Angola 1988
The final battle of the Cold War

Angola 1988 simulates the operations led between July 1987 and July 1988 between the Angolan government forces, supported by the Cubans, and the UNITA, supported by the South African armed forces.

This period marks the final "round" of the Cold War before the fall of the Soviet Union in August 1991.

One player controls the government camp, composed of three factions : MPLA (and the FAPLA armed forces), SWAPO and Cuban forces (CUBA). The anti-government camp controls three factions : FLEC/FNLA, UNITA and the South African forces (SADF).

1 - OVERVIEW

The game requires use of several six-sided dice, notated as **D6**. Two drawing bowls are necessary, one for «operations» (OPS), the other for "tactical support» (TS) and "diplomatic actions" (DA). Place the commanders, the "OPS" and the "major OPS" in the "operations" according to their arrival. Place the TS and les DA in the "tactic/diplomacy" bowl according to their arrival.

1.1 - The map

The map represents Angola and its neighbouring countries. Zones and military regions (MR) are superimposed on the map to facilitate units' movement.

There are four types of zones :

• **minor zones** with no important towns (desert, bush and jungle) that have an effect on movement, disclosure of GU or SFU (see 1.3) and engagements;

• **garrison zones** (GZ);

• **bastion zones** (BZ) that correspond to important towns;

• **economic zones** (EZ) that correspond to ports, hydroelectric dams, diamond mines and oil-producing fields.

The "port" EZ marked with a «zodiac» indicate that these plants can be the target of «sabotage» by sea. The EZ are only used to resolve sabotages (see 10.2.) and have no impact on movement; they are an integrated part of BZ or GZ.

1.1.1 - Control of the zones

– A **free** zone is a minor zone without the presence of units or an inoperative GZ or a destroyed GZ without the presence of units.

– A zone is **controlled** by a camp if a CU, a "revealed" GU or an non-"inoperative" ("inopérant") or non-"destroyed" «BZ» or «GZ» is present. An EZ is also controlled if the GZ/BZ is occupied by an adverse conventional unit. An EZ is controlled by the camp that controls the corresponding GZ/BZ.

– A zone is **contested** when units from both camps or GZ/BZ are present in the same zone.

Example: a guerrilla unit is in an adverse BZ/GZ. The zone becomes "contested".

1.1.2 - Special case of the GZ and BZ

The GZ and BZ must be considered as "conventional units" in defence during engagements (same values : CCF-UCF-ACF). GZ have one strength step and BZ have two. GZ and BZ that suffer a loss are given an "inoperative" marker for the first loss and a "destruction" marker for the BZ that suffers a second loss. EZ can only be attacked through «sabotage».

1.1.3 - Connections

The zones are linked by three types of connections: «trails», «roads and railways» and «caravanas « (supply axes of the Cuban forces).

1.2 - Game scale

The land units represent between 1000 and 5000 men, and air units represent between 10 and 20 aircrafts. The distance between two zones ranges from 100 km to 400 km.

1.3 - Counters
1.3.1 - Combat units

There are four types of combat units :

– conventional units (**CU**),

– guerrilla units (**GU**),
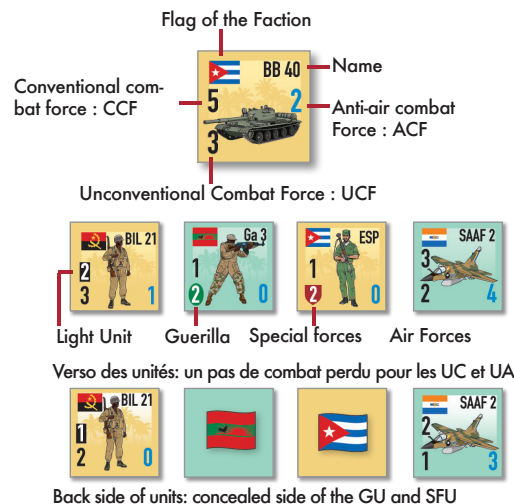
– special forces units (**SFU**),

– air units (**AU**).

The CU and the AU have two sides, one denoting a unit at full strength and one at half strength.

The GU and the SU have a "revealed" side and a "concealed" side.

The conventional units are either "heavy brigades» or "light brigades».

The combat units have three Combat Factors (CF) : a conventional CF (CCF), an unconventional CF (UCF) and an anti-air CF (ACF). The units also have a background colour and a flag to identify their faction.

Flag of the Faction

Conventional combat force : CCF

Name

Anti-air combat Force : ACF

Unconventional Combat Force : UCF

Light Unit   Guerilla   Special forces   Air Forces

Verso des unités: un pas de combat perdu pour les UC et UA

Back side of units: concealed side of the GU and SFU

1.3.2 - Commanders (Chefs)

They represent the general staff of the two camps. They have an initiative capacity (IC) and a tactical bonus (TB).

The government camp has two commanders : Ochoa and Polo ; the anti-government camp also has two : Savimbi and Ferreira.

IC   TB

1.3.3 - Tactical support and diplomatic actions

Each player has a certain number of "tactical supports" (TS) that allow him to modify the CF of the units and the conditions of the «engagements» [see 4.2.]. The «diplomatic actions» (DA) modify the diplomatic level of the two camps [see 4.3. and 13.2].

1.3.4 - OPS markers and commanders

The operations counters (OPS) and commanders allow for the activation of the units of the corresponding faction.

