

ANGOLA!



Rules of Play



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Errata

15 December 2013

Errata in this edition is indicated by a ¶ symbol and modified or additional text in color.

1 INTRODUCTION

Angola! is a game that simulates a short period (July 1975 to April 1976) of the long civil war that racked Angola for over two decades. *Angola!* is best as a four-player game, with each player taking one of the conflict's major Factions: FNLA, UNITA, FAPLA or MPLA. Although there are four players, there are only two sides. The FNLA and UNITA players are allied against the FAPLA and MPLA players.

The game emphasizes the international repercussions of success and failure in the fighting. Each Faction has sufficient manpower to sustain its war effort, but the sophisticated weapons essential to winning the war can only be obtained from outside Angola. Even more important is the military involvement of foreign powers (South Africa, Cuba and Zaire), whose willingness to commit men and materiel can be the difference between survival and defeat.

1.1 Learning the Game

Angola! is not complicated, but it does include many involved processes. The best way to learn is to use the player aid cards, all of which are cross-referenced to these rules.

Study the definitions (1.2) and the game overview (2) to familiarize yourself with the map and the playing pieces. Then set up the game and follow the expanded sequence of play (4.2), making reference to specific rules as needed. Pay particular attention to the rules sections on Units, Columns and Forces (8), How to Win the Game (11), and Special Areas (14).

1.2 Definitions

The following defined terms are capitalized in the rules (note there are other capitalized terms that are not found in this section).

Alliance

One of the two opposing alliances in the game. FAPLA and MPLA form the Soviet-backed alliance, and UNITA and FNLA form the Western-backed alliance (2.1). Factions of an Alliance can side together in combat.

Column

A Column is one or more Units of the same Faction underneath a Column marker of that Faction (8).

Enemy

Any Unit or Equipment counter controlled by or belonging to a Faction of the opposing Alliance.

Equipment

Mines, minefields, anti-aircraft missiles and anti-tank missiles are Equipment. Equipment cannot move except when attached to a Force. When attached to a Force, a piece of Equipment is considered a part of that Force (2.4.2).

Faction

FAPLA, MPLA, UNITA and the FNLA are Factions (2.1).

Force

A Force is any combination of Units or Columns in the same region. It could be one or more Units, or one or more Columns, or a combination of Units and Columns (8).

Friendly

Any Unit or Equipment counter controlled by or belonging to a Faction of your Alliance.

Operation

An Operation is the play of an Operations Card. An Operation may involve movement or combat or a reorganization of Columns (5).

Unit

A Unit is a combat unit. A Unit can be one of the following types: infantry; armored car; tank; artillery battery; engineer; airgroup. Column markers, game markers, and Equipment counters are not Units (2.4.1 and 8).

1.3 Game Components

This game contains:

- One rule book

- Two sheets of 5/8" cardboard counters

- One 34 x 22" map

- Four 8.5 x 11" player aid cards (one for each player)

- One deck of 110 cards (65 playing cards plus 45 duplicates, see production note on page 23)

2 GAME OVERVIEW

2.1 Factions

¶ *Angola!* is best played by four players, each player taking control of one Faction. Games with fewer players are possible, though they are not as well-balanced.

The four Factions are FAPLA, MPLA, UNITA and FNLA:

FAPLA (*Forças Armadas Populares de Libertação de Angola*, the Popular Armed Forces for the Liberation of Angola) is based around the capital, Luanda.

MPLA (*Movimento Popular de Libertação de Angola*, the Popular Movement for the Liberation of Angola) is based in eastern Angola.

FAPLA and MPLA make up the Soviet-backed FAPLA/MPLA Alliance.

UNITA (*União Nacional para a Independência Total de Angola*, the National Union for the Total Independence of Angola) is based in South-West Africa.

FNLA (*Frente Nacional de Libertação de Angola*, the National Front for the Liberation of Angola) is based in Zaire.

UNITA and FNLA make up the Western-backed UNITA/FNLA Alliance.

Both Factions within each Alliance work together towards a common victory. A Faction cannot win the game. Only an Alliance can win the game.

2.2 Playing the Game

Each of the game turns represents one month of real time. The game always ends after ten turns, but it can end earlier if one Alliance wins a decisive victory (11.5). Victory (11) is primarily determined by the capture of towns and cities (10.3), and also by winning the propaganda war (12.4.3).

Each Turn consists of three phases:

Planning Phase (4.2 and 5.4).

Operations Phase (7).

End Phase (4.2, 10, 11, 12, and 13).

There is an Expanded Sequence of Play (4.2) with cross-references to specific rules sections. You can use this to play the game without reading specific rules sections first.

2.3 Game Map

2.3.1 Regions

The map is divided into regions of varying size. Regions that share a common border are considered adjacent, which is important for movement (7) and combat (9).

Allied Forces (2.1) may occupy the same region and will defend together if attacked (9.2). There is no limit to the number of Friendly Forces that can occupy the same region.

Units from opposing Factions only ever occupy the same region immediately before the resolution of combat.

2.3.2 Terrain

There are four types of terrain: clear, jungle, savannah, and hills. In addition, there are various terrain features such as roads, escarpments, towns and cities.

The terrain key on the map shows the different terrain types and terrain features. Terrain type defines each region, so a region must be either a clear, jungle, savannah or hill region. Terrain features do not define a region.

Terrain and terrain features affect movement (7), combat (9), deployment of new troops (12), and victory conditions (11).

2.3.3 Special Cities and Areas

There are special rules that apply to the cities of Cabinda and the areas of Zaire and South-West Africa (14).

2.3.4 Ports

A port is defined as a town or city in a region bordering the sea. (Exception: Cabinda is not treated as a port in these rules.)

2.3.5 Map Play Aids

Play aids on the map are the First Player Chart (6), the Victory Track (11.3), the Air Mission Completed Box (9.6), the Terrain Key, and the Turn Record Track.

2.4 Playing Pieces

The cardboard playing counters include informational markers as well as counters representing military Units and Equipment.

2.4.1 Units

The Units are:

- Infantry
- Armored cars (17.2.2)
- Tanks (17.2.1)
- Artillery (17.1)
- Engineers (17.3)
- Airgroups (9.6)

Most unit counters are referred to as Minor Units. However, counters with a white band across them are Major Units.

Units are color-coded for each of the four Factions.



ILLUSTRATION: Minor Unit counters.

Infantry, armored cars, tanks and engineers have NATO symbols printed on them to help indicate which is which.



Armored cars and tanks are both considered armored Units (17.2).

Mercenaries are a type of infantry and are indicated by the word 'Merc' (17.6).

Infantry Brigades are large infantry formations that players can form from existing infantry Units (13).

Major Units are foreign aid troops—they are colored a different shade of the Faction color. Purple Units represent South Africans; light green Units are Zairois; orange and deep red Units represent the Cubans.

Major Units function just like other Units with a few exceptions noted in the rules (12). Each Faction has four Major Units.



ILLUSTRATION (left to right): Mercenary Unit; Infantry Brigade; Major Unit.

Note that Units have widely differing combat capabilities as indicated by the information on their counters. Some Units only have a combat strength (e.g., infantry); other Units have no combat strength but provide Combat Dice Points (9.11.2) (e.g., Minor Unit armored cars (17.2.2)); mercenary infantry and tank Units (17.2.1) have a combat strength and provide Combat Dice Points; artillery Units (17.1) and airgroups (9.6) only have pips to indicate the number of dice they roll on the Hit Table (9.3.1). Engineer Units (17.3) have no combat markings but provide special combat benefits.



ILLUSTRATION: Counter information.

2.4.2 Equipment

The Equipment counters are:

- Anti-aircraft missiles
- Anti-tank missiles
- Mines
- Minefields

Equipment assets are not Units and are not colored by Faction. Instead, they come from a central pool used by all players.



ILLUSTRATION: Equipment counters.

When a player receives a piece of Equipment as a reinforcement (12.4), he assigns it to one of his Forces, usually by placing it directly beneath a Unit of that Force. There is no limit to the amount of Equipment that can be assigned to a Force.

Equipment may be freely exchanged at any time between Forces of the same Faction that are in the same region, even if one of the Forces is in the process of moving through the region.

The use of Equipment is always optional. Equipment left by itself, because all the Units in a Faction's Forces in that region are eliminated, is immediately returned to the Equipment pool.

Although Units are revealed to the Enemy during combat, the Equipment a Force carries remains a secret until it is used (Exception: Minefields (9.9.1)). Players should therefore keep Equipment counters covered over by a Unit of the carrying Force until used.

The use of Equipment is described in 9 and 17.

2.4.3 Informational Markers

The informational markers are:

- Column markers (8)
- Control Markers for Towns and Cities (10)
- Victory Tokens (11.2)
- Victory Track Marker (11.3)
- First Player Marker (6)
- Turn Marker (4.2)
- +1 Jungle Markers (7.2)

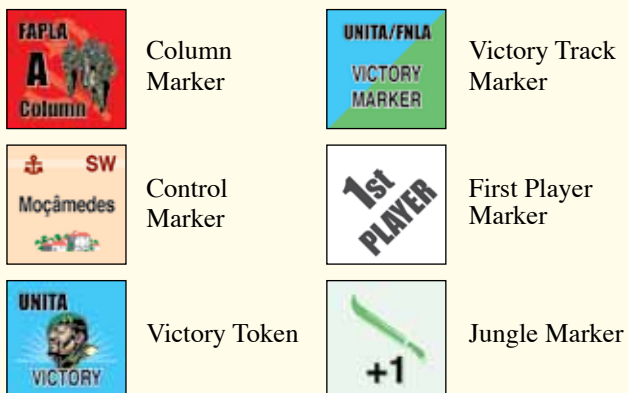
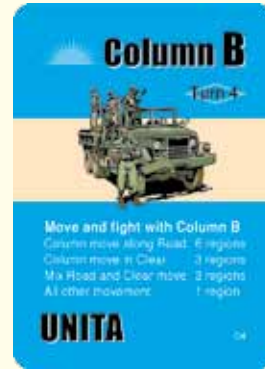


ILLUSTRATION: Informational markers.

Note especially that Columns are not Units; they are organizational markers. Because only Units in Columns may attack, the Column rules are very important (8).

2.4.4 Operations Cards

Operations Cards drive the activation of a player's Units (5 and 7).



2.4.5 Reinforcement Cards

Reinforcement Cards determine the contribution of covert foreign aid (12.4).



3 SETTING UP THE GAME

STEP 1:

Players sit as follows around the map:

FAPLA - to the West of the map (near Luanda)

FNLA - to the North of the map (near Zaire)

MPLA - to the East of the map (near Luso)

UNITA - to the South of the map (near South-West Africa)

Sort the Units, Operations Cards, and Victory Tokens by Faction.

