CHAD: The Toyota Wars, 1979–1988

*Strategy & Tactics No. 144*

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**This edition of the rules incorporates all known errata and clarifications (as of January 2015) in blue text.**

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Charts and Tables are contained on the map sheet, or in a separate four-page section which should be removed from the rules to facilitate its use during play. A Game Status Sheet is also provided to assist players with record keeping during the course of play.

**[1.00] INTRODUCTION**

*Chad: The Toyota Wars* is a two-player simulation of the Chadian civil war between Hissene Habre, Commander of the Armed Forces of the North (FAN), and Goukouni Oueddei, Commander of the People's Armed Forces (FAP). Libya. France, the USA and the Organization of African Unity (OAU) may intervene and assist in various ways, but the larger political decisions on which intervention is based are not controlled by either player. In addition to the FAN and the FAP, there are a total of 12 other Guerrilla Factions whose allegiance to one of the two main factions will vary throughout the game.

One player (either FAN or FAP) will be designated the GOVERNMENT player; the other player is then the REBEL player. This depends upon the scenario, and can change within the scenario itself if the Rebel player captures the Capital.

**1.10 GETTING STARTED**

Players who wish to begin play quickly may use the first scenario (OPERATION MANTA) and just Part I of the rules. Ignore any references to other parts of the rules. The rules in Part II can then be added to OPERATION MANTA to speed the players' mastery of CHAD's unique design features. Parts I and II must reused when playing the other scenarios. Players may employ the optional rules in Part III in any scenario, at their discretion.

Who controls what:

* The FAN player controls all FAN units, plus all pro-FAN guerrilla factions [blue].
* The FAP player controls all FAP units plus all pro-FAP guerrilla factions [red]. The FAP player also controls any Libyan Intervention units [green] which may be in a scenario.
* FANT (Chad National Armed Forces) [purple], French [blue on white], and OAU (Organization of African Unity) [gold] units are controlled by whichever player happens to be the Government.

**When using optional Main Faction Guerrilla Affiliation Checks (13.6), control of each individual FAN and FAP unit is determined by the background color of the unit. FAP and FAN never change allegiance under the standard rules.**

**1.20 Terms and Definitions**

**Combat unit: any unit with both conventional and guerrilla combat values.** Commanders, leaders, air units, anti-aircraft units, SAM units, and air base markers are NOT considered combat units unless specifically noted in a particular rule.

**Commander:** head of a main faction—either Hissene HABRE, GOUKOUNI Oueddei, or Idriss DEBY. The player who controls the Commander is effectively cast in the role of that Commander for the entire game. Players never exchange Commanders for any reason. A Commander is NOT considered a combat unit.

**Conventional unit:** any combat unit belonging to a conventional force—either Chad government forces (FANT), France, Libya, or the Organization of African Unity (OAU).

**FANT:** National Armed Forces of Chad (*Forces Armeaux Nationale du Tchad*); all conventional Government combat units belong to FANT.

**FAN Player:** the player who controls the FAN main faction and its Commander, Habre.

**FAP Player:** the player who controls the FAP main faction and its Commander, Goukouni. (In one scenario, FAP units are used to represent the MPS main faction with its Commander, Deby.)

**Game Turn:** see *Season.*

**Government-affiliated units:** any FANT, OAU or French unit, plus any unit belonging to the Government player's guerrilla main faction (FAN or FAP), or a guerrilla faction whose leader counter is currently the same color as the Government player's Commander; may also be any Libyan unit, but only if the FAP player is the Government player.

**Government player:** the player who controls the capital of N’Djamena: may be either the F AP or FAN player Government Presence: see *Presence Level.*

**Guerrilla:** any combat unit (but not a leader) belonging to a guerrilla faction. Note that both the Government and Rebel player have guerrilla units.

**Guerrilla Faction:** one of 14 separate organizations represented in the game. Each faction has a Leader and one or more guerrilla combat units. Two of the 14 are Main Factions.

**Guerrilla Leader:** the counter that represents the head of a guerrilla faction. Guerrilla Leaders are NOT considered combat units.

**IGF:** Independent Guerrilla Factions not controlled by any player and not active in play, but count against the government when determining Presence Level. Each IGF has a pre-designated Home Town which serves as its base. *The* *Home Town hex number for each Guerrilla Faction is printed on the Guerrilla Faction’s counter.*

**Impulse:** The movement and combat portion of a Tactical Phase. There are THREE consecutive Impulses per Phase. Each Impulse consists of TWO separate *segments,* one for each player. The Government player performs movement and combat in the first segment, followed by the Rebel player in the second segment.

