

## ANGOLA OPTIONAL RULES

17apr12

*Players are free to experiment with the Optional Rules.*

### PSYWAR

Players can conduct a wide range of unconventional warfare missions using PSYWAR (psychological warfare) markers. Players receive PSYWAR markers as part of initial deployment or via reinforcements. Players keep these markers off map in the PSYWAR box.

**Procedure:** players conduct PSYWAR during the PSYWAR phase. Players secretly and simultaneously allocate each PSYWAR marker to Reserve or Committed. They then reveal their allocations and resolve PSYWAR combat and implement any effects for it. At the conclusion of the phase., surviving PSYWAR markers are returned to those available.

### PSYWAR Combat Resolution

(1) Compare the number of PSYWAR markers in each player's Committed box. The player who committed more PSYWAR markers is the attacker; the other is the defender. In the case of a tie, roll a die to determine who attacks. (Markers in the Reserve box do not count.)

(2) Subtract the defender's total from the attacker's. This gives the PSYWAR differential.

(3) Roll one die. Cross index with the results on the PSYWAR table. Then implement the outcome.

### Zero Out

If neither player allocated any PSYWAR markers to Committed, then there is no PSYWAR combat.

### PSYWAR Results:

**A1: Attacker Gains Intel.** The attacker can do one of the following: (1) Roll one die. This is the number of enemy occupied hexes he may examine. Or (2) examine all chits in the Pool.

**A2: Attacker Insurgent mobilization.** The attacker can choose to (1) implement "A1", or (2) roll one die and receives that number of guerilla units (any combination of factions) and

immediately place them as reinforcements. The guerillas can come from those in the reinforcement., deadpile or refit boxes.

**A3: Black Op.** The attacker can choose to (1) implement an "A1" or "A2" result; or (2) eliminate one defending PSYWAR marker. or (3) the player can place a suppressed marker on one enemy occupied hex.

**BB: Blowback.** Eliminate one attacking PSYWAR marker.

**D1: Defender Intel.** The defender can do one of the following: (1) Roll one die. This is the number of enemy occupied hexes he may examine. Or (2) examine all chits in the Pool.

**D2: Defender Insurgent mobilization.** The defender can choose to (1) implement "A1", or (2) roll one die and receive that number of guerilla units (any combination of factions) and immediately place them as reinforcements. The guerillas can come from those in the reinforcement., deadpile or refit boxes., deadpile or refit boxes.

**Eliminating PSYWAR Markers:** Remove the marker from the display and roll one die and place it on the Refit Turn Record Track that number of turns later.

### Reserve

PSYWAR markers in a Reserve box are never affected by **D3** or **BB**.

## ADDITIONAL SPECIAL UNIT

### CAPABILITIES

#### Special forces

If the only defending ground unit in a combat are Special Forces, then the defender has the choice of CRT. This is regardless of what the attacker has.

- this APPLIES only units with the Special Forces symbol. This rule does not apply to other Elite units.

#### CIA Aviation

The CIA helicopter unit maybe used to provide defensive close air support. This is flown in the enemy combat phase in the same manner as interception. If it survives any air combat, then it provides a one column shift to the defenders (to

the left).

- Why? Owing to higher levels of American special ops aviation C2.

## BASE CAPTURE

If a player's units attack a hex containing an enemy Base and completely eliminate all units in it (Including the Base), then check for capture. Roll one die:

1-3: No further effect.

4-5: **Intelligence info gained.** Implement an "A1" result (from the PSYWAR rule).

6: **Arms Depot captured.** Place one friendly guerilla unit in the hex. The guerillas can come from those in the permanently eliminated., reinforcement or refit boxes.

## ADDITIONAL AIR OPERATIONS

### Air Transfer

A player may move certain ground units via transport aircraft not otherwise shown in the game. Any ground unit with a movement of "1" or more may be air transported.

**Procedure:** Air transfer is conducted during the movement phase. Any kind of activated mobile ground unit may be moved. It must start on an airfield hex which also contains a friendly un-besieged base. It must end on an airfield hex which also contains a friendly un-besieged base.

### Restrictions:

A player may conduct one Air Transfer per movement phase, regardless of the number of airfields occupied.

A unit conducting Air Transfer may not conduct any other movement in the same phase. It may conduct combat normally, assuming other conditions are met.

Air Transfer may not be conducted into or out of base hexes within enemy air defense zones. The base must be functional.

Air Transfer may not be intercepted.

**Helicopter Range.** A helicopter unit must conduct all of its actions within Support Radius of a friendly Functional base (of any faction).

- Remember, the radius is doubled if the Base is in an airfield hex, and reduced to just the hex if it is Suppressed.

