Prohibitions & Limits

MPs may not be accumulated from turn to turn, nor may they be loaned from one unit to another. A player may move all, some, or none of his units in his movement segment. Moving units need not expend all available MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. Once a unit's or stack's move is done, a player may change it only if allowed by his opponent.

All units with a movement factor greater than zero are guaranteed the ability to move at least one hex during their movement segment by expending all available MPs at the start of their move. This does not allow units to enter hexes or cross hexsides that are otherwise impassable to them nor may units use force march (11.5) when conducting a minimum move.

Units may never enter hexes containing enemy units (*exception:* Defenseless units ~ 11.6), nor may they move into prohibited hexes (e.g. desert, all-sea, grayed hexes or neutral countries), or cross all-sea hexsides.

Units may only move during the controlling player's movement segment and may never exceed their printed movement factors (MFs ~ 2.3.8), unless conducting a minimum move or force march (11.5).

Design Note: Remember, air is represented by markers not units, so the presence of an air marker in a hex has no impact on the movement of units into the hex.

11.3 Movement of Stacks

To move as a stack, units must begin their movement already stacked. Units are not required to move together because they started the movement segment in the same hex; in such situations, those units might be moved together, individually, or in smaller sub-stacks.

A stack may drop off units while moving, allowing the rest of the stack to continue moving. Any units dropped off may not move further in the current movement segment. Other than dropping off units, once a unit or stack starts moving, all of its movement must be completed before that of another unit/stack is begun.

If units with different movement factors are traveling together in a

stack, the stack must use the movement factor of the slowest unit. Slower units may be dropped off, as above, allowing the stack to utilize the MFs of the next slower unit(s).

Example: A stack contains two units having MFs of six and one unit having a MF of four. The stack moves two hexes, costing four MPs (out of four available MPs, as that is the slowest unit), and drops off the four MF unit. The two units having MFs of six can continue moving, as they have two remaining MPs available (six minus four spent = two still available).

11.4 Terrain Effects on Movement

The Terrain Effects Chart (TEC) on the player aid card lists the cost of entering each hex and crossing each hexside. Only use the MP cost of the predominant terrain in the hex (11.4.3) and any additional MP cost for crossed hexside terrain. Terrain listed as prohibited may not be entered by any unit, nor may hexes listed as out of play (e.g. neutral countries). Roads and railroads may reduce the cost of an entered hex, but do not negate any hexside terrain cost (11.4.2).

Example: An infantry unit crossing a river into a mountain hex would pay a total of three MPs to do so (that is, two MPs for a leg unit to enter the mountain hex, plus one MP to cross the river).

11.4.1 Ambas

Ambas (Amharic for "mountain top"; for instance *hex 1308*, Amba Alagi) were key defensive positions used during both campaigns. Ambas are treated as mountain hexes for all purposes except as noted on the TEC. In addition units **may not force march** (*11.5*) into an amba hex, even along a dirt track, railroad, or road.

11.4.2 Dirt Tracks, Railroads, and Road hexes

Units moving along a path of contiguous railroad and/or road hexsides pay only one MP per hex entered (**exception:** motorized units pay only ½ MP per road hex) regardless of the other terrain in the hex; hexside terrain modifiers still apply. Dirt tracks provide no benefit to movement, but function like a road for all other purposes including supply (9.4; 9.5.1), HQ movement (10.2.1), and force march (11.5.3). Dirt tracks and railroads cannot be built; dirt tracks allow roads to be built in their hex at a cost of only one RP, instead of two (10.2.2.1). In addition, roads and railroads do not cost any hexes of an RP path, while tracing along contiguous dirt track hexes costs only ½ a hex in an RP path.

11.4.3 Multiple Terrain Types in a Hex and Half-hexes

If a hex **with a hex number** contains any portion of non-prohibited terrain, the hex is a playable hex (e.g. hex 1505). If a hex contains more than one terrain type, use the predominant (land) terrain in the hex (e.g. hex 1204 is clear). Hexes or half-hexes that do not contain a hex number are not in play and may not be entered by any unit.