At the beginning of each turn, each player places them in the "OPS" bowl.

1.3.5 - Tracks

Tracks are used to indicate the game turn, morale level of each camp and the effects of the diplomatic game between the two camps.

2 - SET UP

All the TS/DA are placed in one of the drawing bowls, with the exception of those mentioned as reinforcement for the "major" OPS (see 15). The OPS are placed in the OPS drawing bowl. The OPS, TS/DA and the Commanders received later are placed on the turn-counter on the corresponding month.

The anti-government player places his units first. The stacking rules apply beginning with the initial placement (see 8).

2.1 - Anti-government player

UNITA places its conventional units in the friendly BZ in Angola, (Jamba, Mavinga, Cazombo or Luau) : 3 x BR ; 2 x BM and 2 x SFU.

Savimbi is placed in the OPS drawing bowl.

Any GU must be placed "concealed side" anywhere in a MR, at a rate of one GU per MR.

The units **FNLA-FLEC** are placed in the BZ of their faction, in Zaire.

The **South African** units (SADF) are placed as follows: the Bn 32 at Mavinga, the Re 32 in the MR 6.

2.2 - Government player

The **government player** places his units in a friendly BZ. (BIL 5, 8 & 13 ; BIN 1, 2 & 3, SFU 13,18 & 29, AU (1))

The **Cuban** units are placed in the "caravanas" BZ (BIL 80, BIM 10 & 20, SFU (Esp), AU (11/25)

The conventional unit BBP is placed in the "Luanda" zone.

BIL 70 is placed in the "Cabinda" zone.

The **SWAPO** units are placed in the SWAPO GZ.

2.3 - Tracks

• Place the UNITA/SADF morale marker on "13" on the morale track and the government marker on "10".

• Place Cuba's diplomatic marker on level 1 in the Cuba column. Place the diplomatic marker for the South African Republic on level 2 of the RSA column.

2.4 - Drawing bowls

On turn 1 (August 1987), the government player won the initiative and has drawn from the bowl the major OPS «Salundado a octobre» (he must decide at the beginning of the game whether or not to pay for it, see 5.3). He has four TS in his hand : "Spetsnaz", "mobile group", "Mi-24", "LRM". The anti-government player must draw two TS/DA.

3 - SEQUENCE OF PLAY

Each game turn proceeds according to the following phases:

1 - Initiative Phase.

This phase is not played on turn 1.

Each player adds the value of 1/2 **D6** (rounded up to the nearest whole number) to which he adds the initiative capacity of his commanders in the drawing bowl. These values are added to each camp's morale counters. The player with the higher value wins the initiative.

In the case of a tie, the players re-roll the dice until they can determine the initiative.

• Add the "major OPS" and the "Commanders" received this turn in the OPS bowl.

• Add the "TS/DA" received this turn in the TS/DA bowl.

• The player with the initiative draws three "TS/DA"; the other player draws two "TS/DA".

2 - Alternating Operations Phase

The player who draws an adverse OPS or commander lets his opponent play.

• For each OPS or Commander drawn, the player rebuilds his units, retrieves his reinforcements, moves his activated units then resolves in order: sabotages (10.2), harassments (10.3), reconnaissances (10.1), strikes (9.3) and engagements (9.1).

• The OPS phase is over when the drawing bowl is empty.

3 - Morale phase, retreats, automatic victory and diplomacy

• Each player adjusts his morale counter based on the morale table modifiers (game help at the end of the rulebook). Certain modifications must be carried out during the OPS phase.

• The South African player removes the units listed in 6.3.

• Verification of an **automatic** victory.

Each player checks if a "ceasefire" is declared, if the victory conditions or conditions for an automatic victory are met. If a diplomatic marker is on the «nuclear alert» space, the players check if the game is over.

• The players check if they meet the conditions to play a "negotiators" or "conference" DA. The diplomatic counters are moved according to the actions that are led. The OPS and the commanders are returned to the OPS drawing bowl.

4 - TS AND DA

During the initiative phase of each turn, the new TS/DA markers received for the "major" OPS, are added to the drawing bowl.

Once played, the TS and the DA are **returned** to the drawing bowl (except for the "conference" DA which cannot be played again).

The government camp's TS are yellow and the anti-government's are green. Certain TS are two-sided and shared by both camps. A player can only use the TS of his camp.

A maximum of four "TS/DA" markers (including only one DA per player) may be kept in hand from one turn to the next before being used. Any «TS/DA» over four must be discarded in the bowl, player's choice, starting with the two-sided TS shared by both camps.

4.1 - Use of the TS and DA

• The «garrison» or «bastion» zones cannot receive TS without the presence of a unit. The attacker plays his TS first, followed by the defender.

• During an engagement, **only two TS** per camp may be played. A TS modifies the Combat Factor of **one and only one** unit. It cannot be added to a commander's tactical bonus.

• The TS marked with a **flag** are played only by the units of the faction with the **same flag.** The unmarked TS may be played by the units of all the factions of their camp.

Examples : the "minefields" TS can only be used by the Cubans or the FAPLA but not by the units of the SWAPO.

• During a "harassment" or «sabotage» action, or an engagement led against **or** with a single, unconventional unit, only one TS per camp may be played. Only the TS marked with a **star** may be played during this type of action.

• During the diplomatic phase only, **only one** DA may be played per turn, for each of the players.

4.2-Description of the TS
4.2.1 - The government side

• **Ambush**. Reverses the order of combat. The attacker fires first. It cancels out all the TS : successful sabotage, special forces and ambush.

