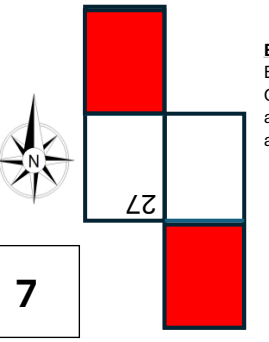
“The Road to Asmara”



South of Keren, Eritrea — March 27th, 1941

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



Board Configuration:
Boards 25 and 27
Only Rows A-P on Board 25 and Rows Q-FF on Board 27 are in play

VICTORY CONDITIONS: The British win at game end if there are no good order Italian MMC’s adjacent to the Road Q1-V3-X2-Y1-FF1 on Board 25.

Italian Player sets up first	1	2	3	4	5	6	7
British Player moves first							

Compagnia Autocarrata Tedesca & Squadron “Asmara” (ELR 3) (SAN 4) (Set up: south of Row M on BD27 & Row CC on BD25.)



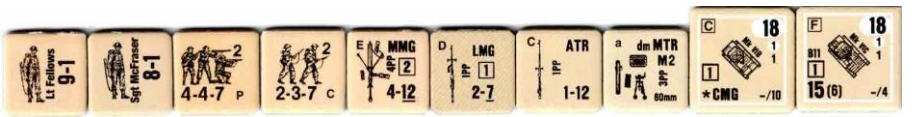
2 4 2 2 2 4 2 2 2

Recon Elements of 4th Indian Division (Set up: North of Hew Row N on Board 27)



2

Elements of the 4th Indian Division (ELR 4) (SAN 2) (Set up: enter Turn 1 on the North Edge)



2 10 3 4 2 2

Elements of Fletcher Force (Set up: enter on Turn 3 on the North Edge)



2

Special Rules/Notes:

1. EC are Dry with no wind. Light Dust (F11.71) is in effect. Bore Sighting and Kindling are N.A.
2. Place Overlays as follows: X4 on 27E9, X3 on 27G9, X2, on 27I9, X5 on 27I7, H1 on 27F1-G1, and D2 on 27N5-06.

Aftermath: The German Seamen were reduced from 150 men to just around 45, and fought a brave, but futile defense to halt the Commonwealth forces. The outcome however, was never in doubt and the defenders were decimated. The Italian Squadron “Asmara” also perished in the fighting in what would be the final act of the campaign for Keren.

GRUMBLE JONES BLOG

Scenario GJ004