Each player sets aside his Operations Cards marked with a turn number (e.g., "Turn 3"); these are added to the player's Operations Deck at the beginning of the appropriate turn. The rest of the Operations Cards are available for immediate use.

Each player places his five Victory Tokens and four Major Units off-map. Turn the Major Units face down. (Players should take care not to mix up Major Units and Infantry Brigades. Major Units are marked as either "Cuban", "Zairois" or "S.Africa" (South African) and are colored differently.)

Put the Equipment counters (minefields/mines and missiles) in a central pool.

STEP 2:

Place both Victory Track Markers in the “20” space of the Victory Track; place the First Player Marker beside the First Player Chart; place the Turn Marker in the “Turn 1” space of the Turn Record. Shuffle the Reinforcement Card deck and place it to one side.

STEP 3:

Each Faction takes the following Control Markers and places them face up and off-map:

FAPLA: Luanda

FNLA: Maquela do Zombo, Santo António

MPLA: Luso

UNITA: Pereira de Eça

Place the remaining 23 Control Markers together in an opaque container.

Note: There is no Control Marker for Cabinda.

STEP 4:

The players now deploy some of their Units and Column markers as follows:

FAPLA

Five infantry Units and one armored car in Luanda
Column markers A, B, C, D and nine infantry Units temporarily off-map

FNLA

Three infantry Units in Maquela do Zombo
Two infantry Units in Santo António
Three infantry Units in the FLEC Base
Column markers A, B, C, D, E and 12 infantry Units temporarily off-map

MPLA

Four infantry Units and one armored car in Luso
One infantry Unit in Cabinda
Two infantry Units in the jungle region adjacent to the FLEC Base
Column markers A, B, C, D and 11 infantry Units temporarily off-map

UNITA

Four infantry Units in Pereira de Eça
Column markers A, B, C, D and nine infantry Units temporarily off-map

There will be Units left over after this deployment; set these undeployed Units aside for later use during the game; they have no role during game set-up.

STEP 5:

Each Faction randomly and secretly draws the following number of Control Markers from the opaque container:

FAPLA, UNITA: four Control Markers each

MPLA, FNLA: five Control Markers each

Place these Control Markers secretly face up and off-map. Players may not look at each other's Control Markers at this time.

There will be five Control Markers left in the container. Keep them there for now.

NOTE: To help players locate the various towns and cities on the map, a code has been printed onto each Control Marker. E.g.: “Lucala NW” means that Lucala is to be found somewhere in the north-west portion of Angola.

STEP 6:

NOTE: At this point, all the players should have some Units deployed on the map, and other Units and Column markers and Control Markers temporarily deployed off-map. As noted above the other Units that were set aside in Step 4 play no role in the set-up.

Each Player now takes his Units that are deployed temporarily off-map and secretly places all of them on top of his off-map Control Markers. No more than four Units may be placed on a single Control Marker, but it is permissible to leave one or more Control Markers without any Units.

STEP 7:

Players may now use all, some or none of the Column markers received in Step 4 to create Columns from among the on-map and off-map Units placed in Steps 4 and 6. Column markers not used in this step remain available off-map for later use. See 8 for more detail on Columns.

Place the Column marker on a region or off-map Control Marker. Any number of Units in that region or on the Control Marker can be placed beneath the Column marker to create a Column. Units in other regions or on different off-map Control Markers cannot join the Column.

STEP 8:

Players now deploy all of their off-map Forces onto the map. Each Force is placed on the town or city corresponding to the Control Marker on which it was placed. Off-map Forces may now be combined with other Units deployed in the same region. This means, for example, that if a Column is placed in a city or town that already has Units, those Units may now be added to the Column. Note that the Control Markers remain face up and off-map but are no longer secret.

PLAY NOTE: Players should take care to keep their Control Markers face up. Control Markers that are captured during the game are flipped face down in front of their new owners and are treated differently from face up Control Markers (10.2, 10.3, 10.5, 12.1, 12.3 and 12.4).

STEP 9:

Now take the five Control Markers left in the opaque container from Step 5 and place each of them face up on the map on its corresponding town or city.

PLAY NOTE: Each of these uncontrolled Control Markers can be captured by any Faction whose Forces end a move there (10).

STEP 10:

Begin Turn 1.

4 SEQUENCE OF PLAY

4.1 Abbreviated Sequence of Play

1. Planning Phase

- a) Check for New Operations Cards (5.3)
- b) Create Operations Packs (5.4)
- c) Determine the First Player (6)

2. Operations Phase (7)

Beginning with the turn's first player (6) and then going clockwise, each player turns over the top Operations Card in his Operations Pack, and takes the appropriate actions for that card (e.g., moving Forces, resolving combat). Play continues in this way until all cards have been turned over.

3. End Phase

- a) Victory Determination (11)
- b) Reorganization (8 and 13)
- c) Direct Foreign Aid (12.1)
- d) Recruitment (12.3)
- e) Covert Foreign Aid (12.4)
- f) Clean Up (9.6, 10.3 and 11.2)

4.2 Expanded Sequence of Play

1. Planning Phase

a) Check for New Operations Cards

All players should first check to see if they are to add any Operations Cards bearing the current turn number to their Operations Deck (5.3).

NOTE: Players will add one Operations Card on turns 3, 4, 5 and 6.

b) Create Operations Packs

All players check the Turn Record Track to see how many Operations Cards they can use to create their Operations Pack (5.4).

All Players secretly create their Operations Pack, keeping unused Operations Cards in their Operations Deck, and arranging their Operations Pack face down with the first card to be played on top (5.4).

c) Determine the First Player

Determine who goes first by rolling on the First Player Chart on the map. Note that the procedure for determining the first player on turn 1 is different from the procedure for the rest of the game (6).

2. Operations Phase (5)

Beginning with the turn's first player, and proceeding clockwise thereafter, the player to go turns over the top Operations Card in his Operations Pack. If the card is a blank, play immediately passes to the next player. If the card is not a blank, the player takes any permissible actions (see 2A below) and then play passes to the next player.

2A. Possibilities During the Operations Phase

a) Blank Operations Card flipped.

No permissible actions, play immediately passes to next player clockwise (5.2).

b) Column Card flipped (5, 7, 8, 9)

Player may first detach one or more Units from the Column to leave behind (8).

Player may move the Column per the movement rules (7, 8).

Combat is immediately resolved if the Column ends its movement in a region with an Enemy Force (9).

c) 5th Column Card flipped (5, 7)

Player may move one or more Units that are not part of a Column and that are in the same region. They may not enter an Enemy-occupied region, and combat is therefore not possible.

d) Command Card flipped (5, 8)

Player may:

- i) remove a Column marker from a Force that has not moved this turn and place it onto a Force that does not have a Column marker and that has not moved this turn; or
- ii) swap Column markers between two Columns that have not moved this turn.

A player may keep the composition of Forces in the Columns secret during the process.

3. End Phase

A) Victory Determination (11)

- (i) ♣ Check to see if an Alliance has won a decisive victory.
- (ii) Both Alliances total their Victory Tokens to see if an Alliance has won the turn.
- (iii) If an Alliance won the turn, it moves its Victory Track Marker one, two or three spaces down the Victory Track.
- (iv) ♣ If it is the end of turn 10, the game is over, check to see who won.

B) Reorganization (8, 13)

Players may form Infantry Brigades (13) and reorganize their Columns (8).

C) Direct Foreign Aid (12.1)

If an Alliance lost the turn, its member Factions check their Victory Tokens against the Direct Foreign Aid Table to see if they receive foreign troops.

D) Recruitment (12.3)

All Factions may now recruit and deploy troops.

E) Covert Foreign Aid (12.4)

All Factions now bid for and use Reinforcement Cards to receive covert foreign aid.

F) Clean Up (9.6, 10.3, 11.2)

Players take airgroups from the Air Mission Completed Box back into their possession and return Victory Tokens to their original Faction owners. Turn all Town and City Control Markers face up. Advance the Turn Marker one space.

5 OPERATIONS

5.1 Operations Phase

The Operations Phase is when players organize and move their Units, and initiate combat. Perform an Operation by playing an Operations Card and performing the actions it allows.

The first player for the turn begins the Operations Phase by turning over the top Operations Card in his Operations Pack for all to see. If it is a blank, play passes immediately to the next player clockwise. Otherwise, the first player may take any permitted actions with his Forces. After he is done and after any resulting combat is resolved, play passes immediately to the next player clockwise and continues in this way until all Operations Cards have been played.

5.2 Operations Cards

There are four types of Operations Cards:



ILLUSTRATION (Left to Right): Blank, Column, Command and 5th Column cards.

Blank Operations Card

Take no action. MPLA and FAPLA each have one blank Operations Card, UNITA has two, and FNLA has none. A Faction's blanks must be included in its Operations Pack. The blank represents command confusion. When a blank Operations Card is turned over, play passes to the next player.

Column Card

Move and fight with the designated Column. Column Cards each have a letter corresponding to the lettered Columns. When a Column Card is turned over, it permits the Column of the corresponding Faction and letter to be moved. See 7 for movement and 8 for Columns.

Command Card

Adjust Columns. A Command Card permits the player to re-deploy one of his Column markers from one Column to another Force, or to trade Column markers between two of his Columns. A Command Card may not be used on a Force that has already moved that turn and it does not permit a Force to move. However, a Command Card does not stop a Force from moving later in that turn.

A player may keep the contents of Columns secret while making Columns or trading markers with a Command Card. See 8 for Columns.

5th Column Card

Move a non-Column Force. A 5th Column Card permits a player to move Force not currently in a Column. The Force so moved may not enter an Enemy-occupied region (this means it cannot launch an attack).

5.3 Operations Deck

All of a player's Operations Cards that are available for play make up that player's Operations Deck. Note that at the beginning of the game, some Operations Cards are not available for play. These are the Operations Cards that have a turn number on them; they are not added to a player's Operations Deck until the beginning of the Planning Phase of the designated turn.

5.4 Operations Pack

During the Planning Phase, each player uses the cards from his Operations Deck to make up his Operations Pack for the turn. Players must first check the Turn Record track to see the number and type of Operations Cards they get for that turn.

EXAMPLE: On Turn 4 players add a second Column B card to their Deck and may use 5 Operations Cards in their Pack. On Turn 5 they add a 5th Column card to their Deck and make up an Operations Pack of 6 cards.

The players then secretly create their Operations Pack by stacking their chosen Operations Cards face down in the reverse order to be played, so that the first face down card to be played is on the top of the stack.

The MPLA, FAPLA and UNITA players must include the blank Operations Cards in their Operations Pack (5.2).

