

OGADEN 1977

LAS VICTORY OF THE ETHIOPIAN REVOLUTION

Ogaden 1977 simulates the operations between the Somali Army and the Ethiopian Army in the Ogaden region between April 1977 and March 1978. This war is marked by two surprises: the incredible resistance of the young Ethiopian revolutionary army and the Soviet Union's reversal of its alliance from being Somalia's ally to its adversary.

The Ethiopian player control two factions: the regular army and the Derg militia. The Somali player control three factions: the 26th and 60th divisions of the SNA (Somali National Army), the guerrillas WSLF and SALF. (Western Somali Liberation Front and Somali Abo Liberation Front).

1- OVERVIEW

The game requires use of one or more six-sided dice, notated as D6. Two drawing bowls are necessary, one for "operations" (OPS), the other for "tactical support" (TS) and "diplomatic actions" (DA).

1.1 - ABBREVIATIONS

CU : conventional unit	OPS : operations
GU : guerrilla unit	TS : tactical support
MU : militia unit	TB : tactical bonus
SFU : special forces unit	DA : diplomatic action
AU : air unit	IC : initiative capacity
CF : general combat factor	MB : militia brigade
CCF : conventional combat factor	MMB : Mechanised Militia Brigade
UCF : unconventional combat factor	MIB : Mechanised Infantry Brigade
AACF : anti-air combat factor	AB : Armoured brigade
MoP : morale points	IB : infantry brigade
BZ : bastion zone	PSB : Police Security Brigade
GZ : garrison zone	PRG : People's revolutionary Guard
EZ : economic zone	PCB : Para Commando Brigade.

1.2 - THE MAP

The map represents southeastern Ethiopia, especially the complete Ogaden region. Zones are superimposed on the map to facilitate units' movement. A dotted green line delineates the action zones of the guerrilla units WSLF/SALF.

There are four types de zones

- **Minor** zones with no important cities, "plateau", "desert" or "bush" that may have an effect on movement, disclosure of GU or SFU (see 1.3) and engagements;
- **garrison zones (GZ)**;
- **bastion zones (BZ)** that correspond to important cities;
- **economic zones (EZ)** that correspond to train stations and bridges. These facilities may be the target of "sabotage". The zone "Karamara radar" has a special rule (see 9.2.2).
- The zones marked with red pennants are diplomatic objectives for both camps.
- The strategic boxes "Debre Zeit-Camp Taktek", "Berbera", and "Mogadiscio" represent the largest cities and their surrounding areas.

1.3 - CONNECTIONS

The zones are linked by **four types** of connections: roads and railways, the railroad (RR) Abidjan-Adis Abeba; "paths" and "passes". The "RR line Adis-Abeba-Djibouti" is "cut" if a Somali conventional unit occupies one of the zones of this line or if one of the "train station EZ" is rendered "inoperative" by sabotage. .

1.4 - CONTROL OF ZONES

- A **free** zone is:
 - a minor zone without the presence of units;
 - or an inoperative GZ;
 - or a destroyed BZ without the presence of units.
- A zone is **controlled** by a camp if a CU, a "re-

vealed" GU or an non-"inoperative" or non-"destroyed" "BZ" or "GZ" is present.

An EZ is also controlled if the GZ/BZ is occupied by an adverse conventional unit. An EZ is controlled by the camp that controls the corresponding GZ/BZ.

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

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

1.5 - SPECIAL CASE OF THE GZ AND BZ



The GZ and BZ must be considered as "conventional units" in defence during engagements. GZ have one strength step and BZ have two. GZ and BZ that suffer a loss are given an "inoperative" marker for the first loss



and a "destruction" marker for the BZ that suffers a second loss. EZ can only be attacked through "sabotage".

1.6 - GAME SCALE

The land units represent between 1000 and 2500 men, and air units represent between 10 and 20 aircrafts. The distance between two zones ranges from 100 km to 400 km.

2 - COUNTERS

2.1 - COMBAT UNITS

There are four types of combat units :

- Units with **two strength steps** that integrate the conventional units (Ethiopian, Somali and Cuban CU), and air units (AU).
- Units with **one strength step** that integrate the guerrilla units (GU), militia units (MU and PRG), and special forces units (SFU).

Units with two strength steps have a full strength side and a reduced (1/2) strength side. The GU and SFU have a "revealed" side and a "concealed" side.

All units have three Combat Factors (CF): a conventional CF (CCF) that is used against the CU, a non-conventional CF (NCF) used against GU and SFU, and an anti-air CF (AAF) used against AU.

There are two types of **Ethiopian militia (MU)**:

- the militia units have a "militia" side (marked with an "M") and a re-equipped "mechanized militia" side marked with an "R" (see 6.4.2).
- The PRG (People's revolutionary guard) have a "militia" side (marked with an "M"), a re-equipped side "PCB" (para commando brigade) marked with an R (see 6.4.2).

Exception: the 24th PRG brigade is the only PRG brigade with two sides.

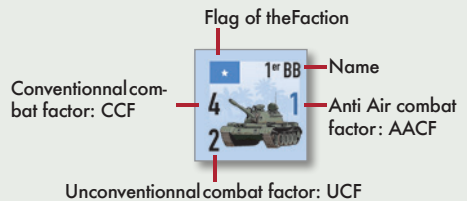
2.2 - THE COMMANDERS



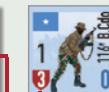
For the Ethiopian player, there are two Commanders available: the **SMSC** which corresponds to the integrated Soviet-Cuban-Ethiopian command (photo of General V.I. Petrov), and the Cuban General "Polo" Frias.

For the Somali camp, General Ali Samatar and Colonel Abdullah Askara, the "Lion of Gode". Their initiative capacity (IC) and tactical bonus (TB) are indicated on the counters.

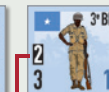
Important. The commander's TB modifies the combat factor of a single unit during an engagement.



