



RULES OF PLAY

version 1.0a (changes are printed in red)

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Background

La Primogenita is a two-player game that recreates the 1941 Allied invasion of Eritrea; the northern part of Italian East Africa. Eritrea was close to Italy's heart and nicknamed "Colonia Primogenita" – "first-born colony".

Italy wanted settlers to farm the land, like in British Kenya. But after the ill-fated invasion of Ethiopia in 1896, the governor in Eritrea faced a threat not only from victorious Ethiopia, but also from Rome who had second doubts about having colonies. The Italian governor made it a priority not to upset anyone. He gave most of the confiscated land back to their native owners (so as not to provoke people of the same ethnic group, living in Ethiopia). There were no settlers arriving from Italy anyway. Those who did arrive were mostly merchants which created a cash economy employing a lot of Eritreans. This gave the locals an economic security in times of drought. Eventually, Eritreans became better off economically compared to their brethren south of the border, which created a loyalty to Italy. A large number of Eritreans joined the colonial forces. These units became famous for their fighting spirit and participated in all Italian wars.

In the 1930s, there was a large influx of Italian migrants settling in the new capital Asmara. Great efforts were made to make Asmara beautiful with boulevards featuring facades in Art Deco style, giving the city its nickname "Little Rome". In 1935, Italy once again invaded Ethiopia in order to create an East African empire that would combine conquered Ethiopia with the two Italian colonies Eritrea and Somalia. In 1940, Italy joined the Axis side in World War 2, creating an immediate threat to adjacent British colonies. Italian troops ventured across the borders and occupied British Somalia as well as border towns in Sudan and Kenya.

However, in January 1941, the Allies were ready to strike back. They invaded from Kenya into Somalia and southern Ethiopia, using African and South African troops, while British and Indian troops, as well as Free French units and Ethiopian Patriots ("Arbegnoch"), attacked from Sudan into Eritrea and western Ethiopia. The goal in Eritrea was to occupy the port of Massaua and remove the naval threat to Allied shipping. In order to reach Massaua, the Allies first had to enter the highlands and occupy Asmara. The Italians knew that if the Allies were to be stopped, it had to be done at the gateway to the highlands – at Cheren. One of the great battles of the second World War was about to begin.

1. Basics

1.1 The Map

The map covers the central highlands of Eritrea, from the border of Anglo-Egyptian Sudan in the west to the Red sea in the east, and southwards to the former borderlands with Ethiopia. The map is overlaid with a hex-grid to facilitate movement, tracing, and combat. Each hex is approximately 10 miles / 15 km across.

There are letters and numbers along the map edges. You can use them to record positions of units between play sessions. The letters represent the horizontal rows and the numbers represent the columns (tilted to the right). For Example: Agordat is in hex H-11.

There are five hexes that are slightly disconnected from the map. They will be referred to as Entry hexes. Only Allied units may occupy “Zuhani”, “West Kassala”, and “Cub Cub”. Only Italian units may occupy “to Gondar” and “to Addis Abebà”.

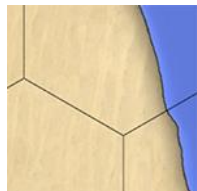
See the *Information Chart* on the back cover of this set of rules to get details about the map and counters.

1.2 Names

Towns are depicted as small groups of houses. The black dots with names are places of interest. Any text within parenthesis is solely for historical interest. All names, except Kassala in Sudan, are printed with Italian spelling. Many use a grave accent to indicate which syllable is stressed. Generally “ch” is pronounced as “k” (Cheren = “Keren”) and “sc” in front of a soft vowel (“e”, “i”) is pronounced as “sh” (Scirè = “Sheeré”).

1.3 Terrain and Altitude

The four types of terrain depict how “bumpy” it is: Flat, Rough, Mountain, and Alpine (see the *Terrain Key* at the top of the map). The sandy desert along the coast is exactly the same as Rough (I just wanted to differentiate it graphically).



Rivers are simply geographical anchor points. This was during the dry season and the riverbeds were as dry as tinder. Therefore, rivers and bridges have no impact whatsoever in the game.



The black straight lines that run parallel to hexsides are cliffs. You are going uphill if you cross a cliff before you cross a hexside. It is vice versa when going downhill. There may be cliffs on both sides of a hexside – a “double-cliff”. This means it is uphill in both directions (the one at Adi Qualà is a deep and steep valley; the other ones are steep mountain ridges).

Flat terrain is flat everywhere but at different altitudes. What may look like a valley is often a high flat plateau. This is a landscape that begins with an altitude of 500m at Kassala, and which increases slowly to 1000m as we travel eastwards. Then it climbs abruptly to a plateau higher than 2000m, with 3000m peaks, before it steeply descends to 300m at the coastal flats. There are printed altitudes here and there to give you an idea of how the landscape changes. Alpine terrain is not always the highest terrain. It often is the extremely rugged slope between the high plateau and an adjoining lower area.

1.4 Units

Italian unit counters are colored green. Colonial units – which are shown for historical interest - have a dark green background behind their unit symbol. They were Eritreans, Ethiopians, and some mercenary Yemenites (a group of mixed battalions was led by Kanger ☺). Units with an Italian flag are Elite. Allied units are red (British & Indian), blue (Free French), and orange (Arbegnoch = Ethiopian Patriots). See rule 8.4 regarding unit designations. Some Allied Artillery units are split into two counters; it is not a print error. Only the Allies have Supply Dump units. They are abbreviated SD.

Units lose steps. A unit with a blank back side has only one step. A unit with a gray band across its back side has two steps. When a full-strength 2-step unit suffers a step loss, flip it to its back side. Remove the unit if already flipped or if it only has a single step. But an SD has no steps and can never suffer any step loss.

Larger units have a corresponding remnant unit (same unit designation) on the owning player’s *Order sheet*. Remnant units are identified by a white dot to the left. When a large unit suffers its second step loss, replace it with its remnant unit, displaying its front side. Some units are replaced by its remnant unit already after the first step loss. See any printed text on the unit’s back side. Flip a remnant unit if it suffers a step loss, or remove it, if already flipped.

There are three main categories:

- Mobile units are recognised by their unit symbol having black outlines. They are usually motorised, but it also includes cavalry. All SD are Mobile.
- Foot units are recognised by their unit symbol having white outlines. These are all sorts of infantry, but also some Artillery. Those with an asterisk above their Movement Value are March capable. They can move farther than normal Foot units during a *Mobile Move* Main Order.
- Artillery units are either Mobile or Foot. Their special feature is that they can bombard, which is recognised by their framed Strength Value. Their Strength Value can be used both in an Assault (as attacker or defender) and in a Bombardment.

