



Gallabat & Metemma



The **Battle of Gallabat and Metema** was a significant engagement in the **East African Campaign** of World War II, taking place in **February 1940**. The battle occurred between **Allied forces**, primarily made up of **British and Indian troops**, and **Italian forces** in **Ethiopia**, near the borders of **Sudan** and **Ethiopia**.

General Howitzer summarizes:

We hit Gallabat hard in '40, punched through and took the damn fort—looked like the start of a fine push into Italian turf. But they had the skies, and their bombers kept pounding us. With no cover from the air and stiff resistance on the ground, we had to pull back. Hell of a fight, but not every swing lands the knockout.

4 VP's





Card Balance:

4 - 4

Complexity:

3

Conditions:

Countryside



Location:

East Africa

Year:

1940

Theater:

Mediterranean Theater

Campaign:

East Africa Campaign



Codename

Summary:

Objectives:

A short 4-medal game; no territorial medals.

Battlefield:

The Gallabat scenario has a river going down the center which seriously blocks troop movement between both sides. Therefore it is almost like two separate battles so plan your movements carefully.

Troops:

Allies - 6 Infantry, 2 Armor, 1 Artillery

Axis - 6 Infantry, 1 Artillery



☐ **Winning as Allies**

1. For Allies, the troops on the right section should be moved into play only when you have enough movement cards to quickly get you next to the town for attack. The wire surrounding the town will decrease your attack power, so you will need a full set of cards to continue the attack.
2. You only need 4 medals to win. There are three heavily defended Axis units on the left side. With your armor and artillery, you should be able to weaken or destroy them, leaving just one unit medal to win on your right flank.



☐ Winning as Axis

1. Your units are heavily defended with sandbags and town and wire protections. This should give you the time you need to assemble a collection of attack cards.
2. Your artillery is centrally-placed. If you can move it forward a bit, do it. Then use it well to take out any forces that attempt to approach your forces.
3. Possible attack vector: Your right flank is very weak as three Infantry units are no match for two enemy Armor, one Artillery, and three enemy Infantry. But your left flank has possibilities. Although outnumbered three Infantry to two, if you can move your Artillery forward, and then get some good cards like Airpower or Barrage, you can weaken the three enemy Infantry. Then you can move in and take some out.

DoW Battle Reports (percentage of Allied victories):

59%

24

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○

Allies Won

○

Axis Won

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