Militia



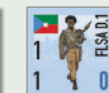
Special Forces



Light Unit



Air Unit



Guerrilla from WSLF and SALF

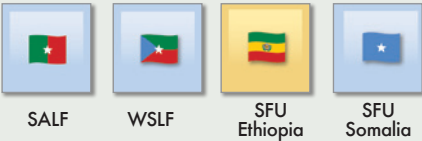
Back of unit: a step loss for the CU and AU



Back of MU. re-equipped side: mechanized militia and para commando brigade of the PRG



Back of unit: hidden side of the GU and SFU



2.3 - COUNTERS AND MARKERS

The counters are used to indicate the game turn, the morale level and the diplomatic level of each camp. The "strike" (frappe) markers are used to indicate the zone targeted by an " airstrike ", " engagement " marker indicates the zone where an "engagement" takes place.

2.4 - DRAWING BOWLS

Commanders and OPS markers are used to activate units. TS markers, indicated by a **T**, are used to modify engagements. DA markers, indicated by a **D**, are used to modify the diplomatic level of the two camps, declare a ceasefire or obtain military aid.

Important: TS and DA are drawn starting in July 1977.

2.4.1 - OPS Drawing bowl

The OPS markers and commanders are placed in the OPS drawing bowl on the date of their arrival as reinforcements..

2.4.2 - TS/DA Drawing bowl

Until July 1977, the Ethiopian player only has one "Ambush" TS; the Somali player one "Ambush" TS and one "successful sabotage" TS. This hand is renewed each turn in May and in June 1977.

Starting in July 1977, the other TS/DA are placed in the drawing bowl, depending on their arrival as reinforcements. Once played, they are **returned** to the drawing bowl.

• Drawing of TS/DA

Starting in July 1977, the player with the initiative draws **four** TS/DA, and the other player **three** TS/DA.

• TS/DA in hand

Each player may only hold 6 x TS/DA (including 2 x DA maximum) in his hand from one turn to the next before being used. To respect this limit, each player must discard into the bowl any excessive TS (priority to the TS that are in common for the camps) and the excessive DA.

3 - STACKING AND FACTIONS

3.1 - STACKING

- Each player may stack a maximum of **5 steps** in a zone, plus one air unit. The players may combine units with 2 steps and 1 step.
- Stacking is unlimited in the "strategic boxes".
- The stacking rules apply at the end of a movement or a retreat. During a "retreat", the retreating units must continue to do so until they reach a friendly zone in which the stacking rules are respected.
- Stacking rules apply at set-up.

3.2 - FACTIONS AND ACTIVATION

The factions are used to simulate the political restrictions that limit their use. Units from different factions that are stacked in the same zone **may only** be activated by the OPS of their faction and the major OPS.



3.2.1 - Ethiopian Factions

Historical note: *the Ethiopian Army is a revolutionary army, like that of the French Revolution. It is composed of imperial army units, volunteer units (Gardes révolutionnaires du Peuple) and conscripts (militia). There were major difficul-*

ties in command and control during the conflict; they were somewhat managed with the arrival of the integrated Soviet-Cuban command.

- The OPS “**Ethiopia**” and the **Commanders**



activate the units of the regular army, the Cuban units, and the air units. The “re equipped” militia units are activated like regular units.



- The OPS “**Derg Militia**” and the **Commanders** activate the Derg militia units.



- The **major OPS** activate **all** the units of the Ethiopian factions.

3.2.2 - Somali factions

Historical note: *the Somali Army maintained a certain effectiveness until the departure of the Soviet advisors in November 1977. Under Ethiopian logistical strikes and the reduction of their operational capacity, the SNA crumbles. The liberation movements in Ogaden were very much dependent on the Somali government, but without a unified command.*

- The OPS “**SNA/26th DI-60th DI**” (printed recto/



verso) and the **Commanders** activate the units of the SNA (Somali National Army) and the air units. **All** the Somali units within **10 zones** of a division HQ are activated. **Berbera** is the HQ for the 26th division, **Mogadiscio** is the QG for the 60th division..



Important: when the OPS “SNA/26th DI - 60th DI” is drawn (DI=infantry division), the Somali player chooses to activate the HQ of the 26th or of the 60th division, but not both.

- The “**WSLF/SALF**” OPS, and the **Commanders** activate the units of the WSLF/SALF (Western Somali Liberation Front/Somali Abo Liberation Front) faction.



- The **major OPS** activate **all** the units of the Somali factions.



4 - INITIAL SET UP

The game turn marker de jeu is placed on

“ May 1977 ”. The Somali morale and Ethiopian morale are on “ 12 ” on the morale counter. The Somali diplomatic level is 2 and the Ethiopian level is 1.

4.1 - ETHIOPIAN PLAYER

The Ethiopian player deploys first.

The 5th, 9th and 11th IB are placed in a BZ in Ogaden, two on their reduced side (face down). The SFU “PSB Cdo” is placed in the Gode BZ; the 10th MIB, at full strength, in the Jijiga BZ. The 24th PRG, les 75th and 79th MB, la 92nd MIB are placed in the “Debre Zeit - Camp Tatek” box.

The AU are either placed in the “Dire-Dawa” zone, or in the strategic box “Camp Tatek-Debre Zeit”.

The OPS “regular army” and “Derg militia” are placed in the OPS drawing bowl.

Drawing bowl and main TS/DA: see 2.4.2.

The reinforcements are placed on the turn counter on the corresponding date.