1.5 Stacking

If more than one unit occupies a hex, then you have a stack. But there is a limit to how many that may stack together. A unit / SD has a Stacking Value of “1” by default. But, if there is a number (“2” or “0”) printed in the unit’s top-left corner, then that number is its Stacking Value instead. The total added Stacking Values of all units / SD in a hex may not exceed the Stacking Limit of the defining terrain in that hex (see rule 4.1 regarding defining terrain). The Stacking Limit for each terrain is shown in the *Terrain Key* (the terrain itself can be seen beneath the numbers). Exception: Entry hexes have no Stacking Limit.

You may not exceed a Stacking Limit at the beginning or at end of any Order that is executed by you or by your opponent.

1.6 Control & Friendly/Enemy

All towns, except Kassala and Tessenei, are controlled by Italy at start and are initially not marked in any way. If an Allied unit enters an Italian town, place a British Flag marker on it. If Italy retakes it, flip the Flag marker to its Italian side. A retaken town does not regain its supply and support features, which is why it is marked with a flag.

Anything that belongs to you or anything that you do, is referred to as “friendly” in the rules, like “friendly units”. Anything connected to your opponent is “enemy”.

1.7 Setup

Choose a side. Italy sets up first, followed by the Allies. Hexes that have a Setup Letter in a black circle are Setup Hexes. Each unit with a printed sole Setup Letter is set up in or adjacent to the corresponding Setup Hex (but not in Mountain or Alpine terrain). Exception: Massaua Artillery must set up in actual Massaua.

Units and markers with an Arrival Code (Game Turn Number + Setup Letter) are Reinforcements. Keep them in their respective *Reinforcement Boxes*, preferably in piles according to their Game Turn arrival. Remove Italian “F” Reinforcements if their Setup Hex becomes Allied-controlled at any time before they set up. The same thing applies to “M” and “S” Reinforcements.

Set the Victory Point markers to “5” on the *Victory Point Track*, the Phase marker to *Pre-Phase* on the *Phase Track*, and the Game Turn marker to “1” on the *Game Turn Track*. Place a British Flag marker on both Kassala and Tessenei. Place on the two *Order Sheets* all associated Orders, remnant units, and markers. Place somewhere off-map Disrupted markers, Low/No Supply markers, remaining Flag markers, and the six-sided die.

2. Core Mechanics

2.1 The Game Turn

A game session consists of no more than 10 Game Turns; each one representing 8 days. When referring to a specific Game Turn, like Game Turn 6, it is abbreviated as GT6. A Game Turn consists of the following Phases and Segments which are played in the sequence laid out below:

- Pre-Phase:
 - a) Flip back all Orders Segment
 - b) Deduct Victory Points Segment
- Operation Phase:
 - a) Supply Source Segment
 - b) 1st ORDER Segment
 - c) Rail Movement Segment
 - d) 2nd ORDER Segment
- Supply Phase:
 - a) Emergency Reinforcement Segment
 - b) Resupply Segment
 - c) Attrition Segment
 - d) Victory Check Segment

2.2 Victory Points (vp)

The Allied player adds VP to the *Victory Point Track* by entering any Italian-controlled town. The VP-number that is added is printed in a white circle in the town's hex. Subtract it if the Italian player retakes any town.



Open City: Italy may at the end of any executed friendly Move Main Order or *Rail Movement Segment*, declare Asmara an Open City. But only if Asmara is still Italian-controlled and an Allied unit is no more than 2 hexes away. If declared, place the Open City marker on Asmara. The value of "5vp" replaces the original value of "7vp". All Italian units in or adjacent to Asmara are then removed (they surrender). But Asmara remains an Italian Supply Source until the Allies occupy it.

Remove the Open City marker immediately if an Italian unit re-enters a hex adjacent to Asmara before it is occupied by the Allies. The marker cannot be placed again and Asmara is once again worth 7vp. If Italy retakes an Open City Asmara that is Allied-controlled, then 5vp is deducted on VP-Track. But remove the Open City marker. It cannot be placed again and Asmara is once again worth 7vp.

2.3 Subtract / Add extra Victory Point(s)

German forces turned up in Libya in March. Pressure increased to finish the campaign in East Africa as soon as possible. HQ in Cairo threatened to halt the campaign in Eritrea and send the two Indian divisions up to North Africa unless acceptable progress was produced. Check the current slot on the Game Turn Track during each *Deduct Victory Points Segment* (beginning with GT6). There, reflecting this pressure, you will find a certain number of Victory Point(s) that shall be subtracted.

Also, Allied HQ does not want its major units back in tatters. Subtract 1vp each and every time an Allied "5-6" remnant unit is flipped to gray band side, or when an Allied "4-6" remnant unit (7 Ind & Orient) is eliminated.

But add 1vp if Agordat or Barentù is Allied-controlled at the end of GT1 (1 VP in total, not per town).

2.4 Who Wins?

If the Allied player has at least 20vp at the *Victory Check Segment* of any Game Turn, then Italian resistance in Eritrea collapses and the game immediately ends with an Allied victory.

If the Allies win on GT10, then it is a marginal Allied victory. If the Allies win on GT9 or earlier, then it is a great Allied victory.

If the Allies fail to reach 20vp by GT10, it is a marginal Italian victory. If the Allies have only 7vp at the *Victory Check Segment* of any Game Turn (starting with GT6 and onwards), then the game immediately ends with a great Italian victory (the Allied Offensive halts in Eritrea).

3. How to Handle Orders

3.1 Order Sheets

The core system of the game is to choose and execute Orders during the two ORDER Segments. Orders allow you to move, fight etc. They come in three categories:

- **Main Orders** are the 7 counters with a black frame. These are the top three rows on your *Order sheet*. Each row has a category letter to the left: A = Assault Orders, B = Bombardment Orders, M = Move Orders.
- **Combination Orders** are the 6 counters with a light band across their upper half. A Combination Order may only be executed together with a Main Order.
- **Minor Orders** are the remaining 9 counters.

3.2 1st ORDER Segment

Each Order has a unique Priority Number printed at top, ranging from highest priority (44) to lowest priority (1). Description of what exactly each Order does and how and when to execute it is found on the *Order Player Aids*, and in much more detail in section 9 in these rules.

Each player secretly chooses 4 of its own Orders at the beginning of 1st ORDER Segment (you can use the *Order Player Aids*, standing up between you, to create some secrecy). After both players have chosen 4 Orders each, all 8 Orders are simultaneously revealed.

Solitaire play: If you are playing solo, it actually works better than one would think. Usually, each side has a plan to follow (but try to pick Orders according to what you need, not as a reaction to any you picked for the other side). The Allies had a pretty good idea of what the Italians were up to though, due to their command of the skies and after having cracked Italian radio codes.