**Intervention Task Force:** One or more units belonging to France, Libya or the OAU. Each unit’s possible Task Force assignments are printed on the back of its counter.

**Leader:** a Guerrilla Leader.

**Loyalty Factor:** used to determine political affiliation of guerrilla units; printed on all Guerrilla Leader counters, and FAN and FAP combat units. **FAP and FAN units use this when undergoing affiliation checks, per optional rule 13.6.**

**Main Faction:** one of the two guerrilla factions (FAP or FAN) in the game that is led by a Commander, usually Goukouni or Habre. (In one scenario, FAP units and the Deby counter are used to represent the MPS main faction.)

**MP:** Movement Point; movement allowances are indicated on most units.

**Occupation level:** assigned to each prefecture, and **printed in parentheses on the LEFT side of each line of the Prefecture Display, in each prefecture's Presence Level box;** indicates the minimum Step Value of FANT infantry that must occupy the prefecture to raise Presence level to P2.

**Phase:** a distinct portion of it Season, in which players take specific actions. The Tactical Phase also includes specific Impulses.

**Prefecture:** the equivalent of a state or province in Chad. Borders arc indicated on the map.

**Presence level:** the current degree of government control over a prefecture—either none (P0), partial (P1), or complete (P2).

**Production level:** the current economic condition of a prefecture.

**Rebel-affiliated units:** any unit belonging to the Rebel player's guerrilla main faction, or a guerrilla faction whose leader counter is currently the same color as the Rebel player's Commander. May also be any Libyan unit, but only if the FAP player is the Rebel player. Note that affiliations of guerrilla factions will change throughout the game; this is indicated by flipping the faction to the side currently controlling it.

**Rebel player:** the player who does not control the capital of N’Djamena; may be either main faction player.

**Season:** a complete game turn; a full year is composed of two game turns—a Wet Season (October to March) and a Dry Season (April to September).

**Segment:** the portion of an Impulse during which one player moves his/her units, and then performs combat.

**Step Value:** the number of steps each unit represents for determining stacking limitations, combat losses, and changes in Government Presence.

**Tactical Phase:** The portion of a Season in which units perform movement and combat in three distinct Impulses. Players also withdraw guerrilla units, calculate the effects of Desert Water Supply, and determine some changes in Government Presence levels.

**Task Force:** see *Intervention Task Force.*

**Unit:** all combat units, plus leaders, commanders, and optional air, anti-aircraft, and SAM units.

**[2.00] GAME COMPONENTS**

**2.10 Inventory**

* one 22x34 inch map sheet
* one sheet of 200 counters
* one rule book (includes **~~reproducible images of counter sheet,~~** plus additional counters)
* one charts & tables sheet
* two six-sided dice (not included)

**2.20 Playing Surface**

The map covers all of Chad, with 17 prefectures shown, plus border territory surrounding the country and Sanctuary boxes to hold guerrilla units and leaders currently outside Chad. Map scale is 35 kilometers (22 miles) per hex. Various playing aids are also included.

**2.30 Unit Counters**

The 14 rebel factions are represented by two-sided combat and leader units, with one side reflecting allegiance to the FAP main faction and its Commander Goukouni, while the other side reflects allegiance to the FAN main fact ion and its Commander Habre. Conventional forces included in the game are Chad government units (FANT), and intervention forces belonging to France, Libya, and the Organization of African Unity (OAU). Various game markers and optional air, anti-aircraft, and SAM units round out the counter mix.

Unit color designations:

* **White on blue, with solid white or white-bordered faction symbols:** FAN guerrilla faction and Commander (Habre), plus guerrilla factions supporting FAN. (Guerrilla faction symbols may be either white or black, depending on the faction.) **PLA units on their pro-FAN (blue) side should all have a white-bordered lightning symbol.**

**Solid black or black-bordered faction symbols:** FAP guerrilla fact ion and Commander (Goukouni), plus guerrilla factions supporting FAP (Guerrilla faction symbols may be either white or black, depending on the faction.)