4.1.1 - Ethiopian Reinforcements

– **September 1977:** the major OPS “Avrora” in the drawing bowl “OPS” and all the militia units on the militia side (M) in the strategic box “Camp Tatek-Debre Zeit”. Then the TS: *4th artillery battalion, Mengistu, Yemenite DB, deficient Coordination, logistical pause, LRM MIB-21* and DA: *red Néguus, Cuban military aid and South Yemen military aid.*

– **November 1977:** the major OPS “red Colossus (1)” and the Commanders “Polo” and “SMSC” in the OPS drawing bowl, the MIB 94 and Kag (Kagnew), the four Cuban units in the strategic box “Camp Tatek-Debre Zeit”. Plus the TS: *Mi-24, Camarades* and the DA: *USSR military aid.*

– **January 1978:** the major OPS “red Colossus (2)” in the OPS drawing bowl. Then the TS: *helicoptered assault.*

4.2 - SOMALI PLAYER

The Somali player deploys second.

Four IB in the BZ or GZ in Somalia.

The GU SALF and WSLF, the SFU WSLF are placed in the free zones in the Ogaden.

The SFU 116th Brigade Commando is placed in Ogaden stacked with a GU. The other units are placed in one of the boxes: Berbera, Mogadiscio. The OPS "SALF/WSLF" is placed in the OPS drawing bowl, as well as commander "Ali Samatar".

Drawing bowl and hand TS/DA: see 2.4.2.

4.2.1 - Somali reinforcements and retreats

– **June 1977**: OPS "SNA/26th DI-60th DI" in the OPS drawing bowl. The Somali player may invade Ogaden with an IB.

– **July 1977**: the major OPS "Ogaden" and the commander "Lion of Gode" in the OPS drawing bowl. Plus the TS: *T-54* (x 2), *Enveloppement*, *LRM MIB-21*, *Artillery barrage* and the DA: *Non-aligned countries/Arab League* and *UN/OAU*. The Somali player can *commit* units to the front line.

– **September 1977**: the major OPS "Jijiga", in the OPS drawing bowl. Plus the TS: *Destruction of the Karamara radar* and the DA: *USA aid*, *Gulf Countries aid*. On the morale phase for the turn, remove commander "Lion of Gode" from the OPS drawing bowl.

– **Décember 1977**: the major OPS "Harar", in the OPS drawing bowl. Plus the TS: *Pak Front* and the DA: *Siad Barré*.

5 - SEQUENCE OF PLAY



Each game turn proceeds according to the following phases:

1- Initiative Phase

• Determination of the initiative.

Each player adds the value of $\frac{1}{2} D6$ (rounded up to the nearest whole number) to which he adds the initiative capacity of his commanders presents. These values are added to each camp's morale counters.

From May to July 1977, the Somali player obtains the initiative regardless of the die roll result. Beginning in August 1977, the player with

the highest value obtains the initiative. In the case of a tie, the players reroll the dice until one obtains the initiative.

- The player with the initiative chooses an OPS or a Commander from the drawing bowl. He may play it at any moment during the OPS phase.
- Add the "major OPS" and the "Commanders" received this turn in the OPS bowl or removed from the game.
- Before July 1977, the players keep the same hand (see 2.4.2).
- Starting in July 1977, drawing of the "TS/DA" markers. The player with the initiative draws four "TS/DA", the other player draws three "TS/DA".

2- Alternating operations phase

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

- During each OPS, the player performs actions according to the order defined in 7. He resolves the four engagements and/or air strikes.
- The OPS phase is over when the drawing bowl is empty.

3- Morale and Diplomatic Phases and Victory Verification

- Each player adjusts his morale counter based on the morale table (game help at the end of the booklet).
- All the "inoperative" markers are removed from the map.
- Each player checks if a "ceasefire" is declared, if the victory conditions or conditions for an automatic victory are met.
- Victory is determined after two ceasefires or at the end of the game, depending on the diplomatic level then on the morale level.
- Starting in July 1977, any player with 15 morale points (MoP) may play a DA. Move the diplomatic counters according to the actions performed.
- The OPS and the Commanders are returned to the OPS drawing bowl.
- The units eliminated this turn than cannot be reconstructed (see 6.4.3) are removed from the game.

- Retreat of the Somali Commander “Lion of Gode” in September 1977.

6 - OPERATIONS

6.1 - OVERVIEW

In the initiative phase, the player places the major OPS, the TS/DA and the commanders received this turn in the drawing bowl. Then, the player with the initiative may select an OPS or a Commander from his camp then place the rest of the markers in the “OPS” drawing bowl. He can play the chosen OPS or commander marker at any time during the game turn, i.e. after having played an OPS or before playing one or even before his opponent can play his OPS. The players alternate drawing markers. Once drawn, an OPS is placed in the “played OPS” space.

6.2 - ACTIVATION

6.2.1 - Overview

When he draws an *OPS* marker of his camp, the player may pass or activate **all** the units of the **drawn** faction. When he draws a *Commander*, he can pass or activate **all** the units of his faction that are located in a **single** zone.

The *Commander* **must** remain with at least one of the units until the end of the turn.

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

6.2.2 - Activation of units

The units of the two camps are activated by drawing an OPS, a commander or a major OPS. Each activation allows a player to perform actions in the following order:

- Guerrilla actions (“harassments” or “liberated zones”) or sabotages,
- Recover reinforcements, bring to the front line (“Engage”), “re-equip” then reconstruct units.
- Move units and lead **four** engagements or airstrikes.

6.3 - MAJOR OPS

A *major OPS* makes it possible to activate **all** the factions of each camp. If the major OPS is

not played this turn, it is returned to the drawing bowl at the beginning of the initiative phase on the following turn. A major OPS cannot be delayed **beyond** the turn in which another major OPS of the same camp enters the game. Once played, the “major OPS” markers are permanently discarded.

6.4 - MAINTENANCE

6.4.1 - Committing (to the front line)

Starting in June 1977, the players may **exit** units from the strategic boxes and commit them to the front. A player must pay **1 MoP** for two brigades, or for a Somali mechanised or armoured brigade. The AU and Cuban units are not required to pay to exit strategic boxes.

6.4.2 - Re-equipment

Starting in November 1977, the Ethiopian player may transform “militia units” (marked with a M) into “mechanised militia units” and PRG units into PCB units. The player must spend **2 MoP** for each transformation.

