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Tiny Package, Big Fun!
WORTH ITS WEIGHT in Gold

CHILE '73

A GAME OF INTRIGUE, UPRISING, & REVOLUTION

Designed by Brian Train

Ya no padre tengo al dende entre
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 ni se forasteros no. Os ha aireola
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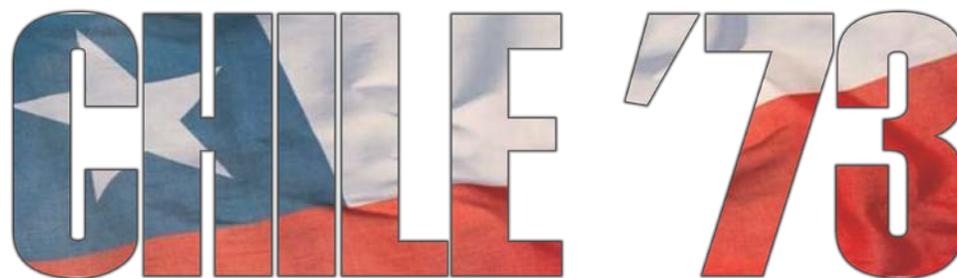


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1.0 INTRODUCTION

In the Third World, coup d'états have changed more governments than elections since World War II. Most coups involve using part of the armed forces of a country to seize power from a ruler, though there is usually little overt conflict. The coup d'état is generally a much less bloody way of seizing power than its distant cousin, the popular revolution. The military coup that overthrew Salvador Allende, the elected President of Chile, on September 11th, 1973 was a typical example.



In Chile '73, two or more players act as the leaders of political or professional factions in Chile in the summer of 1973. Some players will be plotting, individually or severally, to effect a change in the existing government; they will be opposed by others who wish things to remain as they are. The game is played in two phases: the Pre-Coup Phase where players attempt to secure support for their faction and thwart the others; and the Coup Phase where both pro-government loyalist and rebel sides face off in direct combat.

2.0 COMPONENTS

Each game contains the following: one set of 105 counters, one map, and these rules. You will also need at least one six-sided die (1d6). More dice are always welcome.

2.1 Counters

There are 105 counters in the game, grouped as follows:

2.1.1 Units (43)

These counters represent groups or organizations and are collectively called "units". A unit's color shows what faction it belongs to:

- Blue: civilian unit (represents collections of politically active or influential individuals, trade unions, student organizations,



2.1.3 Action Chits (18)

These chits allow a player, in the Pre-Coup Phase, to secure control of a unit, expose or remove Control Chits belonging to another player, or to "Block" such actions; see 5.2.

In the Coup Phase these chits can also be used to affect movement or combat; see 6.5. They may also be worth extra Victory Points at game end, see 7.0.

Action Chits are colored beige.

2.1.4 Salvador Allende (1)

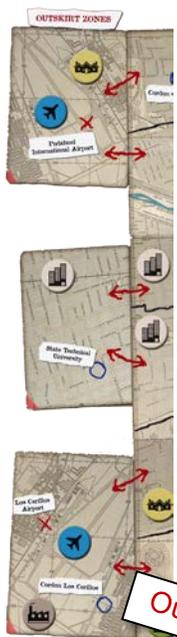
This counter represents the President of Chile himself. This counter has no role in the Pre-Coup Phase.

During the Coup Phase, Allende will either stay put or move between groups of Loyalist units, lending support to them; see 6.8.



2.2 Map

The map is an abstracted representation of terrain, to be used in the Coup Phase of the game.



- Capital Zone:** Most of the map is taken up by a representation of central Santiago, capital city of Chile, divided into irregular areas. Units may move from area to adjacent area on the map during the Coup Phase. Each area is marked with a terrain type that affects any fighting that may occur in it during the Coup Phase. The large single "Hill" area is impassable. Units cannot cross the Mapocho River unless the two areas on either side of the river are connected by a bridge icon.
- Outskirt Zones:** The three areas to the left of the Capital Zone that represent locations on the outskirts of Santiago. Ground Units may move to and from the Outskirts to the Capital Zone where denoted by the arrows on the map. Air Units may only move to and from areas with Airports.

