

# ***High Tide of Empire***

## **The Italian Conquest of British Somaliland**

### **A Wavell's War Scenario**

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**Eastern Africa, Summer 1940.**

**Credits:** This is a revised and updated version of "The Invasion of British Somaliland" by Frank Watson and Jean Guy Rathé that appeared in *The Europa Systems Magazine* #75 (copyright 2000, GR/D). I wish to thank Frank Watson, Thomas Mickelsson, and Carlos Pérez for their suggestions and corrections in preparing "High Tide of Empire" for publication and Paul Dunigan, Mike Faletti, John Blessing, and Doug Langsather for their help in playtesting the scenario.

## Introduction

"High Tide of Empire" is a Europa scenario for *Wavell's War*. It covers the brief Italian campaign in mid-1940 that seized British Somaliland from the small Allied garrison there. It represents the first and last campaign in World War II that Italy won without German assistance and thus in many ways marks the high tide of Mussolini's "New Roman Empire". Setbacks and defeats would soon follow in 1940 in Greece, Egypt, and Libya, culminating in a humiliated Italy depending upon German aid and forces to stay in the war.

The scenario is small in scope, well suited to be a training or solitaire scenario to get used to *Wavell's War*. It is not, however, a well-balanced scenario—the Italians have a massive advantage in force.



**The critical area of British Somaliland, *Wavell's War* Map 6.** Berbera, hex 1102, is the main city and port of the British colony. Hex 1105 is the Tug Argan Gap, the best route to Berbera from Italian East Africa and the site of a multi-day battle between invading Italian forces and defending British forces.

## Historical Background

When Italy entered the war in June 1940, Mussolini ordered Amedeo di Savoia (full baptismal name, Amedeo Umberto Isabella Luigi Filippo Maria Giuseppe Giovanni di Savoia-Aosta), the Duke of Aosta, Governor-General of Italian East Africa and commander of the Italian forces there, to stand strictly on the defensive while events played themselves out in Europe. The Duke, a veteran of World War I and a respected soldier, found himself in a difficult situation. The Allied colonies of British Somaliland and French Somaliland (Djibouti) were enclaves of hostile forces on his eastern flank, deep inside his natural defensive perimeter.

Part of the problem quickly resolved itself when the French, who suffered a crushing defeat in the German invasion of May-June 1940, sought an armistice and left the war. British Somaliland still remained a potential threat. The Duke requested permission to stage a limited offensive against the colony and ordered forces led by General Guglielmo Nasi to begin massing along its borders.

The British originally viewed British Somaliland as indefensible and intended to withdraw. However, as small forces became available, their plan evolved. British Somaliland, if it could be held, would provide the perfect base for an invasion of Italian East Africa. Thus, the garrison was reinforced and Brigadier Arthur Reginald Chater was ordered to attempt to hold the region.

Aosta finally received permission to attack British Somaliland. Initially, the invasion was to begin in late July 1940, but delays postponed the start for several days. On 3 August 1940, the Italian forces cross the border. With almost 5,000 Italian regulars and about 30,000 East African soldiers, the Italians greatly outnumbered the British defenders, a mixed force of mainly African and Indian troops led by British officers. British reinforcements were en route, including the 2nd Black Watch, a Highlander infantry battalion that arrived in time to participate, as well as a mechanized cavalry (reconnaissance) battalion, an artillery battalion, and smaller assets from places like Egypt and India, all of which did not arrive before the colony fell.



**Main Course of the Campaign.**



The Italians quickly seized Zeila, on the Red Sea, and Hargeisa, on the road to Berbera. The Italians continued on to Tug Argan Gap, the one place where the terrain was most favorable for a direct advance on Berbera. There, British forces under Major General Sir (Alfred) Reade Godwin-Austen, who had taken command from Chater, held the gap against superior Italian numbers from August 11th through the 15th, and then retired upon Berbera. In the following days, British forces evacuated by sea to Aden, across the Gulf of Aden from Berbera. By 19 August, the Italians were masters of Berbera and British Somaliland. British casualties for the campaign were relatively light at about 260, while the Italians had taken over 2,000 casualties. The Allied enclave in the side of Italian East Africa had been eliminated—but this did not result in safety, as within a few months British forces from the Sudan and Kenya would invade Italian East Africa.