6.4.3 - Reconstruction

Before leading actions, the faction rebuilds its destroyed or reduced units.

- The units are returned to full strength or are rebuilt according to the different factions (3.2.)
- Each player spends **2 MoP** for **each** unit step he wishes to rebuild (rebuilding two steps costs 4 MoP). The guerrilla units are rebuilt at no cost.
- Spending **2 MoP** repairs a “destroyed” friendly BZ to full capacity if a friendly CU is present. An “inoperative” GZ regains its full potential simply by the presence of a friendly CU in the zone.
- The air units cannot be rebuilt or returned to full strength. Armoured and mechanised Somali units and Ethiopian regular units cannot be rebuilt. They can, however, be returned to full strength.
- The Somali land units may be returned to full strength by eliminating a guerrilla unit SALF/WS-LF present in the zone.

The rebuilt units are placed in a **controlled and supplied BZ** or in a **strategic box**. The rebuilt guerrilla units are placed in the "free" zones in Ogaden.

7 - ACTIONS

They are carried out during an OPS by the different types of units. There are several types of action in the game: conventional actions, guerrilla actions, special actions and air actions.

7.1 - CONVENTIONAL ACTIONS

They use CU, MU or non-conventional units on their "revealed" side. These actions allow players to **move** units and lead "engagements".

The units move an unlimited distance at each OPS, along connections "roads", "railways" and "passes". A "path" connection may also be added at either the beginning or the end of a movement.

Example: *an Ethiopian CU can move from the "Tatek" box to the Gode "base" or inversely in a single movement.*

The units **must** stop:

- if a BZ or a GZ has an "inoperative" or "destruction" marker,
- if a zone of difficult terrain "plateau" or "bush" is cut by a GU on its "concealed side".

Restrictions

– No Somali unit may enter the "Debre Zeit-Camp Tatek" box. No Ethiopian or Cuban unit may enter Somalia.

– Before June 1977, no Somali unit may enter Ethiopia, with the exception of the SFU 116th commando brigade.

– In June 1977, a **single** Somali IB may be present in Ethiopia. In July 1977, this restriction is lifted.

7.2 - GUERRILLA ACTIONS

The guerrilla actions use the GU and are of two types: "harassment" and "creation of a liberated zone". These actions may be led until the Somali player **controls all** the BZ in Ogaden (red penants). From that moment, no more actions of this type may be led..

Important: the GU and SFU may only reveal

themselves in free zones or zones controlled by their camp.

7.2.1 - Harassment

A GU can only "harass" GZ. A GU must be revealed. A GU attacks and defends with its NCF. It may be accompanied by a SFU..

7.2.2 - Liberated zones

A GU may also create "liberated zones". To do so, the GU must be "revealed" at the end of a turn, in a **minor zone** of the Ogaden region. A maximum of **three** zones may be "liberated" per game turn, two for the WSLF and one for the SALF.

7.2.3 - Movement

Once a Somali GU is placed on the map, it may only move or lead actions **within** the Ogaden region, east of the dotted green line. It may exit this zone if it is stacked with a conventional unit. It may be turned from its "concealed side" to its "revealed side" or vice versa at any point in its movement, including during a retreat. A GU on its "revealed side" moves and combats like a CU. A GU is revealed through a "reconnaissance".

7.3 - SPECIAL ACTIONS

The "special actions" led by the SFU are : "sabotage" or "reconnaissance".

7.3.1 - Sabotage

Only Somali SFU may lead sabotages. A SFU moves and combats like a GU.

It must be present in the targeted EZ. If the EZ is defended by a unit, GZ or BZ, the SFU must first lead an engagement against these zones. If it survives the engagement, the SFU is successful in its sabotage if it rolls a **1D6 less** than its **NCF**.

The "successful" sabotages render "train station" or "bridge" EZ inoperative. For each "hit", place an "inoperative" marker on the EZ.

- Once the "sabotage" is resolved, the SFU may remain in the target zone on its "concealed side" or in an adjacent zone.

- A successful “sabotage” on an EZ of the RR line “Djibouti-Adis-Abeba” cuts it for this turn.
- If the BZ or GZ defending the EZ is either “inoperative”, “destroyed” or “controlled” by an adverse unit, there cannot be another “sabotage” launched against this EZ.
- A player that controls an adverse EZ cannot sabotage it.

Once all the BZ in Ogaden (red pennants) are under Somali control, there can be no more “sabotage”. “Sabotages” may only **then** be launched outside of the Ogaden on the railway line.

7.3.1 - Reconnaissance

The SFU may conduct “reconnaissance”. To do so they must be “revealed” in a space where enemy GU or SFU are present. They automatically reveal all the adverse GU/SFU present.

Important: only the 116th commando brigade may engage in sabotage in Ogaden and Ethiopia.

8 - ENGAGEMENTS AND STRIKES

The number of strikes (frappes) and/or engagements is limited by the number of markers (4).

8.1 - ENGAGEMENT.

A stack of units that finishes its movement in a zone **must** attack the enemy units that are present including in the BZ or the GZ. The player indicates the zone with a numbered “engagement” marker.



- A unit may only lead **one** engagement per OPS.
- A unit can be attacked **several** times per OPS and during different OPS of the turn.
- A GU or SFU must be “revealed” to be attacked. If it is not “revealed” through “reconnaissance” or by playing certain TS, it will not participate in the engagement.
- **All** the units present in defence must combat. The “engagement” ends when the attacking units have “responded” to the defending units.
- If units attacking the same zone come from different zones, the “engagements” are resolved successively in the increasing order of the engagement markers.

8.2 - RESOLUTION

An engagement is a duel between an attacking unit and a defending unit. The defender fires first unless the attacker plays a TS that enables him to reverse the order of fire. If the defender plays a TS that allows him to reverse the order of the engagement, he always fires first.