Once a player has set his Operations Pack for the turn, no one—including the owning player—can examine the Operations Pack. The cards are turned over and revealed one at a time as play proceeds.



EXAMPLE: It is the first turn and the FAPLA arranges his Operations Cards as shown above. As it is Turn 1, each player is allowed four cards. The FAPLA player must always include his blank card in his Operations Pack. The 5th Column Card is on the top of the pack so it will be turned over first. Column A will be able to move twice, after the 5th Column moves and after the blank card is turned over.

6 FIRST PLAYER CHART

The First Player Chart is used during step (c) of the Planning Phase to determine which player goes first that turn.

On Turn 1 only: To determine the first player any player rolls a die. A roll of 1 to 4 determines the first player according to the First Player Chart. Roll again on a 5 or 6. Once the first player is determined, place the First Player Marker as appropriate on the First Player Chart.

On all turns after Turn 1: To determine the first player the previous turn's first player rolls a die. A roll of 1 to 4 determines the first player according to the First Player Chart. A roll of 5 or 6 means that the player sitting to the left of the die roller becomes the turn's first player. Once the first player is determined, place the First Player Marker in the appropriate space on the First Player Chart.

7 MOVEMENT

Movement of a Force is made possible when the appropriate Operations Card is flipped during the Operations Phase.

7.1 What Can Move and When

If an Operations Card for a Column is flipped, that particular Column can be moved by the owning player. This is the only time that a Column can be moved. A Column can be moved into a region containing Enemy Forces, and as soon as it does so it stops movement for that Operation. Then combat is initiated and resolved (9).

If a 5th Column Operations Card is flipped, the owning player can move any Force that is not a Column out of one region. This means that he may move one or more of his Units together from the same region but that these Units may not be part of a Column. The moving Force must stay together for its entire move. The moving Force may not be moved into a region that contains Enemy Forces.

7.2 How Forces Move

Forces can move into adjacent regions. Normally, a Force moves from the region it is in to an adjacent region and then immediately stops movement. However, there are four exceptions to this rule.

Exception One: Road Movement

A Force can move up to six regions if it begins in a region with a road and only crosses into each new adjacent region along a road.

Exception Two: Clear Terrain Movement

A Force can move up to three regions if it begins in a region with clear terrain and moves only into adjacent regions with clear terrain.

Exception Three: Combination of Road and Clear Terrain Movement

A Force can move up to three regions using a combination of road and clear terrain movement if, when crossing into each new adjacent region one of the following conditions is met:

- the new region is connected to the old region by a road; or
- both the old region and the new region are clear terrain.

Exception Four: Jungle Movement

Each jungle region has a jungle rating printed in it. A Force trying to exit a jungle region without using road movement must roll equal to or greater than the jungle rating on a six-sided die in order to exit the region. If the Force rolls less than the jungle rating, its movement ends and the owning player places a +1 jungle marker on the Force. The next time that Force attempts to move out of the jungle, add one to the die roll. If it fails again, add another +1 Jungle Marker to the first one. Repeat this process, adding +1 to the die roll for each +1 Jungle Marker, until the Force exits the jungle (at some point the accumulation of +1 markers will make the move automatic).

A +1 Jungle Marker remains with a Force until that Force moves, retreats or combines with another Force. At which point it is removed.



Other movement exceptions:

Artillery Units may never enter an Enemy-occupied region unless accompanied by non-artillery Units.

Tank Units and Major Units that are also artillery may only move through clear terrain or along roads. Should one of these Units be forced to move or retreat through savannah, jungle or hills, it is destroyed. Note that the FAPLA rocket battery is considered a Major Unit that is artillery.



EXAMPLE: The tank Force in Lobito is forbidden to move into the jungle at region 1. However, it can move to regions 2, or 3, via Novo Redondo and Porto Amboim, as these are all clear areas. It can also move to the jungle area of Gabela via Novo Redondo because these regions are connected by roads. It could then continue moving along the road to region 3 and beyond.

Column C at Gabela can move to Porto Amboim via Novo Redondo along the road. However, if it tried to move directly across the non-road boundary it would first need to roll a 3 or more on a die. Failure would mean its move ended.

8 UNITS, COLUMNS AND FORCES

The Units in the game are: infantry, armored cars, tanks, artillery (including the FAPLA rocket battery), engineers, and air-groups. Stacks of Units not in Columns can be examined by other players at any time, though not any Equipment they carry—keep Equipment hidden until revealed in combat (2.4.2).

A Column is one or more Units of the same Faction underneath a Column marker of that Faction. Once Units are placed in a Column, they can only be examined by the owning player; such Units must be revealed, however, during combat (9.5).

Columns are important because only Units that are part of a Column may enter an Enemy-occupied region. This means that Units may only attack if they are in a Column.

A Force is any combination of Units and/or Columns. This means that a Force is one or more Units, or one or more Columns, or any combination of one or more Units and Columns.

8.1 Columns

A Column marker is either in use, which means it is on the map stacked on top of one or more Units, or it is available, which means it is sitting off-map.

Players can create Columns on only three occasions:

- (i) while setting up the game (3);
- (ii) on play of a Command Card (this section, below); and
- (iii) during Step B of the End Phase (4, and below).

The number of Column markers supplied to a Faction is the limit on the number of Columns that Faction can have (16).



ILLUSTRATION: A stack of Units with a Column counter.

To create a Column, a player simply takes an available (i.e., off-map) Column marker and places it on top of one or more of his Units that occupy the same region. A player does not have to place all the Units in a region in the Column, as long as at least one Unit is so placed.

There is no limit to the number of Units that can be in a Column, but there must always be at least one Unit in a Column. If a Column loses its last Unit, take the Column marker off the map; the Column marker is immediately available.

Once a Column is created, a player may change the Column's composition under only three circumstances:

1. Detachment Before a Move

After a Column's Operations Card has been played but before the Column moves, it may detach one or more Units. The detached Unit or Units are placed in the same region as the Column and are no longer a part of the Column. They are not considered to have moved.

Note that a Column does not have to move following a detachment. A Column may not detach its last Unit.

2. Play of a Command Card

After a Command Card has been played, the owning player may:

- a) Remove a Column marker from a Column that has not moved this turn and place it onto a Force that does not have a Column marker and that has not moved this turn; or
- b) Swap Column markers between two Columns that have not moved this turn.

A player may keep the composition of the Columns secret during this process.

3. End Phase Reorganization

During the End Phase, a player is free to:

- a) Combine multiple Columns and/or Forces in the same region into a single column. If two or more Columns were combined choose one Column marker to mark the stack and remove any now-unused Column markers off-map.
- b) Create a new Column using an off-map Column marker. (Column markers just moved off-map due to combining Columns can be used to create new Columns).

Note that the composition of a Column can be involuntarily changed as the result of combat (9) and straggling (9.12).

9 COMBAT

There are many steps in the combat procedure; players should use the Player Aid card and refer to the rules as necessary.

9.1 Combat Definitions

Combat Region. The region where the combat occurs.

Attacker. The Column that moved into the Combat Region.

Defender. The non-moving Forces in the Combat Region.

Attacker's Region. The last region from which the Attacker moved into the Combat Region.

Supporting Region. Any region adjacent to the Combat Region that contains a Force of the Attacker's Faction (not Alliance). The Attacker's Region can never be a Supporting Region.



EXAMPLE: Column B moves to attack the FNL A infantry Unit. Region 1. is the Combat Region; 2. is the Attacker's region; 3. is a Supporting Region containing Column A.

9.2 Combat – General Rules

Combat occurs when a Column enters a region containing Enemy Forces. As soon as this happens the Column stops movement, combat is initiated, and the players resolve the combat.

All Forces in a Combat Region must participate in the combat. If two Factions defend together as one side in a combat, the player controlling the most Defending Units in that region conducts the defense and assigns losses. If both defending Factions have an equal number of Units, then either the FNLA or FAPLA conduct the defense.

9.3 Combat Procedure

Perform the following steps in strict order for each combat. A full rules description follows in this section.

- Step 1 Check for Automatic Victory (9.4)
- Step 2 Commit and Reveal Airgroups (9.6.2)
- Step 3 Reveal Combat Units (9.5)
- Step 4 Resolve Air-to-Air Combat (9.6.3)
- Step 5 Resolve Air Strikes (9.7)
- Step 6 Fire Artillery (9.8)
- Step 7 Use Minefields (9.9)
- Step 8 Fire Anti-tank Missiles (9.10)
- Step 9 Resolve Combat (9.11)
- Step 10 Resolve Stragglers (9.12)
- Step 11 Transfer Markers and Victory Tokens (9.13)

9.3.1 Hit Table

The Hit Table is used at several junctures in the Combat Procedure to resolve air-to-air combat (9.6.3), air strikes (9.7), and missile (9.7, 9.10) and artillery (9.8) fire. Refer back to this section as directed below.

Die Roll	Result
1-3	Miss
4-5	Suppression
6	Hit

9.3.2 Explanation of Hit Table Results

Miss = No effect

Suppression = One Unit is flipped over and cannot participate in this combat any longer, except to take hits and losses.

Hit = One unsuppressed Unit is eliminated, or one suppressed Unit is eliminated and one unsuppressed Unit is suppressed.

9.3.3 How to Apply Hit Table Results

All results are applied by the owning player.

A player may opt to convert two suppressions to one hit.

If a player receives more suppressions than he has Units, he ignores the excess suppression results.

¶ If every Unit of a Force in combat is suppressed, then the entire Force conducts the combat with a combat strength of 1/2 (not of its total combat strength), **may not fire anti-aircraft or anti-tank missiles**, and receives no die roll modifiers.

All Units become unsuppressed and are flipped back over at the end of the combat. (Note that a “combat continues” result is not

the end of a combat, so suppressed Units remain suppressed.) Major Units that are eliminated are permanently removed from play (Exception: 12.2). All other eliminated Units can be recycled.

9.4 Automatic Victory

Automatic Victory is checked during Step 1 of the Combat Procedure.

If the Attacker has at least six times as many combat strength points as the Defender, and the Defender does not include a Column, then the entire Defending Force is eliminated. In case of Automatic Victory, proceed directly to Step 7 (Use Minefields), followed by Step 11 (Transfer Markers and Victory Tokens). Both players simply announce how many strength points they have and the Attacker need not reveal the actual composition of his Column. Eliminated Units and Equipment are taken off-map and may be returned to play later, except for eliminated Major Units, which are permanently removed from play (9.3.3).

¶ **Count the strength of all attacking engineers as one each for purposes of calculating automatic victory odds, regardless of the presence of a minefield, town or city. This is an exception to the Rule 17.3 procedure, which is triggered only if there is no automatic victory.**

Some Units, such as Minor Unit armored cars, do not have a combat strength. One or more Minor Unit armored cars in a Force with no other types of Units are considered to have a combat strength of one each and do not use their Combat Dice Points in combat.