Winston Churchill was unhappy with the loss of British Somaliland and took the report of light casualties as a disinclination to fight. He criticized Wavell, who at the time had returned to Britain from Egypt for consultation with the British high command, for abandoning territory without a fight. Wavell maintained his forces had executed a successful withdrawal against superior numbers and is reported to have said, "A bloody butcher's bill is not the sign of a good tactician".

### **Focus on Forces: Camels and Bagpipes**

British forces in Somaliland included the Somali Camel Corps, a battalion-sized, camel-mounted force of Somali soldiers recruited from British Somaliland and commanded by British officers. The corps participated in the entire campaign and fought in the Battle of Tug Argan Pass, with one of its officers winning a Victoria Cross. When the British evacuated Berbera, they disarmed the Somali Camel Corps and ordered its soldiers to return to their homes. The soldiers would report back to duty and the corps would reform when Britain retook British Somaliland from the Italians in the East African campaign. The unit later was scheduled to go to Burma but was disbanded when it became mutinous.

The 2nd Black Watch, a battalion of the British (Scottish) Royal Highland Regiment, arrived in British Somaliland during the campaign. Godwin-Austen used it as his reserve force at Argan Pass. During the withdrawal to Berbera, the battalion was the rearguard, checking and counterattacking the Italians as they advanced. After the battle, a march titled "Tug Argan Gap" was composed for bagpipes and remains a selection on many bagpipe music collections to this day (see <https://pipetunes.ca/tunes/tug-argan-gap/>).

### **Battle Spotlight: A VC at Tug Argan**

Captain Eric Charles Twelves Wilson, an officer of the East Surrey Regiment seconded to the Somaliland Camel Corps in 1939 won a Victoria's Cross for his actions at the Battle of Tug Argan Gap. The London Gazette of October 14th, 1940 quoted his citation:

For most conspicuous gallantry on active service in Somaliland. Captain Wilson was in command of machinegun posts manned by Somali soldiers in the key position of Observation Hill, a defended post in the defensive organisation of the Tug Argan Gap in British Somaliland.

The enemy attacked Observation Hill on 11th August 1940. Captain Wilson and Somali gunners under his command beat off the attack and opened fire on the enemy troops attacking Mill Hill, another post within his range. He inflicted such heavy casualties that the enemy, determined to put his guns out of action, brought up a pack battery to within seven hundred yards, and scored two direct hits through the loopholes of his defences which, bursting within the post, wounded Captain Wilson severely in the right shoulder and in the left eye, several of his team also being wounded. His guns were blown off their stands but he repaired and replaced them and, regardless of his wounds, carried on, while his Somali sergeant was killed beside him.

On 12th and 14th August, the enemy again concentrated field artillery fire on Captain Wilson's guns, but he continued, with his wounds untended, to man them. On 15th August two of his machine-gun posts were blown to pieces, yet Captain Wilson, now suffering from malaria in addition to his wounds, still kept his own post in action. The enemy finally over-ran the post at 5pm on the 15th August when Captain Wilson, fighting to the last, was killed.

Dates of Acts of Bravery

11th-15th August 1940

Tug Argan Gap, British Somaliland

Unknown to the British at the time, Wilson survived the battle and was taken prisoner by the Italians. He was freed when the British subsequently conquered Eritrea and was decorated with his Victoria Cross by King George VI at Buckingham Palace in July 1942.

## Europa Side Trip: A Brief History of the Somali Lands

British Somaliland, Italian Somaliland, French Somaliland (now called Djibouti), Ethiopian Somaliland (better known now as the Ogaden), Kenyan Somaliland—what was going on? The Horn of Africa was (and is) a mainly arid region, mostly inhabited by Somali people, Muslims whose political organization often was based on autonomous clans or small states. For centuries the coastal regions were visited by Arab traders sailing the Red Sea and Indian Ocean, leading to establishment of trading ports such as Mogadishu (Italian, Mogadiscio). Ethiopia, a Christian kingdom between the Somali lands in the south and Muslim sultanates further north, was a frequent foe of the Somalis. Many local wars, raids, and skirmishes between Christians and Muslims occurred, with the fighting occasionally drawing in outside powers. In the 16th Century, for example, a Somali warlord launched a jihad that conquered most of Ethiopia. Portuguese explorers had recently contacted the empire, and the Ethiopians appealed for aid from Portugal, seen as a fellow Christian kingdom. Portuguese help eventually arrived, with musketeers and field cannon, with Ethiopian-Portuguese forces driving the Somalis out of Ethiopia as part of a wider war between Portugal and the Ottoman Empire in the Red Sea-Indian Ocean region.