• **Spetsnaz**. Reverses the order of combat and reveals a "concealed" unit. Allows for a successful "sabotage" (see below). It is canceled out by the Ambush TS.

• **LRM BM-21**. Adds a bonus of +1 to the CCF of a CU.

• **Mobile group**. Adds a bonus of +1 to the CF or the UCF of a unit and reveals a "concealed" unit. *This corresponds to the "advanced detachments" of the Soviet operational doctrine.*

• **Mi-24**. Adds a bonus of +1 to the CF and to the UCF of a friendly unit. It is canceled out by the Stinger TS.

• **SAM**. Adds a bonus of +2 to the ACF to all the CU, BZ and GZ in the RM5 and RM6. Once drawn, it is played during a friendly or enemy strike and remains valid until the end of the game. It is placed in the zone "Menongue". *It corresponds to the anti-air network organised by the Cubans and the Soviets starting in January 1988.*

• **Successful Sabotage**. Renders any sabotage automatic without the possibility of retaliation by the enemy.
It is canceled out by an Ambush TS.

• **Reco/strike complex**. May only be played if a Cuban unit is present in the zone "Cahama. It is placed in the zone «Cahama». A Cuban AU can then lead a single "air strike" against a SADF CU in all zones of MR 5 and 6. An automatic loss is inflicted on the SADF CU in addition to the result of the air strike. It can be used only once during the game. *The construction of the aerodromes of Xangongo and Cahama made air superiority possible along the border with Namibia. The strike on Calueque in June 1988 puts an end to the hostilities.*

• **Minefields**. Gives a bonus of +1 to the CF or to the UCF of any unit present in a BZ. An enemy unit also suffers an automatic loss.

4.2.2 - The anti-government side

• **Artillery support**. Gives a bonus of +1 to the CF of a CU.

• **Ambush**. Reverses the order of combat. The attacker fires first. It cancels out the TS : successful sabotage, Spetsnaz and Ambush

• **Special forces**. Reverses the order of combat and reveals a "concealed" unit. It renders "sabotage" automatic (see below). It is canceled out by the Ambush TS.

• **Reco**. Gives a bonus of +1 to the CF or to the UCF of a unit. These units lit up the enemy units targeted by the artillery or aviation.

• **Frappe G5/G6**. (Strike) Gives a bonus of +1 to the CF of a CU. An enemy

CU suffers an additional loss. The presence of a SADF CU is obligatory. *The "greatest cannon in the world» of this era invented by the Canadian Gerald Bull.*

• **LRM Valkiri**. Adds a bonus of +1 to the CF of a CU. The presence of a SADF CU is required.

• **Stinger.** Adds a bonus of +1 to the ACF of a unit (with the exception of AU), during a strike.

It cancels out the TS Mi-24. *The famous portable anti-air missile (Manpads), made famous by the "Afghan mujahideen».*

• **ATGM Milan**. Adds a bonus of +1 to the CF or to the UCF of a friendly unit. *Anti-tank missile, secret delivery from France.*

• **Koevoet Police** (anti-terrorist forces in Namibia). Eliminates any unconventional unit of the SWAPO in Namibia. It is played during a SADF OPS or major OPS.

• **Successful sabotage**. Makes any sabotage automatically successful. In this case, the enemy units cannot retaliate the sabotage. It is canceled out by an Ambush TS.

4.3 - Diplomatic Actions

There are two types of diplomatic actions : «conferences» and «negotiators». They are played during a Diplomatic phase and are used to modify the diplomatic level of the two camps.

• The DA «Conference of Luanda» is on the front side of the marker and the DA "Conference of Cairo (Caire)" is on the back side. The Conference of Luanda may be played before January 1988, the Conference of Cairo after January 1988. They may only be used once during the game.

• The negotiator «Risquet» (for Cuba) is on the front of the marker, the negotiator «Crocker» (for South Africa) on the back. The two camps may use the "negotiators" as many times as they choose to modify the diplomatic level. Once played, they are returned to the TS/DA bowl.

5 - OPÉRATIONS

5.1 - General points

During the initiative phase, the OPS (including the major OPS that arrives this turn) **and** the commanders are placed in the drawing bowl.

Then, the player with the initiative may select an OPS or a Commander from his camp then place the rest of the markers in the "OPS" drawing bowl. He can play the chosen OPS or commander marker **at any time** during the game turn, i.e. after having played an OPS or before playing one or even before his opponent can play his OPS. The players alternate drawing markers. Once drawn, an OPS is placed in the "played OPS" space. The OPS and the Commander are returned to the drawing bowl **at the end** of the game turn.

5.2 - Activation
5.2.1 - General points

When he draws an OPS marker of his camp, the player may pass or activate **all** the units of the drawn faction and rebuild units (see 6.1). When he draws a Commander, he can pass or activate all the units of his **faction** that are located **in a single zone**. The Commander **must** remain with at least one of the units until the end of the turn.

If he draws a marker belonging to his adversary, the latter can pass or engage in the operations.

Example : the CUBA OPS marker activates all the Cuban units.

Exception : the SWAPO units can be activated by the CUBA OPS, the SWAPO OPS or a major OPS. Therefore they can be rebuilt, move and combat several times in the same turn.

5.2.1 - Activation of units

Once all the activated units have completed their movement, the player resolves the actions in the order defined in 3.2. Once the results are applied, the OPS is completed.