**Example: MRP on its pro-FAN (blue) side has a white-bordered circle, while CODOS on its blue side has a solid white circle. Despite the similarity, the factions are NOT related in any way. The differently colored symbols are intended to distinguish CODOS and MRP from each other.**

* White on light purple: National Army of Chad (FANT)

**FANT (purple) infantry companies numbered 22 through 26 are airborne infantry. Players may wish to draw a larger, darker paratroop “wings” symbol beneath each unit’s infantry ID box.**

* Blue on white: France
* Black on yellow-green: Libya regular army
* Black on yellow-green, with a light band: Libyan Islamic Legion
* Black on gold : Organization for African Unity (OAU)

**Players may make as many IGF, NO WATER, FORT, and FORT CONSTRUCTION markers as they need. All other units and markers are limited to the number provided in the counter mix.**

**2.40 GAME PIECES**

**[insert images here]**

**Combat and Air Units—The first number on every combat unit and air unit is its conventional strength; the second number is its guerrilla strength. Unit ID numbers are located on the left edge of the counters. Guerrillas, Islamic Legion, Libyan commando, and FANT units with ID numbers all have generic IDs. “PG” stands for Presidential Guard. The (optional) Loyalty Factor is the number to the right of the faction symbol, and only FAN and FAP units have it.**

**AA unit—The larger number is its surface-to-air strength against air units.**

**Commanders—The numbers on the lower front side of a commander's counter are Foreign Aid Skill, Military Skill, and Movement Allowance. The commander's name appears below the flag symbol, and the name of his home prefecture appears to the right of the flag.**

**Guerrilla Leaders—The numbers on the lower left of a guerrilla leader's counter are Loyalty Factor and Movement Allowance. The faction symbol appears to the right of the leader's flag symbol. The hex number to the left of the flag is the faction’s “home town” base should it ever become an IGF.**

**IGF markers—The number on an IGF marker substitutes for the leader’s Loyalty Factor while the faction remains independent.**

**Production markers—The “bundled wheat” side of a production marker (extreme top left corner of rules p.3, magazine p. 19) indicates normal production. The “crossed scythes” to the right of the bundled wheat symbol on p.3 indicates War Zone production.**

**Fortification markers—Fortification Construction is indicated by a crossed pick and hammer symbol, while a completed Fortification is represented by a “+3” inside a diamond. The “+3” is added to the occupying side’s total conventional strength when defending against a conventional attack.  
  
[3.00] SEQUENCE OF PLAY**

C:TTW is played in alternating Wet and Dry Seasons, representing six months each. Movement and combat occur in the Tactical Phase of each Season. *Those portions of the sequence of* *play marked with an asterisk* (\*) *are the ONLY* *ones used in the Introductory Scenario, Operation Manta.* *In other scenarios, the entire sequence of play is used.*

**WET SEASON: October to March (odd-numbered game turns)**

**1. Annual Harvest and Random Events Phase** [6.00]—Effects of weather on Prefecture production, Drought, and a possible Random Event are determined

**2. GDP Determination Phase** [7.00 · 8.00]—The Government player removes the GOP Level and Foreign Aid markers from the GOP Scale, recalculates total production, decides whether to raise taxes, and relocates the GDP Level marker on the GDP Scale. BOTH players then attempt to receive Foreign Aid. Any Intervention Task Force units received are placed in the Government and Rebel Reinforcements & Replacements boxes. If the Government player obtains any economic assistance, he places or adjusts the Foreign Aid marker on the GOP Scale.

**3. Government Budget Allocation Phase** [9.00]—Government player funds his army, invests in the economy, breaks down or consolidates FA NT infantry units, and purchases new or previously eliminated FANT units.

**\* 4. Tactical Phase** [4·00–5.00]

**\* a. Guerrilla Sanctuary Adjustment—**All guerrilla units in the *New Arrivals* section are moved into the main portion of each Sanctuary box, where they are free to re-enter the hex grid.

**\* b. Intervention Task Force Adjustment—**All intervention units located in the Task Force Losses box are transferred to the appropriate Reinforcements & Replacements box(es) .

**\* c. FIRST Impulse**

* Government Player segment:
  + receive reinforcements and replacements (if desired) from the appropriate Reinforcements & Replacements box [12.00]
  + Move any or all eligible units [4.00]
  + May perform combat with units adjacent to enemy units: [5.00]
* Rebel player segment: same as Government player segment
  + Receive reinforcements and replacements (if desired) from the appropriate Reinforcements & Replacements box [12.00]
  + Move any or all eligible units [4.00]
  + May perform combat with units adjacent to enemy units: [5.00]
* Reduce production in prefectures with *War Zone* production markers; flip all production markers to their *Normal Production* side.

**\*d. SECOND Impulse**

[Same procedure as First Impulse]

**\*e. THIRD Impulse**

[Same procedure as First Impulse]

**\*f. Special Guerrilla Withdrawal—**Both players may take any number of guerrillas and leaders currently located in any hexes on the map and place them in the *New Arrivals* section of the appropriate Sanctuary boxes.