However, the Somali lands mostly remained a backwater of little interest to the outside world until the 19th Century and the rise of Egyptian and European power. The British were the first to establish a permanent presence in the wider region, when in 1839 they seized the port city of Aden in Arabia as part of their efforts to suppress piracy on the Red Sea. To secure food, particularly mutton, for forces in Aden, the British traded along the Somali coast opposite Aden, and British influence and eventual de facto control grew over the following decades.

While the 19th Century is often portrayed as the unchecked rise of European imperialism across Africa and Asia, the true story is more nuanced—any well-run, progressive country could accrue power. For a while in the 19th Century, Egypt was such a country. Although nominally part of the Ottoman Empire, Egypt in 1805-1848 was ruled by Mohammed Ali, an Albanian Muslim appointed pasha there by the Ottomans. Mohammed Ali introduced numerous modernizing reforms, and Egypt grew in power, coming to dominate nearby lands from Syria to the Sudan. At times, Egypt had considerable influence in or control over parts of Ethiopia and the Somali lands, effectively blocking European penetration of the region. In the latter part of the 19th Century, however, Ali's successors ran Egypt far less well, until a crushing burden of international debt, internal problems, and an intractable revolt in the Sudan crippled the country and led to it being reduced to a virtual colony of Britain.

The collapse of Egyptian power opened the Somali lands to European powers. Aden had grown in importance to the British with the coming of steam power and the opening of the Suez Canal, and the port became a key coaling station for British ships plying between Britain and India. To secure their local food supplies, the British-dominated region around Zeila and Berbera became the nucleus of British Somaliland.

Coaling and the Canal were important for other late-19th Century European powers, too. The French developed the port of Djibouti as a coaling facility, and this area became French Somaliland (officially *Côte Française des Somalis*, "French Coast of the Somalis"). Italy took the port of Asad in Eritrea, on the Red Sea north of the Somali lands, as its coaling station. Italy also established protectorates east of the British region and leased portions of the southeast coast from the Sultan of Zanzibar, and this region became Italian Somaliland (officially *Somalia Italiana*, "Italian Somalia"). The Ogaden, a large Somali-inhabited desert region in the interior between British and Italian Somalilands, was at first under Italian influence but not claimed by any imperial power. However, Italy and Ethiopia, under Emperor Menelik II, disagreed over the amount of influence Italy should have on Ethiopian foreign relations. (The treaty in which Ethiopia granted Eritrean territory in exchange for money and weapons had a provision in which Ethiopia *may* [in the Ethiopian text] or *must* [in the Italian text] use the Italian government when dealing with foreign powers.) The Italians claimed the treaty actually made Ethiopia an Italian protectorate. The emperor repudiated the treaty, and war broke out with the Italians invading Ethiopia. The Ethiopians crushed the Italians in the Battle of Adowa in 1896. In the aftermath, Italian power in eastern Africa was weakened, and Ethiopia annexed the Ogaden (sometimes called Ethiopian Somaliland or Ogaden Somaliland; today it is the Ethiopian region of *Somali* or *Sumale*, called *Soomaali Galbeed*, "Western Somalia", by Somali irredentists).

In the early years of the 20th Century, the remaining Somali lands southwest of Italian Somaliland were annexed to the British colony of Kenya, becoming its Northern Frontier District (today the North-Eastern province of independent Kenya). Thus, by the start of World War I, the Somali lands were divided five ways between four countries. While World War I did not affect the region much, the 1930s-40s would be quite different.

In the mid-1930s, Fascist Italy avenged Adowa and conquered Ethiopia, merging it with Eritrea and Italian Somaliland as Italian East Africa (*Africa Orientale Italiana*). During World War II, Italy briefly occupied British Somaliland in 1940 but then lost all of Italian East Africa to Britain in 1941-42.