Outskirt Zones

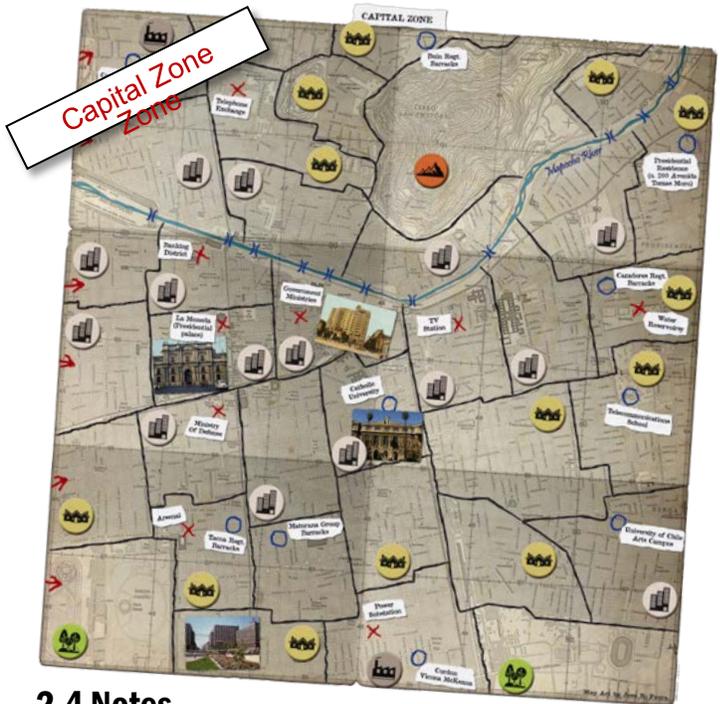
- Remote Zones:** There are two boxes labelled "Valparaiso" and "Concepcion". These are holding areas for military units located at the naval and air force bases in these cities. In the Pre-Coup Phase units may be transferred into and out of these cities by players who control them. In the Coup Phase, because an airport is present in each city, units may travel by Air Transport (6.91) to either of the two airport areas in Santiago, or the other city.
 - Executive Suite:** This is a holding area for all Leader counters, for use during the Pre-Coup Phase.
 - Paramilitary Box:** This is a holding area for paramilitary units, which will be placed in the Capital Zone as part of the Coup Launch procedure (see 6.1).
 - Civilian Box:** This is a holding area for civilian units, most of which do not enter the game in the Coup Phase.



Remote Zones

2.3 Game Scale

Time and space are abstracted in the game. In the Pre-Coup Phase of the game, each turn represents several weeks or months of activity, usually consisting of covert organization or negotiation with occasional investigations. In the Coup Phase, each turn is only a few hours or less.



Capital Zone

2.4 Notes

Various game definitions:

- "Control of a unit":** All units in the game start with their "front" side up, denoting that they are nominally loyal and allegiant to the country's government, though during the game they will come under control of one player or another who may or may not be opposed to that government. During the Pre-Coup Phase, players will play chits to secretly assume control of some units, for use in the Coup Phase (at which time a unit with its white edged side up is shown to be under the control of a player opposed to the government, and is called a Rebel unit). If the player moves a unit under their control before the Coup Phase begins, or if required to by an Investigation chit, the player must turn the unit's corresponding chit face-up in their Reserve to show that the player controls it.
- "Control of an area":** on the map means that a player physically occupies the box or area with at least one ground unit that is under his control, with no ground units of the other player present. You can only control what you are standing on at the moment.
- "Friendly":** at the beginning of the Coup Phase of the game, when the coup is launched, players must decide whether they will support or oppose the government. All units under the control of players supporting the government are called Loyalist units and are considered friendly to each other. All units under the control of players opposing the government are called Rebel units and are considered friendly to each other. Friendly units may be under the control of different players, but they may not attack each other during the Coup Phase, nor may units under the control of different players stack together. A unit or units may move

through a box or area that is occupied by friendly units controlled by another player, but may not stop there.

- “Ground Units”: The two Transport Aircraft and two Tactical Aircraft units in the game (shown by icons of aircraft) are Air Units. All other units are Ground Units.
- Player interaction: Players may communicate verbally or non-verbally, at any time. They may make deals, transfer or trade units to other players in the Pre-Coup Phase (by transferring Control Chits), and so forth. They may not conspire to break or alter the rules of the game, itself, though.
- “Air portable”: Certain units may be transportable by means of aircraft (6.91).

