

ERRATA

• Map

- The “yellow exclamation point” symbol concerns the Cabinda zone. It should have appeared in rule 9.7 and in the Cabinda zone. It was inadvertently omitted.
- The Saurimo zone is a BZ; the black border is missing.

• General points regarding the strategies of both players

The players must both manage the morale counter (military victory) and their diplomatic level (diplomatic victory). For the morale counter, the MPLA player wins MoP by retaining his EZ and destroying those of the adverse units (he can attempt to dry up the resources of the UNITA through sabotage or by controlling the adverse diamond EZ); the South African/UNITA player must lower his opponent's morale level (liberated zones, sabotages) and win MoP (control of BZ, destruction of adverse units).

Military actions have an impact on the diplomatic level. Therefore, choose them carefully and avoid reckless actions. Or, try to win an automatic victory.

• Game advice

This is a diplomatic conflict led with military actions. The highly intense engagements, therefore, have a significant diplomatic cost (at least until January 1988, the date of the “XXXI anniversary” OPS) and can also lead to a ceasefire. So, avoid having too many or you risk the game ending before you win.

The relationship between the morale counter and the diplomatic level is the following: the morale counter only simulates a military victory, but to win, there must be a diplomatic victory, even if there is a military defeat (lower morale).

Leading strikes or engagements in Zaire or against the South African CU results in the government player losing diplomatic levels. He may engage them in two cases: if he has a sufficient diplomatic lead, to try to accumulate diplomatic victory and military victory, or if he is at the bottom of the diplomatic scale (destroy South African units (+1 level) or conquer geographic zones like Calueque or Ondjiva).

For Zaire, the player chooses to permanently weaken UNITA's military potential with no diplomatic gain. He can attempt it if he has a comfortable lead in diplomatic level with the goal of ending the game with a ceasefire and winning before the end.

In any case, it is difficult for the players to make these choices at the beginning of the game before the decision has really been made or because their situation is hopeless.

Military actions have an enormous impact on the diplomatic level; a direct confrontation between Cubans and South Africans cannot truly occur until the second phase of the game.