All 8 Orders are placed on the *Order Track* in descending order - highest number at one end and lowest at the other end. Each Order on the *Order Track* will be drawn, one at a time: highest number first, lowest number last. When an Order is drawn, it is moved to the owning player's *Combination Orders Box*, if it is a Combination Order. But if it is a Main Order or a Minor Order, then it is moved to the *Order being executed Box* instead, where it now will be executed by the owning player.

If a Main Order is executed, then you (or your opponent) may also declare and execute Combination Orders, if you have any appropriate ones in your *Combination Orders Box*. All executed Orders are then flipped to their executed side and returned to their *Order sheet*.

Then the next Order is drawn from the *Order Track*, and so on. You are not forced to execute a drawn Order. You can return it to its *Order sheet* without executing it, and thereby not having to flip it to its executed side, making it easier to choose it during the *2nd ORDER Segment*. (You might be hesitant regarding some Minor Orders and Entry hexes. But yes, a unit in an Entry hex may be the agent or target of a Minor Order).

3.3 Combination Orders



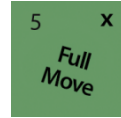
You may hold up to 3 Combination Orders in your *Combination Orders Box* for any length of time. If you draw a fourth one, then it or any of the three that you already have, is returned to the *Order sheet* without being flipped. For an eligible Combination Order to be allowed to be executed together with an appropriate Main Order, it must occupy a *Combination Orders Box*. You cannot take one that is still on the *Order Track*.

A Combination Order has a printed letter telling you which Main Order category (A, B, M) it may be combined with. An "A" in a white box may be combined with an enemy Assault Order, executed by your opponent. Your opponent may not refrain from making a declared attack because you declare a Combination Order. You may execute several Combination Orders to gain cumulative advantages. The description of each Combination Order tells you what it does and when exactly you may declare it. Give each other opportunity to declare any viable Combination Order. Do not rush.

A Combination Order will only affect one Bombardment or Assault (example: A *Full Assault* Order permits you to do several Assaults, but a Combination Order will only offer a bonus to one of them).

3.4 2nd ORDER Segment

You repeat the procedure during the *2nd ORDER Segment*. The difference is that some Orders on the *Order sheet* have already been executed ("flipped"). It is still possible to choose most of them though. If you choose an already executed Order that has text printed on its back side, then it counts as two. So, you will end up with only 3 Orders if you choose 2 "non-flipped" and 1 "flipped" Order. If you choose a flipped Order with a cross in the upper right corner, then it counts as three. Some Orders have a blank back side. They cannot be executed twice during the same Game Turn.



Once again, place the chosen Orders on the *Order Track* and draw them, one at a time, after which each executed Order is returned to its *Order sheet*.

4. Movement Orders

4.1 Movement Points (mp)

A unit moves from hex to hex, paying the mp cost for the most expensive and thereby defining terrain in each hex. The mp cost can be seen in the *Terrain Key*.

An exception to paying the cost for the defining terrain is to follow a road or track. If you do, you pay its lesser cost instead. The total number of mp a unit spends during a move may not exceed its Movement Value. Units with a Movement Value of "0" may not move at all (not even by rail). You may not enter a hex containing an enemy unit. Units may only enter or leave a friendly Entry hex via an arrow (using road/track, if any). There is no extra cost crossing the actual arrow. An Entry hex is not adjacent to any other hex except those that are across an arrow.

- It costs +1mp to cross a Cliff or "double-Cliff" (same cost) in either direction, unless you follow a road or track.
- A Mobile unit / SD may not cross any type of Cliff, or enter or exit a Mountain or an Alpine hex, unless it moves along a road or track.
- A Foot unit that is not moving along road or track may only enter or exit an Alpine hex through the execution of a Tactical Move Order (TM).



A unit that is Disrupted pays **1mp prior to any movement, then it proceeds normally.** Also, it may not move during a *Tactical Move Order*.



A unit marked No Supply has to halve (keep any fractions) what it is allowed to move (**different Move Orders allow it to spend different number of movement points**).

4.2 Zone of Control (ZoC)

A unit or stack with a total Strength Value of at least "2" exerts a Weak ZoC into its 6 adjacent hexes, even into a hex occupied by an opposing unit. A unit that enters an enemy ZoC pays +1mp in addition to any other cost to enter that hex.

A Weak ZoC becomes a Hard ZoC if the stack exerting it has a total Strength Value of at least "12". In addition to paying +1mp, a unit must also stop moving after having entered an enemy Hard ZoC.

A ZoC (Weak or Hard) does not extend into or out of an Entry hex, or a Mountain or an Alpine hex, or across a cliff hexside. Remember, no ZoC: no +1mp and no stop.

You pay +1mp in total, regardless of the number of enemy ZoC that exert into the hex you enter. You may leave any ZoC. You may move directly from any ZoC to any other ZoC as long as you pay the +1mp, and stop moving after you have entered an enemy Hard ZoC.

4.3 Rail Movement Segment

There is a rail line between Massaua and Biscia. Italy may during the *Rail Movement Segment* take 1 non-Disrupted Foot unit that occupies a town with no flag and move it any distance along that rail line to any other rail line hex.

A unit that moves by rail may not enter a hex containing an enemy unit or an enemy-controlled town. But it may enter and pass through any enemy ZoC, if the hex is friendly-occupied. It may even enter and pass through an empty hex in a weak ZoC. But it must stop after having entered an empty hex if it is an enemy Hard ZoC.

5. Supply

5.1 Tracing

Allied Supply Source symbols are white/red circles. Italian are white/green. Their main feature is to support combat and resupply friendly units. Supply Sources are available at different levels and range:

- Full Supply (**FS**) – 8mp range
- Limited Supply (**LS**) – 8mp range
- Allied Supply Dump (**SD**) – 2mp range
- Italian Town Supply – 2mp range

To receive Support or Resupply, a unit has to be within range, measured in movement points, of a friendly Supply Source that is not enemy-occupied. You trace a route from the Supply Source (not including its hex) to the recipient (whose hex you do include). A trace is like any movement but it may enter any terrain, as long as you pay the movement cost. Regardless of movement cost, a trace will always reach one hex, except that no trace may enter an enemy unit or a town that is enemy-controlled.

A trace may enter an empty hex in any enemy ZoC by paying +1mp. But it must stop tracing after having entered it, if it is an enemy Hard ZoC (you can continue through a Weak ZoC).

A trace may enter and leave a hex in any enemy ZoC that is occupied by a friendly unit. There is also no +1mp.

An Italian Supply Source that becomes Allied-controlled disappears permanently, even if it is retaken.

