

# ANGOLA 1988



## INTRODUCTION

**Angola 1988** covers the last year of the war in Angola. To win, both sides must either eradicate the enemy from the field, or take control of all towns in Angola. Otherwise, peace negotiations will end the game, and victory will go to whoever is ahead in PV.

**Angola 1988** is played in 18 rounds, each representing one month between 1987 and 1989. One player represents the communist camp (MPLA with Cuban support) and its attempt to establish total control over Angola, the second represents the non-communist liberation movements (mainly UNITA) and their Western allies (mainly South Africa).

- The **MPLA** must either capture all the towns in Angola, or destroy enemy units there, or, if that's not possible, win the peace talks (UNO Negotiations) with the most VPs at the end of the scenario.

- **UNITA** and its allies have less power to start with, but South Africa's intervention can tip the balance. Their main assets (and weaknesses) are the powerful South Africans (whose commitment may be uncertain).

Both sides can win by fully occupying key areas of Angola or destroying enemy forces there, or, at the final peace conference, by securing the highest number of victory points.

Event cards renew the game through a series of diplomatic, military and political fluctuations.

## DURATION

Average Duration: 2h30

Favored Side: MPLA

Most difficult side to play: UNITA

The game lasts 18 rounds (between July 1987 and December 1988), with each round corresponding to 1 month.

The **MPLA** player goes first, then it is the turn of the **UNITA** player.



# FORCES

The **MPLA player** controls the units of the **MPLA (red)**, of the **Cubans (purple)** and of the south-west-african independantists of the **SWAPO (pink)**.

The **UNITA player** controls the units of **UNITA (light green)**, of the **FNLA (pale green)**, of the **Cabinda Front (green)** and of **South Africa (blue)**.

## MAPBOARD

The map shows Angola and the bordering areas of Zaire, DRC and Namibia (then still called South-West Africa).

Angola is divided into several military regions (MR). Structures with building icons are considered cities, and those with square icons are considered villages. Only the MPLA player can use railroads (the UNITA player only uses them as roads).

FNLA and Cabinda Front units may not enter the southern regions of Angola (RM3, 4, 5, 6 and 7).

The Zaire and Namibia regions are off-limits to the MPLA player, with the exception of Namibia, where only SWAPO units may enter.

Zaire and the DRC are off-limits to all units except UNITA/FNLA.

Initially, South Africans may only enter southern Angola (RM5 and 6), but certain cards will allow them to go further.



### IMMEDIATE VICTORY

- for each player if he controls all Angolan cities or has eliminated all Angolan units on the other side.
- one player reaches 30 VP or more at the end of his turn.

Victory at the end of the game: the player with more VP than his opponent wins the game.

### VP GAINS

- The **MPLA player** gains 2 VPs the first time he controls the following regions, towns and villages: Caluque / Jamba / Massinga.
- The **UNITA player** gains 5 VP the first time he controls the city of : Luanda.
- The **UNITA player** gains 2 VPs the first time he controls the following towns and villages: Cuito Cuanavale / Namibe / Cabinda.
- The **MPLA player** gains 1 VP the first time he controls each of the villages in Namibia.
- The **MPLA player** gains 5 VP if he eliminates UNITA leader Savimbi.
- Certain cards provide VPs during the game.

### VP LOSS

- The **MPLA player** loses 2 VP for each city in Angola he loses for the first time.
- The **UNITA player** loses 5 VP if Savimbi is eliminated.

### END GAME VP

- Each player gains 1 VP for each Angolan city he controls (3 VP for Luanda).
- The **UNITA player** wins 3 VP if Savimbi is still in the game.



## VICTORY

# SPECIAL RULES

## CARDS PHASE

Every turn, players draw 2 cards. They can keep a maximum of 10 in their hand.

## ECONOMIC PHASE

Every even-numbered turn (turns 2, 4, 6...), an economic phase takes place, allowing you to receive income, pay for force maintenance and buy new units, replacements or cards.

### Cost of units to rebuild

- Angolan Guerrillas / Bastions (garrisons): \$1
- Armor / Aviation / Artillery: \$4
- South African infantry / additional card: \$3
- All other units: \$2.

## SUPPLY SOURCES

The **UNITA player** is supplied by the regions of Zaire and Namibia, plus Luanda if captured.



The **MPLA player** is supplied by Luanda and Namibe (port in the south).

Guerrilla units, leures and commandos do not require supplies.

## UNO PEACE NEGOTIATIONS

This level represents the progress of diplomatic negotiations between the participants and their international backers to achieve a ceasefire and peace.



This level is essentially increased by card play (conferences and other rare cards).

When this level reaches or exceeds 10, players can draw a card on turns 16-18 a 'Final Negotiation' card, which ends the game in one turn and earns them a bonus of 5 VP (provided they already have at least 20 VP and more than their opponent).

## DIAMONDS, OIL & DAMS

These resources or infrastructures are indicated by white icons on the map. If a category is entirely controlled by one side, that side can play a card (if it has drawn one) which gives it additional VPs and resources.

## GUERRILLAS, COMMANDOS & RUMORS

These units can camouflage themselves. Rumors can't attack, but guerrillas can (by de-camouflaging). Commando units can remain camouflaged when attacking.

## OPERATION XXXI MANIOBRA

This card brings Cuban reinforcements and assets over 4 consecutive turns. Cannot happen before turn 5.

- Turn of appearance: *Ochoa*<sup>\*\*</sup>, 122mm Art, Tropas Especial, 20th Bde in Namibe. + 1 extra card draw
- Turn of appearance + 1: *Cintra*<sup>\*</sup>, Minitnt, 2 Mig23 Sqd, in either of Namibe, Luanda or Menonge
- Turn of appearance +2 : 60th Bde in either Luanda or Namibe
- Turn of appearance +3 : 30th Bde in either Luanda or Namibe
- Turn of appearance +4 : *Acevedo*<sup>\*</sup>, 40th Bde in either Luanda or Namibe

During the first 4 turns, gain of +\$4 extra income.