3.0 SETUP

At the beginning of the game, each player must decide two things:

- Which Faction to represent (Military, Paramilitary, or Civilian)
- Which Hidden Agenda to follow (Soft Power, Hard Power or Presence).

Players note both decisions on a piece of scrap paper. Players are not required to announce Faction or Agenda to the other players, though it may become obvious later in the game (and will be revealed at the end when players judge victory).



Next, place all units in areas on the map as follows. All units are set up with their Loyalist sides showing (i.e. without a stripe).

- **Capital Zone:** Place military (green) units as follows: four Buin (infantry) units at the Buin Barracks; two Cazadores (armor) units at the Cazadores Barracks; one Tacna (artillery) and one Maturana (mountain artillery) unit at each of their respective barracks; one Signals and one Engineer unit at the Telecommunications School. Roll one six-sided die for Allende's location at start: if the roll results in 1-3 he is placed at La Moneda (the Presidential Palace), if 4-6 he is placed at the Presidential Residence.
- **Outskirt Zones:** None.
- **Remote Zones: Valparaiso and Concepcion:** One each of MP (Military Police), Transport Aircraft, and Tactical Aircraft. One Marine at Valparaiso. Two Marines at Concepcion.
- **Executive Suite:** All Leaders, regardless of faction.
- **Paramilitary Box:** All Paramilitary units (orange counters), except the Leader.
- **Civilian Box:** All Civilian units (blue counters), except the Leader.

One player takes the Control Chits, mixes them up and places them in a Dunnigan Ceramaceous Randomizer (a dry, clean coffee cup) or other suitable vessel. This is called the Control Pool.

Each player draws three chits at random from the Control Pool and places them face down in front of them: this is called the player's Reserve. A player may have any number of Control and/or Action Chits in his Reserve.

Next take all the Action Chits and places them in a group visible and accessible to all players at the table. This is called the Action Pool.

4.0 SEQUENCE OF PLAY

In both the Pre-Coup (5.0) and Coup (6.0) Phases of the game, play is divided into a number of Game-turns, each of which is divided into a number of Player Action Segments equal to the number of players in the game.

The number of Game-turns in each phase is finite in that a Coup must be declared before the last chit in the Control Pool is drawn during the Pre-Coup phase.

Declaring the Coup starts the Coup Phase, which ends when all Loyalist or Rebel units have been eliminated or moved out of the Capital Zone. At this point play stops and Victory is judged (see 7.0).

5.0 THE PRE-COUP PHASE

5.1 Player Segments

A Game-turn during the Pre-Coup Phase is broken down into two player segments as follows.

5.11 First Player Selection Segment

A random player becomes the first player for that Game-turn (use any mutually agreeable method: a die roll, Rock-Paper-Scissors-Lizard-Spock, Smack-face, etc.). That player will perform the Player Action Segment, then play passes to the left.

5.12 Continuing Pre-Coup Phases

Start a new Game-turn when all players have completed an Action Segment. Play continues in this manner until one player declares a Coup.

5.13 Declaring a Coup

After the first Game-turn of the Pre-Coup Phase, a Coup may be declared at any time, even in the middle of another player's Action Segment. A coup must be declared by someone before the last chit in the Control Pool is drawn or the game is forfeited and everyone has wasted their time. Play immediately shifts to Coup Phase (6.0) for the rest of the game.

5.2 Player Action Segment

During each Game-turn, a player will begin by drawing THREE chits. The chits may be taken from the Control or Action Pools, in any combination. Chits taken from the Control Pool are drawn randomly. Chits taken from the Action Pool are drawn deliberately, from whatever is available at the moment.

The Player may then take up to THREE actions. Any one of the following constitutes an action:

- Placing a Control or Action Chit face down in his or her Reserve (sometimes placing a Control Chit requires discarding an Action Chit at the same time, playing the two together still counts as one action);
- Playing an Action Chit on another player (expended Action Chits are returned to the Action Pool);
- Moving a military unit between zones (5.4);
- Transferring one chit, of either type, to another player (who adds it, face down, to their Reserve).