5.3 - Major OPS

At the beginning of the turn, the player places the TS received during a major OPS in the TS/DA bowls. The major OPS and the commanders go in the OPS bowl. When the major OPS is drawn, the player chooses whether or not to pay 3 Morale Points

(MoP) to use it.

• **If he doesn't pay**, he passes his turn to his adversary and the major OPS is placed on the following month on the turn counter. It will be returned to the drawing bowl during the initiative phase of the following turn.

• **If he pays** : the listed reinforcements enter the game.

Note : a major OPS cannot be postponed beyond the turn that another major OPS of the same side enters the game. It will then be discarded without having been played and the reinforcements that are listed will be lost.

Once played, the «major OPS» markers are permanently discarded.

• **The government camp** has two major OPS: saludando a octobre and XXXI anniversario.

They allow for the activation of all the factions of the government camp : FAPLA, CUBA and SWAPO.

• **The anti-government camp** has three major OPS : Modular/Hooper, Packer and Displace. They activate the factions UNITA and SADF, but not the FNLA-FLEC.

Note : their political role was limited; they were mainly supported by Zaire.

6 - RECONSTRUCTION AND REINFORCEMENTS
6.1 - Reconstruction

At the beginning of each OPS, the activated faction(s) rebuild their destroyed units by spending **two morale points** for any type of unit except the guerrilla units which are recovered without spending morale points.

The units with two steps are rebuilt on their reduced side. They can recover their full potential with an additional **2 MoP**.

They are rebuilt in a friendly, non-besieged BZ, respecting the stacking limits.

• Spending **2 MoP** repairs a "destroyed" BZ to full capacity if a friendly CU is present. An "inoperative" GZ or a BZ regains its full potential by the presence of a friendly CU in the zone.

• If all the SWAPO GZ are controlled by the enemy, the SWAPO units will arrive in a government BZ.

• The UNITA conventional units may be rebuilt in Zaire, but their first action must be to move to Angola.

• All the guerrilla units are placed in a "minor" zone that is free and/or controlled or in a bastion of the corresponding faction.

6.2 - Reinforcements

The units arriving as reinforcements thanks to play of a major OPS (see 5.3 and 15) are placed as follows, respecting the stacking rules (see 8). In general, the units are placed in a BZ of the same faction unless indicated otherwise.

• The Cuban units are placed in a non-"inoperative" "port" BZ. If this is not possible, the arrival is postponed until the next turn.

• If all the SWAPO GZ are controlled by the adversary, the SWAPO units will arrive in a government BZ.

• The South African units arrive in Namibia.

6.3 - Withdrawal

The South African player must remove the following units from the game at **the end of the turn** marked with a red dot on the turn-counter:

• **February 1988** : Ferreira, Bn 4 SAI and BnM 61.

• **April 1988** : Bn De The Rey and BnB RPS.

7 - MOVEMENT

During an activation, the units of the activated faction move once according to their type.

7.1 - General points

• Conventional units (CU) or guerrilla units (GU) and special forces units (SFU) on their "revealed" side move an unlimited distance at each OPS, following connections.

They must stop :

– when they enter a zone controlled by the adversary; they must then lead an engagement (see 9.1).

Note : you can use the "Engagement" counters to show the movement of units.

– when they enter a minor zone of difficult terrain «jungle « or «bush" that is occupied by a GU on its "revealed" side; they must then lead an engagement (see 9.1).

A unit that moves may use only **one** "trail" (piste) connection, either at the beginning or at the end of its movement.

Example : during the "dry season", a FAPLA CU may move from Luanda to the Cuito Cuanavale BZ without stopping then toward one of the zones to the south that is linked by a "trail" connection. It can also do this in reverse.
• The guerrilla units on their "concealed" side move without following the connections in any "minor" zone of the MR in which they are located, or toward any "minor" zone of an adjacent MR.
They move from "concealed" side to "revealed" side or vice versa, at any moment in an OPS in a minor zone that is free or controlled by their own camp. A non-revealed special forces unit moves like a "concealed" side GU.
• The air units can move an unlimited distance between one friendly non-inoperative, non-destroyed BZ and another.

7.2 - Movement Restrictions
• **Only** the South African units, guerrilla and Special forces of the SWAPO may move in Namibia.
• **Only** the UNITA and FNLA/FLEC units may move in Zaire, and only in the BZ of their own faction.
Exception : the FAPLA units may enter Zaire to lead an engagement there but must withdraw afterward and return to Angola (see 9.1, 9.6 and 13.1).
• **During the rainy season**
– the conventional units may only move four zones along
«caravanas « and "road" connections, or a single "trail" connection;
– a single air unit may be used by each of the camps. The TS «Mi 24 « cannot be used by the government camp.

8 - STACKING
8.1 - General points
A maximum of **two** conventional units and **one** special forces unit may be stacked in the same zone. A **single** guerrilla unit may be stacked in a zone with a **single** special forces unit.
In addition no more than one Commander or one AU per zone.
The stacking rules apply **at the end** of a movement (**except** multiple engagements, see 9, then stacking rules apply at the end of the last engagement) or a retreat. During a «retreat», the retreating units must continue to do so until they reach a friendly zone in which the stacking rules are respected.