5.2 Supporting a Main Order

A unit about to participate in a Main Order (Assault, Bombardment, or Move), has to check first if it can trace Support from a friendly Supply Source.

If you execute any Assault Main Order, all defending enemy units must check for Support as well. Both sides check Support just before an Assault begins (because the execution and outcome of an Assault may affect the possibility for Support in a subsequent Assault close by).

A unit does not have to be supported to participate in a Main Order (or to defend), but the consequences will differ if a unit is supported or not.

Low Supply

If a unit participates in any Main Order, or defends against an Assault, and is not supported, place a Low Supply marker on it. If it already has one, flip it to its No Supply side. If it already has a No Supply marker, keep it and remove 1 step from the unit (it may result in 1 VP loss - rule 2.3). This is the first thing you do when you execute a Main Order. Exception: Arbegnoch and Air units never receive a Low/No Supply marker and never check for Support. If a defending hex becomes vacant due to this step loss, then the attacker may advance (rule 7.7).

But if the unit is supported, it will not suffer any of the above consequences. But any Low/No Supply marker it already has is not removed (any removal only happens during the *Resupply Segment*). A unit that does not participate in a Main Order or that executes a Minor Order, does not check for Support and therefore do not suffer any of the above consequences.

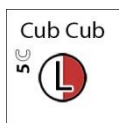
5.3 Limited Supply Source (LS)

Each LS (a Supply Source symbol with an "L" in it) can Support and Resupply any number of units within 8mp.

A placed Allied LS marker may be upgraded to an FS by flipping it during a *Supply Source Segment*, see below:



Zuhani LS is placed at Entry hex Zuhani on GT1 as Reinforcement. You may upgrade it to an FS on GT3 or later by removing 1 SD (loaded or depleted) from the map.



Cub Cub LS is placed at Entry hex Cub Cub on GT5 as Reinforcement. You may upgrade it to an FS on GT7 or later by removing 2 SD (loaded or depleted) from the map.



Agordat LS is placed at Agordat during any *Supply Source Segment*, if an Allied unit that can trace from West Kassala FS occupies the town. You may upgrade it to an FS on GT7 or later if Agordat can trace from West Kassala FS, and by removing 2 SD (loaded or depleted) from the map.



Asmara LS is placed at Asmara during any *Supply Source Segment*, if an Allied unit that can trace from Agordat LS or FS occupies the town. You may upgrade it to an FS on GT8 or later if it can trace from Agordat FS, and by removing 2 SD (loaded or depleted) from the map.

(It is possible on GT8 to both place Asmara LS and then upgrade it and Agordat, all during the same Segment)

An LS/FS marker cannot move. If an Italian unit enters one, remove the marker. It can be placed again as an LS marker, by once again fulfilling all its preconditions. It can also be upgraded again by once again fulfilling all its preconditions.

5.4 Full Supply Source (FS)

Each FS can Support and Resupply any number of units within 8mp.



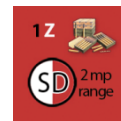
The difference between FS and LS is that an FS allows for "free" step loss in Bombardments (rule 6.3), "free" *Push* in Assaults (rule 7.4).



FS will affect these Minor Orders: two Allied *Replacements* instead of just one (Order 1), possible *Stragglers* (Order 3), and protection against *Allied Thirst* and *Rough Logistics* (Orders 40 & 16).

5.5 Supply Dump (SD)

Each SD (in any mode) can Support and Resupply 2 units within 2mp. Only the Allies have SD.



An SD can be in two modes: "loaded", which is the side that is depicted with ammo boxes, and "depleted" (the side without any boxes). A loaded SD can, in addition to Support and Resupply, offer extra punch in combat (rules 6.3 & 7.4). Each one has an Arrival Code telling when and where it arrives as Reinforcement. A new SD will always arrive loaded. An SD itself never needs Support, can never become Disrupted, and is never marked with Low/No Supply and thus will never need Resupply.

SD is a mobile unit and has a Movement Value of "4". All SD are moved last during Move Main Orders. Any Support to units is thereby offered before it moves.

A hex that only contains one or more SD (no other units) can still be Assaulted (section 7), but no die is rolled. The defender simply eliminates 1 SD and moves any remaining ones to any adjacent hex they are allowed to enter, where they become depleted (if not already so). The attacker may then advance (rule 7.7).

5.6 Italian Town Supply

Each Italian town with no flag can Support and Resupply 4 units within 2mp (this feature disappears permanently if the Town receives a flag). Only Italy has Town Supply.

5.7 Supply Phase

Conduct these Segments in the order laid out below:

a) Emergency Reinforcement Segment:

Any Reinforcement due this Game Turn that has not already been placed on the map, is now placed in its Setup hex with a Disrupted marker. Exception: Air units and Arbegnoch are not Disrupted, if set up during this Segment (neither are SD nor LS markers, of course).

b) Resupply Segment:

All units on both sides (except Arbegnoch, Air units, and SD) must try to Resupply from friendly Supply Sources within range (Allied Resupply ranges are temporarily extended if *Trucks & Mules* Minor Order has been executed during this Game Turn – Order 10). If a unit is resupplied, remove any Low/No Supply marker from it. If a unit is not resupplied, place a Low Supply marker on it. If it already has one, flip the marker to its No Supply side. If it already has a No Supply marker, keep it.

(It is your choice which units get to be Resupplied, in case you lack supply for everyone. It does not have to be the same units that were Supported earlier or that were Resupplied the previous Game Turn).

c) Attrition Segment:

Each Allied unit with a No Supply marker loses 1 step (which may result in 1 VP loss, see rule 2.3). Each Italian unit with a No Supply marker is removed. Then place a Disrupted marker on all units (on both sides) that have a Low/No Supply marker (yes, both Low and No).

An Arbegnoch will lose 1 step and receive a Disrupted marker if it occupies a hex outside the Patriot-zone during *Attrition Segment*. The Patriot-zone is the whole area below/south of the orange-colored border that runs east-west a few hexes from the lower map edge.

d) Victory Check Segment:

Check if any player has won according to rule 2.4. Unless someone has won or it is the end of GT10, move the Game Turn marker one slot forward.

Move the Phase marker back to *Pre-Phase* slot and begin a new Game Turn. Conduct its first Segment by flipping all executed Orders on both *Order sheets* back to their front side.

6. Bombardment Orders

6.1 How to Bombard

An Artillery unit that is not Disrupted may bombard enemy units in an adjacent hex (but not a sole SD).

An Artillery unit may not Bombard more than once and a hex containing enemy unit(s) may not be Bombarded more than once, during a Bombardment Order. Artillery units can occupy separate hexes and join in a Bombardment against a single hex they are all adjacent to. An Artillery unit may Bombard a hex it is not allowed to enter. Both sides may Bombard into or out of any Entry hex, but only across an arrow.