**\*g. Desert Water Supply Check—**Eliminate all units in desert terrain NOT located on a functioning Water Supply

**5. Government Presence Adjustment Phase** [10.00]—Determine the new level of government control over each prefecture; place the Appropriate Presence marker (P1, P2) on the Prefecture Display, or remove the marker to reveal the P0 (no control) space printed on the Display. Flip all Production markers on the Display to their *Normal* side.

**DRY SEASON: April to September (even-numbered Game Turns)**

**1. Guerrilla Affiliation Phase** [11.00]—Both players may attempt to change the allegiance of entire Guerrilla fact ions from enemy to friendly

**2. Guerrilla Replacements** [12.00]—Players determine how many guerrillas they may return to play, and place all replacements in the *New Arrivals* section of the appropriate Sanctuary boxes.

**\*3. Tactical Phase** [4.00–5.00]

[same procedure as Wet Season Tactical Phase]

**4. Government Presence Adjustment Phase** [10.00]

[same procedure as Wet Season Tactical Phase]

**5. Victory Determination Check** (Campaign scenario only; see scenario special rules)

**PART 1: TACTICAL PHASES**

**[4.00] MOVEMENT**

During a player's segment of an Impulse during the Tactical Phase, he may move any and all units he wishes. All movement must be completed before any combat is performed during a segment.

**4.10 Procedure**

Units move individually or in stacks through the hex grid, expending movement points (MPs) for entering various kinds of terrain, infiltrating out of enemy-occupied hexes, etc. No unit may ever exceed its printed movement allowance, unless it moves only a single hex. While one player moves units, the other player is not allowed to move any units.

**4.20 Basic Movement Rules**

**4.21**

The Government Player always performs the first segment of each Impulse; the Rebel player always performs the second segment of each Impulse. If the players suddenly exchange roles because the capital is captured, then complete the impulse and, starting with the next impulse, the new Government player moves first and the new Rebel player, second; see scenario special rules (14.23).

Players should indicate whose impulse it is by using the Rebel/Government impulse marker on the Impulse Track, located on the map sheet.

**4.22 Enemy-Occupied Hexes**

There are no Zones of Control in Chad (as there are in many other wargames). Units may freely enter and exit hexes adjacent to enemy units without any penalty or additional cost. Generally, units may not enter hexes containing enemy units. However, under certain specific conditions, adjacent units can actually pass through an enemy occupied hex (Infiltration, Leader Overrun or Air Transport / Airmobile Movement). Units may NEVER end movement in or attack from a hex containing enemy units.

INFILTRATION—A guerrilla unit or leader that is adjacent (or moves adjacent) to an enemy-occupied hex may move through (infiltrate) the target hex into another hex adjacent to the target. Conventional units may never infiltrate. An infiltrating unit must have sufficient MPs remaining to pay for all terrain costs in the target hex AND the destination hex. The infiltrator must also pay ONE additional MP if the target hex is occupied by enemy guerrilla units and/or FANT units; or TWO additional MPs if the target hex contains any Libyan or French combat units. Infiltration may NEVER occur through a hex containing any OAU combat units or a Fortification marker. If an infiltrator’s destination hex contains non-OAU enemy units without a Fortification marker, the infiltrator must have sufficient MPs remaining to continue infiltrating until it reaches a destination hex that does not contain any enemy units. Units unable to begin (or continue) infiltration must either select another movement path, or cease movement entirely for the segment.

**Infiltrating units may NOT benefit from functioning Roads and Tracks when entering an enemy-occupied hex, but they may use them when entering an adjacent destination hex unoccupied by enemy units, so long as the infiltrators cross a hexside containing a functioning Road or Track.**

LEADER OVERRUN—A unit (including a Commander or guerrilla leader) is not required to stop or expend any additional movement points when entering a hex occupied solely by an enemy Commander or guerrilla leader(s). If the moving unit is a combat unit, the Commander and all leaders in the hex are immediately eliminated. Follow normal procedures for eliminated Commanders and leaders.

**4.23 Stacking Limitations**

Stacking is calculated using each unit’s Step Value. Step Values are listed on the Unit Costs and Values Chart. Commanders and Leaders never count against stacking limits. Stacking limits apply to ALL combat units (enemy and friendly) at the conclusion of the movement portion of EACH player segment of an Impulse. They also apply throughout the combat portion of each player segment. At those times, each hex on the map must contain a Step Value of NINE (9) or less, regardless of terrain. (For variable stacking, see optional rule 13.20.) An unlimited number of guerrillas may occupy a Sanctuary box designated for their use. No units may occupy Sanctuary Entry hexes at the end of a player segment. Units in violation of these stacking limits and restrictions are eliminated (owning player's choice).

