

EXAMPLES OF PLAY - ANGOLA 88

Reminder

Government player = MPLA/FAPLA + Cubans + SWAPO

Anti-government player = UNITA + South Africa + FNLA / FLEC

1. OPS. We are on turn 2. The played OPS and the OPS « Saludando a octubre » have been returned to the OPS drawing bowl, at the end of the previous turn. The government player decided not to spend MoP to play it. He did not receive any of the reinforcement units for the August 1987 turn.

2. Initiative.

Each player rolls **1d6** to determine the initiative. The anti-government player adds the initiative capacity of commander "Savimbi". He cannot count the presence of commander "Ferreira" because he will be put in the bowl after the drawing of the initiative. The government player obtains the initiative with a 4, the anti-government player only gets a 3 (2+1 for "Savimbi"). The MPLA's morale is increased by 2, the UNITA's also by 2 (3 divided by 2 and rounded up).

The anti-government player receives the major OPS "modular/Hooper". He places the major OPS and the commander in the drawing bowl. Since the government player has the initiative, he chooses the major OPS "Saludando a octubre" which he can play at any time during this turn.

The government player has the initiative and draws an OPS from the drawing bowl first. He gets the UNITA OPS. His adversary decides to play it (he could have passed and placed the drawn OPS in the "played OPS" box - *OPS Jouées*) on the map.

3. Reinforcements and reconstruction

Actions are led in the order of the game sequence: reinforcements, reconstruction, sabotage, harassments, air strike, engagements. The UNITA player receives no reinforcements during the game and so he rebuilds his units. Two guerrilla and one special forces unit are in the "destroyed units" box on the map. He places the two guerrilla units on the map without spending any morale points. It is free to rebuild guerrilla units. However, he spends 2 MoP for the special forces unit (see morale table). The guerrillas are placed in a free zone, either on the concealed side or the revealed side. He chooses to reveal his two units in the Uaco Congo and Cusemby zones. The "special forces" unit is placed in one of the two UNITA bastions in Zaire, respecting stacking limits.

4. Harassments

He then chooses to lead three "harassments" with three guerrillas (one of his guerrillas is at Luachimo), against the GZ of Kuito, Lucapa and Sumbe. These three actions immediately award him 3 MoP regardless of



the result of the combats.

Finally, he chooses to lead an engagement among the four possibilities against the BZ of Saurimo. He could have led an air strike if his faction possessed air units. The UNITA faction, during each OPS, can lead four engagements but no strikes.

5. Sabotages

We are later in the game turn. The anti-government player plays the major OPS "Modular/Hooper", and he decides to lead two sabotages : one against the port of Sumbe, the other against the port of N'Zeto. He can use both UNITA units and SADF units since this is a major OPS. To carry out a sabotage, the player must activate a special forces unit (SFU). The sabotage by sea can only be carried out by a South African SFU in Namibia. The UNITA SFU only needs to be in a zone in the MR of the zone of N'Zeto, i.e. in MR 1.

- The "Co KMar" unit is in the zone of Ondangwa and moves toward the EZ of Sumbe (place the counter in the EZ). The UNITA-SADF player has the TS "successful sabotage" in his hand. He will use this T to prevent his adversary from firing against his SFU and render the sabotage automatic. Place an "inoperative" marker on the Sumbe zone. The "Co KMar" SFU is replaced in the Ondangwa zone. If he had had it in his hand, the government player could have played a "ambush reversal" TS which would have canceled out the "successful sabotage" TS.

- The UNITA SFU must first suffer "fire" from the N'Zeto GZ, since the player has in hand neither the "successful sabotage" TS nor the "special forces". The GZ fires with its UCF (unconventional factor) since it fires on an unconventional unit (UU). Its UCF is 2. Its d6 = 2, and a "hit". The SFU is eliminated and will not be able to carry out a sabotage. If the GZ had not obtained a "hit", the SFU could have remained in the GZ "concealed side" or in an adjacent zone



6. Strike and engagements

On game turn 2, the government player has kept the initiative and has in hand the major OPS "Saludando a octubre". The adverse joueur just drew the FAPLA OPS and the government player just played it. He decides then, instead of letting his adversary draw an OPS from the drawing bowl, to play the major OPS he has in hand.