After the war, the lands returned to their four-power split, but in 1960 British Somaliland and Italian Somaliland became independent and united as Somalia (*Soomaaliya* in Somali). Irredentism became a major element of Somalian politics, calling for the unification of all Somali lands with Somalia: French Somaliland, the Ogaden, and northeastern Kenya. In 1977 French Somaliland gained its independence from France and became nation of Djibouti rather than merging with Somalia. The Ogaden was a major source of tension between Somalia and Ethiopia during the Cold War. In 1977, during disorder in Ethiopia following the death of Emperor Haile Selassie, Somalian forces occupied portions of the Ogaden, but Ethiopian forces soon recaptured the region.

The events of 1977-78 and internal conditions in Somalia led to a civil war there, which by the early 1990s saw the collapse of the central government. Various clans and warlords asserted control over portions of the country, often with violence. In the north, the region of the former British Somaliland proclaimed its independence as the Republic of Somaliland. Although not internationally recognized, the Republic of Somaliland today is more peaceful and prosperous than the rest of Somalia.

So, in the early years of the 21st Century, although the European powers have departed the region, the Somali lands are still divided in five portions like they were over a century ago: Somalia (the former Italian Somaliland), Somaliland (the former British Somaliland), Djibouti (the former French Somaliland), Ethiopia's Somali (Ogaden) region, and Kenya's North-Eastern province.

## "High Tide of Empire" Scenario

This scenario covers the Italian invasion of East Africa. The scenario starts with the Axis player turn of the Aug I 40 game turn and it ends either upon the completion of the Sep II 40 game turn or upon the completion of any player turn if there are no Allied units in British Somaliland at that time.

**a. Starting Conditions.** Use the *Wavell's War* rules booklet, scenarios and appendices booklet (particularly Rule 41A, which covers initial deployment), charts, and counters, as well as *War in the Desert* counters to play this scenario. Use *Wavell's War* Maps 5 and 6. Use the initial forces and reinforcements listed in the accompanying "High Tide of Empire" orders of battle.

The Allied player controls the on-map portion of the East Africa Command. He owns all hexes in Aden and British Somaliland. He has no Indian Ocean NTP capability except as specified in the special conditions section below.

The Axis player controls the on-map portion of the East Africa Command. He owns all hexes in Italian East Africa. Italian East Africa for this scenario does not include British Somaliland (ignore the part of Rule 3D that assigns British Somaliland to Italian East Africa, as the rule applies to a later time period). The Axis player has no Indian Ocean NTP capability.

Vichy France (which controls French Somaliland) and Yemen are neutral.

For the Aug I 40 turn, the weather condition for all weather zones on the map is Clear and the sea condition for the Indian Ocean is Calm. Determine weather per Rule 36 starting with the Aug II 40 turn.

The Axis deploys first. The Allies deploy second.

### **b. Special Conditions.**

**Isolation.** For purposes of determining isolation, Axis units may trace a line of communications to any friendly-owned road hex that exits the map.

**Supply Terminals.** The scenario orders of battle list several hexes as standard supply terminals. (Note that this scenario defines supply terminals differently than the *Wavell's War* East Africa Campaign scenario. This is deliberate, for the purposes of this scenario only.)

**Incremental Attack Supply.** Do not use Rule 12D3, Minimal Attack Supply. Instead, attacking units may expend portions of a step of attack supply without having to expend the entire step. As units draw attack

supply, use a convenient marker to note how many REs of attack supply have been drawn from the step. When the step has supplied 10 REs, remove it from play. For simplicity, once any REs of attack supply have been drawn from a step, it cannot thereafter be used to generate resource points or general supply points. (Feel free to add a house rule that proportionally generates resource points/GSPs from a less-than-full step of attack supply.)

**Italian East African Restrictions.** Use Rule 37J1e (Italian Colonial Units), 37J3 (Fair Weather Roads), and 37J5 (Bande). Do not use any other part of Rule 37J (J1a-d, J2, J4).