See below for the effects of different chits. A player who has performed three actions and still has chits in hand must discard them. Discarded chits are returned to their respective Pools.

5.3 Chit Effects

5.31 Control Chits

Each chit corresponds to a matching unit in the game. By placing a chit face-down in a player's Reserve, the chit's matching unit will henceforth act under that player's control and will join that player's side when the Coup is launched and the game enters its Coup Phase.



A player may place a Control Chit for a given unit in their Reserve in only three circumstances:

- It belongs to the Player's faction (Civilian, Paramilitary or Military).
- The Player controls the Leader of the Control Chit's faction.
- The Player discards an Action Chit to "Infiltrate" (5.32).

Control Chits remain face down during play, except that a Control Chit may be exposed (turned face up) if another player uses an Action Chit to "Investigate" (5.32) or if the player moves the corresponding unit on the map (5.4).

5.32 Action Chits

Action Chits may be played to benefit the holding player, or against another player (the victim). Action Chits placed in a player's Reserve are available for use at all times. Action Chits are returned in the Action Pool after they have been played.

Each Action Chit has four potential uses. The uses are as follows:

- **"Investigate"**. The player may turn one chit in the victim's Reserve face up.
- **"Neutralize"**. The player may designate one exposed Control Chit from the victim's Reserve, and may either return the Control Chit to the Control Pool, or remove both the Control Chit from the game (its corresponding unit remains on the map).
- **"Infiltrate"**. A player may place a Control Chit for a unit of any faction in their Reserve if the player discards an Action Chit at the same time (playing the two chits counts as a single action; discarded Action Chits are returned to the Action Pool).
- **"Block"**. The play of a "Block" chit cancels any Action Chit play that another player was trying to do. It is the only counter-chit a victim may use. A "Block" may not be itself "Blocked". The player who is playing the Action Chit must allow other players a chance to play a "Block" chit. Both Action Chits played are returned in the Action Pool.

5.4 Moving a Military Unit between Zones

As one of the actions, a player may attempt to move one military unit that is under their control from any area in any zone to any other area in any zone. This action may be "Blocked" by any other player. For a player to move a military unit, the player must have the unit's corresponding Control Chit in his or her Reserve, and flip the Control Chit face up. Air units can only move to other airports. *(This is not so much moving complete units around as 'key groups' of technicians or choice lots of equipment under the guise of personnel transfers, repair work, or low-level exercises.)*

5.5 Example of Play

It is Colonel Xerves' turn. He draws three chits from the Pools: one randomly from the Control Pool, and two from the Action Pool. As his first action, he takes the Control Chit from his hand and places it face-down in his Reserve (it's the Control Chit for the Signals unit, he is from the military faction so does not need to play an additional Action Chit).

As his second action, he declares that he will play an "Investigate" chit on Colonel Yanni but the latter says, 'I don't think so', and plays a "Block" chit from her Reserve. Both Action Chits are replaced in the Action Pool.

Finally, Colonel Xerves plays a "Neutralize" chit as his third action on Yanni (he was saving it for Colonel Zorba instead, but now he's angry). Yanni does not "Block" the play, so Xerves takes a Control Chit from his Reserve. It's the chit for the Intellectuals, exposed by another player who previously played an "Investigate". Xerves decides to remove the Intellectuals unit from the game, as he suspects Yanni is using the "Soft Power" Agenda and so stands to score more Victory Points with this unit. Both the unit and its Control Chit are laid aside.

6.0 THE COUP PHASE

Once a coup has been declared, the Coup Phase begins and the sequence of play changes as noted below. Players move through the Launching a Coup procedure jointly (6.1). Then players follow the sequence of play for Game-turns as stated in 6.2.