An Automatic Victory ends a Column’s move the same as any other combat.

9.5 Revealing Combat Units

Combat Units are revealed during Step 3 of the Combat Procedure.

After airgroups are revealed (9.6.2) but before air-to-air combat is resolved, both players must reveal all Units in the combat hidden beneath Column markers. Only Units need be revealed; Equipment may be kept secret (2.4.2).

9.6 Airgroups in Combat

9.6.1 Airgroups

Although airgroups are defined as Units, they do not move or engage in combat like other Units. Instead, they remain off-map until committed to a combat.

Each player keeps his available airgroups off-map but visible to other players. After an airgroup is used in combat, it is placed in the Air Mission Completed Box on the map. It is not returned to its owner until the end of the turn.

Airgroups can be used against Enemy airgroups (in air superiority missions) or against Enemy troops (in ground support missions).

9.6.2 Committing and Revealing Airgroups

During Step 2 of the Combat Procedure, the Attacker and Defender may commit any available airgroups to the combat. Airgroups in the Air Mission Completed Box are not available to be committed. If the Defender has a Column in the combat, the

players secretly commit their airgroups to the combat and then simultaneously reveal the number of their committed airgroups. If the Defender does not have a Column in the combat, the Attacker is allowed to commit his airgroups after the Defender has revealed the number of airgroups he committed. (Note that if there are two Factions defending, both commit and reveal airgroups following this procedure.)

A player can commit none, some, or all of his available airgroups to a combat. If a player has no available airgroups, then he commits none.

9.6.3 Air-to-Air Combat

Air-to-air combat is resolved during Step 4 of the Combat Procedure.

If the players have committed the same number of airgroups to a combat, then all the committed airgroups must be used for air superiority missions.

If the players have committed different numbers of airgroups, the player who committed the fewest airgroups must use them all for air superiority missions. The other player must commit at least as many airgroups to air superiority missions as his opponent; he is then free to commit his remaining airgroups as he sees fit to either air superiority or ground support missions.

PLAY NOTE: A player can commit any number of airgroups to a combat, but the missions that those airgroups perform (i.e., air superiority or ground support) will depend not only on the owning player's choice, but also on his opponent's choice, and on the outcome of any air-to-air combat and anti-aircraft fire. Of particular importance is the fact that no matter how many airgroups a player commits to ground support, only a maximum of two will be able to perform the mission (see 9.7). The reason you might commit more than two airgroups to ground support missions is to increase the odds that one or more will survive air-to-air combat and anti-aircraft fire.

Air-to-air combat is resolved simultaneously using the Hit Table (9.3.1, 9.3.2, 9.3.3). Each player rolls dice against the Hit Table equal to the number of pips on each airgroup counter he has committed to air superiority missions. Results are applied to Enemy airgroups.

Note that combat results are applied to all airgroups committed to the combat, not just those flying air superiority missions.

Following the resolution of air-to-air combat, all surviving airgroups that flew air superiority missions are placed in the Air Mission Completed Box (suppressed airgroups placed in the box are now unsuppressed).

EXAMPLE: UNITA is defending and has a Column. FAPLA secretly commits five airgroups, while UNITA commits two.



Both UNITA airgroups must fly air superiority missions. The FAPLA player commits two airgroups to air superiority and three to ground support. Note that FAPLA had to commit at

least two airgroups to air superiority, and could have committed three, four or five at the player's option.

In air-to-air combat, UNITA rolls four dice (two for each airgroup) for a '1, 4, 5, 6' result (i.e., one miss, two suppressions and one hit), while FAPLA also rolls four dice (two for each airgroup) and rolls '1, 2, 5, 5' (i.e., two suppressions and two misses).

UNITA can either suppress both his airgroups or eliminate one (i.e., by converting two suppressions to one hit). He chooses the former, as there is no point in eliminating an airgroup which will have no further effect on the combat.



The FAPLA player has more choice for his airgroups. He could suppress any two, then eliminate one unsuppressed. Or he could convert the two suppressions into a hit and eliminate two. He is worried about anti-aircraft fire on his ground support missions, so he decides to apply one hit to eliminate an airgroup flying air superiority, and he converts the two suppressions to a hit and eliminates the other airgroup flying air superiority. His remaining three airgroups (all assigned to ground support) remain in the air.

9.7 Air Strikes

Anti-aircraft fire and air strikes are resolved during Step 5 of the Combat Procedure.

After air-to-air combat has been resolved, air strikes are resolved if there are any airgroups left that are committed to ground support missions.



If a player has anti-aircraft missiles in the Combat Region, he may now fire them against Enemy airgroups conducting air strikes. Missile fire is optional and there is no limit to the number of missiles that may be fired. Announce how many missiles are firing, then roll two dice for each missile. Use the Hit Table to resolve the fire (9.3.1, 9.3.2, 9.3.3). Anti-aircraft missiles are expended when fired; after firing return them to the Equipment Pool.

Apply results against airgroups conducting air strikes. If a Faction has any unsuppressed airgroups that survived missile fire, a maximum of **two** of those airgroups may now fire at the Enemy using the Hit Table (9.3.1). Dice equal to the number of pips on the selected airgroup counters are rolled. All Enemy Forces in the Combat Region are eligible for losses from air strikes.

After the anti-aircraft fire and air strikes are resolved, suppressed airgroups become unsuppressed and all surviving airgroups that participated in the combat are placed in the Air Mission Completed Box.

9.8 Artillery

Artillery is fired during Step 6 of the Combat Procedure.

Players may each fire a maximum of **one** artillery Unit in the Combat Region at the Enemy; artillery fire is always optional. The Attacker always fires first; results are not simultaneous.

An artillery Unit fires a number of dice equal to the number of pips on its counter, and artillery fire is resolved on the Hit Table (9.3.1, 9.3.2, 9.3.3).

Artillery Units are automatically suppressed after they fire. Artillery Units have no combat strength.

9.9 Mines and Minefields

9.9.1 General Rules

A mine counter is Equipment that a player can issue to his Forces. A mine moves around with its assigned Force just like any other piece of Equipment. Mine counters have no effect on combat.



On the flip side of a mine counter is a minefield. The minefield does not exist until the mine is converted by flipping the counter from mine to minefield. A player can convert a mine at any time except during the play of an Enemy's Operations Card. A minefield cannot move and cannot be converted back to a mine. There may never be more than one Friendly minefield per region (there is no such limit for mine counters).

A minefield is revealed when converted. However, it can be kept secret if it is stacked with a Column.

¶ Minefields are not single use items and remain in place as long as there is at least one Unit in the region from the **Faction (or Alliance)** that originally deployed the minefield. A minefield is returned to the Equipment pool if left alone in a region, or if all Units of the side that deployed the minefield are eliminated or forced to retreat as a result of combat. Exception: a minefield remains on the map long enough to trigger anti-armor die rolls (9.9.2) following an Automatic Victory (9.4), and also in cases when all Defending Units are eliminated prior to Step 9 of the Combat Procedure (9.11).

¶ If two friendly Factions occupy an area and all the units of the Faction that placed a minefield leave the area for any reason, the remaining Faction of the Alliance may still use the minefield.

9.9.2 Minefields in Combat

Minefields are used during Step 7 of the Combat Procedure.

At the beginning of Step 7 the Defender announces whether he has a minefield in the Combat Region. If the Attacker has one or more engineer Units (17.3), one engineer Unit removes the minefield and is suppressed. If the Attacker has no engineer Units, the minefield remains and the Attacker must now roll for any armored Units (17.2) he has in the combat. The Attacker rolls one die for each attacking armored Unit. The rolls are made at once. Rolls of 2-6 have no effect. Each roll of 1 eliminates an armored Unit of the Attacker's choice. Note that this roll must be made even following an Automatic Victory.

A Defending Force receives one extra combat die if it has a minefield during combat resolution (9.11).

9.10 Anti-Tank Missiles

Anti-tank missiles are fired during Step 8 of the Combat Procedure.

Missile fire is optional and there is no limit to the number of missiles that may be fired. The Attacker always fires first; results are not simultaneous.

Anti-tank missiles can only be fired against armored Units (17.2) in the same Combat Region. Announce how many missiles are firing, then roll two dice for each missile. Use the Hit Table to resolve the fire (9.3.1, 9.3.2, 9.3.3), applying the results to armored units. If the Force fired on contains at least one tank Unit, it ignores one suppression result. Anti-tank missiles are expended when fired; return them to the Equipment Pool.



9.11 Combat Resolution

Combat is resolved in Step 9 of the Combat Procedure.

If, after Step 8 of the Combat Procedure, one side has no Units left, proceed directly to Steps 10 and 11.

These are the substeps, for which a full description follows:

Step 9A Calculate combat odds (9.11.1)

Step 9B Calculate the Net Combat Dice Bonus (9.11.2)

Step 9C Roll the Combat Dice to obtain the dice scores and the difference (9.11.3)

Step 9D Use the difference to consult the Adjustment Table to obtain any combat odds shift (9.11.4)

Step 9E Use the Final Combat Odds and consult the Result Table to determine the combat result (9.11.5)

Step 9F Apply the combat result (9.11.6, 9.11.7, 9.11.8)

PLAY NOTE: the role of engineer Units is tricky, and players should refer to section 17.3 if there are any engineer Units in the combat.

9.11.1 Combat Odds

Combat odds are calculated in Step 9A of the Combat Procedure.

The combat odds are an odds comparison of the total combat strength of the Attacker's Force to the total combat strength of the Defender's Force. Round the odds down in favor of the Defender to yield a simple ratio (e.g., 1-2, 1-1, 2-1 and so on). Odds of better than 6-1 are treated as 6-1; odds of worse than 1-4 are treated as 1-4.

Remember that some Units do not have a combat strength. One or more Minor Unit armored cars defending by themselves are considered to have a combat strength of one each (17.2.2). An engineer Unit acting as infantry has a strength of one (17.3).

EXAMPLE: Eight attacking combat strength points against three defending combat strength points yields a ratio of 2.67-1, or 2-1 rounded in favor of the Defender.

9.11.2 Net Combat Dice Bonus

The Net Combat Dice Bonus is calculated in Step 9B of the Combat Procedure.

Each player first adds up his Combat Dice Points. Combat Dice Points are awarded for Units and Supporting Regions (Attacker only).

The Attacker receives one Combat Dice Point for each Supporting Region (9.1).

Each player receives a number of Combat Dice Points equal to the total Combat Dice Points provided by his Units in the Combat Region. One or more Minor Unit armored cars defending by themselves are considered to have a combat strength of one each and contribute no Combat Dice Points.