11.5 Forced March

11.5.1 In General

Certain units may attempt to move up to double their available movement factor (MF) in a single movement segment by conducting a 'forced march' into each hex entered beyond their printed MF.

11.5.2 Prohibitions



Non-European (2.3.4) and HQ units may not force march (**exception:** Italian Eritrean colonial regulars may force march). No unit that began its movement out of supply or that is moving via minimum move may force march; nor may a unit force march into a desert or amba hex. All other units may attempt to force march.

11.5.3 Force March Procedure

The owning player declares that a given unit or stack is going to perform a forced march when it first attempts to spend more MPs than its available MFs.

The controlling player designates a hex to be entered and the unit or stack rolls one die and consults the Forced March table (see PAC). Each roll is fully resolved before deciding to attempt to continue forced marching. Roll only once per hex for each moving stack, applying all applicable modifiers. Not all units in a stack need force march, but the result obtained in the Forced March table applies to all units in a stack – even those that were not force marching. If the unit has insufficient MPs to enter the hex after the die roll, the unit must stop all movement in its current hex and may not enter the designated hex.

Force marching to or from hexes not in a friendly home country or adjacent to an enemy unit may result in an Ambush, depending on the modified roll. An Ambush results in the moving stack losing one step – not each unit in the moving stack - chosen by the controlling player.



Example: The IT division and armor unit wish to move to JigJiga to provide a concentric attack bonus against the units in Dagabur. The armor could reach the hex on its own, but could not actually move there since it would be OOS at the end of its move (since the clear hex SE of JigJiga would be vacant); so the Italian player moves the armor to the hex due North of the HQ. The 5-7-4 Infantry then moves to the same hex

and declares a forced march into JigJiga - a rough hex. The Italian player rolls a single die, getting a net one. The Italian division must pay a total of three MPs to enter the hex (two for the normal cost, plus one for the '1/A' result), and suffers a step loss as the forced march occurred adjacent to at least one enemy.

Design Note: Movement in most regions of Ethiopia and adjacent countries had to rely on the use of local guides and prior air and ground reconnaissance due to the difficult terrain and the lack of reliable maps. During the 1935-36 war, for instance, Italian units took up to 15 days to move from one sector of the front to the other, even when moving behind their own lines. This is generally simulated by the low MF ratings of most European units, which represent "safe" distances that could be moved across with the help of local guides and prior air/ground reconnaissance. European units may try force marching, but they risk getting lost, suffering delays in the form of mechanical breakdowns, losing pack animals, etc., or even being ambushed.

11.6 Defenseless Units

Enemy units may enter a hex containing only **defenseless units**, i.e. RPs, HQs, trucks, and/or actual dummy units (*PB 14.6.5*). If the hex only contains RPs or trucks, there is no additional cost; otherwise the moving unit must pay one additional MP. All RPs, HQs, trucks, and/ or dummy units in the hex are eliminated. Such a hex may also be entered as part of advance after combat (*12.12*).

11.7 Rail Movement

Each scenario will specify which railroads are allowed to be used for rail movement and by which side. **Rail movement is only allowed on the indicated railroads – not on all railroads.** To conduct rail movement, a unit must begin the MAP in supply and on the designated railroad. The movement is conducted in the MAP and does not cost any MPs; unit(s) being so moved have their full MPs during the upcoming movement segment. Rail movement can occur each turn of the scenario and the unit(s) moving by rail must move from one railroad hex on the indicated railroad line to any other railroad hex on that line, passing only through friendly controlled, connected railroad hexes. Each railroad may move up to two RPs and one division or equivalent (two non divisional units) during the MAP. HQs and trucks count as half of a division for rail movement.

11.8 Naval Movement

Each scenario will specify which sides are allowed to use naval movement and whether there are any restrictions on the naval movement. Naval movement can be conducted every turn unless stated otherwise. To conduct naval movement, a unit must begin the MAP on a coastal hex containing a town or capital (a coastal hex is any hex that contains land and a portion of the Red Sea, Gulf of Aden, or Indian Ocean). The owning player removes the unit from the map and places it on the turn track to enter as a reinforcement the following turn. Trucks and RPs may also use naval movement from an RP storage box to another friendly RP storage box.