8.2 - Stacking Restrictions
• No unit may be in a zone that belongs to another faction.
Exceptions : a South African unit may be in a UNITA zone. A Cuban or SWAPO unit may be in a FAPLA zone.
• No unit may be stacked with a unit of another faction.
Exceptions : a Cuban unit may be stacked with a SWAPO unit. Starting with the major OPS «XXXI anniversario», a Cuban unit may also be stacked with a FAPLA unit.
• A GU or a SFU on its "concealed" side can be in the same zone as an enemy unit, BZ or GZ.

9 - ENGAGEMENT AND STRIKE
The number of strikes (frappes) and/or engagements is limited by the number of markers (4).

9.1 - Engagement
A stack of units that finishes its movement in a zone must attack the enemy units that are present including in the BZ or the GZ. The player indicates the zone with a numbered «engagement» marker.
• A unit may only lead one engagement per OPS **(exception 9.5.3)**.
• A unit can be attacked several times per OPS and during different OPS of the turn.
• A GU or SFU must be "revealed" to be attacked. If it is not "revealed" through "reconnaissance" (see10.1) or by playing certain TS, it will not participate in the engagement.
• All the units present in defence combat.
The "engagement" ends when the attacking and the defensive units have fire.
• If units attacking the same zone come from different zones, the "engagements" are resolved successively in the increasing order of the markers.

9.2 - Resolution
An engagement is a duel between an attacking unit and a defending unit. The defender fires first unless the attacker plays a TS that enables him to reverse the order of fire (see 4.2). If the defender plays a TS that allows him to reverse the order of the engagement, he always fires first.
• The «defensive» units then the "offensive" units choose which Combat Factor to use based on the targeted unit.
Example : a CU «engages» a Non-conventional unit with an unconventional combat factor. The ACF is used against the Air Units.
• A "hit" is obtained by getting a **D6 result less than or equal** to the unit's CF value (CCF, UCF or ACF). For each "hit", a GU/SFU is eliminated, a CU or AU with two steps is turned over, a GZ or a BZ is "inoperative" (place an "inoperative" marker). Therefore, it takes two "hits" for a unit with two steps or a BZ ("destruction" marker) to be eliminated. The destroyed units are placed in the «destroyed units» box.

9.3 - Air strike
• To lead a «strike», an AU must be within a radius **of 4 zones** from a friendly BZ that is neither "inoperative" nor "destroyed". **Exception** : TS «Reco/Frappe» see 4.2.1.
• During an OPS, a **single** strike against a single revealed unit or GZ/BZ per zone is permitted. A "strike" marker notated A to D indicates the zone in which it takes place. Once the «strike» has taken place, the AU returns toward the closest friendly BZ.
• If an air unit leads a strike against a zone that includes an enemy air unit, the engagement will first be carried out between the two air units. If it is "hit", the air unit will not be able to lead its strike. Otherwise, it can do so against the target it chooses. The targeted unit can fire against this air unit beforehand.
• A CU or a BZ/GZ that is attacked by a strike cannot participate in the defence of an engagement in this zone **during the same** OPS.

9.4 - Retreat
If at least **half** the combat steps of the CU (except GZ, BZ or AU) in defence are destroyed (including after an air strike), the defender has lost the engagement. All surviving units retreat to a "non-inoperative», "non-destroyed" friendly BZ that can accommodate them. If they cannot, they are eliminated. If this result is not obtained, the attacker **retreats** to his zone from the start of the engagement.
• Retreat is **blocked** by the presence of an enemy unit. The guerrilla units (GU) or Special forces (SFU) must be «revealed».
Reminder. The GU and SFU can only be revealed in minor zones that are free or controlled by their own camp (see 7.1).
• Only the anti-government GU and SFU may retreat to Zaire toward a BZ of their faction.
• Retreat to Zaire and Namibia is prohibited for the UNITA CU and for the government units.
If this is only retreat option, these units will be eliminated. Only the South African units can retreat to Namibia.
Important. If a commander is alone in a zone, after an engagement, he is moved toward the closest friendly Bastion Zone.

9.5 - Occupation, Siege, Pursuit
9.5.1 - Occupation
The victorious attacker may occupy the liberated zone that he entered at the beginning of the engagement respecting the stacking rules, or return to the zone from which he start his movement or the last zone he entered before the engagement.

9.5.2 - Siege
A "Siege" marker is placed in the concerned zone, if after an engagement, a GZ or a BZ is the only surviving unit. At least one attacking unit **must** remain in the zone to maintain the siege. The siege is only lifted once the zone is free of enemy units.

9.5.3 - Pursuit
South African units that are victorious in an engagement may proceed and lead a second engagement in a zone adjacent to the first engagement. This engagement takes place **immediately** and does not require a marker.

9.6 - Engagement restrictions
• Only the FAPLA units may carry out an engagement in Zaire but cannot remain there.
• Only Cuban AU may strike Zaire.

• No engagement is permitted in Namibia except special ops of the SWAPO.

9.7 - Engagement modifiers
• The player attacking a "town" zone **automatically** receives an additional loss, regardless of the result of the engagement.
• Any CU attacking in a «bush» or «jungle « zone has its CCF **reduced by 1**, except for light infantry units whose CCF is in a black square.
• A "Siege" marker **reduces by 1** the CCF of the defender in a besieged zone (see 9.5.2).
All these modifications are **cumulative**. No unit may have its CF reduced below "1".
•⚠️ The enclave of Cabinda has **no** combat modifier.
• A TS or a commander's TB modifies the Combat Factor of a **single** unit.
• The air units cannot receive a commander's TB.
• The modified combat factors cannot exceed 5.