The player with the highest total of Combat Dice Points receives a Net Combat Dice Bonus equal to the sum of his Combat Dice Points minus the sum of his Opponent's Combat Dice Points. The Net Combat Dice Bonus may not be greater than 5.

The Net Combat Dice Bonus will be added to that Player's highest Combat Dice roll (9.11.3).

9.11.3 Combat Dice

The Combat Dice are thrown in Step 9C of the Combat Procedure.

Both sides first calculate the number of Combat Dice they are entitled to throw.

The terrain of the Combat Region determines how many Combat Dice are thrown by the Attacker and Defender.

Region	Attacker Rolls	Defender Rolls
Clear	Two dice	One die
Savannah	One die	One die
Hills or Jungle	One die	Two dice

In addition, the Defender rolls an additional die for each of the following situations that applies:

One die if he is defending in a town or city and the Attacker has no assault engineers (17.3); or

One die if he is defending the up (not down) side of an escarpment from the Attacker's Region (see the map key); or

One die if he is defending a minefield.

The number of Combat Dice is cumulative. For example, it is possible for the Defender to throw as many as five Combat Dice.

Both players now roll their Combat Dice. The highest single die roll is that side's Dice Score. If one of the players had a Net Combat Dice Bonus, he now adds that number to his Dice Score.

Subtract the Defender's Dice Score from the Attacker's Dice Score to obtain the Difference.

EXAMPLE: If the Attacker's Dice Score is 2 and the Defender's Dice Score is 4, the Difference is -2 (2 - 4 = -2).

9.11.4 Adjustment Table

The Difference obtained in Step 9C of the Combat Procedure is used on the Adjustment Table in Step 9D of the Combat Procedure.

Cross check the Difference on the Adjustment Table to arrive at the final adjustment to the Combat Odds calculated in Step 9A. These are the Final Combat Odds.

Adjustment Table

The Difference Adjustment to odds is:

- +6 or better** up three levels
- +5, +4** up two levels
- +3, +2** up one level
- +1, +0, -1** no adjustment
- 2, -3** down one level
- 4, -5** down two levels
- 6 or worse** down three levels

NOTE: Moving the odds up benefits the Attacker, e.g., up three levels will change odds of 2-1 to odds of 5-1. Moving the odds down benefits the Defender, e.g., down two levels will change odds of 1-1 to 1-3.

9.11.5 Result Table

The Final Combat Odds are used on the Result Table to determine the combat result in Step 9E of the Combat Procedure.

Final Combat Odds	Result (9.11.6, 9.11.7, 9.11.8)
-------------------------	------------------------------------

6-1	Defending Force Eliminated
5-1	2/3rds of the Defending Force is Eliminated; Remaining Defending Force must Retreat
4-1	1/2 of the Defending Force is Eliminated; Remaining Defending Force must Retreat
3-1	1/3rd of the Defending Force is Eliminated; Remaining Defending Force must Retreat
2-1	Defending Force must Retreat
1-1	Combat Continues
1-2	Attacking Force must Retreat
1-3	1/3rd of the Attacking Force is Eliminated; Remaining Attacking Force must Retreat
1-4	1/2 of the Attacking Force is Eliminated; Remaining Attacking Force must Retreat

9.11.6 Combat Losses

Any combat losses are applied in Step 9F of the Combat Procedure.

Eliminated Units are removed from the map. Consult the Loss Table to resolve combat losses that include fractions:

# of Units in Force	For 1/3 losses lose	For 1/2 losses lose	For 2/3 losses lose
1	1 Unit	1 Unit	1 Unit
2	1 Unit	1 Unit	2 Units
3	1 Unit	2 Units	2 Units
4	2 Units	2 Units	3 Units
5	2 Units	3 Units	4 Units
6	2 Units	3 Units	4 Units

Major Units that are eliminated are permanently removed from play (Exception: 12.2); all other eliminated Units and Equipment are taken off the map but can return to play through direct foreign aid, covert foreign aid and recruitment.

9.11.7 Retreat From Combat

Any retreats are applied in Step 9F of the Combat Procedure after combat losses have been applied.

An Attacking Force that retreats must retreat to the Attacker's Region (defined in 9.1).

The Defending player chooses where to retreat his Force (or Forces) within the following restrictions:

- (a) The retreat must be to a region adjacent to the Combat Region.
- (b) The retreat may not be to the Attacker's Region, to a region that contains an Enemy Force or an Enemy-controlled town or city.
- (c) All retreating Forces retreat to the same region.
- (d) The retreat may not be to a region next to the Attacker's Region unless no other region is available.
- (e) If the retreat is to a region next to the Attacker's Region, then 1/2 of the Defending Force is eliminated following the retreat (the Loss Table (9.11.6) applies).
- (f) All units of the Attacker's faction that are not in the Combat Region (i.e. are not in the combat) exert a Retreat Zone into all empty regions adjacent to them. If the Defender retreats into a region that is in a retreat zone, then 1/2 of the retreating Force is eliminated (the Loss Table (9.11.6) applies).
- (g) ¶ Tank Units and Major Units that are also artillery are destroyed if forced to retreat into savannah, jungle or hills (**however, retreats are permitted along roads**). The FAPLA rocket battery is considered a Major Unit that is artillery.
- (h) A Defending Force that cannot retreat is eliminated.

PLAY NOTE: Losses incurred because of a retreat are separate from and in addition to losses incurred in combat. The sequence is: a) apply combat losses; b) conduct any retreat; c) apply any losses resulting from the retreat.

PLAY NOTE: It is possible for a retreating Force to have the 1/2 eliminated penalty applied twice: once for clause (e) and once for clause (f). Apply one set of losses first and then apply 1/2 losses again.

PLAY NOTE: The "empty region" condition of clause (f) means that the loss does not apply if the retreat is to a region that contains a Friendly Force.

9.11.8 Continuing Combat

The continuing combat process, if triggered, is determined in Step 9F of the Combat Procedure.

If the Result Table yields a result of Combat Continues, the Attacker can choose:

- a) to end the combat by retreating to the Attacker's Region, or
- b) to fight on by eliminating any one of his unsuppressed Units.

If the Attacker chooses to lose a Unit and fight on, the Defender can choose to end the combat by retreating (9.11.7), or the Defender can choose to fight on by eliminating any one of his unsuppressed Units.

If both players choose to fight on, begin the Combat Procedure all over.

9.12 Straggling

Straggling is resolved in Step 10 of the Combat Procedure.

There is no straggling following an Automatic Victory (9.4)

After combat has been finally resolved, any losses applied and any retreats finished, the Attacking Column must detach one Unit of the owning player's choice due to straggling. The straggling Unit is simply taken from the Column and placed by itself



Example of Combat

MPLA Column B begins its move in Lucalala and moves north along the road to attack FNLA Column C in Camabatela.

Step 1: Since the initial odds are 1-1 (five MPLA strength points against three FNLA strength points, rounded off in favor of the Defender) there is no Automatic Victory. Neither player reveals the composition of his Force, just the combat strength.

Step 2: Neither side allocates any airgroups.

Step 3: Both sides now reveal all of their Units in the combat.

Steps 4-8: Neither side has any airgroups, missiles, artillery or minefields.

Step 9A: As noted above, the odds are 5-3, rounded to 1-1.

Step 9B: MPLA has a Combat Dice Bonus of +2 (+1 for the Supporting Region and +1 for the armored car), FNLA receives a Combat Dice Bonus of +3 (+1 for each of the three armored cars). The FNLA has a Net Combat Dice Bonus of +1.

Step 9C: The MPLA rolls one Combat Dice because its Column is attacking into a jungle, and the FNLA rolls four Combat Dice (two for defending a jungle, plus one for defending a Town, plus one for defending against an attack up the escarpment).

Both sides roll. The MPLA rolls a 1, while the FNLA rolls 1, 3, 4, and 4. FNLA takes the highest roll (4) and adds its Net Combat Dice Bonus to reach a total of 5.

The Difference is -4 (the Attacker's 1 minus the Defender's 5).

Step 9D: The Difference of -4 on the Adjustment Table provides a result of "Down 2 Levels", so the initial 1-1 odds are now 1-3.

Step 9E: The result of a 1-3 combat on the results Table is "1/3rd of the Attacking Force is Eliminated; Remaining Attacking Force Must Retreat"

Step 9F: MPLA Column B removes two of its six Units (from the Loss Table (9.11.6)) and retreats back into the Attacker's Region.

Step 10: There are four Units left in Column B. The MPLA player must now choose one Unit to remove from Column B and place in the same Region as a straggler.

Step 11: There are no Control Markers or Victory Tokens to transfer as a result of this combat.

in the same region as the Column. If the Attacking Column has eight or more Units, it loses two Units to straggling.

If a Column has only one Unit left before straggling, simply remove the Column marker.

A Unit that straggles may not move again the same turn.

9.13 Towns and Cities in Combat

If the Attacker's Force ended the combat in a region containing an Enemy-controlled town or city, then the Enemy must surrender the corresponding Control Marker to the Attacker during Step 11 of the Combat Procedure. The Attacker places the Control Marker face down amongst his Control Markers (10.3).

In addition, if a town was won, the Enemy player must also hand over one of his Victory Tokens to the town's new owner; if a city other than Luanda was won, two Victory Tokens are surrendered; and if Luanda was won, the prize is three Victory Tokens.

See 10 for more details on towns and cities.

10 TOWNS AND CITIES

10.1 Initial Deployment of Control Markers

Each of the 23 towns and cities other than Cabinda has its own Control Marker. During Step 5 of the game setup (3) the players randomly and secretly draw 18 of the 23 Control Markers (four each for FAPLA and UNITA, and five each for MPLA and FNLA). The remaining five Control Markers are placed on the map in their corresponding regions; these towns and cities begin the game uncontrolled. After set-up is complete and before play starts, the players place their Control Markers face up in front of them for all to see which players control which towns and cities.



10.2 Uncontrolled Towns and Cities

A player takes control of one of the five uncontrolled towns or cities (i.e., a town or city whose Control Marker is on the map) when one of his Forces ends its movement or retreat in the region with the town or city (just moving through is not enough). The player now takes the Control Marker from the map and places it face up amongst his own Control Markers.

10.3 Capturing Towns and Cities

A player captures an Enemy-controlled town or city (and gains control of its associated Control Marker) whenever his Force ends its move (and survives any resulting combat) in the region with the town or city.

When this happens, the owning player must surrender the Control Marker to its new owner, who now places it face down amongst his own Control Markers. Once a Control Marker is turned face down, it stays face down for the rest of the turn, no matter how many more times it changes hands or to whom it is surrendered. In the Clean Up step of the turn all Control Markers are turned face up (4.2 (3F)).