Naval movement may be used to move up to two RPs and one division or equivalent (two non divisional units) during the MAP. HQs and trucks count as half of a division for naval movement.

Example: On turn 4, the Italian player wants to send a two divisions to Mogadiscio from Massaua. They remove one division from the map and place it to arrive as a reinforcement on turn 5 – the other division must wait until next turn, as only one division may be moved per turn.

12. COMBAT

12.1 In General

Combat takes place between opposing units in adjacent hexes during the combat segment of a game turn. Combat is never mandatory. During the first player's combat segment, the first player is always the attacker and the second player is always the defender. During the second player's combat segment, the roles are reversed. All attacks by the Italian player in both scenarios and by the Allied player in the '40-41 scenario are resolved on the regular Combat Results Table (CRT). Attacks by the Ethiopian player in the '35-36 scenario are resolved on the Ethiopian CRT (*PB 13.6.2.3*).

12.2 Limits and Prohibitions

An enemy occupied hex may be attacked in a combat segment by as many units (12.8.2) as can be brought to bear from one or more surrounding hexes. An attack may only target one hex; all units in the defending hex must be attacked together. No unit may attack more than once per combat segment (**exception:** Recon results ~12.11.1), and **no defending unit may be attacked more than once per combat segment**. Units may not divide their attack strength for more than one attack. Units stacked together need not participate in the same attack. Some might attack into one hex, while others may attack other hexes or not attack at all. There is no limit on the number of attacks each player may make during his combat segments. Attacks do not need to be declared beforehand and may be resolved in any order, as long as each attack is completed before the next is begun.

12.3 Fog of War/Hidden Combat Factors

Only the top combat unit of an enemy stack is visible to a player until the odds are ready to be computed (**note:** trucks, HQs, leaders, and markers must always be placed on top of a stack; the other player may look beneath them to see the first unit with a combat factor other than * in the stack). A player may not look under this top unit in an enemy stack except as noted above. Once an attack is declared, the attack may not be called off.

Until flipped to their reverse side, the combat factors of all Ethiopian combat units and all Italian colonial irregulars are hidden to **both** players. See scenario instructions for details.

12.4 Combat Procedure

Each combat is resolved in the following manner:

1. The attacker designates a target hex to be attacked and indicates the exact units that are attacking the target hex; after all attacking units are designated, reveal all defending units.

2. The starting odds column (12.5) is determined; all OOS units (9.3; 12.6) are halved prior to determining the starting odds column.

3. The attacker commits any air markers to the combat (10.1.3), then the defender.

4. The attacker and defender resolve their committed air, which may result in up to two column shifts in each side's favor.

5. The attacker commits any eligible HQs (using RPs) for combat support (10.2.3), then the defender. Each committed HQ provides one column shift in that side's favor (*exception:* Negus ~ see *PB* 13.6.4.3), up to a maximum of two column shifts in each side's favor.

6. All column shifts (12.7; 12.8) are applied and the final odds level is determined. Odds can be shifted above or below the CRT as if additional columns existed; e.g. a 6:1 attack with two right shifts would shift to 8:1. Attacks ending at odds higher than 7:1 are resolved on the 7:1 column; attacks ending at less than 1:3 are resolved on the 1:3 column.

Example 1: The Italian player is attacking a one strength Ethiopian unit in a mountain hex with six attack factors. The initial odds are 6:1. The Italian player commits an air marker and gains a column shift result, and also commits an HQ that is adjacent to the attacking Italian unit for a second column shift. This gives the Italian player two column shifts to the right, while the mountain gives the Ethiopian defender one column shift to the left. After applying all shifts, the final odds are 7:1.

Example 2: An attack occurs in a rough hex (-1L) and begins at 10:1 odds. The attack is still resolved on the 7:1+ column (as 9:1 is still > 7:1).