In a Bombardment, check for Support first. Then add up the Strength Values of all participating Bombarding Artillery units. Check *Bombardment Table* and find the column that corresponds to your total Strength Value. If your total is between two columns, use the lesser one. If your total is more than “9”, use that column.

6.2 Bombardment Column Shifts

- If target has a Trench marker = Shift 1 column left
- If you execute an *Extra Ammo* Combination Order = Shift 1 column right

If both shifts above apply, do not shift anything. If the end result is beyond the “9” or “1” columns, then use these columns.

6.3 Bombardment Result

When the final column is decided upon, the attacker rolls a die. Cross-reference the result of the die-roll with that column. If you get the following result:

- **Nothing** (blank space) = The Bombardment fails and nothing happens.
- **“Disr”** = The attacker chooses target unit(s) to Disrupt. There is no additional effect for a Disrupted unit to become Disrupted again (unless you got a “1” result). Keep all Disrupted units beneath the marker, and the rest above it. If you get a “Disr” result after rolling on the following column in the *Bombardment Table*:

1, 2, or 3 = Disrupt 1 unit
6 = Disrupt 2 units
9 = Disrupt 3 units

- “1” = Same as “Disr” result, but with this addition: if any participating Artillery is within range of a friendly FS or friendly loaded SD, then the defender removes 1 step from any unit that became Disrupted in this bombardment. If a loaded SD is the only option, then it must be depleted if the attacker wishes to cause a step loss (the attacker may choose not to).

But if the attacker chooses to Disrupt a unit that is already Disrupted from a previous occasion, then the step loss will be from that very unit. Also, no SD has to be depleted by the attacker. You can never cause more than 1 step loss in a Bombardment.

7. Assault Orders

7.1 How to Assault

A unit (Foot, Mobile, Artillery) that is not Disrupted may Assault enemy units in an adjacent hex.

Unless there is a *Push* (rule 7.4), then a unit may not Assault more than once and a hex containing enemy unit(s) may not be Assaulted more than once, during an Assault Order. Units can occupy separate hexes and join in an Assault against a single hex they are all adjacent to. A unit may Assault out of an Entry hex, across an arrow. But no unit may Assault into an Entry hex. An Artillery unit may only Assault if a non-Artillery unit participates from the same or from another hex. A unit may not Assault a hex it is prohibited to enter from its current position (Alpine is not prohibited for Foot units), unless it is an Artillery unit.

In an Assault, check for Support first (and so does the defender). Then add up the Strength Values of all participating Assaulting units and divide the total with the defender’s total Strength Value (add up all units in the defending hex). Create an odds ratio. Fractions are rounded down. So, 10 versus 5 becomes an odds ratio of 2:1. But 9 versus 5 becomes 1:1. Check the *Combat Table*. Any odds ratio higher than 5:1 uses that column. Any odds ratio less than 1:2 uses that column.

7.2 Assault Column Shifts

If the defender ...

- Is in Alpine terrain = Shift 2 columns left
- Is in Mountain terrain = Shift 1 column left

- Has a Trench marker (multiple Trenches in a hex is not allowed) = Shift 1 column left
- Only consists of Artillery = Shift 1 column right
- Has any non-artillery unit that is Disrupted = Shift 1 column right (only once, not per unit)

If the attacker Assaults ...

- With all its non-Artillery units across any uphill Cliff hexside(s) = Shift 1 column left
- With non-Artillery units from at least two hexes = Shift 1 column right

If either side executes any ...

- Combination Order that gives you column shift(s) = Shift Column(s) to the benefit of executing player

All shifts are cumulative. Decide first what the net result of all shifts is, then shift any columns. The end result cannot be higher than 5:1 or less than 1:2.

Example: an attacker with a total Strength Value of “18” Assaults a defender with a total Strength Value of “3”, but that has a Trench. The odds ratio suggests a 6:1, but it will use the 5:1. With a shift left, it becomes 4:1.

7.3 Combat Result

When the final column is decided upon, the attacker rolls a die. Cross-reference the result of the Combat die-roll with the column to see the outcome. Left of the hyphen is the result for the attacker, and right of the hyphen is the result for the defender. Each side handles its own losses. A step loss may only be taken from a unit that participated in the combat. If you receive this result:

- **0** = You suffer no step loss.
- **1** = Choose a unit that suffers 1 step loss. You may not choose an Artillery if any other unit can absorb the loss.
- **1+** = Same as the “1” result, plus that you remove either your Trench or a step from an Artillery unit, if any (you are pressed back “within the hex”).
- **0c** = No step loss (yet), but due to ongoing combat, you are forced to make a decision. Either you convert this to a “1” result, or you retreat (rule 7.6), or you *Counterattack* (rule 7.5).

7.4 Push

If the combat result is within the gray “*Push Result*” area, then the attacker has the option to make another Assault – a *Push*. If the attacker decides to *Push*, then the defender must choose either to stay and face the new Assault, or to retreat (rule 7.6), in which case the *Push* is cancelled.

If there is a *Push*, it must be done with the same units (some or all of them) that participated in the initial Assault (no new unit may be added). But a *Push* may only be done if any unit that participated in the original Assault is within range of a friendly FS or loaded SD. If a loaded SD is the only option, then deplete the SD. Neither side checks for Support again nor suffers any further step loss due to any No Supply in a *Push*.

If there is a *Push*, but the defender has been eliminated after the initial Assault, then the attacker may either just settle for an Advance (rule 7.7), or advance and then do a *Push* against another hex instead (any new defender has to check for Support). If so, the attacker may only *Push* with units that advanced. They check their trace from an FS / loaded SD after their advance.

In a *Push*, you recalculate odds ratio, check for combat shifts and roll again on the *Combat Table*, and possibly advance. A *Push* combat can result in a *Counterattack*, but you cannot get another *Push* (only apply losses).

To make it more clear which Assault one refers to (especially regarding when Combination Orders may be declared), I will call the “first round” of combat in an Assault (the one that might result in a *Push*) the “initial”.

7.5 Counterattack

If you *Counterattack*, then you, as the original defender, become the temporary attacker. You must have a non-Artillery unit that is not Disrupted to do this. If you have none, then you have to choose one of the other two options described in the “*Oc*” result.

Neither side checks for Support again, nor suffers any further step loss due to any No Supply in a *Counterattack*. A *Counterattack* is made against one of the opponent’s hexes that contains any non-Artillery unit that Assaulted you. It may in this case be an Entry hex. Add up all units in your hex, except those that are Disrupted. You may add units that normally would not be allowed to attack into the terrain of the opponent’s hex (because combat is still taking place in your hex).