NOTE: no substitutions or "breakdown" of larger units into smaller units is allowed during movement.

**Information on unit Step Values is available next to chart 9.23, in the Unit Costs & Values Chart on the government side of the map, and in the Step Values Chart on the rebel side of the map.**

* 1. **Terrain Effects**
* **Marshes.** Perennial Marsh effects apply during both wet and dry seasons. Seasonal Marsh effects normally apply only during Wet Season turns; during the Dry Season, use the movement and combat effects listed for *dry season* on the Terrain Effects Chart (4.90). NOTE: During Drought (6.10), use the *dry season* line for Seasonal Marshes in the Wet Season turn as well. Also during Drought, the Road and Track movement rates may be used in BOTH types of Marsh hex at any time.
* **Depressions.** Hexes within both the Bedele and Mourdi depressions are treated like Desert hexes for all purposes, except when providing Desert Water Supply during Severe Drought (6.12).
* **Rivers.** **River hexsides cost an additional movement point to cross even when moving along a Track. Only Roads negate this cost, due to the presence of bridges.**
* **Mountains.** Mountain defense adjustments and movement costs apply to any hex that contains any portion of mountain terrain.
* **Roads and Tracks.** Units may use road or track movement rates only when following the road/track through a hex side (including rivers). In marsh hexes, road and track movement rates normally may be used only during the Dry Season. They are made impassable through marshes during the Wet Season due to rains. [Exception: Droughts (6.10)]

**Marsh and Mountain terrain takes precedence over any other type of terrain in a hex EXCEPT functioning Roads and Tracks. Ignore savannah (tan) and steppe (green) terrain in hexes containing Mountain or either type of Marsh during normal weather. EXCEPTION: Desert terrain during Drought (4.31).**

**4.25 Prohibited Movement**

Units may not perform any or the following movement actions:

* Retreat into a Sanctuary Entry hex outside of Chad as a result of combat—EXCEPTION: eligible units may safely retreat into Sudanese Territory: see (4.54) and scenario special rules
* Enter or retreat across an all-Lake hexside
* Retreat or advance in to an enemy-occupied hex as a result of combat

Any unit that cannot avoid performing any of these prohibited movement actions is immediately eliminated.

**4.30 Desert Water Supply**

All combat units operating in "desert terrain" (especially conventional units) must ensure themselves a water supply.

**4.31 The Desert**

Desert terrain normally includes all Desert and Depression hexes shown on the map, plus all Mountain hexes in the North Region. During periods of Drought (6.10), desert terrain also includes all Savannah hexes, plus all the Mountain hexes in Biltine, Ouaddai, and Salamat prefectures. Water is supplied in a dese rt terrain hex from four possible sources: towns, villages, oases and wells. Marshes and lakes may not be used as a water source. During Severe Drought (6.12), any well located outside of a Depression hex dries up, and may not be used as a water source.

**When Drought or Severe Drought is in effect, all hexes containing Savannah are treated as Desert terrain regardless of the presence of Mountain or either type of Marsh terrain.**

**4.32 Water Requirements**

**All conventional units operating in desert terrain must begin each player segment (friendly OR enemy) on a functioning water source. Violators receive a NO WATER marker and suffer all the effects listed in rule 4.33. Guerrilla units are EXEMPT from this rule and 4.33.**

**4.33 Effects on Conventional Units**

If a conventional unit begins a player segment in desert terrain, but not on a functioning water source, the unit suffers the following penalties:

* Movement allowance HALVED (drop fractions)
* Conventional and guerrilla combat strengths HALVED (drop fractions)

Both penalties apply for the entire player segment. A unit may only avoid the penalties by beginning a subsequent player segment on a functioning water source, or in a non-desert terrain hex. Use NO WATER markers to indicate which units suffer the indicated penalties.

**4.34 Desert Water Supply Check**

At the end of each Tactical Phase, ALL combat units (both conventional and guerrilla) located in desert terrain that do NOT occupy a functioning water source are eliminated.

**4.40 Intervention Units**

**4 .41 Roads and Tracks**

All OAU and Libyan units inside Chad must always remain on or adjacent to a hex containing a Road or Track. French units are not restricted in this fashion.