- The “defensive” units then the “offensive” units choose which Combat Factor to use **based** on the targeted unit.

Example: a CU “engages” a Non-conventional unit with an unconventional combat factor. A Non Conventional Unit “engages” a Conventional Unit with its Conventional combat factor.

The AACF is used **only** against AU.

- A “hit” is obtained by getting a **D6 result less than or equal** to the unit’s CF value (CCF, UCF or AACF). For each “hit”, a GU/SFU is eliminated, a CU or AU with two steps is turned over, a GZ or a BZ is “inoperative” (place an “inoperative” marker). Therefore, it takes two “hits” for a unit with two steps or a BZ (“destruction” marker) to be eliminated. The destroyed units are placed in the “destroyed units” box.

8.4 - AIR STRIKE



To lead a “strike”, an AU must be within a radius of **8 zones** from a friendly BZ that is neither “inoperative” nor “destroyed” **for the Ethiopian player**, and **6 zones for the Somali player**. A “strike” marker notated A to D indicates the zone in which it takes place.

- During an OPS (or the activation of commander), a single hit per zone is permitted. It is led against a single unit or GZ/BZ. Once the “strike” is carried out, the AU returns toward a friendly BZ in the authorised action radius (see 10.3).
- If an air unit leads a strike against a zone that includes an enemy air unit, the engagement will first be carried out between the two air units. If it is “hit”, the air unit will not be able to lead its strike. Otherwise, it can do so against the target it chooses. The targeted unit may fire against this air unit beforehand.

• A CU or a BZ/GZ that is attacked by a strike cannot participate in the defence of an engagement in this zone during the same OPS.

8.4.1 - Special air strikes

- The Ethiopian AU may lead “logistical strikes” against zones where there are Somali CU. For each “hit”, all the units of this zone are marked with an “inoperative” marker and cannot move or lead an engagement for this game turn. They are considered “out of supply” (see 10).
- The Ethiopian AU may lead “Terror bombardements de terreur” on one of the two Somali strategic boxes. For each “hit”, the Ethiopian player lowers the Somali morale level by **2 MoP**. The Ethiopian AU are subject of an air attack by the boxes (AAFC = **2** for each of them).

8.5 - RETREAT

- If at least **half** the combat steps of the CU (except GZ, BZ or AU) in defence are destroyed or reduced (including after an air strike), the defender has lost the engagement. All units must retreat to the nearest friendly BZ without an “inoperative” or “destroyed” marker.
- Retreat is blocked by the presence of an enemy unit. The guerrilla units (GU) or Special forces (SFU) must be “revealed”.

Reminder. The GU and SFU can only be revealed in minor zones that are free or controlled by their own camp (see 7.2.2).

Units that retreat are then **eliminated**.

Important. If a commander is alone in a zone, after an engagement, he is moved toward the closest friendly Bastion Zone.

- If he fails, the attacker retreats to the engagement’s starting zone.

8.5.1 - Special rules

- The Ethiopian militia brigades may be subjected to “rout” (see morale effects, 11.2).
- **Effect of the PRG.** Any retreat or rout is cancelled out by the presence of a **PRG** unit. An additional loss is applied to one of the remaining units (including the unit PRG and/or GZ/BZ).

8.6 - OCCUPATION, SIEGE, PURSUIT

8.6.1 - Occupation

The victorious attacker may occupy the liberated zone that he entered at the beginning of the engagement, or return to the zone from which he came.

8.6.2 - Siege



During an engagement, if all the defending units have retreated (or have been destroyed) and if a BZ is the last surviving unit, a “siege” marker is placed on the zone. At least one attacking unit must remain in the zone to maintain the siege. Friendly units may then move through a besieged zone. The siege will not be lifted until the zone is free of enemy units.

Note: *it is possible to duplicate the marker.*

8.6.3 - Pursuit

Cuban units that are victorious during an engagement may pursue by advancing two zones and lead a second engagement in a zone adjacent to the first engagement if enemy units are present.

This engagement takes place **immediately** and does not require a marker.

Ethiopian units may accompany Cuban units. Pursuit is **prohibited** in Somalia.

9 - COMBAT MODIFIERS

9.1 - EFFETS DU TERRAIN

- The player attacking a zone containing one of the following cities : Harar, Jijiga and Dire Dawa **automatically** receives an additional loss regardless of the combat result.
- Any CU that attacks in a “plateau” or “bush” zone has its **CCF reduced by 1**, except for light units, marked with a black square. The “desert” zones do not modify combat. A single mechanised unit (AB, MIB or MMB) may lead an engagement across a “pass” connection.
- A “siege” marker reduces by **1 the CF** of the besieging units in the besieged Zone (see 8.6.2).
- No CF may be reduced to **less than 1** or in-

creased to **more than 5**. The CF of an AU can never be modified.

9.2 - TACTICAL SUPPORTS



The “Tactical Supports” are placed in the drawing bowl TS/DA.

There are two types of “TS”: those that belong to a single camp and those that may be shared between the two camps. When a player draws a “TS” belonging to the other camp, he returns it to the bowl and draws another “TS” until he gets one he can use. When a player draws a shared “TS”, he uses the “TS” for his camp.

For each engagement, a player may not play **more than two “TS”**.

During “guerrilla” actions (Harassment) or “special forces” actions (Sabotage), the players may **only play one “TS”**: “MI-24”, “Ambush” or “Successful sabotage”.

The effects of the “TS” modify the CF of **one and only one** unit.

Certain “TS” may cancel the effects of an adverse “TS”. Once played, the markers are returned to the bowl at the end of the engagement.

9.2.1 - Ethiopian TS

The Ethiopian player has eleven TS at his disposal.