**Allied Evacuation.** At the start of any Allied player turn, the Allied player may declare he is evacuating British Somaliland. On that turn and on each following Allied player turn, the Allied player receives special evacuation NTPs for the Indian Ocean sea zone, exactly sufficient in number for naval transport for all Allied units and steps of attack supply currently in British Somaliland and Italian East Africa. These NTPs may only be used to embark Allied units in ports in British Somaliland and Italian East Africa. Once embarked, Allied units and steps of attack supply must move by naval transport to any port in Aden, where they must disembark. These NTPs may not be used for any other purpose.

**Allied NGS.** The Allied player may use his TF to provide NGS one time. WW Rule 27A4 (which allows a TF to stay in play at most one player turn) is modified for this scenario so that once the TF is activated, it remains in play until it is either sunk or uses its NGS ability (whereupon it is immediately removed from play). WW Rule 34A1 (which only allows NGS for attacking units) is modified for this scenario to allow NGS to support defending units as well as attacking ones. When the Axis player announces an attack against a hex that the TF can support, the Allied player announces whether or not the FF will provide defensive NGS for that hex.

**Italian Road Problems (optional but highly recommended).** The Italians had difficulties using certain roads in British Somaliland, reporting that the roads were in poor condition or hard to find. Poor intelligence compounded or perhaps created this problem, as the Italians were using maps of British Somaliland that were out of date by over a decade. This resulted in the Italians moving slowly or not at all along certain axes of advances. The following rule represents these problems.

At the start of the scenario, all hexes with roads in British Somaliland that have sand, heavy bush, stony desert, or wooded rough terrain and do not contain a city or town are problematic road hexes. Mark these hexes with a convenient marker, such as a hit marker. While the marker is present in a hex, the Axis player must treat the hex as if it did not contain a road. For example, Axis units may not use road movement to enter a hex with a problematic road marker.

The first time an Axis unit enters a problematic road hex (such as by overland movement or advance after combat), consult the Success Table:

- On a Success result, immediately remove the problematic road marker from the hex.
- On any Failure result, remove the problematic road marker from the hex at the end of the Axis player turn.

Once the problematic road marker is removed from a hex, the Axis play treats the hex as having a road, per the standard rules.

**Limitations.** Neither player may scrap (Rule 40C1) or disband (40C2) units or deactivate air units (25D). The optional special replacements rule (40B4) may not be used.

**Production.** Neither player received production in this scenario except as specified in the scenario's orders of battle.

**Allied Surrender.** If the Axis controls all ports in British Somaliland at the end of the scenario, all Allied units in British Somaliland and Italian East Africa surrender and are treated as being eliminated.

**c. Victory Conditions.** Use the following victory conditions instead of Rule 42 and the Victory Charts in *Wavell's War*.

**Victory Points.** At the end of the scenario, use the following victory point awards for victory calculations.

<b>Condition</b>	<b>Victory Point Award</b>
Allied air unit is in the aborted air units box	1
Allied air unit is in the eliminated air units box	2
Each 1/2 RE of eliminated Allied units	1
Allied TF is sunk	2
Axis owns Zeila	2
Axis owns Berbera	5

<i>Bonus:</i> Axis owns both Zeila and Berbera at the end of both the Aug II 40 and Sep I 40 turns	2
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**Victory Levels.** At the end of the scenario, total the victory point awards and use the following to determine the winner.

<b><i>Victory Point Total</i></b>	<b><i>Victory Level</i></b>
11 or more	Axis Minor Victory
9-10	Axis Insignificant Victory
7-8	Allied Insignificant Victory
6 or less	Allied Minor Victory

**Player Victory (optional).** Given the preponderance of force on the Axis side, it is likely the Axis player will win some level of victory in the scenario. If you are interested in calculating a player victory, play a match: play the scenario twice with your opponent, switching sides the second time. The player who scores the highest as the Axis player is the match winner. If both players score the same, the match is a draw.

#### **d. Scenario Variants.**

**Fewer Maps.** The scenario can be played on a single map, if space is at a premium. Use only WW Map 6. Instead of WW Map 5, use the Aden Off-Map Holding Box on Allied Game Chart 1. For this scenario, Aden is 7 hexes by air or sea from any sea hex on the east edge of WW Map 6.

