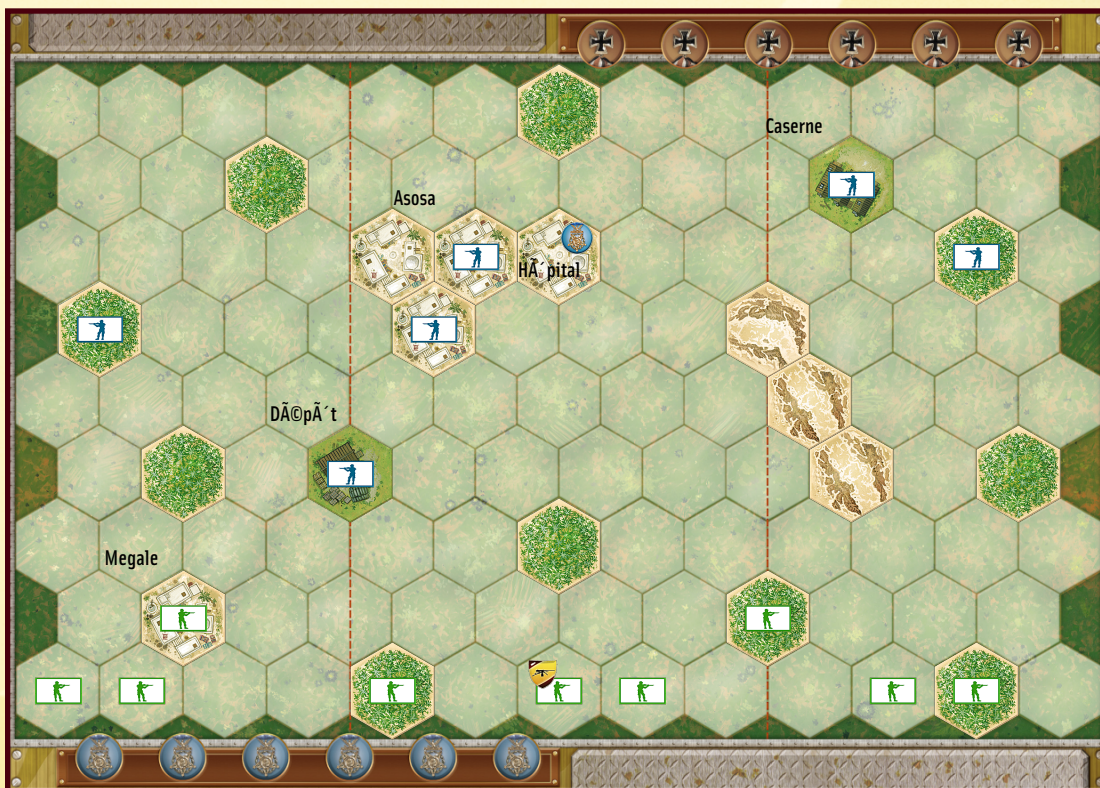


[ABYSSINIA] CAPTURE OF ASOSA - FIRST BELGIAN VICTORY.



Setup order		
1		x10
2		x1
3		x1
4		x2
5		x5
6		x1
7		x1

Historical Background

At the beginning of March 1941, the 11th Belgian infantry Battalion from the "Force Publique" of the Belgian Congo, joined the Allied forces and entered in Abyssinia (Ethiopia) to fight against Italian troops. After a hard approaching and the climbing of the high-plateau of mount Kirin, the Congolese column arrived at the vicinity of Asosa. The first ambushes occurred as soon as they reached the top of the high-plateau and then near the village of Megale. On the 11th of March, the 11th Battalion attacked the city of Asosa. The Italian garrison, amazed by the rapidity of the Congolese operation and unaware of their real strength, made a weak resistance and withdrew to Addis Abeba, leaving Asosa. This was the first victory of the "Force Publique" in Abyssinia. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Italy] : 5 command cards.

Allied player [Belgium] : 6 command cards, you move first.

Conditions of Victory

5 medals.

The capture of the hospital is a temporary medal objective for the Allied player.

Special Rules

- Use "Italian Royal Army" rules (Nations 6) to all Axis units. Badges are not required.
- Special Weapon Asset rules (SWAs1 - Special Weapon Assets) are in effect for one Allied unit equipped with Machine Gun (SWAs 7 - Machine Gun).