- **Mengistu**. Gives a **+1** bonus to the CF of a CU or a MU during an attack against one of three cities: Dire Dawa, Harar, Jijiga under Somali control. Plus one loss to the Somali units. Useable only **once**. *In August 1977, the colonel led a counter-attack that led to the retaking of Jijiga.*

- **LRRBM-21**. Gives a **+1** bonus to the CF of a CU. *The descendants of “Stalin’s organ” of WW II.*

- **Ambush**. Inverses the order of combat. The attacker fires first. It may be played during a “guerrilla” or “sabotage” action (see 7.2 and 7.3). This becomes an automatic “sabotage” on an EZ.

- **Dysfunctional Interarm Coordination**. Cancels the TS “enveloppement”. It is played in defence by the Ethiopian player. *It reflects the dysfunction of the Somali command.*

- **Mi-24**. Gives a **+1** bonus to the CF **and** the NCF of a friendly unit, during an engagement. It can be played during an action led against a guerrilla unit or by “special forces”.

- **4th artillery battalion**. Adds an additional loss to the adversary **and** gives a bonus of **+1** to the CF of a friendly CU/MU during an engagement. *Elite unit of the Imperial Army.*

- **Logistical pause**. Forces the Somali player to lead only one engagement or strike per OPS during this turn. This TS is played during the first engagement decided by the Somali player. It may only be used once. *The Somali Army had planned its offensive for only eight weeks.*

- **Helicopter assault**. Allows the player to drop a militia brigade (marked “M”) and a para commando brigade (PCB) behind the Somali lines in a zone free of enemy units. This TS is placed during an engagement in the zone and is used as a logistical base for the duration of this turn. The two units must begin this special movement in a zone non-adjacent to Somali units. It may only be used once. *During the counter offensive of January 1978, the combined Ethiopian command planned a helicoptered encirclement of the city of Jijiga, with total success.*

- **Comrades**. Inverses the order of the engagement and gives a **+1** bonus to an attacking unit’s CF. An additional loss is inflicted on the defending units. *The “Soviet and Cuban assessors”, at the divisional level, played an essential role in breaking through the Somali front.*

- **Yemenite armoured Division**. Gives a **+1** bonus to a unit’s CF during an engagement. *The military aid of the Popular Republic.*

- **Lagesse Teferra**. The ace of Ethiopian aviation. During an airstrike between two adverse AU, the Somali air units suffer one loss in addition to those of the engagement. On a **D6** result of **6**, this TS is removed from the game. *Lagesse is cut down and remains a prisoner until 1988.*

9.2.2 - Somali TS

The Somali player has ten TS at his disposal.

- **Armoured Superiority (x 2)**. Gives a **+1** bonus

to the CF of a CU, **in attack**. *At the beginning of the conflict, the Somali Army has a real armoured superiority, against the American tanks of the Ethiopian Army.*

- **Ambush (x 2)**. Inverses the combat order. The attacker draws first. It can be played during a guerrilla or sabotage action. (see 7.2 and 7.3). It renders sabotage automatic on an EZ.

- **LRM BM-21**. Gives a **+1** bonus to the CF of a CU, during an engagement.

- **Minefield/Pak Front**. Gives a **+1** bonus to the CF of a CU **in defense**. An additional loss is inflicted on the adverse unit, if there is a conventional unit in a GZ or BZ. *The Somali Army uses the Soviet defense doctrine.*

- **Enveloppement**. Gives a **+1** bonus to the CF of an armoured or mechanised CU in attack **and** an additional loss to an adverse unit. **Only +1** on the CF after the "logistical pause".

- **Successful sabotage**. Makes a sabotage attempt automatic.

- **Destruction of Karamara radar**. Prevents the Ethiopian AU from leading more than one "air-strike" per OPS, during this game turn. Somali CU must be adjacent to the zone of Karamara. It may be used only once. This TS is played as early as the first Ethiopian engagement of the turn. *This radar was the centrepiece of the Ethiopian air defence. Its destruction paralysed the Ethiopian fighter planes for several weeks.*

- **Artillery barrage**. Inflicts an automatic loss on the adversary during an engagement.

10 - LOGISTIC

The "logistics" are always determined at the end of an OPS for all units. .

Note: : *a unit's status can therefore change several times per turn.*

10.1 - SUPPLY

- The GU, SFU and AU are **always** supplied.
- A CU is supplied if it can trace a logistic line composed of controlled and neither "inoperative", nor destroyed, nor besieged BZ, each maximum **5 zones apart**, to a strategic box (Camp

Tatek for the Ethiopian player, Berbera and Mogadiscio for the Somali player).

- The logistical line may be "cut" by the presence of a "revealed" GU or CU.

- A "controlled" enemy BZ may become a friendly logistics centre.

- The Somali units may be subject to a "logistic pause" (see 9.2.1.) or a "logistic strike" (see 8.4.1). In the case of a strike, the targeted unit **may not** remove the "inoperative" marker for the duration of the current turn.

10.2 - OUT OF SUPPLY

An "inoperative" marker is placed on any unsupplied CU. Remove the marker as soon as the unit is supplied again.

An "unsupplied" unit may not perform any attacking "engagements" but it can defend itself and all its CF are reduced by 1.

Example: *a CU 3 2 1 becomes 2 1 1.*

11 - MORALE



Each camp evaluates its morale level between 0 and 25. The camp that reaches 0 suffers a "total defeat" and loses the game. If a player's morale reaches 25, an automatic ceasefire occurs.

Note: *It is therefore possible to have two ceasefires in the same turn – one by diplomatic action and one in this way. The game ends.*

11.1 - MORALE ADJUSTMENT

The victory counter has 25 spaces. Each camp adjusts its morale level at different moments of the turn, according to the morale table, page 16.

11.2 - MORALE EFFECTS

- As long as Ethiopian morale is less than **12 MoP**, the Ethiopian militia (marked "M") must rout ("déroute") during an engagement. They must retreat **two zones** before the engagement, toward the nearest friendly bastion (BZ).

- If his morale is less than **6 MoP**, the Somali player must remove from the game all the WS-LF and SALF units.