**The restriction on OAU and Libyan units is in effect even when an adjacent Road or Track is not currently functioning during a normal Wet Season turn.**

**4.42 North Region**

French and OAU ground units may not enter the Northern Region of Chad at any time. Air units may; units moving by Air Transport or Airmobile Movement may not. *[Design* *Note: This is due to a variety of logistical and political factors.)*

**4.43 Effect on Guerrilla Infiltration**

Any guerrillas or guerrilla leaders that perform Infiltration through a target hex occupied by at least one unfriendly Libyan or French combat unit must pay TWO additional MPs, instead of the usual one MP. Guerrillas and leaders may not perform Infiltration through a target hex that contains all OAU combat unit.

**4.44 OAU Unit Movement**

OAU units are considered peacekeeping forces in the standard rules. They may NEVER voluntarily move adjacent to an enemy (Rebel) combat unit. Lf an OAU unit finds itself adjacent to a Rebel combat unit at the beginning of the friendly segment of an Impulse, the OAU unit MUST be moved so that it is no longer adjacent. If the Government player cannot or will not do so, then the OAU unit is immediately withdrawn from play. Withdrawn OAU units are NOT placed in the Task Force Losses box; they can only return to play as part of a future OAU task force called for by the France/OAU Aid to Government Table (7.45).

Otherwise, OAU units function as normal units; they block enemy movement, etc. within the restrictions of the above.

**4.50 Guerrilla Sanctuaries**

Each guerrilla faction has a Sanctuary box in a neighboring country that contains the faction’s initials. Sanctuary Entry hexes corresponding to each Sanctuary box are located along the border with Chad. Sanctuaries are used for the initial placement, movement and Special Withdrawal of their corresponding guerrilla units and leaders. Certain guerrilla factions may also enter hexes on the map designated as part of the Sudan. French, Libyan, OAU, and FANT units may NEVER enter Sanctuary Entry hexes, Sanctuary boxes or the Sudan, unless specifically permitted by scenario special rules.

**4.51 Sanctuary Entry Hexes**

During the friendly segment of an Impulse, a guerrilla combat unit or leader may enter a Sanctuary Entry hex for its designated Sanctuary box from an adjacent hex inside Chad. Movement cost for the Entry hex is 1 MP. The unit must then be placed in the NEW ARRIVALS section of the Sanctuary box. A unit may not move from one Sanctuary Entry hex to another, nor end a player segment in an Entry hex. Units may not attack or be attacked in an Entry hex.

**Once the 1 MP cost is paid to enter a Sanctuary Entry hex, the unit(s) are immediately picked up from the hex and placed in the “new arrivals” section of the corresponding Sanctuary box.**

**4.52 Special Guerrilla Withdrawal**

During the Special Guerrilla Withdrawal portion of each Tactical Phase, any guerrilla unit, leader, or Commander inside Chad may be withdrawn from the hex it occupies on the map and placed directly in the NEW ARRIVALS section of the appropriate Sanctuary box. No MPs are required or expended for this withdrawal.

Government controlled guerrillas must be in a prefecture with a P1 or P2 presence level to perform this withdrawal.

Rebel controlled guerrillas must be in a prefecture with a P0 or P1 presence level to perform this withdrawal.

**4.53 Leaving a Sanctuary Box**

A unit in a Sanctuary box (but NOT in the New Arrivals section) may reenter the hex-grid during any friendly movement segment of an Impulse. To do so, the unit is taken out of the box and placed in any Sanctuary Entry hex in the country where the box is located, paying one MP. It must then enter an adjacent hex inside Chad, paying the normal movement cost for the hex and any other hexes it may enter. If for any reason the unit cannot leave its Entry hex and enter Chad, it is placed in the NEW ARRIVALS section of the appropriate Sanctuary box.

EXAMPLE: A FAP unit wishes to move into the Sanctuary box in Libya. The unit must be adjacent to an Entry hex, and must have one movement point to expend in order to enter the hex. Once there, the owning player picks up the FAP unit and places it in the *New Arrivals* section of the Libya Sanctuary box. In the Guerrilla Adjustment portion of the following Tactical Phase, the FAP unit is moved out of the NEW ARRIV ALS section into the main portion of the Sanctuary box. It may then expend one MP and be placed in any Libya Sanctuary Entry hex. From there, it must immediately enter an adjacent hex inside Chad. If for some reason it cannot do so, the unit is returned to the NEW ARRIVALS section of the Libya Sanctuary box.