10 - SPECIAL OPERATIONS
Only the guerrilla units (GU) and special forces (SFU) may lead this kind of operation. To do so, these units must be located in a target zone (EZ for a "sabotage"). These does not count toward the limit of 4 strikes/engagements.

10.1 - Reconnaissance
The SFU may lead reconnaissances. They automatically reveal all the enemy GU or SFU present in a zone. They can participate in the following engagement.
Note : the SFU has to be on it's revealed side to move with conventionnal units, therefore reconnaissance is done revealed.
Certain "TS" also reveal "concealed" units (see 4.2).

10.2 - Sabotage
10.2.1 - Resolution
The sabotages are led against EZ : "ports», "diamond" mines, "oil fields", "dams". **Only** SFU may lead sabotages.
• If an EZ is defended by a GZ, a BZ or a "revealed" unit, the SFU must lead an engagement against the GZ, the BZ or the present unit.
Note : the modifier concerning the "town" zone does not apply to sabotages.
• If it survives the engagement, the SFU is successful in its sabotage if it gets a **1D6 result that is less than its UCF.**
• Several "successful sabotage" TS render the sabotage automatic without engagement (see 4.2).
•An "inoperative" marker is then placed on the "sabotaged" EZ.
• Once the "sabotage" is resolved, the SFU may remain in the target zone, "concealed" side or in an adjacent zone.
Special case. Only the ports marked with a «zodiac» can be sabotaged by sea. Only the South African SFU may "sabotage" a port by the sea. These units must leave from a BZ in Namibia and be repositioned in Namibia once the sabotage has been executed.

10.2.2 - Restrictions and exceptions
• In each turn, only **two** "port" EZ may be "sabotaged" by the sea. During the rainy season, a **single** sabotage via sea may be led per turn. There is **no limit** to sabotages of ports via land.
• If the BZ or GZ defending the EZ is «inoperative» or «destroyed», no further «sabotage» may be led against this EZ.
• A player who controls an enemy EZ cannot sabotage this EZ.

10.2.3 - Effects on morale
• For each "sabotaged" port or dam EZ, the controlling player's morale counter is reduced by **1 MoP.**
• For each "sabotaged" oil or diamond EZ, the controlling player does not receive the corresponding MoP.
• A player who controls an enemy EZ receives no advantage for his morale.
• During the morale phase, once the calculation is done, the «inoperative» marker is removed from the EZ if it is not controlled by an enemy unit. If the EZ is controlled by the adversary, the «inoperative» marker remains and the morale effects persist until the zone changes control.

10.3 - Harassment
• A GU may only "harass" GZ.
To do so, the «revealed» GU **must** lead an engagement.
Regardless of the result of the engagement, the player gets **1 MoP** as soon as

it is over. This action does not require an "engagement" marker.

10.4 - Liberated zones
An anti-government GU can created "liberated zones". To do so, it must be "revealed" at the end of a turn and in a free "minor" zone.
Each liberated zone in Angola subtracts **1MoP** from the government morale (maximum 5 MoP).
Similarly, a SWAPO SFU or GU that is revealed or not present in Namibia, subtracts **1 MoP** from the anti-government's morale per turn.
Exception: the MR 3, 5 and 6 cannot host "liberated zones".

11 - LOGISTICS
The «logistics» are determined at the end of an OPS. Only the CU must be "in supply".

11.1 - Supply
Any CU is considered «in supply» if it is within **four zones** from a controlled BZ, neither «inoperative», nor «destroyed», ni "besieged"; within **two zones** during the rainy season.
A zone **controlled** by the enemy cuts the supply line (see 1.1.1).

11.2 - Out of Supply
An "out of supply" CU cannot lead an «engagement» but defends itself normally with -1 on its CF and its ACF. The UCF is **not** reduced. An "inoperative" marker is placed on the out of supply CU. It will be removed as soon as the CU is in supply again.

12 - MORALE
Each camp evaluates its morale level between 0 and 25. The camp that reaches 0 suffers a "total defeat" and loses the game.

12.1 - Calculation of morale

The calculation is recorded on the morale track on the map.
• During the **initiative phase**, each camp adds the value of a **D6** divided by 2 (rounded up). If commanders are present, their initiative capacity is also added.
• During the **OPS phase**, each camp rebuilds and returns its units to full strength for the number of MoP mentioned in the game help. The player that led a "harassment" action receives **1 MoP** at the beginning of the action. He receives **2 MoP** for any engagement or strike led in Zaire by the government player.
• During the **morale phase**, each camp counts up the MoP to be received or to be subtracted:
– for the control of friendly EZ and enemy BZ;
– the presence of enemy units in the «destroyed units" box ;
– for any «dam», «ports» EZ rendered «inoperative» by a «sabotage», or controlled by the adversary;
– for any controlled, non-"inoperative" "diamonds» EZ;
– for any controlled, non-"inoperative" "oil» EZ;
– for any "liberated zone" in Angola by anti-government guerrillas – except MR 3, 5 and 6 – or the presence of a SWAPO unit in Namibia (see 10.4).
– by the absence of a government conventional unit in the zone of Luanda.

12.2 - Consequences
12.2.1 - Governmental Camp
• If the morale level of the government camp reaches **24**, the player must remove a Cuban conventional unit from the game at the end of this turn.
The "special units» and "air units" are **never** removed from the game. He must continue this retreat unless it takes place in January 1988 or if the morale level falls below 24.
Historical note: Fidel Castro made the retreat of his troops dependent on the regime's political and military stability.