The difference between face up and face down Control Markers is important and explained in 10.5, 12.1, 12.3 and 12.4.

10.4 Winning Victory Tokens

When a player captures a town from the Enemy, the Enemy player must hand over one of his Victory Tokens (if he has any remaining) to the town's new owner.

When a player captures a city other than Luanda from the Enemy, the Enemy player must hand over two of his Victory Tokens to the city's new owner.

When a player captures Luanda from the Enemy, the Enemy player must hand over three Victory Tokens to Luanda's new owner.

¶ A player never hands over Enemy Victory Tokens in his possession, only those of his own Faction. Once a Victory Token is captured by a player, it stays with that player until the Clean Up Step of the End Phase.

10.5 Towns and Cities as Assets

A player who controls a face up Control Marker may use its associated town or city for deployment of direct foreign aid (12.1), for recruitment (12.3), and for deployment of covert foreign aid (12.4). Ports (2.3.4) have an anchor symbol on their face up side to show they function as a port.

Face down Control Markers provide their owner with no benefits other than the satisfaction of denying benefits to the Enemy. Face down ports cannot be used as ports.

11 HOW TO WIN THE GAME

11.1 Victory Overview

Only an Alliance can win the game. A Faction cannot win the game.

As explained below, victory in the game is possible at the end of any turn (a "decisive victory") (11.5), or, if no decisive victory has happened, then victory is determined at the end of the game (an "end game victory") (11.6). Both types of victory depend on where an Alliance's Victory Track Marker is on the Victory Track (11.3).

Victory is determined during Step A of the End Phase. From turns one through nine, players check for a decisive victory. On turn ten, players determine an end of game victory.



11.2 Victory Tokens

Each Faction has five color-coded Victory Tokens. Whenever a Faction is forced to hand over a Control Marker to an Enemy, he must also hand over one or more Victory Tokens (9.13, 10.4). If he has insufficient Tokens, just hand over as many as he has remaining in his possession.

Victory Tokens are used during the End Phase of each turn to determine whether an Alliance has won that turn (11.4).

All Victory Tokens are returned to their owning Factions during the Clean Up step (F) of the End Phase.

11.3 Victory Track

The Victory Track on the map has ten spaces, numbered from 10 to 20. At the beginning of the game, both Alliances place their Victory Track Markers on the “20” space of the Victory Track.



The Victory Track Marker is moved down the Victory Track when:

- an Alliance wins a turn (11.4);
- an Alliance wins a propaganda victory (12.4.3); or
- the FNLA captures Cabinda (14.3.2).

11.4 Winning a Turn

During Step A of the End Phase, each Faction adds up the number of Victory Tokens it controls (i.e., both its own and those won from Enemy Factions during the turn), and adds that number to his Ally’s number. The Alliance with the most total Victory Tokens wins that turn. In case of a tie, neither Alliance wins the turn. An Alliance that wins a turn must move its Victory Track Marker down the Victory Track as follows:

<i>Number of Victory Tokens Controlled by that Alliance</i>	<i>Victory Track Marker movement</i>
10 or fewer	no movement
11 or 12	down one space
13 or 14	down two spaces
15 or more	down three spaces

Move from the 20 space toward the 10 space. Once on the 10 space, a Victory Track Marker no longer moves.

11.5 Decisive Victory

An Alliance wins a decisive victory if, during Step A(i) of the End Phase, it controls a number of Victory Tokens equal to or greater than the number on the Victory Track where the Alliance’s Victory Track Marker sits.

11.6 End of Game Victory

If there is no decisive victory, an Alliance wins an end of game victory if, during Step A(i) of the End Phase of turn 10, its Victory Track Marker is closer to the 10 space on the Victory Track than the other Alliance’s Victory Track Marker. Ties are possible.

12 NEW TROOPS

New troops are acquired by:

- direct foreign aid (12.1);
- recruitment (12.3); and
- covert foreign aid (12.4).

12.1 Direct Foreign Aid

PLAY NOTE: Direct foreign aid represents the deployment of Zairois, South African and Cuban troops in Angola.



12.1.1 Receipt of Direct Foreign Aid

Direct foreign aid is determined in Step C of the End Phase. If an Alliance has lost that turn (11.4), each Faction in that Alliance checks the number of Victory Tokens it controls against the Direct Foreign Aid Table to see what aid it receives. Note that the number of Victory Tokens counted are those controlled by each Faction, not the total controlled by the Alliance.

Direct Foreign Aid Table

Victory Tokens

Controlled by a Faction *Direct Foreign Aid Received*

6 or more	No Direct Foreign Aid
5	One Minor Unit
4	One Major Unit
3	One Major Unit, one Minor Unit
2	Two Major Units
1	Two Major Units, one Minor Unit
0	Three Major Units

A Minor Unit can be an:

- airgroup
- armored car
- engineer
- artillery battery

Choose it from the Minor Units belonging to that Faction that are currently not in play.

A Major Unit is one of the four Major Units available to each Faction (2.4.1). The Major Units are colored a different shade from the Faction’s other Units and bear the name of the foreign power and the name of the Faction.

When the Direct Foreign Aid Table calls for a Faction to receive one or more Major Units, the Faction player draws them secretly and randomly from his pool. The player must make the draw—he cannot refuse the direct foreign aid. If there are not enough Major Units in the pool to satisfy the draw (because they are already in play or were eliminated in combat), then the player must roll on the Crisis Table once for each Major Unit he was unable to draw (12.2).

12.1.2 Deployment of Direct Foreign Aid

Units received through direct foreign aid are deployed immediately and simultaneously as follows:

- All FNLA direct foreign aid must be deployed in Zaire.
- All UNITA direct foreign aid must be deployed in South-West Africa.
- If Luanda is controlled by either FAPLA or MPLA, and the Luanda Control Marker is face up, then all direct foreign aid for both FAPLA and MPLA must be deployed in Luanda.
- If neither FAPLA nor MPLA controls Luanda, or if the Luanda Control Marker is face down, then FAPLA and the MPLA receive direct foreign aid at any port for which that Faction has a face up Control Marker (only one Unit per port; if there is no available port, the direct foreign aid is not received this turn).

¶ Provided it obeys the rules above, direct foreign aid units can be deployed directly into existing columns.

12.2 Crisis Table

Die Roll	Foreign Patron Says	Effects
8	Confidence is high	Receive one Major Unit. You may even choose one eliminated Major Unit! ¹ (If no Major Units are available, treat as having no effect.)
6-7	We are content to maintain our current policy	No effect.
4-5	We are concerned	Withdraw one of your Major Units. ²
3	Perhaps you require more guidance	Withdraw one of your Major Units. ² Receive one fewer Reinforcement Card with each bid (12.4). ³ None of your Major Units may enter an Enemy-occupied region from this point on. ⁴
2	We are alarmed	Withdraw two of your Major Units. ² Receive two fewer Reinforcement Cards with each bid (12.4). ³ None of your Major Units may move from this point on. ⁴
1	Our confidence is shattered	Withdraw all of your Major Units. ² ¶ You receive no more direct foreign aid or covert foreign aid (12.4). ³

A Faction makes a separate roll on the Crisis Table for each Major Unit it was unable to draw as directed by the Direct Foreign Aid Table (12.1.1).

Each Faction receives a one-time +2 die roll modifier the first time it rolls on the Crisis Table.

¶ All results on the Crisis Table apply for the rest of the game, not just the turn they are rolled.

Explanation of Crisis Table Effects:

If multiple results are obtained, apply each separately.

¹ **Eliminated Major Units.** This is an exception to the general rule that eliminated Major Units are permanently removed from the game.

² **Withdraw Major Units.** The owner chooses which Major Units to withdraw. If no Major Unit is available for withdrawal, then the player must withdraw any two non-infantry Units (i.e., tanks, armored cars, artillery, engineers, airgroups). Withdrawn Units are available for later use.

³ **Reduce Reinforcement Cards.** Reduce Reinforcement Cards drawn by the appropriate number. If confidence is shattered, no more cards can be drawn.

EXAMPLE: If FAPLA's Reinforcement Cards have been reduced by two, a FAPLA bid of '5' will produce only three cards (12.4). A bid of '1' will produce no cards at all.

⁴ **Move Restrictions.** Movement restrictions on Major Units do affect airgroups; they may now only fly missions to support Defending Units.

12.3 Recruitment

PLAY NOTE: Recruitment represents local efforts to raise African troops.

Troops are recruited during Step D of the End Phase.

The turn's first player recruits and deploys his Units first and the players recruit and deploy clockwise after that. There are

two forms of recruitment: set recruitment (12.3.1) and variable recruitment (12.3.2). A Faction performs set then variable recruitment before passing to the next player.

12.3.1 Set Recruitment

Each turn, the Factions recruit as follows::

FNLA

- FNLA can recruit four infantry Units in Zaire. Until Cabinda falls, at least two of these Units must be placed in the FLEC Base. After Cabinda falls, all four infantry Units are to be placed in Zaire.
- FNLA can recruit two infantry Units in Luanda if it controls Luanda and the Luanda Control Marker is face up.

UNITA

- UNITA can recruit four infantry Units in South-West Africa.
- UNITA can recruit two infantry Units in Luanda if it controls Luanda and the Luanda Control Marker is face up.

MPLA

- MPLA can recruit Units in one of the following ways if it controls Luanda (i.e. the Control Marker is face up):
 1. Two infantry Units in Luanda and one infantry Unit in Cabinda, but only if Cabinda is MPLA controlled; or
 2. Three infantry Units in Luanda; or
 3. Two infantry Units in Cabinda, but only if Cabinda is MPLA controlled.
- MPLA can recruit one infantry Unit in Cabinda, but only if it controls Cabinda, and Luanda is not controlled by the MPLA/FAPLA Alliance.

FAPLA

- FAPLA can recruit Units in one of the following ways if it controls Luanda (i.e. the Control Marker is face up):

1. Two infantry Units in Luanda and one MPLA infantry Unit in Cabinda, but only if Cabinda is MPLA controlled; or
2. Three infantry Units in Luanda; or
3. Two MPLA infantry Units in Cabinda, but only if Cabinda is MPLA controlled.

PLAY NOTE: If FAPLA controls Luanda, he can decide whether to recruit for his MPLA ally in Cabinda.

After Cabinda falls to FNLA, no Units may ever be recruited there again. In addition, MPLA may not deploy covert foreign aid (12.4) there again.

Newly recruited Units may be deployed directly to a Column.

12.3.2 Variable Recruitment

Each Faction may recruit a number of infantry Units equal to its face up city Control Markers (except Luanda), plus half the number of its face up town Control Markers (rounded down).

EXAMPLE: If a Faction controlled two cities and five towns, it would recruit four infantry Units ($2 + 2.5 = 4.5 = 4$).