6.1 Launching a Coup

When a coup is declared, do the following in order:

- Each player notes on a scrap paper in secret whether they will be a Loyalist or Rebel, then all players reveal their choices simultaneously.
- The player who declared the coup must be a Rebel.
- If no players chose to be Loyalist then the player to the left of the player who declared the coup must be a Loyalist (in compensation, they are given control of all the uncontrolled units remaining after the Loyalty Check).
- Each player turns all the chits in their Reserves face up. Any units under the control of players who have declared themselves Rebels are flipped to their white-edged side. Any Action Chits that were in the players' possession (either just drawn or in Reserves) at the moment the coup was declared will still be useful in the Coup Phase or when Victory is judged (7.0).
- If there is only one Loyalist player, by choice or by force, then they get potential control of all remaining units for which no one holds a corresponding Control Chit. The Player rolls one six-sided die for each unit for a Loyalty Check: on a 1-3 the unit is removed from the game, and on a 4-6 the unit functions normally under the Player's control as a Loyalist unit.
- If there are two or more Loyalist players, then ALL uncontrolled units are removed from the game.
- Any Paramilitary units that are controlled by players may be placed in areas in the Capital Zone. Units are placed one at a time, beginning with the player who declared the coup and proceeding to that player's left. A unit must be placed in an area that is either empty or is occupied by a unit or units under that player's control.

6.2 Player Segments

A Game-turn during the Coup Phase is broken down into two player segments as follows.

6.2.1 First Player Selection Segment

A random player becomes the first player for that Game-turn. The first player for that Game-turn will, as their first action, roll on the Allende Table on the back of this booklet to see what the Allende counter will do (6.81). That player will then perform their player action segment, then play passes to the left.



6.2.2 Player Action Segment

- Movement (6.3)
- Combat (6.4)

Start a new Game-turn when all players have completed an Action Segment. Play continues in this manner until, at the end of combat in any Player Action Segment, there are either no Loyalist or no Rebel units in the Capital Zone and Outskirt Zones. Play immediately stops and players then judge Victory (7.0).

6.3 Movement

During the movement portion of a player's Action Segment, the conducting player may move his or her units. The following are all permissible moves for ground units:

- From any area within the Capital or Outskirt Zone to any other area within the Capital or Outskirt Zone, as long as the two points are connected by a 'chain' of areas that are empty or occupied by friendly units only. The large single "Hill" area is impassable and cannot be part of this chain; also units cannot move across the Mapocho River unless the two areas on either side of the river are connected by a bridge icon and empty or occupied by friendly units.
- Using Transport Aircraft to move from Airport to Airport by Air Transport (see 7.4).

Paramilitary units may never move or retreat to the Remote Zones. A unit that moves into an area occupied by enemy unit(s) must stop and conduct combat in the Combat Segment. Any number of units may move through any area, but there may be no more than THREE friendly GROUND units occupying the area at the end of a Movement Segment, all of which must be under the control of the same player (*to clarify, there may be a maximum of six ground units in any box or area at the end of a player's movement portion of his Action Segment: up to three Loyalist and three Rebel*). Leaders do not count for stacking. Friendly units controlled by other players may pass through the area but may not stop there.

6.4 Combat

Moving into the same area as an enemy unit or units causes combat. Combat is mandatory between opposing units in the same area, and is conducted after the player has finished moving all units. The player who moved units may choose in which order to conduct the combats. The player who moved into the enemy's area is called the "Attacker", no matter what the overall strategic situation is, and the player whose area was moved into is called the "Defender". Combat is conducted in a series of rounds where the opposing units "fire" at each other that continues until one player's units are either eliminated, retreat out of the area or the last defending unit surrenders.

6.4.1 Combat Procedure

- Both players add the Firepower Rating of all their respective firing units.
- The Attacker (only) subtracts the Terrain Modifier of the area.

- Each Player rolls a die.
- If the roll is less than or equal to the player's adjusted total Firepower Rating, then the player fired upon must eliminate one unit of his or her choice (the firing player keeps the eliminated unit, since it may count against their Victory Point total at the end of the game, depending on their Hidden Agenda).

6.42 First Fire

Most rounds of combat are considered simultaneous between the two players, except in the first round of combat in an area. In this case, the Defender gets "First Fire" at the attacking units – the player makes his or her roll, if they score a hit the Attacker will remove one unit, and then the Attacker will make his or her roll. Subsequent rounds are considered to be simultaneous. The Defender's First Fire advantage is cancelled in two cases (in this case all rounds are considered simultaneous):

- The Attacker is a Rebel and it is the first turn of the Coup Phase of the game (7.1); or
- The Attacker plays an Action Chit at the time he or she moves into the Defender's area (6.4).