Then add up all non-Artillery units in the opponent’s hex that participated in the initial Assault. Divide your total with the opponent’s total and create an odds ratio where you are the (temporary) attacker. There are no column shifts whatsoever in a *Counterattack* (not even terrain). Roll a die to get a result. A *Counterattack* can only result in losses. You cannot get another *Counterattack* and you cannot get a *Push*.

7.6 Retreat

You may retreat if the attacker decides to *Push* (if the attacker declines to *Push*, then there is no retreat), or instead of making a *Counterattack*. If you retreat, remove all Artillery and all units that are Disrupted or marked No Supply. These units are eliminated while trying to retreat (but it will still cancel any *Push*). Then retreat all remaining units one hex.

Units in a stack may retreat to different hexes. You may retreat into an enemy ZoC (even if empty) and you may retreat into a friendly Entry hex via an arrow. SD may also retreat, but it becomes depleted, if not already so.

A unit may not retreat onto an enemy unit. Italian units may not retreat onto an SD. Allied units may not retreat into a town **unless** it has a flag (**any flag**). A unit may not retreat into a hex where it would exceed the Stacking limit.

A unit may not retreat into or out of a Mountain or an Alpine hex, or across any Cliff, unless it follows a road or track. Finally, a unit may not retreat into a hex where it would be unable to trace from any friendly Supply Source (do not trace from any Supply Source that just happens to be in the hex the unit retreated from).

A unit that retreats might be Assaulted again in its new hex by other enemy units that have not yet Assaulted anything, if a *Full Assault* Order is being executed.

7.7 Advance after Combat

The attacker may advance into a defender’s hex (including an Alpine hex) with one or more units that participated in the Assault, if the hex becomes vacant. But Artillery units and SD may not advance. If a defender is eliminated while counterattacking, then the initial attacker may advance. But a counterattacking unit may not advance if it happens to eliminate the original attacker.

8. Summary

8.1 Effects of Disruption

A unit that is Disrupted ...

- May not move during a *Tactical Move Order*
- Pays **1mp prior** to any movement (*Full Move Order* or *Mobile Move Order*)
- May not move by rail (applies only to Italy)
- May not Assault (but it may defend), Bombard, Retreat, or *Counterattack*
- May suffer a step loss if there is a “1” result during a bombardment, without the attacker having to deplete an SD
- Will suffer a “shift 1 column right” when defending, if it is a non-Artillery unit
- Will affect these Minor Orders: *Desperate Attack*, *Surrender Call*, *Stragglers*, *Replacements*

8.2 Effects of No Supply

A unit that is marked No Supply ...

- Has to halve (keep any fractions) what it is allowed to move during any Move Main Order.
- May not Retreat
- Will suffer 1 step loss, if participating in a Main Order
- Will suffer 1 step loss or the entire unit during the *Attrition Segment*
- Will affect these Minor Orders: *Desperate Attack*, *Surrender Call*, *Allied Thirst*

8.3 Zone of Control - ZoC

- A unit/stack with a total Strength Value of at least “2” exerts a Weak ZoC (if less = no ZoC at all). If a total Strength Value of at least “12”, then it is a Hard ZoC
- It costs +1mp to enter any enemy ZoC. Also, it must stop moving after entering a Hard ZoC
- A ZoC does not extend into or out of an **Entry hex**, or a hex with mountain or Alpine terrain, or across Cliff hexside

8.4 More about Unit Designations

“CCNN” are the local Blackshirts. “Bersag” = Bersaglieri.

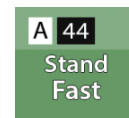
5th, 7th, 11th Brigade, and “CIH” (Central India Horse) were part of 4th Indian Division (“4/11 Sikh” Battalion were part of 7th Brigade while “2/5 Mah” Battalion - Mahratta Light Infantry – were attached to 11th Brigade). 9th, 10th, 29th Brigade, and “Skin” (Duke of York’s own Skinner’s Horse) were part of 5th Indian Division. Corps assets were “Art” (Jammu and Kashmir Mountain Battery), “Matilda” (heavy tanks), “SDF” (Sudan Defence Force), “Comm” (51st Commando – a unit consisting of both Arabs and Jews), and the Free French units.

9. Order List

A detailed description of all Orders, listed Priority-wise.

44 - Stand Fast

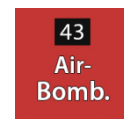
(Combination Order)



Combine it with any Allied Assault Main Order and declare it after the loss(es) from an initial combat result has been applied (and after the Allies have decided whether to do a *Push* or not, if any). If you still have any unit in the defending hex, then place a Trench there.

43 - Air Bombardment

(Minor Order)



Move an Air unit (if any) from the Air Base to any Italian unit and roll a die. The Italian unit is Disrupted on a result of 5-6 (Trench does not modify this die-roll). Do this procedure again if there is a second Air unit. It may be placed on the same unit (in case you failed to Disrupt it) or on any other unit. Return the Air unit(s) to the Air Base afterwards.

42 - Airstrike

(Combination Order)



Combine it with any Allied Assault Main Order and declare it before making an initial combat die-roll. Move the Air unit(s) from the Air Base to any Assault(s). Shift 1 column right per Air unit (2 shifts in one Assault or 1 shift each in two Assaults, if there are two Air units). Return the Air unit(s) to the Air Base afterwards. Shifts do not remain if conducting a *Push*.

41 – Overrun

(Combination Order)

M 41
Over-
run

Combine it with any Allied Move Main Order. Declare/execute it either before any unit moves or after the entire move is done. If “before”: any unit that Overruns may still move afterwards (after any advance). If “after”: it does not matter if units that Overrun began their move together or if they moved at all. Any unit that Overruns is participating in the Move Order, regardless if it moves or not. A single unit/stack may Assault an adjacent hex with Italian unit(s). Follow all normal Assault rules. Neither side may execute any “A” Combination Orders because the Main Order is a Move Order. Neither side checks for Support for the Overrun combat (but the Allies check for the Move Main Order).

40 - Allied thirst

(Minor Order)

40
Allied
Thirst

Choose any Allied unit that is not an Arbegnoch, or stacked with one. Nor may it occupy a town, SD, Entry hex, or be within range of an Allied FS. Roll a die. On a result of 5-6, the Allied unit becomes Disrupted. If the unit is marked No Supply, it suffers 1 step loss as well (water was a scarcity. The Italians and Ethiopians knew where the wells were, but the Allies had to search for it).

39 – Advance

(Combination Order)

M 39
Advance

Combine it with any Allied Move Main Order and declare it before any unit moves. All units may now move an extra 1mp in addition to what the Move Order allows them to move (exception: the 1 hex move for Foot units in a *Tactical Move* Order cannot be extended).