**4.54 Movement in the Sudan**

A small portion of the Sudan around the village of EI Geneina (hex 4234) is included on the regular hex-grid. Only units and leaders from factions designated in the Sudan Sanctuary box (FAN, PLA, ANL) may enter or exit this area of the map, unless otherwise specified by special scenario rules. Otherwise, all normal movement rules, including Sanctuary Entry Hexes, apply. See also Combat in Sudanese Territory (5.42).

**4 .60 Commanders and Leaders**

**4.61 Guerrilla Faction Leaders**

During the friendly player segment of an Impulse, faction leaders controlled by the player may exercise one or more of the movement options provided below, unless specifically prevented from doing so:

* Move from hex 10 hex within Chad, using normal movement.
* Move between the main portion of the Sanctuary box designated for the leader's faction and a corresponding Sanctuary Entry hex.
* Move into a Sanctuary Entry hex for the leaders designated Sanctuary box, and then immediately to the NEW ARRIVALS section of a corresponding Sanctuary box. (The leader may not move again until he is moved to the main portion of the Sanctuary box at the beginning of the next Tactical Phase.)

**4.62 Government Commander**

The Government player's Commander may choose ONE of the following movement options in a friendly player segment of an Impulse:

1. Move from hex to hex within Chad, using normal movement.
2. Move directly between any two Airfields or Airbases in Chad occupied by Government-affiliated combat units (either conventional or guerrilla)
3. Go Abroad; see Part II (7.44)
4. Return from Abroad to Chad: see Part II (7.44)

NOTE: The Government Commander can NEVER enter a Sanctuary box or Sanctuary Entry hex.

**The Government Commander may perform options 1 and 2 in the SAME friendly segment, if desired. The options can be done in any order, but one must be completed prior to starting the other. A Commander may never fly, move, and fly again; or move, fly, and move some more in the same segment.**

**4.63 Rebel Commander**

The Rebel player's Commander may choose ONE of the following movement options in a friendly player segment of an Impulse:

* Move from hex 10 hex anywhere within Chad
* Move from ANY Sanctuary box to a corresponding Sanctuary Entry hex, and then from hex to hex inside Chad
* Move from ANY Sanctuary box to any other Sanctuary box
* Go Abroad; see Part II (7 .44)
* Return to Chad from Abroad: see Part II (7.44)
* Move into any Sanctuary Entry hex, then to the corresponding Sanctuary Box

NOTE: The Rebel Commander is ALWAYS placed in the main section of a Sanctuary box, never in the NEW ARRIVALS section.

**4.64 FAN Commander's Movement Bonus**

Any FAN or pro-FAN guerrillas and leaders that begin the friendly player segment stacked with (or in the same Sanctuary box) as the FAN Commander DOUBLE their movement point allowance during the movement segment of the FIRST Impulse of each Tactical Phase. The bonus does not apply to the sccond or third Impulses of a Tactical Phase. The units MUST end their movement stacked with or adjacent to the Commander.

*(Design Note: this reflects the superior military training of Habre’s FAN units, who were pretty much able to run rings around their opponents due to superior planning.)*

**4.70 Constructing Fortifications**

Fortifications may be built in any hex inside Chad. Only conventional infantry BATALLIONS (of all nationalities) may construct fortifications. Infantry companies stacked together but not organized as a battalion may NOT construct fortifications. To build a fortification, a battalion must remain in a single hex during an entire friendly player segment of any Impulse. Place a Fortification Construction marker on the battalion's hex at the beginning of the player segment, and replace it with a Fortification marker at the end of the segment.

**Assign one "build" marker to each battalion attempting to construct a fort. Remove a marker from any building battalion that leaves the hex for any reason, whether voluntarily or involuntarily.**

**4.80 Air Transport**

Airfields and Airbases are used for Air Transport of selected ground units.

During each friendly segment of an Impulse, the Government Player (only) may move any or all of the following units from any one Airfield/Airbase to another inside Chad:

* The Government Commander piece (Habre, Goukouni or Deby, depending upon who is the Government) **may move normally either before using Air Transport, or after completing Air Transport if he has not yet moved normally during the segment. See rule 4.62.**
* Up to TWO (2) FANT paratroop companies
* Up to THREE (3) French 11th Division paratroop units (if any have entered play)

No other units may employ Air Transport. An eligible unit that was placed on the map during the current player segment MAY use Air Transport.

To use Air Transport, a unit must occupy an Airfield or Airbase hex, and must not perform any other movement during the friendly segment. After all movement is completed for the player segment, but prior to any combat, each eligible unit may move directly to another Airfield or Airbase unoccupied by Rebel-affiliated units. IMPORTANT: French units may not land in an Airfield/Airbase in the North region.