12.2.1 - Anti-government camp
• If the morale level of the anti-government camp reaches **5**, he must definitively remove all the FNLA/FLEC units, at the end of this turn.
During the end of the following turns, if the morale level remains **less than or equal to 5**, he must remove a South African conventional unit at the end of each turn. The "special units» and the air units are **never** removed.
This retreat ends if the morale level exceeds 5 again.
Historical Note: with limited military means, a major defeat of his allies would

have required the government of the RSA to engage a process of "Angolisation" like the US in VN and would have been concentrated on the defence of Namibia.

13 - CEASEFIRE, DIPLOMACY

13.1 - Ceasefire (Cessez-le-feu)

A ceasefire by the UN can be imposed on the belligerents with two conditions.

1- At the end of a game turn, if one of the camps reaches the maximum morale level, the ceasefire is **automatic** and takes effect at the beginning of the following turn. The concerned player's diplomatic marker is turned to its «ceasefire» side.

2- After an engagement or a strike between:
– a Cuban CU and a South African GZ/BZ ;
– a Cuban CU and a South African CU;
– in Zaire.

The concerned player (the attacker) rolls **1D6**. On a **6**, the ceasefire is obtained. The concerned player's "diplomatic" marker is turned to the "ceasefire" side. If the marker is already turned over, turn over the other player's marker. At the beginning of the turn **following** a ceasefire, no initiative is determined and no OPS occurs this turn. No MoP is tallied this turn, with the exception of the "diamonds" and "oil" EZ and the initiative capacity of the commanders that are present.

13.2 - Diplomacy

The diplomatic game simulates the diplomatic ballet that never ended during this conflict. A double track is available for the players - one for each camp.

13.2.1 - The diplomatic levels

Level 1 corresponds to the lowest diplomatic level, level 5 to the highest. No player may **deliberately** fall below 1.

The players begin by checking if one of the diplomatic level markers is in the "nuclear alert" space. Finally, the DA are played during the diplomatic phase.

Historical note : this space corresponds to a decision by the government of the RSA whether or not to use its six tactical nuclear weapons.

• When one of the markers is in this space, the owning player rolls **1D6**. A result of **5** or **6** triggers the use of nuclear weapons and the game ends.

• If the game has not ended when one of the markers is in this space, the two players must use their "negotiator" DA as soon as possible in order to remove the marker from this space.

• A "conference" DA cannot lead to the «nuclear alert» space. The "diplomatic" marker is placed in the previous space.

13.2.2 - Variations of the diplomatic level

The diplomatic levels may vary depending on the events of the game by playing the "negotiator" or "conference" DA.

• There are two «negotiators»:
«Risquet» for the government camp,
«Crocker» for the anti-government camp.

• There are two «conferences»: the conference of Luanda and the conference of Cairo. The conference of Luanda can only be played **before January 1988**, the conference of Cairo can only be played after this date. Once it is played, the Conference of Cairo puts an end to the game.

To play these DA, the morale level must have reached **15** for the government player and **20** for the anti-government player.

13.2.3 - Government Camp

The government camp player can vary his diplomatic level or that of his adversary :
– by playing the DA «Conference of Luanda «, **+ or -1** diplomatic level ;
– by playing the DA «Conference of Cairo», **+ or -2** Diplomatic levels;
– by playing the marker "negotiator Risquet", **+ or -1** level, for his camp or his adversary's;
– for having obtained a victory condition during this game turn, **+1 level** (see 14.2) ;
– for having led a strike or an engagement in Zaire : **-1** diplomatic **level** for each action;
– for having led a strike or an engagement against a South African BZ or conventional unit before January 1988, **-1** diplomatic level for each action;
– for the loss of a Cuban conventional unit, **-1** level.

13.2.4 - Anti-government camp

The anti-government camp can vary its diplomatic level or that of its adversary:
– by playing the DA «Conference of Luanda «, **+ or -1** diplomatic level ;
– by playing the DA «Conference of Cairo», **+ or -2** diplomatic levels ;
– by playing the marker "Negotiator Crocker", **+ or -1** diplomatic level;
– for having obtained a victory condition during this game turn, **+1** level (see 14.2);
– for having led a strike or an engagement against a Cuban conventional unit **before January 1988**, **-1** diplomatic level for each action ;
– for Cuban conventional units present in at least one of the two zones marked with a red star, **-1** diplomatic level;

Note : the arrival of Cuban forces at the Namibian border brought about the gravest governmental crisis in the RSA and allowed them to put pressure on the regime.

– for the loss of a conventional SADF unit, **-1** level.

14 - VICTORY

A camp is declared victor :
– by obtaining an **automatic** victory.
– by having a diplomatic level **greater** than that of his adversary at the end of the game.
– by having a morale level **greater** than that of his adversary, if they have the same diplomatic level.
– if there is a tie for both levels, the game ends in a tie. If a nuclear conflict is triggered, both camps are declared losers.

14.1 - End of game

There are several cases in which the game comes to an end:
– If one of the two camps obtains an automatic victory.
– If one of the two camps reaches the morale level "0" (total defeat).
– If one of the two camps played the DA "Conference of Cairo".
– If two "ceasefires" take place during the game. The game ends immediately with the second ceasefire.
– If "nuclear weapons" are used.