7. The attacker rolls a single D6, adding any applicable DRMs (12.7; 12.9), and the result is applied by both sides (12.11).

8. After any advances (12.12), the attacker repeats **Steps 1 - 7** above for each additional combat.

Design Note: Unlike many wargames, there are no retreats in *Lion of Judah*.

12.5 Calculating Starting Odds Column

The attacker totals the attack factors of all attacking units; the defender totals the defense factors of all defending units. Divide the total attack

strength by the total defense strength, rounding the resulting odds ratio down to conform to one of the odds ratio columns on the CRT.

Note that halving (including any rounding due to halving; see 12.6) occurs before calculating combat odds.

Example: 15 to 4 would be a 3-1; 3 to 4 would be 1-2.

12.6 Halving of Combat Factors

When halving, always add the combat factors from all units that need to be halved and then make a single reduction. Units are halved if OOS (9.3) or subjected to gas attack (*PB 13.6.5.1*).

IMPORTANT: A unit can never be halved more than once.

Example: An OOS unit subject to a gas attack only has its attack factor halved, not quartered.

12.7 Combat Modifiers

The odds obtained above may be modified/shifted by the terrain in the defender's hex and/or when attacking across a river (12.8.1). HQs and air may also provide column shifts to the odds determined above. All combat shifts and DRMs are cumulative (**exception**: terrain shifts ~ 12.8). That is, in every battle, all applicable modifiers are determined and their effects calculated before the die is rolled to obtain the combat result.

Any die roll result modified to a number greater than seven is considered a seven, and any result modified to less than one is considered a one.

OPTIONAL RULE: Tribal Friction



Any hex containing Ethiopian units with different historical IDs (2.3.5) suffers a -1 drm when attacking and a +1 drm when being attacked. This applies to Ethiopian guerrilla units (*PB* 14.6.4.1) as well.

12.8 Terrain Effects

The initially calculated odds ratio may be shifted due to terrain effects (see the Terrain Effects Chart). In the case of multiple terrain types in a hex, use the predominant terrain in the hex (11.4.3). Hexside terrain modifiers (i.e. attacking across a river) are **in addition** to any terrain modifier in the target hex.

12.8.1 Rivers

The penalty for attacking across a river only applies if a majority (>50%) of all attack factors involved in the combat are attacking across one or more rivers.

Example: The Italians attack hex 1214 (Gogo) from hexes 1313 and 1314, the latter across a river. If fourteen combat factors attack from hex 1313 and fourteen attack from hex 1314, the -1L shift for the river would **not** apply. However, if instead only thirteen factors (or fewer) attack from hex 1313, then the defender would gain the -1L column shift in their favor.

12.8.2 Stacking

The number of units that may attack from each adjacent hex into the defending hex is restricted to the stacking limit of the defending hex (8.2).

12.9 Concentric Attacks

The attacker adds +1 DRM to his die roll result when making a concentric attack. A concentric attack is an attack by units from the two hexes



directly opposite the defender's position, by units from three hexes with one hex between each, or by units from more than three hexes. The concentric DRM does not apply against defenders in amba hexes.

12.10 Scenario-Specific Modifiers

Each scenario may add or remove column shifts or DRMs that apply to combat. The scenario-specific rules always overrule a base rule, unless otherwise noted.

12.11 Combat Results

The number to the left of the slash is the attacker's combat result; the number to the right is the defender's. The numbers signify the number of steps that side must eliminate from their forces involved in that combat. Attacker losses are always removed before defender losses. HQs can never be used to satisfy a step loss.

Example: At 1:1 odds, on a modified roll of five, the combat result is 2/1; two step losses for the attacker and one for the defender.

Both players may distribute their losses among their non-HQ units as they see fit, with the following two restrictions:

- No unit may be given a second step loss until all units involved in the combat have absorbed at least one step loss.
- The first loss taken **by the attacker** cannot be a zero attack strength unit unless that is all they have involved in the combat.

Example: An attacker having a four-step unit and two one-step zerostrength units incurs two step losses. The four-step unit must take the first loss before either of the two zero attack strength units could be eliminated. The second loss must be used to eliminate one of the two one-step units - controlling player's choice.