**More Maps.** A small portion of British Somaliland is south of WW Maps 5 and 6. To have the entire colony present in the scenario, also use WW Maps 1 and 2. You now have the critical oasis of Las Anod to fight over. You also have a portion of the Italian Somaliland rail net present; I suppose you could allow the Axis player a 1 RE rail capacity on it if you care to bother.

**Case Study: Defiance over Discretion.** Against superior Italian forces in British Somaliland, the British, exercising the Shakespearean observation that discretion is the greater part of valor and caution is preferable to rash bravery, concentrated on delaying the Italians while withdrawing their own forces without incurring heavy losses. However, had they taken other decisions just a few weeks earlier, they could have attempted to defy the Italians the possession of the colony, or at least of Berbera, the main port. This would have given the British another staging area for their invasion of Italian East Africa just a few months later—one perhaps more useful than the long haul up from Kenya.

As a case study (players have “goals” rather than “victory conditions”), use the Defiance Variant sections of the “High Tide of Empire” orders of battle. The length of the scenario is extended to the end of the Oct II 40 player turn. The Axis player’s goal is to hold all three ports in British Somaliland at the end of the scenario: Zeila, Bulhar, and Berbera. The Allied player’s goal is to hold any port in British Somaliland at the end of the scenario.

**Defiance Effects on East Africa.** You may also play the Defiance over Discretion variant as a special pre-game scenario before playing the East African Campaign Scenario. In this case, continue the Defiance variant through the Nov II 40 player turn. The East African Campaign Scenario starts as usual on Dec I 40, but its initial deployment depends in part on the results of the Defiance variant. The status of the Defiance variant forces at the end of the Nov II 40 turn is used as their initial conditions and deployments for Dec I 40. For example, if the Allied 2-8 Inf X 1 (SA) is in Berbera at the end of Nov II 40, then that is where it starts for Dec I 40 rather than as listed on the East African Campaign Scenario order of battle. Or, for another example, if that unit had been eliminated during the Defiance variant, then it is eliminated at the start of the East African Campaign Scenario. Use common sense when accounting for items without unit IDs like pos AA and transport counters.

For each player, keep track of the number of steps of attack supply each side uses in the Defiance variant. For the Axis player, total the number of steps used plus the number of steps in play at the end of Nov II 40 and then reduce this number by 1. (For example, if one step was expended and one step is still in play, the total is 2 and is reduced to 1.) Remove this number of steps from the Axis attack supply assets in the initial conditions portion of the Axis OB; remove the steps closest to British Somaliland. For the Allied player, total the number of steps used plus the number of steps in play at the end of Nov II 40. Remove this number of steps from the Allied attack supply assets in the initial conditions portion of the Allied OB (with no requirement for checking how close to British Somaliland they might be).

Allied SMPs are part of the Somaliland subcommand (a new East African subcommand along the lines of those listed in Rule 3E1). This subcommand consists of Aden, British Somaliland, French Somaliland, and all



territory in Italian East Africa that Allied forces operating from the Somaliland subcommand capture. This subcommand merges into either of the other two subcommands if, in an Allied initial phase, the Allied player can trace a road element of a supply line from Berbera to a standard supply terminal in the other subcommand.

In the Allied order of battle for the East African Campaign Scenario, reinforcements listed as arriving in the Kenya or Sudan subcommands may instead arrive in the Somaliland subcommand.

Other than the rules in this Defiance Effects section, no "High Tide of Empire" special rules apply to the East African Campaign Scenario. Note that this can affect the supply status of units in the British Somaliland area, since neither Harar nor Berbera will be standard supply terminals.

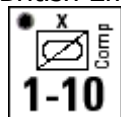
## "High Tide of Empire" Orders of Battle

### MAP REFERENCE HEXES

Aden	WW6:0319
Aiscia	WW6:0309
Berbera	WW6:1102
Dire Dawa	WW6:0514
Giggia	WW 6:0811
Harar	WW6:0713
Zeila	WW6:0404

### NEW COUNTER

British Empire (black on medium brown):



Comp: Composite

### OTHER COUNTERS

All other counters for the scenario are available in either *War in the Desert* or *Wavell's War*.