12 - DIPLOMACY AND CEASEFIRE

12.1 - DIPLOMATIC ACTIONS



Diplomatic actions simulate the action of governments in foreign countries or diplomatic shifts (for example: the end of Soviet support to Somalia and its shift to Ethiopia). The Ethiopian camp has five diplomatic levels and the Somali camp four. Once they have played their DA, the players modify their diplomatic level then check if a ceasefire is declared.

12.1.1 - Overview

- The Ethiopian player has four diplomatic actions (DA) at his disposal: South Yemen military aid, USSR military aid, Cuban military aid, Négus rouge (Mengistu).

- The Somali player has three DA: US military aid, Gulf states military aid, Siad Barré. They may be used only once per game.

- The four white DA may be used **indifferently** by the two players: OAU, UN, Arab League, Non aligned. They may be used several times during the game.

- A **single** DA is played per turn and per player, during the diplomatic phase, from each player's hand. They are played starting from the diplomatic phase of July 1977.

12.1.2 - Result of diplomatic actions

The DA are used to attempt a "diplomatic breakthrough" (PD), obtain "military aid", or to obtain a "ceasefire" (CLF). The players choose among these three solutions.

The players **must have** a morale level of at least **15 MoP** to play a DA.

• Diplomatic breakthrough

The player who played the DA, rolls **1D6**. On a **5-6**, the player obtains a "diplomatic breakthrough". For a successful "diplomatic breakthrough", the player chooses to increase his diplomatic level or to decrease his opponent's.

• Military aid



"Military aid" is received with no conditions and only once during the game. For the DA "Soviet aid", the Ethiopian player automatically obtains a "Military aid" plus a "diplomatic breakthrough". For this "diplomatic breakthrough", the Ethiopian player does not need to roll a **D6**.

URSS = +6 MoP + diplomatic breakthrough (Ethiopia)

Cuba = +4 MoP (Ethiopia)

Yémen du sud (South Yemen) = +2 MoP (Ethiopia)

Pays du Golfe Gulf state = +2 MoP (Somalia)

USA = +4 MoP (Somalia)

12.1.3 - Variations of the diplomatic level

The diplomatic level may also be modified by the control of certain zones, (marked with red pennants) according to the diplomatic table (see 17.0).

12.2 - CEASEFIRE

12.2.1 - Overview

- A "ceasefire" is obtained by occupying strategic zones, by playing a DA, by getting it on the diplomatic counter or by reaching 25 morale points. Once obtained, the concerned player's diplomatic level marker is turned over.

- The Somali player may obtain a ceasefire if he controls all the BZ in Ogaden plus the BZ "Dire Dawa" and "Harar" (marked with red pennants).

- The Ethiopian player may obtain a ceasefire if he once again controls all the BZ in Ogaden.

- If a player plays a DA or if the above conditions are met, a ceasefire is obtained on a roll of **6** on a **D6**.

- If one camp's "diplomatic level" remains on the "ceasefire" space, that player rolls a **D6** for each diplomatic phase; if he rolls a **6**, the "ceasefire" is declared.

- The "ceasefire" is applied starting with the following turn. No OPS will be lead. Only the resources MoP (EZ) and the "initiative capacities" of the commanders that are present are counted.

- The game ends with the declaration of a second “ceasefire”.

12.2.1 - Refusal of ceasefire

A player may refuse a **declared** “ceasefire” by **immediately** lowering his diplomatic level by one.

13 - VICTORY

A camp is declared victorious :

- If the other camp reaches 0 morale level (total defeat).
- by having a diplomatic level greater than that of his adversary at the end of the game (ceasefire or last turn).
- by having a morale level greater than that of his adversary, if they have the same diplomatic level (last turn).
- if there is a double tie, the game ends in a tie.

14 - SCENARIOS

These mini-scenarios allow players to more easily integrate the various aspects of the game.

14.1 - THE WAR OF LIBERATION

This scenario familiarises players with the rules of guerrilla and counter-insurrection.

The conflict began with a guerrilla force in Ogaden, supported by the Somali government. Due to the revolution, the Ethiopian forces were weakened by internal conflicts between officers and armed forces, and quickly lost terrain. But, at the end of June, the balance of power was reversed despite the infiltration d'une conventional brigade. This situation imposed the shift to a conventional war.

- **Duration** : 2 turns (May-June 1977).
- **Game zone** : only the Ogaden part of the map (green line) is used.

• Ethiopian forces

Air units : one at Dire Dawa, two in the strategic box “ Camp Tatek-Debre Zeit ”.

Land units : 110th MIB at Jijiga, 5th, 9th and 11th IB (of which two are reduced) in a BZ or GZ in Ogaden, the unit PSB at Gode.

TS hand : Ambush.

• Somali forces.

Air units : none

Region of the Ogaden : 4 x guerrilla units (WSLF), 1 x special forces unit (WSLF), 2 x guerrilla units (SALF), 1 x special forces unit (116th Brigade Commando). The player chooses if the units are placed face “down”. One IB at Galcaio, one IB at Beled Weyne.

Reinforcements [June 1977] : one of the IB may enter Ogaden.

TS hand : Ambush, Successful sabotage.

- **OPS Drawing bowl** : Ethiopian regular army, SALF/WSLF, Commander *Ali Samatar*.

Ajout [June 1977] : OPS “ANS/26° DI -60° DI”.

- **TS/DA Drawing bowl** : none.

- **Initiative** : the Somali player still has the initiative. Each player collects the resources in MoP and receives 3 additional MoP. Each player gets the same hand of TS on each turn.

- **Victory conditions** : The Somali player is victorious if he controls the bastion (BZ) of Gode and if he maintains three “freed zones” at the end of the game. If one of these conditions is not met, the Ethiopian player is declared the victor (historical situation).

14.2 - OFFENSIVE IN OGA DEN

The scenario aims to familiarise players with the complete rules.