He spends 3 MoP to play it and obtains the four reinforcement units (BIM 47 and 59 ; BIL 16 and 21) which he places in the BZ Saurimo and Lucapa. He will use these reinforcements to lead an engagement against UNITA bastion of Luau.



markers beginning with the air strike.

“Engagement 3” will leave from Saurimo with the following units : BIM 47 and BiL 16, “engagement 4” from Lucapa with the BIM 59 and BiL 21. In each of the zones, a special forces unit is present. He places the “engagement 3” marker for the units leaving from Saurimo and the “engagement 4” marker for the units leaving from Lucapa. The engagement will be resolved in the order the markers are placed. The player first resolves engagement 2, then engagement 3 and finally engagement 4.

The units of these zones move and stop in the Luau zone.

Note: to facilitate the unfolding of operations, it is possible to use engagement markers to visualise the movements and leave the units in their starting zone.

• Strike

The AU leaves from Luena, less than 4 zones from the target. Since a BZ is considered as a conventional unit; the AU uses its conventional combat factor (CCF). Before leading the strike, the defender could have defended itself with its Anti-Air combat factor (ACF). But its factor is 0. The government AU leads its strike with a factor of 2. The result of the **d6** is 2. The BZ is hit and an “inoperative” marker is placed in the zone. The AU rebases itself at Luena. .



As the attacker, during “engagement 3”, he must choose first the number and type of TS he wants to play. He chooses to play two TS: “spetsnaz” and “mobile group”. The TS “spetsnaz” allows for the inversion of the order of combat; he will “fire” first. The “mobile group” TS gives a bonus of +1 to a unit, either to a conventional factor (CCF), or an unconventional factor (UCF). It also allows for a concealed unit to be revealed. He also chooses which units attack which enemy units.

With four “strike/engagement” markers at his disposal, he decides to use the A marker to lead an “air strike” against Luau, and the “engagement 2” marker to attack the “liberated zone” of Uaco Congo and “engagements 3 and 4” against the UNITA bastion of Luau. The engagements and the strike will be resolved in the order of the

With the engagement taking place in a jungle zone, the heavy units’ CF is reduced by 1 and the light units maintain their CF. In summary, the CF of the BIM 47 will be 3-1 (jungle zone) or 2 and the CF of the BIL 16 will be 2 plus the TS bonus, +1, or 3. The special forces unit draws a 1 (it is not affected by the terrain).



With only 2 TS in hand, the adverse player chooses to only play one and keep the other for the next turn. He chooses the “artillery support” TS. The bastion marked with an “inoperative” marker, the BR1 and the BM 1 are present in the zone. The BZ cannot participate in the defence of the zone (since it is inoperative) and only the two conventional units are taken into account. The combat factors in defence are not

modified by the terrain but only by the TS. The player chooses to place the TS on the BM1.

The government player played the “Spetsnaz” TS and so rolls the dice first. He chose to attack the BR1 with the BIL 16 and the BM1 with the BIM and the FS 18. He gets a 2 for the BM 47, a 2 for the BIL 16 and a 3 for the special forces unit. In total, he gets 2 “hits”. The two adverse units are turns over. They retaliate with the reduced factor of the turned-over marker or 3 (2+1 medium artillery) and 1. The die roll gives 3 for the BM1 and 5 for the BR1. He turns over the BIM 47.

With 50 % of its steps destroyed, the UNITA CU must retreat and the MPLA units are declared victorious and may occupy the zone. The player decides to leave one CU and one SFU. The reduced unit returns to Saurimo from which the movement originated. A “siege” marker is placed in the zone since the BZ still has one step and remains the only surviving unit. The UNITA CU retreat to Cazombo – one BZ – via Lucusse. If a government unit had been present at Lucusse, the UNITA CU would have been eliminated because they cannot retreat to Zaire.

Engagement 4



“Engagement 4” is led against the besieged zone, starting with the units at Lucapa who moved in Luau. The government units carry out two hits and a “destruction” marker is placed in the zone (the BZ was already “inoperative”, another “hit” would have been

At the end of engagement 4.

enough for a “destruction” marker]. The “siege” marker is removed. Since one CU and one SFU are already present in the zone, a single UC can occupy it in order to respect the stacking limits at the end of the multiple engagements. A CU retreats to the zone of Lucapa where the movement originated and the SFU retreats to the zone adjacent to Luau. The OPS ends since all the actions have been resolved.