### Helicopter Transport:

Helicopters can temporarily provide air movement capability to certain friendly non-airmobile units. This is executed in the movement phase. One helicopter can transport any one of the following: one friendly infantry or airborne battalion, or one special forces unit (any size). Both the helicopter and transport must be activated. Per above, the Helicopter can only do this within Base support radius.

### Restrictions:

(1) The Communist player can not have a unit end an airmobile move in an enemy ZOC. The Anti-Communist player may.

(2) Helicopter Transport may not take place within an enemy Air Defense Zone.

### Interception

Helicopter transport missions may be intercepted by the enemy. If an Abort occurs, then the helicopter is aborted and the transported unit returned to its start hex. If an elimination occurs, both the helicopter and the transported unit are eliminated.

[[We need to discuss this point, since intercept occurs only in the air phase.]]

## NAVAL MOVEMENT

There are two general types of Naval Movement: **Naval Transfer**, which is from port to port; and **Amphibious**, which is from a port to a non-port hex, or vice versa.

### Naval Transport.

The unit must start in a port and then end its movement in another port hex occupied by friendly units. All unit types may use naval transport. Friendly off-map boxes contain ports. Naval Transfer movement may not be into or out of an enemy ZOC.

### Movement

Both types of naval movement consumes the unit's entire movement for the phase.

### Combat

Units which conduct naval movement may attack

normally in the same operations phase.

**Port capacity:**

Up to one unit can move into and out of a port per turn. (that is, one unit in plus one unit out.)

Suppressed ports can not be used to conduct Naval Movement.

**AMPHIBIOUS WARFARE**

**General.** Marine and special forces units can conduct amphibious assaults. A unit making this type of move must either begin in a port hex and end the movement on a coastal or port hex, or begin in a coastal hex and end in a friendly port hex. An amphibious move may be no more than ten hexes from the start hex. A maximum of one unit per Faction activation may conduct an amphibious landing. Amphibious movement may be into and out of enemy ZOCs.

Amphibious movement is in addition to naval transport.

**Amphibious Support**

Units making amphibious assaults are considered “Supported” in the immediately ensuing combat phase if they attack. This is not the case for Naval Transfer.

**No All Sea Assaults**

Units making amphibious moves may not attack from all sea hexes. They have to land at the end of the movement phase.

- None of the navies involved have the capacity to conduct major opposed landings.

**Amphibious units and rivers:** Amphibious units do not pay extra movement points to cross rivers or lake hexsides. Amphibious units may move along hexes containing river hexsides by paying one movement point each, regardless of other terrain in the hex.

Amphibious units may also move through all sea hexes by paying one movement point each. They may not end their move on all-sea hexsides.

Amphibious units can not advance and retreat across all sea hexsides.

- This applies only to units with an amphibious symbol, not special forces.

**Amphibious reinforcements:** Reinforcement

units with an amphibious movement symbol may be placed on any coastal hex on which it could land via amphibious movement.

**ADDITIONAL FORCES**

**Historical note.** This option assumes that the Western world openly supported the SADF, and it was able to acquire cutting edge aircraft, tanks and other weapons systems, as well as introducing mercenaries. In return, the Kremlin sends additional forces from the Warsaw Pact.

**Deployment:**

Optional units are all received as reinforcements.

**Optional SADF units include:** 1 x armor battalion, 1 x air defense unit, 2 x TAC, 2 x Wild Weasel air, 1 x helicopter; plus the SOF unit. The Anti-Communist player can take two of these units as reinforcements each time he selects an Operation chit.

(If the SOF unit is first received via Event, then place it per the event.)

**Optional East Bloc units include:** 2 x Spetsnaz, 1 x TAC. Plus 1 x PSYWAR.

The Communist player can take two of these units/markers as reinforcements each time he selects an Operation chit.

**SADF Air Refit:** SADF air units now have a +2 die roll modifier when being Refit.

**Stacking:** when using this option, SADF battalions count as one half a unit for purposes of stacking.

**Operation Total Onslaught**

When using this rule, the Anti-Communist player may purchase Total Onslaught without the standard game restriction, but this doubles its VP cost.

**SADF Wild Weasels**

Wild Weasel air units represent aircraft specifically equipped to penetrate and attack enemy air defenses, as well as additional precision guided munitions.

**Wild Weasel Utilization.** Wild Weasel aircraft can fly only Air Superiority and Interdiction missions.

For all air missions: if there are enemy Air Defense units within radius, then all Anti-Communist air units ignore “AD” results for the hex in which Wild Weasels are flying. Also, ignore the minus one shift for enemy Air Defense Zones.

For Interdiction missions in which Wild Weasel aircraft participate: shift one column to the right (only one, regardless of number of Wild Weasels involved).

When using this rule, a player must put  
Air Defense units on the top of stacks.

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