12.11.1 Recon Attack Result (R)

If the combat result includes an **R** result on the CRT, then in addition to any RP gained by the Ethiopian player (*PB* 13.6.4.1), the attacker has achieved a Recon Attack result. Any units that advance after combat (12.12) into the defending hex have the option of immediately attacking again. This option must be exercised immediately before any other combats are declared. These units may attack in conjunction with other units that have not yet attacked during the current combat phase. An individual unit may attack at most two times in a given combat phase, even if they achieve multiple **R** results on the CRT (though other units involved in the second attack may still qualify for a Recon Attack result).

IMPORTANT: Remember that no defending unit can be attacked twice in the same combat phase.

Example: The Italian player attacks the lone Ras Kassa Ethiopian unit in hex 1307 and achieves an 'R' result on the CRT. The Eritrean 1E and 2E divisions advance into the hex and can immediately attack again. The Italian GS division in 1207, which did not advance into the defender's hex (see picture 2), cannot attack. In order to take advantage of this bonus attack capability, the next attack the Italian player declares must utilize the 1E and 2E divisions, so the Italian player declares an attack on Amba Alagi with the 1E and 2E divisions and the Italian units in the other hexes adjacent to the amba. If this attack also clears the defender's hex and achieves an 'R' result, the 1E and 2E divisions cannot attack again, even if they advance into the amba, but other advancing units could.



12.12 Advance After Combat

If the defender's hex is vacated of all non-Defenseless (11.6) units after combat, the attacker **must advance** at least one attacking unit into the now-empty hex. A unit must advance even if it would be out of supply in the defender's hex. More units may be advanced, up to the stacking limit in the hex. HQs may never advance.

12.13 Attacks against Defenseless Units

If a hex containing only one or more trucks, RPs, actual dummy units (*PB 14.6.5*), and/or HQs is attacked in combat, all trucks, RPs, dummy units and/or HQs in the hex are automatically eliminated with no loss to the attacker. The attacker must advance into the hex and if the hex did not contain at least one dummy unit, the attacker also gains a Recon Attack result (*12.11.1*).



i i territori dell'Impero sono occupati. Le popolazioni, sottomesse, salutano il Tricolore.





South African troops with captured Italian flag.

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Expanded Sequence of Play

A. Mutual Administration Phase (MAP)

(in player order and in sequence as listed)

- i) Add new events if a strategic turn (6.1).
- ii) Enter reinforcements and RPs (7.2; 7.3).
- iii) Both players replenish/rebuild units (7.3.3; 7.3.4).
- iv) Consolidate or break down units (2.4; 2.5).
- v) Motorize or disembark units (10.3.2; 10.3.3).
- vi) Add/remove trucks from RP boxes (7.3.2).
- vii) Build roads (10.2.2).

viii) Italian and Allied Naval and RR movement (*11.7; 11.8; PB 13.5.1; PB 14.5.1*)

- ix) Allied Guerrilla Recruitment (PB 14.6.4)
 - * Up to three units may be recruited.
 - * Modified by Mission 101, IPL, Gideon Force (*PB* 14.6.4.2) and *H. Selassie* (*PB* 14.6.4.4).
 - * Not in any Somaliland, Eritrea, or Ogaden.
- x) Italian colonial Desertion (PB 14.6.3.1)
- * Roll D6 and apply modifiers.

B. Event Phase

i) Draw one event and apply the results.

C. First Player Phase

i) Movement Segment (11.)

- 1) Second player places any interdiction (10.1.5).
 - * Italian designates air supply (PB 13.6.5.2).
 - Units are now in supply for turn.
 - Northern Front units only.
 - Effects removed in End of Turn Phase.
 - * Decrease Italian fuel by one if one or more air markers placed for any purpose (*PB* 14.6.1.1).

2) Check supply status for all units. OOS units have ½ MPs and cannot force march.

3) Move all, some or no controlled units.