### ORDER OF BATTLE NOTE

The orders of battle for this scenario may not exactly match similar OBs in *War in the Desert* or *Wavell's War*. This is deliberate, to represent this scenario in more detail than the somewhat more generalized OBs in WitD or WW and does not imply those games are incorrect.

### High Tide of Empire Scenario

#### Aug I 40-Sep I 40

#### Allied Order Of Battle

### INITIAL FORCES, AUG I 40

#### Initial Conditions.

##### East Africa:

- Standard Supply Terminals: Aden, Berbera.
- 3-Capacity Permanent Airfield: Aden.
- NTP Capacity: None except per scenario rules.
- Steps of Attack Supply: None.
- SMPs: 0.
- Accumulated Replacements: None.

### Initial Forces.

#### British:

##### East Africa:

Place anywhere in British Somaliland:

1x 0-1-8C Cav II	SCC (Col)
1x 0-1-5 Static II	Som (Col)
1x 1-5 Static X	Aden (Ind)

Place in Aden:

1x Blen 1	2B3	1-2/16
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Place in the Royal Navy Available Box:

1x 1 pt TF	AA=1	any (RN)
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### REINFORCEMENTS

#### Regular Reinforcements

#### AUG II 40

#### British:

##### East Africa:

Arrive in any Allied-owned port in British Somaliland:

1x 1-8 Inf II	any
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*Special: Consult the Success Table for each of the following reinforcements (treat the SMPs as a single reinforcement). On a Success result, the reinforcement arrives at this time. On any Failure result, it arrives the Allied initial phase of the Sep I 40 turn. Place at any Allied-owned port:*

1x 1-10* Recon X	Comp (Emp)
1 step of attack supply	
5 SMPs	

#### SEP I 40

#### British:

##### East Africa:

*Special: Any Allied special reinforcement that did not arrive on Aug II 40 (see above) arrives at this time.*

### Defiance Variant Reinforcements

Use the following reinforcements, in addition to the regular reinforcements, only if the Defiance over Discretion scenario variant is used.

#### AUG II 40

#### British:

##### East Africa:

Place at any Allied-owned port:

1x 1-2-8 Inf X
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## SEP I 40

### British:

#### East Africa:

Place at any Allied-owned port:

1x 8 Inf XX HQ	5 (Ind)
2x 2-8 Inf X	9, 10 (Ind)
1x transport counter	(1 RE)
1 steps of attack supply	
5 SMPs	

Convert: 1x 1-2-8 Inf X 21 to:

1x 2-8 Inf X	29 (Ind)
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Available for Assembly:

1x 7-8 Inf XX	5 (Ind)
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## SEP II 40

### British:

#### East Africa:

Place at any Allied-owned port:

1x 2 8* Inf X	1 (SA)
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Place at any Allied-owned airbase:

1x Mxd	1A2	1-1/13	(SAAF)
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## OCT I 40

### British:

#### East Africa:

Place at any Allied-owned port:

1x 2 8* Inf X	2 (SA)
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### East African Campaign Reinforcements

When playing the East African Campaign scenario with the Defiance over Discretion scenario variant as a pre-game scenario, perform the following withdrawal.

## JAN I 41

### British:

#### East Africa:

Withdraw:

1x 1-10* Recon X	Comp (Emp)
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## High Tide of Empire Scenario

### Aug I 40-Sep I 40

#### Axis Order Of Battle

### INITIAL FORCES, AUG I 40

#### Initial Conditions.

##### East Africa:

- Standard Supply Terminals: Harar.

- 3-Capacity Permanent Airfield: Dire Dawa.
- NTP Capacity: None.
- Steps of Attack Supply: 1 at Giggia.
- SMPs: 8.
- Accumulated Replacements: None.