6.43 Retreat

After any casualties have been removed in any round of combat, either player may retreat his units out of the area, so ending that combat. The Attacker has first choice whether to retreat. If the Attacker stays, then the Defender may retreat if possible. To conduct a retreat, a player must move their units from the combat area to an adjacent area that the player can legally enter (that is, it is not a Hill area or an area separated by an unbridged river) and is either empty, or occupied by units that are also under the players control (in this case the units retreating into the area must not violate the stacking limit of three).

6.44 Surrender

If in any round of combat all of the following apply:

- there is only one defending unit;
- its elimination is certain (i.e. the attacker's score to beat is 7 or more); and
- the defender does not score a hit

then the defending unit surrenders: it is removed from the game but its elimination does not count against the attacker.

6.5 Use of Action Chits in the Coup Phase

Certain Action Chits that were in the players' hands or Reserve at the time the coup was declared may still be used in the combat portion of a player's Action Segment during the Coup Phase. Played chits are discarded to the Action Pool.

- A player may play an "Investigate" chit to cancel the Defender's First Fire privilege in the first round of combat.
- Either player may play one "Neutralize" chit to stop one enemy unit from participating in any single round of combat. The chit must be played before the player controlling the unit throws the die. If the chit is not "Blocked", the

targeted unit does not participate in this round of combat (it is not eliminated, unless the player removes it as a casualty). If this makes it impossible for the player to damage his or her opponent (i.e. it reduces the player's score to beat to zero or less), that's just too bad.

- Any Action Chit may be played as a "Block" chit, to cancel the effects of a played chit.

6.6 First Turn of Coup Phase

At the end of the first game-turn of the Coup Phase, after all players have completed their Action Segments, no single area may contain units controlled by more than one player. Also, during this first turn only, the Defender's First Fire advantage is cancelled when Rebel units attack (Loyalist units do get the defensive benefit of the Terrain Modifier of the area they occupy).

6.7 Arm the People

At the beginning of any of his or her Action Segments, a player may arm Student or Labor Civilian units under the player's control, under the following conditions:

- The player, or a player friendly to him, must control the Arsenal area (the friendly player must agree to this arrangement).
- The player must control one or more "University" locations (to enter Student units) or one or more "Cordon" locations (to enter Labor units). The Student or Labor unit or units is/are placed appropriately.

The unit is thereafter treated as a Paramilitary faction unit with a Firepower of two. It may appear stacked with its Control Chit, to remind players of this; if more than one player enters these units, place some kind of identifier or marker to remind players who controls which ones. Units so armed are the only Civilian faction units to appear on the map.

6.8 Leaders

The Civilian and Paramilitary factions have one Leader unit each, the Military has two. All Leaders begin the game in the Executive Suite box. In the Pre-Coup Phase of the game, having control of a Leader of a faction different from your own allows you to gain control of units from that Leader's faction without having to expend Action Chits. In the Coup Launch procedure, Paramilitary and Military Leaders may be placed in the Capital Zone, stacked with any unit under the player's control. Leaders do not count for stacking; they accompany any unit for free. If a Military or Paramilitary Leader unit is participating in a combat, it adds +1 to the total Firepower Ratings of the stack it is part of, and can be taken as a casualty. However, a leader has no intrinsic firepower when it is alone, cannot control an area by itself, and if caught alone in an area by enemy units is swiftly and cruelly eliminated. Military Leaders are air portable (6.91).

6.81 President Salvador Allende

In the Pre-Coup Phase the counter representing President Allende was not controlled by any player. In the Coup Phase, the first player in each Game-turn will

roll on the Allende Table, noting or resolving all activity from that roll before performing his Action Segment. At all times during the Coup Phase, Allende will share an area with Loyalist units under the control of one player or another. Like a Leader unit, he is eliminated if the last Loyalist unit in that area is eliminated in combat (and his elimination may count against the attacking player, depending on his agenda). At the end of the game, Allende does not count as a controlled unit for Victory Point purposes, except in the case of a successful "Allende Flees" result.

6.9 Air Units

There are two types of air units, Transport and Tactical. Air units must be based in airport areas (i.e. the two in the Outskirt Zones, Valparaiso, and Concepcion): i.e. they must always begin and end the player action segment in an airport area that is under his control, which is occupied by one or more ground units under his control. An air unit will be eliminated if its area is occupied solely by the enemy (e.g. if ground units are eliminated or retreat out of the area).

