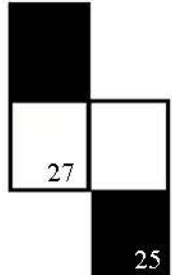


# The Road to Asmara



South of Keren, Eritrea — March 27th, 1941:

After a long and difficult battle, Commonwealth Forces had finally taken the town of Keren. The Italians beat a hasty retreat towards Asmara. Pursuing them were the 4th and 6th Indian Divisions. A group of German Seaman formed into the Italian unit, the Compagnia Auto Carratta Tedesca and the Squadron Asmara drew the task of slowing down the pursuit. In the hot Eritrean sun, they dug in and watched the approaching dust clouds.



**VICTORY CONDITIONS:** The British win at game end if there are no good order Italian squads adjacent to the Road Q1—FF5 on Board 25.

**Board Configuration:**

Play Area = Rows A-P on BD 27 and Rows Q-FF on BD 25

Italian (Set Up First)		1	2		3	4	5	6	7
British (Move First)									

**Remnants of Compagnia Autocarrate Tedesca and Squadron 'Asmara' (ELR 3) (SAN 4)**  
 Setup: South of Row M on BD 27 and South of Row CC on BD 25.

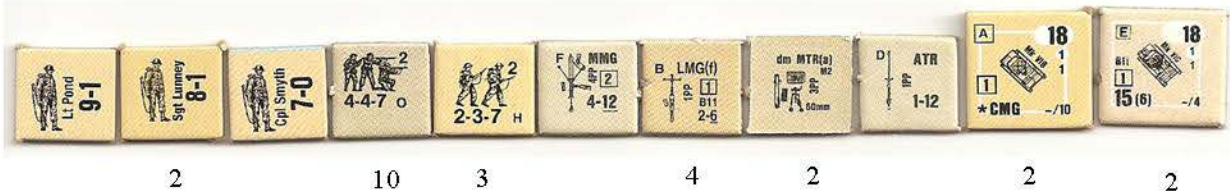


**Recon Elements of 4th Indian Division: Setup on or North of Hex Row N on Board 27**



2

**Elements of 4th Indian Division (ELR 4) (SAN 2) Enter Turn 1 on the North Edge.**



**Elements of Fletcher Force : Enter Turn 3 on the North Edge**



2

**Special Rules/Notes:**

1. EC are moderate with no wind.
2. Place Overlays as follows on BD 27: X4 on E9, X3 on G9, X2 on I9, X5 on I7, H1 on F1-G1, and D2 on N5-O6

**Aftermath:**

The German Seaman reduced from 150 men to just around 45, fought a brave, but futile defense to halt the Commonwealth forces. But to no avail as they were decimated. The Italian 'Asmara' Squadron also perished in this final act of the Battle of Keren.