Seeing that the guerrilla phase is heading toward a standstill, the Somali government decides to launch a conventional offensive in Ogaden. It begins in July 1977. The objective is to liberate the cities in Ogaden and cut the Djibouti-Addis Abeba railway line. This first phase is a great victory for the Somali army.

- **Durée** : 3 turns (July-September 1977).

- **Game zone** : the entire map.

• Ethiopian forces

Strategic box “Camp Tatek-Debre Zeit”: two air units, 24th PRG, 75th and 79th MB (militia), 92nd MIB (regular army).

Zone “Dire Dawa”: one air unit.

Zone “Jijiga”: 10th MIB

Zone de Gode: PSB (special forces)

In one of the BZ in Ogaden: 5th, 9th and 11th IB (two of these units on their reduced side)..

Renforts [sept. 1977]: major OPS “Avrora” and all the militia and PRG units in the Debre Zeit/Tatek box. Once any Ethiopian OPS is played, they can be committed to the front line.

• Somali Forces

In the region of the Ogaden: 4 x guerrilla units (SALF), 1 x special forces unit (SALF), 2 x guerrilla units (WSLF), 1 x special forces unit (116th Brigade Commando). The player chooses whether to place the units face down (hidden).

In the GZ or BZ in Somalia: four IB, one per zone.

Strategic boxes “Berbera” or “Mogadiscio”: all the units of the regular Somali army.

Strategic box “Berbera”: all the Somali air units.

Reinforcements [Sept. 1977]: major OPS “Jijiga”.

Withdrawal [Sept. 1977]: commander “Lion of Gode”.

• **OPS Drawing bowl**: “WSLF/FSLA”, OPS “SNA/26th DI -60th DI”, major OPS “Ogaden”, commanders “Ali Samatar” and “Lion of Gode”, “Ethiopian regular army”, “Derg militia”. Once one of the OPS is played, the Somali units may be committed to the front line.

• TS/DA Drawing bowl

TS Somalia: Ambush, successful sabotage, 2 x T-54, Envelopment, Artillery barrage, LRM B-21.

TS Ethiopia: Ambush, Lagesse Tefera.

DA = OAU, Arab League; UN ; Non-aligned countries (playable starting in July 1977).

Additions [sept. 1977].

TS Ethiopia: 4th artillery battalion, Defective Coordination, LRM B-21, Yemenite Armoured Division.

TS Somalia: destruction of the Karamara radar.

DA Ethiopia: Cuban military aid, South Yemen military aid, Négus rouge.

• **Morale level**: Ethiopia = **9 Mop**, Somalia = **15 Mop**.

• **Diplomatic level**. Ethiopia = **2**, Somalia = **2**.

• **Initiative**: the Somali player has the initiative in July 1977; the players still roll **1D6** (Value/2 added to the morale level).

Starting in August 1977, the players determine the initiative as per the rules. The players draw TS/DA according to the rule.

• **Victory conditions**: the Somali player wins victory by controlling all the zones in Ogaden, except for the Jijiga zone, or by having a higher diplomatic level than the Ethiopian player. If neither of these conditions is met, the Ethiopian player is declared the victor. ♦

DIPLOMATIC ACTIONS

• Diplomatic phase

Morale level = 15 MoP mini

• Playing a diplomatic breakthrough

Successful : roll of **5-6** on **1D6**

• Playing a ceasefire

Successful : roll **6** on **1D6**

• Ceasefire on the diplomatic counter

Successful : roll **6** on **1D6**

• Effects of a declared ceasefire (twice the ceasefire)

No initiative, no OPS played on the following turn. End of the game.

• Control of zones

– **Control of the BZ in Ogaden** (red pennants) :

+1 diplomatic level for the Somali player.

– **Control Jijiga, Harar, Dire Dawa** (red pennants) : **+1** diplomatic level for each of the zones for the Somali player.

– **Retaking control of Jijiga, Harar, Dire Dawa** :

+1 diplomatic level for each of the zones for the Ethiopian player.

• End of the game

Calculation of MoP of the resources (EZ) and commanders present.

MORALE TABLE

• Initiative phase

MoP = $1D6/2 + CI$ of the commanders present

• Committing Units

Two Milice or infantry units = **-1 MoP**

One armoured or mechanised unit = **-1 MoP**

One Cuban unit = **0 MoP**

Re-equipment of one Ethiopian Unit = **-1 MoP**

• Operations Phase

+1 MoP per "harassment" action

Terror bombardement successful in Somalia :

-2 MoP for the Somali player

• Reconstruction

-2 MoP per step to rebuild a unit, a BZ or a GZ

0 MoP to rebuild a guerrilla unit

• Morale

+3 MoP for the Ethiopian player for the strategic box Camp Tatek

+1 MoP for the Somali player for each strategic box (Berbera, Mogadiscio)

-1/2 MoP for each EZ rendered inoperative by sabotage (rounded up)

-2 MoP for the Ethiopian player if the RR line Djibouti-Adis Abeba is cut

+n MoP if military aid is played

• Destroyed units

+1 MoP for each enemy unit with one step that is destroyed

+1 MoP for the Ethiopian player for each Somali GU that is eliminated

+2 MoP for each enemy unit with two steps that is destroyed

+3 MoP for each Ethiopian or Cuban air unit that is destroyed

ENGAGEMENT

Loss : $1D6 \leq CF$

Modifiers

-1 on the **CCF** of an attacking CU while on a plateau or bush except light units

-1 on the **CF** if out of supply

+ TB of a TS valid for the **CF** of a **single** unit only.

+ TB of a commander valid for the **CF** of a **single** unit only.

+1 automatic loss if combat in Harar, Jijiga and Dire Dawa for the attacker.

• Only one armoured or mechanised unit per pass connection.

A game by Frank Boule

Layout and graphics: studio VaeVictis

Tests and proofreading: Pierre Gioux, Nicolas Stratigos