6.91 Air Transport

Any single 'air portable' unit (marine, infantry, signals, Military Leader or Military Police) that begins the turn stacked at an airport with a Transport Aircraft unit may 'fly' with that unit to any other airport area that is either empty or under the player's control (a Military Leader may accompany the unit). The Transport Aircraft unit may stay there, return to the original airfield, or fly to a third airfield that is also under his or her control. The transported unit may not move further that turn, but it may defend itself.



Shuttle flights: The player controlling the Transport Aircraft may, during an action segment, take off from one airport area, fly to another airport area under the control of a friendly player, and lift one air portable unit from there to a third airport area that is either empty or under that friendly player's control. The Transport Aircraft unit may return to its original airport area or fly to another airport area that is under the controlling player's control. This can only be done with the agreement of the player whose ground unit is being transported! The transported unit may not move in the controlling player's action segment (rotate it 90 or 180 degrees to remind the player) but it may defend itself.

6.92 Air Support

In the controlling player's Action Segment, any Tactical Aircraft units the player controls may 'fly' from their airport area to any area on the map. They add their firepower (5) to any friendly units currently attacking there, or may conduct combat by themselves. At the end of combat, the Tactical Aircraft units return to a friendly airport (the same one it flew from, or another one that is under the player's control). Tactical aircraft units lend nothing to the defense of their own area if it is attacked and cannot be taken as a casualty. Air units

are eliminated if all friendly ground units are lost in combat or retreat out of the area.

7.0 Victory

If, at the end of any player's Action Segment, there are only Loyalist or only Rebel units in the Capital Zone, a cease-fire is declared. Play stops IMMEDIATELY, the game ends and victory is judged. Players on the side left in occupation of the Capital Zone total their Victory Points, modified in accordance with the Hidden Agenda they picked at the beginning of the game (see the VP chart). The winner is the player with the highest VP total among the winning team. Settle ties by playing another game or going outside and having a fist fight.

7.1 Stalemate Victory

A situation may occur where one side cannot eliminate the other (for example, one side may be reduced to three or fewer units sitting in one defensible area and won't budge, while the other side's units do not have enough collective Firepower to eliminate them... or less probably, the last two units in the game simultaneously eliminate each other in combat). In this case all players total their Victory Points together as above to see whether the Loyalist or Rebel side wins; after determining which side has won, victory goes to the player of the winning side who has the most VP of the team.

8.0 DESIGNER'S NOTES:

SEPTEMBER 11, 1973

Although ideally the planners of a coup d'état would work in complete secrecy and the government would fall before it knew what had hit it, which would not make much of a game. Historically, the actual 1973 Chilean coup was over in a few hours. The military plotters, having convinced most of the military and police to stand aside, successfully shut down telecommunications and besieged President Allende in La Moneda, before destroying the presidential palace with airstrikes and artillery.

In the first phase of the game each player represents not only the people plotting or working to thwart a coup, but also the Fates making and spoiling opportunities for both players. In the Pre-Coup phase of the game, players will be feverishly trying to control units as quickly as possible, but a well-timed "Neutralize" can put a crick in an enemy's neck. The high-firepower armor and artillery units will be in demand, air units are powerful but fragile and need a secure base, but don't forget the special capabilities of Leaders and the VP-doubling possible given your Agenda.

The second phase of the game is a more direct contest of physical strength. It may not always be the best move to wait for the last unit in the game to be claimed before declaring a coup. Also, it is probably better to make fewer but more certain attacks in hope of making the enemy surrender, which does not affect your VP total (again, depending on your agenda).

Politically astute players will note that this game covers only the immediate organizational and tactical aspects of the actual execution of this particular coup d'état. It completely omits the highly complex and drawn-out political and social tensions that led up to the events of this day. It leaves out more material than it covers: there is not one word about the activities of the Central Intelligence Agency, the United States government, and its other client governments that helped to load and cock the gun that was fired on September 11, 1973 (after several previous misfires). But to design a game that did reflect these actions and pressures would require more players, more rules and components, and more time than most people (and publishers) would find convenient.