7. Major OPS

It is now the anti-government player’s turn to draw an OPS. He draw the major OPS “Modular/Hooper”. At the beginning of the turn, he placed commander “Ferreira” in the OPS bowl and the TS “G5-G6” and “Valkiri” in the TS bowl. He chooses to spend 3 MoP to receive reinforcements. He places the BnM 61, Bn 4 SAI and Re 4&5 in the Ondangwa BZ, one air unit each in the zones Rundu, Ondangwa and Mpache.

Movement phase

The units of the zone Ondangwa move from this zone toward Tchibemba (passing by Ondjiva and Cahama) and stop there (presence of an enemy GZ).

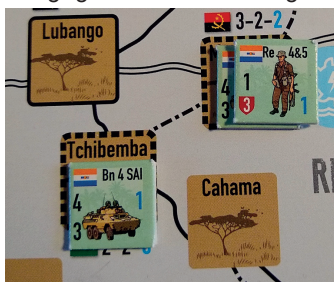
Strikes and engagement



The anti-government player decides to lead three air strikes: one on Tchibemba, one on Matala, and the last on Calundo; he must lead an engagement at Tchibemba (so four “engagement/strike” markers). The “frappe A”

strike on Tchibemba is a failure. The “frappe B” is a success and an “inoperative” marker is placed on Matala. With an ACF of 2, the BZ failed to hit the air unit. “Frappe C” by Mpache on Caiundo is also a failure.

“Engagement 4” is led against Tchibemba with BnM 61, Bn 4 SAI and Re 4&5. The South African player plays the TS “G5/G6”, giving him a bonus of +1 to the CF of a unit and an additional loss to an adverse unit. He carries out two “hits” on a zone (including one automatic hit with the TS “G5/G6”).



The zone is a GZ, considered like a CU with one step. 100% of the steps are destroyed, allowing SADF to occupy the zone. The player has the opportunity to lead a “pursuit”. Units BnM 61, Bn 4 SAI and Re 4&5 may lead a second “engagement” against an adjacent zone. The player chooses Matala. He sends BnM 61 and Re 4&5 and leaves Bn 4 SAI at Tchibemba. Since it was the target of an “air strike”, the BZ cannot participate in an “engagement” during the same OPS. There will be no retaliation against the South African units. The engagement is a success, the GZ is destroyed and the two units occupy the zone of Matala.

8. Ceasefire

May 1988. The Cuban player led a strike and an engagement on a South African unit. He rolls a die for each of these action. He gets a 3 and a 4, with no effect. For a 6, a ceasefire would have been declared on the following turn.

At the end of the morale phase, the morale of one of the players exceeds 25. The ceasefire is automatic.

During the same turn, if a ceasefire had been obtained during an action, and the morale had exceeded 25 during the morale phase of the same turn, we would have had a double ceasefire which would mean the end of the game and the evaluation of the victory conditions.

9. Diplomacy

During the diplomatic phase, tally the diplomatic level. The government player and his adversary are each at 2. The government morale is 17 and it is 20 for his adversary. The government player obtains a diplomatic level because his morale is 15; the same goes for his adversary who is at 20. The diplomatic level becomes 3 for each player. .

The government player occupies the zone of Ondjiva giving him an additional level. The adverse level is reduced by 1 because the Cubans occupy the same zone. The diplomatic level becomes 4 against 2.

The government player plays the DA “Conference of Cairo” because his morale is 15. The “Conference of Cairo” allows for increasing or decreasing his adversary’s diplomatic level by 2. The government player decides to decrease his adversary’s diplomatic level : 4 against 1. He cannot lower it to 0 because a “Conference” DA cannot lead to “nuclear alert” (see 13.2.1.). The “diplomacy” marker is placed in the immediately preceding space. The DA “Conference of Cairo” is permanently discarded.

His adversary decides to play the DA “Crocker” (since his morale is 20) which enables him to increase his own level by 1. The diplomatic level becomes 4 against 2.