#### Initial Forces.

##### Italian:

###### East Africa:

Place in Italian East Africa within 2 hexes of Aiscia:

2x 1-6 Inf X	17, 70 (Col)
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1x 1-6 Inf X	Est (CCNN)
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Place in Italian East Africa within 2 hexes of Giggia:

1x 1-8 Lt Arm X	AOI
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3x 1-6 Inf X	13, 14, 15 (Col)
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1x 1-6 Art III	3
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Place in Italian East Africa within 2 hexes of Harar:

1x 2-6 Inf X	2 (Col)
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Place in Italian East Africa within 2 hexes of WW6:1707:

1x 1-6 Lt Inf X	Som (Col)
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Place in any hex containing an Italian Colonial Inf X:

1x 1-8 Art X	4 (Col)
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Place in Dire Dawa:

1x 0-6 Cons III	Est
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1x 4 pos Hv AA	AA=1
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1x CR.32bis	3F2	0/9
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1x SM.81	2B2	1-4/17
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## REINFORCEMENTS

### Regular Reinforcements

#### AUG II 40

##### Italian:

###### East Africa:

Place in Harar:

1 step of attack supply

### Defiance Variant Reinforcements

Use the following reinforcements, in addition to the regular reinforcements, only if the Defiance over Discretion scenario variant is used.

#### OCT I 40

##### Italian:

###### East Africa:

Place in Harar:

1 step of attack supply

## Wavell's War and British Somaliland Forces

The East African Campaign Scenario in *Wavell's War* historically occurs a few months after the Italian conquest of British Somaliland. If you've read the historical account of the campaign above, you're aware that the British suffered only light casualties in the campaign and successfully evacuated their forces. So, where are the British Somaliland forces in the East African Campaign Scenario? I suspect the scenario may have simplified or overlooked things for these units. Here's a house rule to handle these forces.

## **British Somaliland Garrison**

In the East African Campaign Scenario, while the British own any port in British Somaliland, they must garrison British Somaliland with 1 RE of units. While any British units may be used for the garrison, the British Colonial Somali units are the logical candidates.

The REs of the British Somaliland garrison may also be counted toward fulfilling the garrison requirements of the British East Africa garrison.

### **0-1-8C Cav II SCC (Col)**

This unit, the Somali Camel Corps, was not evacuated when British abandoned British Somaliland. Instead, the men (other than the British officers) were local Somalis. The British deactivated the unit and ordered the men to return to their homes. However, when the British retook British Somaliland during the East African campaign, the men quickly reported back to duty and the British reactivated the unit. The unit was not used offensively but instead was used in secondary tasks like guarding Italian prisoners of war. However, had the campaign gone differently for the British, it is likely the unit would have been committed to action, certainly at least to the defense of British Somaliland.

Accordingly, two turns after the British capture any port in British Somaliland, the Allied player receives the British 1x 0-1-8C Cav II SCC (Col) as a reinforcement in any Allied-owned port in British Somaliland.

### **0-1-5 Static II Som (Col)**

In *War in the Desert*, the Allies have a British 1-5 Static X Som (Ind). This represented the garrison of British Somaliland (and was an Indian Army unit rather than British Colonial, since Indian Army battalions tended to make up the bulk of the garrison). In WITD, this unit is present with the British East African forces even after the Italians conquered British Somaliland. Conditional reinforcements allow the Allied player to convert it into an Indian Army inf RP and allow the unit to subsequently be replaced using Indian Army or Indian State Forces (ISF) inf RPs.

In *Wavell's War*, there are counters for a British 0-1-5 Static II Som (Col) and a British 1-6 Inf X Som (Col). The OB for the East African Campaign Scenario does not mention either unit. There is no overall Allied OB in WW like there is in WITD, so it is difficult to figure out what is going on here. I suspect the 0-1-5 Static II Som (Col) starts the war in British Somaliland and is converted to the 1-6 Inf X Som (Col) at some point prior to the Italian invasion of British Somaliland. (The "High Tide of Empire" scenario handles things differently, as noted in its OB.) Historically, the forces represented by the brigade were evacuated to Aden when the British abandoned the colony. Thus, I suspect the British OB for East African Campaign Scenario overlooks this unit. The presence of ISF inf RPs in the scenario's OB reinforces this suspicion, since these ISF inf RPs can have no other use except as outlined above for WITD.

Accordingly, use the following.

- 1) Include the British 1-6 Inf X Som (Col) as part of the initial forces for Aden.
- 2) In any Allied initial phase, the Allied player may convert this unit to a British 0-1-5 Static II Som (Col) and also receive 1 Ind inf RP.
- 3) In any Allied initial phase, the Allied player may spend 1 ISF inf RP and convert the British 0-1-5 Static II Som (Col) to the British 1-6 Inf X Som (Col).