38 – Raid

(Combination Order)

M 38
Raid

Combine it with any Italian Move Main Order. Declare/execute it either before any unit moves or after the entire move is done. Choose any Allied Artillery unit adjacent to an Italian Mobile unit (not Artillery) or a March Capable Foot unit. The unit may not Raid into/across terrain that is prohibited, but it may be done out of or into any Entry hex. Roll a die. On a result of 5-6, the Artillery unit suffers 1 step loss. Raiding unit may not Advance if the target hex becomes vacant. Any unit that Raids is participating in a Move Order, even if it does not move.

37 - Dig

(Minor Order)

37
Dig

Place an Allied Trench marker on any Allied unit or stack. If no Trench marker remains on your *Order sheet*, take an Allied Trench from the map and place it in its new position. Return a Trench to your *Order sheet* at the end of any Order if no unit, or just a sole Arbegnoch, is stacked with it. Return it immediately if an Italian unit enters it.

36 - Full Move

(Main Order)

36
Full
Move

Move some or all Allied units / SD (but not Arbegnoch). Units marked No Supply have their Movement Value halved. Disrupted units pay +1mp before they begin to move. A unit may not enter or leave an Alpine hex unless it follows a road / track.

35 - Arbegnoch Move

(Minor Order)

35
Arbegn.
Move

Move some or all Arbegnoch. A Disrupted Arbegnoch pays +1mp before it begins to move. An Arbegnoch may not enter or leave an Alpine hex unless it follows a road / track.

34 - Limited Bombardment

(Main Order)

34
Limited
Bomb.

Bombard a single hex. Do so with Allied Artillery units that are not Disrupted.

33 - Full Bombardment

(Main Order)

33
Full
Bomb.

Bombard several hexes. Do so with Italian Artillery units that are not Disrupted.

32 - Single Reorganisation

(Minor Order)

32
Single
Reorg.

Remove a Disrupted marker from one Allied unit.

31 - Limited Assault

(Main Order)



Assault a single hex. Do so with Allied units that are not Disrupted.

30 - Dig

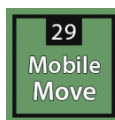
(Minor Order)



Place an Italian Trench marker on any Italian unit or stack. If no Trench marker remains on your *Order sheet*, take an Italian Trench from the map and place it in its new position. Return a Trench to your *Order sheet* at the end of any Order if no unit is stacked with it. Return it immediately if any Allied unit enters it.

29 - Mobile Move

(Main Order)



Move some or all Italian Mobile units, and Italian Foot units that are March capable, 4mp. Remaining Italian Foot units may move only 2mp. Halve these Move allowances for units marked No Supply. Disrupted units pay +1mp before they begin to move. A unit may not enter or leave an Alpine hex unless it follows a road or track.

28 - Full Assault

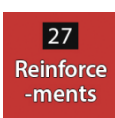
(Main Order)



You may Assault several hexes. Do so with Italian units that are not Disrupted.

27 - Reinforcements

(Minor Order)



Place all Allied Reinforcements that are due to arrive this current Game Turn; each Reinforcement in its setup hex, not adjacent to it (except Arbegnoch which may be placed in any adjacent hex if its setup hex is enemy-occupied). Allied flags in the *Game Turn Track* will remind you when Reinforcements are available.

26 - Mobile Move

(Main Order)

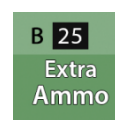


Move some or all Allied Mobile units / SD, and Allied Foot units that are March capable (this includes Arbegnoch), 4mp. Remaining Allied Foot units may move only 2mp.

Halve these Move allowances for units marked No Supply. Disrupted units pay +1mp before they begin to move. A unit may not enter or leave an Alpine hex unless it follows a road or track.

25 - Extra Ammo

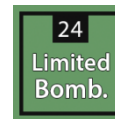
(Combination Order)



Combine it with any Italian Bombardment Main Order and declare it before making a roll. If any participating Artillery unit has Support, shift 1 column right.

24 - Limited Bombardment

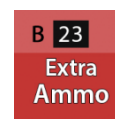
(Main Order)



Bombard a single hex. Do so with Italian Artillery units that are not Disrupted.

23 - Extra Ammo

(Combination Order)



Combine it with any Allied Bombardment Main Order and declare it before making a roll. If any participating Artillery unit has Support, shift 1 column right.

22 - Full Bombardment

(Main Order)



You may Bombard several hexes. Do so with Allied Artillery units that are not Disrupted.

21 - Single Reorganisation

(Minor Order)



Remove a Disrupted marker from one Italian unit.

20 - Tactical Move

(Main Order)



Move some or all Italian Foot units 1 hex regardless of movement cost (including Foot units that are marked No Supply). All Italian Mobile units may move 2mp, or just 1mp if marked No Supply. Units that are Disrupted may not move at all. A Foot unit may enter or leave an Alpine hex even without following a road or track.

19 - Limited Assault

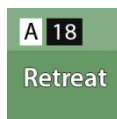
(Main Order)



Assault a single hex. Do so with Italian units that are not Disrupted.

18 - Retreat

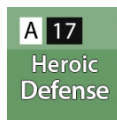
(Combination Order)



Combine it with any Allied Assault Main Order. Declare it before anyone checks for Support and before the Allied player chooses any Combination Order and makes an initial combat die-roll. All defending units in a single hex (including Artillery, Disrupted, and units marked No Supply) retreat 1 hex, as in rule 7.6. An exception is that Foot units may retreat into or out of a Mountain or an Alpine hex, or across any Cliff, even without a road or track. Neither side checks for Support for this Assault. The Assault Order is not cancelled; there is just no die-roll and no combat in this hex (there may be other Assaults elsewhere, if a *Full Assault* Order is being executed). The Allies may advance into the defender's vacated hex.

17 - Heroic Defense

(Combination Order)



Combine it with any Allied Assault Main Order and declare it after Allied player has chosen any Combination Order, but before an initial combat die-roll. Shift 1 column left.

The Shift does not remain if Allies conduct a *Push*.

16 - Rough Logistics

(Minor Order)

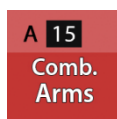


Choose any loaded SD that is not within range of an Allied FS, and roll a die. On a result of 5-6, that SD is depleted. If the SD is adjacent to an Italian Artillery unit, then the

SD is depleted on a result of 4-6.

15 - Combined Arms

(Combination Order)

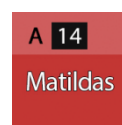


Combine it with any Allied Assault Main Order and declare it before making an initial combat die-roll. If the Assault includes any Allied Artillery unit, then remove any Trench

(and its shift) from the defending units.