- * Designate M HQs (10.2.1) can use trucks.
- * Cannot end OOS (9.3) or overstacked (8.1).
- * Cannot enter enemy occupied hex.
- * Trucks can use Increased Capacity (10.3.4).
- * European/Eritrean may force march (11.5).
 - Declare when first exceeding printed MFs.
 - Roll for **each hex** entered.
 - HQs may not force march.
- * **OPTIONAL:** Eritrean/colonial irregulars never first in an Ethiopian town/capital (*PB* 13.6.7.4).
- * Italian HQs have four MFs in 'M' mode.
- * Allied HQs have seven MFs in 'M' mode.
- * Italian fuel reduced if *1925* (Chismaio), *1405* (Massaua) or *1213* (Addis Abeba) Allied controlled.
- * Rainy season (turns 2 4): Double MP costs, not in Eritrea; Ogaden, or any Somaliland.

ii) Combat Segment (12.)

1) Declare any bombardments (10.1.6; PB 13.6.5.1).

- 2) Declare a combat against a single hex.
 - * Reveal all units.
 - * OOS units halved in strength (9.3).
- 3) Attacker commits any desired air (10.1.3).
 - * Must be within range (4 or 5 hexes) of friendly controlled town or capital hex.
- 4) Defender commits any desired air.

- * Decrease Italian fuel by one if one or more air markers placed for any purpose.
- 5) Resolve all air (max two shifts per side).
- 6) Attacker designates any HQ support (10.2.3).
 - * Must be adjacent to attacking units (does not need to be adjacent to defending units).
 - * One RP spent per combat an HQ supports.
 - * Maximum of two HQs may support each combat.
- 7) Defender designates any HQ support.
- 8) Calculate final odds and apply all shifts
 - * Shifts from terrain (per TEC).
 - River shift stacks; otherwise only single modifier.
 - * Concentric attack (12.9) +1 DRM [not Amba].
 - * Other shifts per CRT.
- 9) Roll one D6 and apply results
 - * "R" result may allow additional attacks by units that advance, if hex cleared. Max two attacks per unit in any one Segment.
- 10) Roll for air marker delay (10.1.2).
- 11) Repeat above steps for each combat desired.

D. Second Player Phase

i) Movement Segment

- Ethiopian player may do Grand Offensive (PB 13.6.2.4).
- Resolve as above, but with 'second player'.
- * Italian designates gas attacks (PB 13.6.5.1).
- As interdiction, but also ½ attack factors.
- Effects removed in End of Turn Phase.

* Activation Segment: Ethiopian player conducts leader activation (*PB 13.6.2*) for a single leader, resolving all movement and combat for that leader and its units before activating another leader. Repeat until all desired leaders have attempted to activate. A leader may carry an RP but at a cost of 2 MPs (treat as a 1-4 unit).

- * H. Selassie leader not before turn 4 (PB 13.6.2.2).
- Unless IT units within 2 of Addis Abeba.
- * Italian HQs have four MFs in 'M' mode.

ii) Combat Segment

- Resolve as above, but with 'second player'.
- * Ethiopian attacks against 1+ Italians (not Colonial Irregulars) gain an RP on "R" result.

* Decrease Italian fuel by one if one or more air markers placed (*PB 14.6.1.1*) or if one or more armor, HQ or trucks moved/at-tacked.

* Italian attacks against guerrillas (*PB 14.6.4.5*) must roll to engage guerrilla before the combat.

E. End of Turn Phase

i) Both players check supply (9.2).

ii) Flip all HQs to their CS side (10.2.1)

- iii) Ethiopian attrition check (PB 13.6.3).
- iv) Remove any Gassed! markers (PB 13.6.5.1).
- v) Remove any air supply markers (PB 13.6.5.2).
- iii) All air return to their Available box (roll delay return if had conduct-
- ed gas attack, interdiction, air supply)
- vii) All Ethiopian leaders turn face-up (PB 13.6.2).

SCENARIO-SPECIFIC MODIFICATIONS

1. Green shading applies only to 1935-36 Scenario. 2. Orange shading applies only to 1940-41 Scenario