Once recruited, infantry Units are placed by the controlling Faction. A maximum of one Unit may be placed in any town or city where the recruiting Faction possesses a face up Control Marker. Newly deployed troops may be deployed directly to a Column.

Units recruited by this method cannot be placed in Luanda or Cabinda.

12.4 Covert Foreign Aid

PLAY NOTE: Covert foreign aid represents the advisors, mercenaries and Equipment secretly provided to the combatants by their patrons. Bidding for Reinforcement Cards provides the mechanic.

Covert foreign aid can be Units or Equipment.

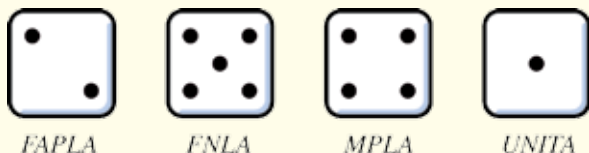
12.4.1 Bidding for Covert Foreign Aid

In Step E of the End Turn Phase, each Faction secretly bids for a number of Reinforcement Cards from 0 to 5. (Use slips of paper or dice to record secret bids.)

The bids are revealed beginning with the turn's first player and continuing clockwise. After revealing his bid, each player then draws that number of cards from the Reinforcement Card deck, and openly receives the bounty of each card. After all are done, reshuffle the deck.

PLAY NOTE: Don't forget that the number of Reinforcement Cards may be affected by the Crisis Table (12.2).

EXAMPLE: At the end of Turn 1 players use dice to reveal their bids as follows:



Each Faction draws that number of cards (2 for FAPLA, 5 for the FNLA, and so on). In addition, the FNLA bid of 5 cards is higher than any other bid. This gives its opponents a propaganda victory (12.4.3). The FAPLA/MPLA Victory Marker is moved one space down the Victory Track.

EXAMPLE: It is the end of Turn 2 and FAPLA draws this reinforcement card. FAPLA receives 1 armored car Unit.

If it had been Turn 3 or later, FAPLA would have received 2 armored car Units.

After placing the armored car Unit on the map, the card is put back in the deck, which is reshuffled.



12.4.2 Deployment of Covert Foreign Aid

Beginning with the turn's first player and proceeding clockwise, the players deploy their covert foreign aid as follows:

- FNLA may deploy any amount of covert foreign aid to Zaire or the FLEC Base;
- UNITA may deploy any amount of covert foreign aid to South-West Africa;
- FAPLA and MPLA may deploy any amount of covert foreign aid to Luanda. But only if Luanda is controlled by either FAPLA or MPLA and its Control Marker is face up.

J Provided it obeys the rules above, covert foreign aid units can be deployed directly into existing columns.

In addition, any Faction can deploy any covert foreign aid that is Equipment as follows:

- (1) One piece of Equipment per region that is occupied by that Faction's Units; or
- (2) Two pieces of Equipment per town or city region that is occupied by that Faction's Units, for which they have a face up Control Marker.
- (3) In addition to case (2), if the face up town or city is a port, FAPLA or MPLA may deploy any covert foreign aid that is a Unit to that port (limit one Unit per port).

EXAMPLE: MPLA controls Benguela. It deploys two AA missiles per case (2) and then one tank Unit per case (3).

PLAY NOTE: As Cabinda does not have a Control Marker and is not a port, cases (2) and (3) cannot apply.

12.4.3 Propaganda Victory

If one Faction bid for more reinforcement cards than the other Factions, that Faction has given the Enemy Alliance a propaganda victory. Move the Enemy Alliance's Victory Track Marker one place down the Victory Track toward 10.

A tie for highest bid between Enemy Factions results in no propaganda victory for either Alliance.

A tie for highest bid between Allied Factions results in a propaganda victory for the Enemy Alliance.

13 INFANTRY BRIGADES

If three infantry Units occupy the same region during Step B of the End Phase, the owner may replace them with an infantry brigade. Infantry brigades count as one Unit for all purposes and may never be changed back into their component Units.

14 SPECIAL AREAS

14.1 Zaire

Zaire consists of the FLEC Base and Zaire Proper. No FAPLA or MPLA Force may ever enter Zaire.

14.1.1 Zaire Proper

UNITA and FNLA Forces can move into Zaire Proper from one of the four regions to the South. Once Cabinda is captured Forces can also enter from the jungle region adjacent to the FLEC Base (14.1.2). When a Force moves into Zaire Proper from one of these regions, it stops its movement for that Operation.

Zaire Proper is divided by a dashed line into two areas. Forces must be in one of the two areas. When moving in or out of an area, move only to or from regions adjacent to that area.

A Force beginning its move in an area of Zaire Proper may move to an adjacent region (it may use road movement if it moves along a connecting road). It treats the adjacent area as clear terrain and can continue moving after entering the area.

FNLA Forces (only) in the area adjacent to the FLEC Base may move to the FLEC Base (14.1.2).

Areas of Zaire Proper can be Supporting Regions and Units in areas can exert Retreat Zones into the adjacent regions.

14.1.2 FLEC Base

An FNLA Force may move into the FLEC Base, but only from the adjacent area of Zaire Proper. After entering the Base it stops its movement for that Operation.

An FNLA Force may never move from the FLEC Base to Zaire Proper. It may only move from the FLEC Base into the adjacent jungle region.

After the FNLA captures Cabinda (14.3.2), the FLEC Base has no further effect on the game. For purposes of movement in Zaire, treat it as if it did not exist. However, the road from Cabinda does not connect with Zaire, so Forces leaving the jungle for Zaire are subject to the jungle movement rules (7).

14.2 South-West Africa

No FAPLA or MPLA Force may ever enter South-West Africa. UNITA and FNLA Forces can move into South-West Africa from one of the four regions to the North. When a Force moves into South-West Africa from one of these regions, it stops its movement for that Operation.

Forces may leave South-West Africa along the connecting road. South-West Africa can be a Supporting Region and Units there can exert Retreat Zones into the adjacent regions.

14.3 Cabinda

Cabinda is not a port and does not have a Control Marker. Therefore it cannot receive direct foreign aid (12.1.2) and is restricted in which covert foreign aid it receives (12.4.2).

Furthermore, it cannot receive Units via variable recruitment (12.3.2).

14.3.1 Cabinda's Defense

MPLA Forces defending Cabinda convert a retreat result (including one taken voluntarily as a result of a "combat continues" result) into a "1/2 of the Defending Force is Eliminated"

result. This result is taken after any other combat loss has been resolved. If, after any combat, MPLA Forces are still in Cabinda, the Attacking Force must retreat.

14.3.2 Cabinda's Capture

Once Cabinda is captured by the UNITA/FNLA Alliance:

- (1) No Victory Token is exchanged. Instead, immediately move the UNITA/FNLA Victory Track Marker one space down the Victory Track towards 10 (note, there is no Control Marker for Cabinda).
- (2) The FLEC Base has no further effect on the game. For purposes of movement into and out of Zaire, treat it as if it did not exist. Any FNLA Units in the FLEC Base are moved into the closest part of Zaire Proper. See also 14.1.2.
- (3) The FNLA's four recruited infantry Units may all now be placed in Zaire.

15 ALLIANCE RULES

Allies may discuss anything they wish, but must do so in public. Secret communications are not allowed.

Allied Forces:

- May move through and occupy the same regions
- Must defend the same region
- Block Enemy retreats on behalf of their ally

However, a Faction NEVER:

- Provides a Supporting Region for its ally (9.1).

16 COUNTER LIMITATIONS

¶ The counter mix provided is the absolute maximum; no new counters can be made (not even to represent pieces of Equipment).

The number of Column markers is also a limit on the number of Columns each Faction may have in play.

17 UNIT AND EQUIPMENT DESCRIPTIONS

PLAY NOTE: Most of this section consolidates and repeats rules that are scattered elsewhere. It is included more as a ready reference and can be skimmed initially, except for 17.3 Engineers, which should be read in full.

17.1 Artillery Units

Artillery is fired during Step 6 of the Combat Procedure.

Players may each fire a maximum of one artillery Unit in a combat. The Attacker always fires first; results are not simultaneous.

An artillery Unit fires a number of dice equal to the number of pips on its counter, and artillery fire is resolved on the Hit Table (9.3.1).

Artillery Units are automatically suppressed after they fire.

Artillery Units are Units, but they have no combat strength.

Artillery Units may never enter an Enemy-occupied region unless accompanied by non-artillery Units.



¶ A Major Unit that is also artillery may not move through savannah, jungle or hills unless along a road. It is eliminated if forced to retreat through this terrain **and is not retreating along a road**. Note that the FAPLA rocket battery is considered a Major Unit that is artillery.

17.2 Armored Units

Armored Units are tanks and armored cars.

17.2.1 Tanks

Tanks have a combat strength and provide Combat Dice Points.

¶ Tank Units may only move through clear terrain or along roads. Should a tank Unit be forced to move or retreat through savannah, jungle or hills, it is destroyed **unless it is moving/retreating along a road**.

If a Force being fired on by Anti-Tank missiles contains at least one tank Unit, the Force ignores one suppression result.

17.2.2 Armored Cars

Minor Unit armored cars have no combat strength; instead, they provide Combat Dice Points only. Major Unit armored cars have a combat strength and also provide Combat Dice Points.

A Minor Unit armored car defending by itself is considered to have a combat strength of one and does not use its Combat Dice Points.

17.3 Engineers

An engineer Unit can perform one of three roles in a combat:

- (i) Minefield removal
- (ii) Assault engineers
- (iii) Normal combat

When assigning engineer Units to roles, they must be assigned in precedence order from (i) to (iii). The only exception to this is if the only attacking Unit or Units are engineers (17.3.3).

If a minefield is present, one engineer Unit must be assigned to minefield removal before any can be assigned to assault or normal combat.

If a town or city is present, one engineer Unit must be assigned as assault engineers before any can be used for normal combat.

17.3.1 Minefield Removal

One attacking engineer Unit in a Combat Region containing an Enemy minefield must be used to remove the minefield, after which that engineer Unit is suppressed.

17.3.2 Assault Engineers

If the Combat Region contains a town or city, one engineer Unit can be used as assault engineers. Assault engineers negate the Defender's extra combat die for defending in a town or a city. This is the only way assault engineer Units contribute to the combat.

17.3.3 Normal Combat

An engineer Unit performing normal combat fights with a combat strength of 1. Note that defending engineer Units always perform the normal combat role.



Exception: If the only attacking Unit or Units are engineers, one engineer Unit is treated as infantry with a strength of 1 (i.e., it performs the third role).

17.4 Anti-Aircraft and Anti-Tank Missiles

All missiles are Equipment. Equipment must be assigned to a Force (2.4.2).