14 - Matildas

(Combination Order)



Combine it with any Allied Assault Main Order and declare it after getting the result from an initial combat but before applying loss(es). If the Matilda unit (full strength or depleted) participated in the Assault, then Allies will receive the option to *Push* regardless of the combat result (any *Counterattack* result the defender may have received is cancelled). Follow procedures in rule 7.4.

13 - Counterattack

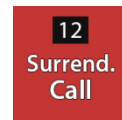
(Combination Order)



Combine it with any Allied Assault Main Order and declare it if the Allies get a *Push* in an initial combat result. Losses are applied but the ensuing *Push* is cancelled. You will *Counterattack* instead on an odds ratio of 3:1. Follow procedures in rule 7.5. This Order may not be declared if the Matildas Combination Order is declared or if there is no eligible unit to *Counterattack* with.

12 - Surrender Call

(Minor Order)



Make a Surrender Call against one Italian unit that is not Elite, Mobile, or Artillery. It must be adjacent to at least one Allied unit that is not an Arbegnoch, or Disrupted or marked No Supply. Roll a die. On a result of 5-6, that Italian unit suffers 1 step loss (desertion). Allies may not advance even if the Italian hex becomes vacant.

11 - Tactical Move

(Main Order)



Move some or all Allied Foot units 1 hex regardless of movement cost (including Arbegnoch and Foot units that are marked No Supply). All Allied Mobile units may move 2mp, or just 1mp if marked No Supply. Units that are Disrupted may not move at all. A Foot unit may enter or leave an Alpine hex even without following a road or track.

10 - Trucks & Mules

(Minor Order)



If the Allies have executed this Order (if so, just flip it and return it to its *Order sheet*) during either Order Segment this Game Turn, then all Allied LS and FS have their range extended to 11mp, and all SD have their range extended to 4mp, during the following *Resupply Segment*.

9 - Full Assault

(Main Order)



You may Assault several hexes. Do so with Allied units that are not Disrupted.

8 - Desperate Attack

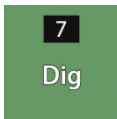
(Minor Order)



Make a Desperate Attack against any Allied unit, with any adjacent Italian non-Artillery unit that is not Disrupted or marked No Supply. The Italian unit may not attack into/across terrain that is prohibited. Remove 1 step each from both units (no die-roll). Neither side checks for Support (since this is a Minor Order). The Italian unit (if it still exists afterwards) may advance into the Allied hex, if it becomes vacant.

7 - Dig

(Minor Order)



Place an Italian Trench marker on any Italian unit or stack. If no Trench marker remains on your *Order sheet*, take an Italian Trench from the map and place it in its new position. Return a Trench to your *Order sheet* at the end of any Order if no unit is stacked with it. Return it immediately if any Allied unit enters it.

6 - Reinforcements

(Minor Order)



Place all Italian Reinforcements that are due to arrive this current Game Turn; each Reinforcement in its setup hex, not adjacent to it. Italian flags in the *Game Turn Track* will remind you when Reinforcements are available. Remove "F" Reinforcements if their Setup hex become Allied-controlled at any time before they set up. The same thing with "M" and "S".

5 - Full Move

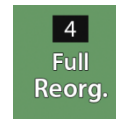
(Main Order)



Move some or all Italian units. Units marked No Supply have their Movement Value halved. Disrupted units pay +1mp before they begin to move. A unit may not enter or leave an Alpine hex unless it follows a road or track.

4 - Full Reorganisation

(Minor Order)



Remove all Disrupted markers from all Italian units.

3 - Stragglers

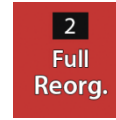
(Minor Order)



Choose a non-Disrupted Italian unit within range of a friendly FS. It may not be Elite, Mobile, or Artillery. Roll a die. On a result of 5-6, it regains 1 step. This is not allowed if it means exceeding the Stacking Limit. A removed unit cannot return.

2 - Full Reorganisation

(Minor Order)



Remove all Disrupted markers from all Allied units.

1 - Replacements

(Minor Order)



Choose an Allied Foot unit within range of a friendly FS or LS (the LS must be in an Entry hex or within range of a friendly FS) and let it regain 1 step. A second Foot unit may also regain 1 step, but only if it is within range of a friendly FS. Neither unit may be Disrupted. Replacements are not allowed if it means exceeding the Stacking Limit. An eliminated unit cannot return, but it may mean going from a remnant back to the original unit. Instead of letting a Foot unit regain a step, you can flip a depleted SD within the same range to its loaded side (you can flip two SD instead of two Foot units, if you wish).

Designer's best wishes

I hope you will enjoy La Primogenita. I always support my games, so make it a habit to check for any updated rules and/or player aids here:

www.legionwargames.com/legion_LAP_GS.html

Best wishes
Kim Kanger

LA PRIMOGENITA - Information Chart

Stacking Value: 2
 Setup Letter (no number): E
 It sets up in or adjacent to this Setup Hex
 Strength value: 5-6
 Movement value: 2
 Brigade: X
 Foot unit (white outline): 2 Col
 March capable: *

Setup Letter: E
 Altitude: 1390 m
 Cliff
 Town name: Cheren
 Town symbol
 VP number: 4
 Track
 Railway
 Road
 Historical interest: as gorge!

Elite
 Regiment: 10 Savoja
 Remnant dot symbol
 Gray band = The unit's final step (if it has more than one)
 Strength value: 2-6

Loaded side: 1K
 Depleted side: 2 mp range
 Arrival Code: SD
 Supply Dump (SD)
 Its range

No number = Stacking Value of "1"
 Battalion: 144 Field
 Unit Designation: J
 Strength value: 2-6
 It may Bombard (framed Strength value)

Combat Order: B 23 Extra Ammo
 Priority Number: 2 Full Reorg.
 Which Main Order it may be Combined with
 Minor Order
 Main Order: 5 Full Move
 If it has a cross, it counts as 3 Orders, if chosen again during 2nd ORDER
 An executed Order.
 If chosen again during 2nd ORDER Segm., it counts as 2 Orders (it cannot be chosen again the same turn, if it has a blank back side)

Company
 Mobile unit (black outline)
 Stacking Value: 1
 Arrival Code (which Game Turn it arrives and which Setup Hex it arrives at): 1Z0
 Orient
 Strength value: 1-6

Trench markers

Allies

Italian		British/Indian	
Free French		Arbegnoch (Ethiopian Patriot)	

Unit type symbols:

	Infantry		Artillery
	Colonial Infantry		Tanks
	Mountain Troops		Armored Cars
	Sailors		Commando, Arbegnoch
	Cavalry		Motorised Artillery