Credits:

Design: Brian Train

Development: Brian Train

Game Art: Jose Ramon Faura

Cover Art: Beck Snyder

Playtesting: Akito Train, Jim Snyder, Brett Sherrick (who, luckily, survived the experience), and Kelly Sherrick

UNIT IDENTIFICATION TABLE

Counter	Type	FP	# in game	Notes
Civilian Units			12	
	Media		1	Can double VP value of TV station at game end
	Students		4	Can be armed during the coup (7.2). Counts as a paramilitary unit if armed.
	Labor		3	Can be armed during the coup (7.2). Counts as a paramilitary unit if armed. Can double VP value of Power Plant or Waterworks at game end.
	Intellectuals, Bureaucrats, Business		1 each	Can double VP value of University, Ministries, or Banking District respectively at game end.
	Leader		1	Allows control of Civilian units (5.21)
Paramilitary Units			11	Paramilitary units may not leave the Capital Zone.
	Police	2	5	
	Militia	2	4	
	Leader	+1	1	Allows control of Paramilitary units (5.21); +1 to Firepower total
	Allende		1	May not be controlled by any player; roll on Allende Table at beginning of each Coup Phase Game-turn.
Military Units			21	
	Infantry	4	4	Air portable (7.4) 
	Armor	7, 6	2	
	Artillery	6, 5	2	
	Engineer	3	1	Can double VP value of Power Station or Waterworks at game end. 
	Military Police	2	2	Air portable. (7.4) 
	Signals	2	1	Air portable (7.4). Can double VP value of TV Station if occupying at game end. 
	Marine	3	3	Air portable (7.4) 
	Tactical Aircraft	5	2	Must begin and end at controlled Airport. 
	Transport Aircraft	0	2	Must begin and end at controlled Airport. May carry air portable units (7.4). 
	Leader	+1	2	Air portable, allows control of Military units (5.21); +1 to Firepower total

ALLENDE TABLE

- roll the die at the beginning of each Coup Phase Game-turn and implement the corresponding result:

1	No Pasaran! Allende and all the units in the area with him may not move in the controlling player's Action Segment. They may not retreat if attacked. All attacks by other players against Allende's area suffer an additional -1 from their Firepower.
2	Allende Stands! Allende and all the units in the area with him may not move in the controlling player's Action Segment. They may retreat if attacked (Allende will accompany them). No effect on combat die rolls.
3	Allende Fights On! Allende will attach himself to one unit in his current area, controlling player's choice which. He will accompany that unit if it moves or retreats during the Game-turn. No effect on combat die rolls. Allende may not leave the Capital Zone.
4	Allende Attacks! Allende will attach himself to one unit in his current area, controlling player's choice which. That unit must be involved in an attack in that player's combat portion of his Action Segment. Allende adds +1 Firepower to the attack, and shares the unit's fate if it is eliminated.
5	Allende Moves! Allende will attach himself to one unit belonging to a different, randomly chosen Loyalist player; receiving player's choice which unit. If there is only one Loyalist player, then treat this result as Allende Fights On! (see above)
6	Allende Flees! If the player controlling the units in Allende's current area occupies either Airport area at any point during his Action Segment with any of his units, Allende is removed from the game (he is flown to another part of Chile). The controlling player may claim Allende as a controlled Civilian unit at game end for Victory Point purposes.

VICTORY POINT CHART

HIDDEN AGENDA	UNIT CONTROL VP	LOCATION VP	OTHER VP
	+3 each Civilian unit +2 each Paramilitary unit +1 each Military unit (+1 VP for each unit of same faction as he is)	+2 each Capital Zone objective area occupied at game end (double VP possible*)	+1 each Action Chit held at end of game -1 VP each enemy unit eliminated by player's attacks
	+1 each unit regardless of faction	none	+VP = total Firepower of units controlled at game end (round up)
	+2 each unit regardless of faction (+1 VP for each unit of different faction than he is)	+2 each Capital Zone objective area occupied at game end (double VP possible*)	-1 VP each enemy unit eliminated by player's attacks

* Double VP possible: double the VP value of the corresponding Capital Zone objective area if the following apply:

TV Station	Player controls area with a Signals unit, or he controls area with any units and controls Media
Power Station or Waterworks	Player controls area with an Engineer unit, or he controls area with any units and controls Labor
University	The player controls the area and controls Intellectuals
Ministries	The player controls the area and controls Bureaucrats
Banking District	The player controls the area and controls Business