14.2 - Victory conditions

The victory conditions correspond to each camp's major objectives.

14.2.1 - Government Camp

It had at least **three** major objectives :
1- a morale level **greater** than 15 MoP.
Note : this situation corresponded to the political and military stabilising of the regime.
2- Controlling one of the two zones at the Namibian border (marked with a **red** star).
Note : this situation gave sanctuary to the units of the SWAPO and the ANC.
3- Controlling three of the four "diamond" economic zones.
Note : this situation corresponded to an economic stabilising of the MPLA regime.

14.2.2 - Anti-government Camp

It had **four** major objectives :
1- a morale level **greater** than 20 MoP.
Note :This situation made the UNITA a full partner during the next negotiations.
2- Controlling one of the following five zones : Uige, Malanje, Saurimo, Lunea and Cuito Cuanavale (marked by a **blue** star). Commander «Savimbi» **must** be revealed in one of the controlled zones.
Note : this situation would have allowed UNITA to engage in a dividing up of Angola.
3- Controlling three of the four "diamond" EZ ensured financial stability.
Note : this would have allowed a partial disengagement of the RSA and would have improved the image of the UNITA with the other African countries.
4- Controlling the three SWAPO zones.
Note : this constitutes the South African government's essential objective that wanted to eliminate any threat of the SWAPO in Namibia.

14.3 - Automatic victory

A automatic victory can be obtained at the end of a game turn if one of the two camps fulfils one of the following conditions.

14.3.1 - Government Camp

The government camp must control Jamba, (zone marked with a **white** star) which corresponds to the strategy of the Soviet assessors.
OR Obtain all the victory conditions defined in 14.2.1.

14.2.2 - Anti-government Camp

The anti-government camp must control three of the following five zones : Uige, Malanje, Saurimo, Lunea and Cuito Cuanavale (marked with a **blue** star). The commander «Savimbi» must be revealed in one of the controlled zones. **OR** Obtain three of the four victory conditions defined in 12.8.

15 - MAJOR OPS

15.1 - Government camp

Allows for the activation of the CUBA, SWAPO and FAPLA forces
• **Saludando a octobre** (August 1987)
Reinforcements : BIM 47 and 59, BIL 16 and 21
TS : Support Mi-24, Mobile group, Spetsnaz, LRM BM-21.
• **XXXI anniversario** (January 1988)
Commanders : Ochoa, Polo
Reinforcements : BB 40, BIM 30 and 60, Minint , SWAPO BM 20, Air Squadrons 12/25 and 13/25
TS : SAM, Recce/strike.

15.2 - Anti-government camp

Allows for the activation of the South African and UNITA forces.
• **Modular/Hooper** (September 1987)
Commander : Ferreira.
Reinforcements : Bn 4 SAI, BnM 61, Re 4 & 5, Co KMar,Air Squadrons 1, 2 and 24 on a BZ in Namibia.
TS : LRM Valkiri, Strike G5/G6.
• **Packer** (mars 1988)
Reinforcements : Bn De The Rey, BnB RPS on the "Mavinga" BZ or a BZ in Namibia.
• **Displace** (May 1988)
Reinforcements : BnM 61 on a BZ in Namibia.   ♦

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ABBREVIATIONS

BZ : bastion zone
GZ : garrison zone
EZ : economic zone
MR : military region
OPS : operations
MoP : morale points
TS : tactical support
TB : tactical bonus
DA : diplomatic action
IC : initiative capacity
CU : conventional unit
GU : guerrilla unit
SFU : special forces
AU : air unit
CF : general combat factor
CCF : conventional combat factor
UCF : unconventional combat factor
ACF : anti-air combat factor

ERRATA

• **Map**
- The "yellow exclamation point" symbol concerns the Cabinda zone. It should have appeared in the Cabinda zone. It was inadvertently omitted.
- The Saurimo zone is a BZ; the black border is missing.

MORALE TABLE

• **Initiative phase**
MoP = 1D6/2 + IC of the commanders present

• **Operations phase**
+1 MoP per "harassment" action
+2 MoP for every engagement or strike led in Zaire by the governmental forces
-3 MoP to use a major OPS

• **Reconstruction**
2 MoP per level to rebuild a unit, a BZ or a GZ
0 MoP to rebuild a guerrilla unit

• **Morale phase**
-1 MoP per zone liberated in Angola (5 MoP max) by an anti-government guerrilla
-1 MoP for a SWAPO unit in Namibia
-1 MoP per EZ (except diamonds and oil) rendered inoperative by sabotage
-5 MoP if Luanda is not occupied by a government conventional unit
+1 MoP per diamond EZ occupied by a camp
+2 MoP per oil EZ occupied by a camp

• **Destroyed units**
+1 MoP per destroyed adverse unit (UNITA, FNLA/FLEC, FAPLA and SWAPO)
+2 MoP per destroyed AU
+3 MoP per destroyed Cuban unit regardless of type
+4 MoP per destroyed South African unit regardless of type

• **Control of zones**
+2 MoP per controlled adverse BZ

ENGAGEMENT

Loss : 1D6 ≤ CF
Modifiers
-1 on CF of a CU if in desert, bush or jungle
-1 on CF and on ACF if Out of Supply
-1 for every CF if rainy season
+ TB of a TS valid for the CF of a single unit only.
+ TB of a commander valid for the CF of a single unit only.
+1 automatic loss if combat in town for the attacker.

• 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.