A missile is a one-use item. Once fired, it is immediately returned to the Equipment pool.

17.5 Mines and Minefields

Mines and minefields are fully described in 9.9.

17.6 Mercenaries

Mercenaries are marked with a 'Merc'. Mercenaries have a combat strength and provide Combat Dice Points. Mercenaries can arrive in the game only as Direct Foreign Aid (i.e. the Zairois Merc Unit) or where Mercenaries are specified on a Reinforcement Card.

HINTS ON PLAY

Some tips for new players.

FAPLA/MPLA

1. Luanda is vital. Lose it and you'll probably lose the game. Caxito, Camabatela, Lucala and the nearby jungle regions are all crucial to hanging on to the capital.
2. Clear Enemy troops out from behind your front lines as quickly as possible.
3. Use your road net and central position to out-manuever the Enemy.
4. Don't neglect Cabinda. Make sure it is well-garrisoned.
5. On the other hand, don't over-garrison Cabinda. You want to tempt the FNLA into wasting time and resources against it.
6. The rules for removing losses as Units mean that an Infantry Brigade, adequately supported, can soak up a lot of punishment. This is very useful when defending Cabinda.
7. A two-Faction offensive against the same Enemy can produce devastating results.

UNITA/FNLA

1. Be prepared to take losses (particularly infantry Units). You can rebuild quickly, the Enemy cannot.
2. FNLA:
 - (a) Try and interrupt Enemy movement. Infiltrate small Forces through the jungles, use mines, etc.
 - (b) Don't commit all your Forces to the Cabinda battle. A competent FAPLA commander will use his opportunity to destroy your position in the main area of Angola.
 - (c) Fighting the later stages of the game with Cabinda in Enemy hands is hard work, but not impossible.
3. UNITA:

Make every blow count. Accept the losses and never ease up the pressure. Your ally will only make progress if you can keep the MPLA from supporting FAPLA in the north.

All Players

1. Don't rely on strength alone to destroy the Enemy. Maneuver around his Forces, use Supporting Regions to win your battles and let retreat zones destroy him.
2. Use small Units to block the drives of large Enemy Columns.
3. Try to use smaller Columns to clear resistance away in front of your larger Columns.
4. NEVER give up. Direct Foreign Aid will keep you in the game, no matter how badly you lose a turn.
5. Make the most of your Major Units.

GAME NOTES

Notes on the game design and history.

Jungle

Jungle is a blanket term for regions of particularly difficult terrain. Only in the north of Angola are there what can be described as areas of true jungle.

Jungle elsewhere ranges from heavily-wooded valleys and swampy watershed regions through to thorn forests and areas of semi-desert.

The FAPLA/MPLA 'Alliance'

Within the game the MPLA and FAPLA are presented as two different Factions. In actual fact there was only the one 'faction', the MPLA. However, in game terms it was felt that organizing the MPLA into two Factions was an accurate representation of the difficulties faced by that organization: a two-front war, considerable internal disagreement, and the problems inherent in cooperating with Cuban forces operating under their own commanders. (FAPLA was actually the acronym for the armed forces of the MPLA.)

The Time Scale

The game length has been set at ten months. July 1975 was chosen as the starting point because it was then that the war entered its second phase (far more extensive fighting, increased international concern and the first indications of military involvement on the part of South Africa).

This second phase came to an end in March/April 1976 when South Africa withdrew its troops from all but the very south of the country and the UNITA/FNLA positions consequently collapsed.

In actual game terms, Zaire withdrew its troops in Turn 7 and South Africa in Turn 8, leading to a FAPLA/MPLA decisive victory in Turn 9.

From the end of the second phase the war was to continue uninterrupted until 1991, before continuing with periodic ceasefires to 2002.

Cabinda

The oil-rich province of Cabinda—separated from the rest of Angola by the Zaire river and a strip of Zairois territory—was perhaps Angola's richest asset. The FLEC (*Frente para a Libertação do Enclave de Cabinda*, Front for the Liberation of the Enclave of Cabinda) was concerned with 'liberating' Cabinda from its MPLA 'garrison'.

There are no FLEC units in the game; they are part of the FNLA force mix.

Propaganda Victories

As the war progressed the OAU (Organisation for African Unity) became increasingly concerned at the scale of foreign involvement. Any Faction receiving too many reinforcements would become that bit less credible as the next government of Angola.

Towns and Cities

All Towns and Cities are referred to by the names used in 1975-76. Many names have since been changed. For instance, Novoa Lisboa is now Huambo.

Portugal

Portuguese troops still garrisoned certain areas at the start of the war. However, since these troops were withdrawn shortly after the outbreak of hostilities, they have been factored out of the game.

Notes on the New Edition

The rules have been reorganized and renumbered. Some sections have been clarified.

The map in the game's original 1988 edition was squashed along the east-west axis. The new map has been laid out over a satellite image of the country and is correctly proportioned.

All the place names have been researched and updated, sometimes with slightly modified spellings.

The southern area of Namibia (South Africa) on the original map has been renamed South-West Africa, as this was apparently in more common use at the time.

CREDITS**Ragnar Brothers Edition:**

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Playtesting thanks to: The Ragnar Brothers (Norris, Ronnie, Gary, Dereck, Terry, Tommy and Quentin) and to Ian and Dave Brigante

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Card Errata

¶ One of the MPLA Column B cards incorrectly reads 'Turn 4'. This is an 'At Start' card that the MPLA player gets for immediate use in step 1 of the game set up.

Appendix 1: Unit Counters

This lists the number of Unit counters in each Faction (does not include the four Major Units of the Zairois, South Africans and Cubans for each Faction):

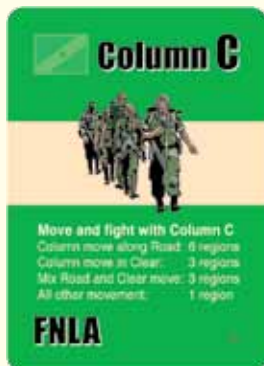
	FAPLA	FNLA	MPLA	UNITA
Infantry Units	21	24	21	21
Infantry Brigades	3	4	2	2
Armored Cars	5	4	5	4
Tanks	3	2	3	2
Artillery	4	3	3	3
Engineers	3	2	3	2
Airgroups	7	5	6	5
Mercenaries	0	5	0	5
Column Markers	4	5	4	4
Victory Tokens	5	5	5	5

The card mix for each Faction:

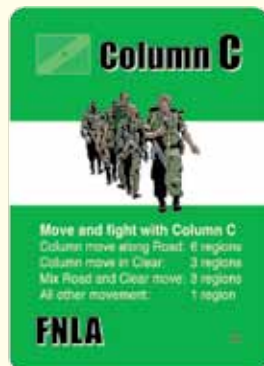
	FAPLA	FNLA	MPLA	UNITA
Command	1	1	1	1
Column A	2	2	2	2
Column B	2	2	2	2
Column C	2	2	2	2
Column D	1	1	1	1
Column E	0	1	0	0
5th Column	2	2	2	2
Blank Card	1	0	1	2

Production Note

The original Ragnar Brothers game had a total of 65 cards. When we make a game at MMP, the cards must come in packs of 55. We decided to give you the 65 cards as they came in the original version of the game (cards 1 to 65) and 45 duplicate Operations Cards for replacement should any be lost or worn out (cards 66 to 110). You can tell the original from the duplicate by the stripe on the card.



Original



Duplicate

Appendix 2: The Changing Face of War

This describes the changing face of the war. The table lists the number of cards in each Faction's Operations Pack each turn and the turns in which new cards are introduced to the Operations Deck. (This is also summarized on the Game Turn Track.)

Turn	Number of Cards per Pack	New Cards per Deck
1	4	
2	4	
3	5	+1 card for Columns D*, E
4	5	+1 card for Column B
5	6	+1 card for 5th Column
6	6	+1 card for Column C
7	7	
8	7	
9	7	

* Not the FNLA, which starts Turn 1 with Column D in play

Hit Table (9.3.1)

Die Roll	Result
1-3	Miss
4-5	Suppression
6	Hit

Combat Dice Bonuses (9.11.2) [net max +5]

+1 per Combat Dice Bonus point (see Unit counters)

+1 per Supporting Region

Combat Dice (9.11.3)

Region	Attacker Rolls	Defender Rolls
Clear	Two dice	One die
Savannah	One die	One die
Hills or Jungle	One die	Two dice

Defender receives these extra dice:

+1 if defending in a town or city and Attacker has no assault engineers

+1 if defending the up side of an escarpment

+1 if defending a minefield

Adjustment Table (9.11.4)

The Difference Adjustment to odds is:

+6 or better up three levels

+5, +4 up two levels

+3, +2 up one level

+1, +0, -1 no adjustment

-2, -3 down one level

-4, -5 down two levels

-6 or worse down three levels

Result Table (9.11.5)

Final Combat Odds	Result (9.11.6, 9.11.7, 9.11.8)
6-1	Defenders Eliminated
5-1	2/3rds Defenders Eliminated; Defenders Retreat
4-1	1/2 of the Defenders Eliminated; Defenders Retreat
3-1	1/3rd of the Defenders Eliminated; Defenders Retreat
2-1	Defenders Retreat
1-1	Combat Continues
1-2	Attackers Retreat
1-3	1/3rd of the Attackers Eliminated; Attackers Retreat
1-4	1/2 of the Attackers Eliminated; Attackers Retreat

Combat Losses (9.11.6)

# of Units in Force	For 1/3 losses lose	For 1/2 losses lose	For 2/3 losses lose
1	1 Unit	1 Unit	1 Unit
2	1 Unit	1 Unit	2 Units
3	1 Unit	2 Units	2 Units
4	2 Units	2 Units	3 Units
5	2 Units	3 Units	4 Units
6	2 Units	3 Units	4 Units

Crisis Table (12.2) [+2 on first die roll]

Die Roll	Foreign Patron Says	Effects
8	<i>Confidence is high</i>	Receive one Major Unit. You may even choose one eliminated Major Unit! (If no Major Units are available, treat as having no effect.)
6-7	<i>We are content to maintain our current policy</i>	No effect.
4-5	<i>We are concerned</i>	Withdraw one of your Major Units.
3	<i>Perhaps you require more guidance</i>	Withdraw one of your Major Units. Receive one fewer Reinforcement Card with each bid (12.4). None of your Major Units may enter an Enemy-occupied region from this point on.
2	<i>We are alarmed</i>	Withdraw two of your Major Units. Receive two fewer Reinforcement Cards with each bid (12.4). None of your Major Units may move from this point on.
1	<i>Our confidence is shattered</i>	Withdraw all of your Major Units. ¶ You receive no more direct foreign aid or covert foreign aid (12.4).