NOTE: When using Politics and Economics (Part II of the rules) units using Air Transport can land in any Airbase/Airfield unoccupied by Rebel units if the hex is located in a Prefecture with a Presence level of P1 or P2. If the Prefecture has a Presence level of P0, the Airbase/Airfield MUST be occupied by at least one Government-affiliated combat unit before a unit using Air

Transport can land in the hex.

**4.81 Airmobile Movement**

French airborne units may use Airmobile movement. This allows them to move to/from friendly Airfields and Airbases. A unit using Airmobile movement can move up to 30 hexes. This may be through enemy units and prohibited terrain. Each hex moved through costs only 1 movement factor. Units may not move off/onto the map using Airmobile movement.

During each friendly segment of an Impulse, the Government Player (only) may move any or all of the following units using Airmobile movement within Chad: **up to three French 11th Division** **paratroop units** (if any have entered play).

No other units may employ Airmobile movement. An eligible unit that was placed on the map during the current player segment MAY use Airmobile movement.

To use Airmobile movement, a unit must either:

* Occupy an Airfield or Airbase hex at the beginning of its turn. (It may end the move on any playable terrain.)
* End its movement on an Airfield or Airbase unoccupied by Rebel-affiliated units. (It may begin in any playable terrain.)

A unit using Airmobile movement may not conduct any other movement in that movement segment. Airmobile movement is conducted after all movement is completed for the player segment, but prior to any combat. IMPORTANT: French units may not land in an Airfield/Airbase in the North region.

NOTE: When using Politics and Economics (Part II of the rules), units using Airmobile Movement (and which start in a non-Airbase/Airfield hex) can land in any Airbase/Airfield unoccupied by Rebel units if the hex is located in a Prefecture with a Presence level of P1 or P2. If the Prefecture has a Presence level of P0, the Airbase/Airfield MUST be occupied by at least one Government-affiliated combat unit before a unit using Airmobile Movement can land in the hex. They can take off from Airbases/Airfields regardless of presence.

**4.82 French Paratroop Units**

**All French 11th Division paratroop units currently in play may use Air Transport and Airmobile Movement to enter the French airbase in hex 2053. The units are immediately placed in the Task Force Losses box. French paratroop units arriving as reinforcements and replacements may choose to begin their movement in hex 2053 and “fly” onto the map using either Air Transport or Airmobile Movement.**

**4 .90 [Terrain Effects Chart]**

**[5.00] COMBAT**

Combat occurs after the completion of all movement in a player segment of an Impulse during the Tactical Phase. There are two types of combat—guerrilla and conventional. Both types use the same combat results table (CRT).

**5.10 Procedure**

Combat may only occur between adjacent enemy units. Units are NEVER required to attack. If any unit in a hex attacks, however, ALL units in the same hex MUST perform combat against a SINGLE hex occupied by enemy units. ALL units defending in the hex MUST defend. Units in different hexes may combine their strengths when attacking an enemy-occupied hex. Two or more defending hexes may NOT be attacked simultaneously.

Use the Combat Determination Chart (5.81) to decide which type of combat must be performed. Selection depends upon the composition of the forces involved in a particular combat, and the presence of improved positions (Town, Oasis, or a Fortification marker) in the defender’s hex. If Conventional Combat occurs, use only the conventional combat strengths printed on both the attacking and defending units to determine the proper combat differential. If Guerrilla Combat occurs, use only the guerrilla combat strengths instead.

IMPORTANT: No mixing of conventional and guerilla combat *strengths* in a player’s attacking or defending force is allowed. Under no circumstances may one side in a combat use guerrilla strengths, while the other uses conventional strengths.

**5 .20 Determining Combat Results**

Combat uses a differential system. To determine combat results:

1. Total the combat strength of the smaller force (whether attacker or defender);
2. Subtract it from the total combat strength of the larger force;
3. The resulting differential determines the column to be used on Combat Results Table (5.83):
4. Roll two dice, total the results;
5. Make any required modifications;
6. Apply the results received.

Only one combat can occur in a hex during a combat segment, UNLESS a Contact (C) result is received by either side. See the Combat Results Table for further details. There is no limit to the number of combats a unit may participate in (or be forced to undergo) due to a Contact result.

**5.30 Terrain and Combat**

The “Defense Adjustment” column of the Terrain Effects Chart (4.90) lists the number of points that are added to the defender’s total combat strength (either guerrilla or conventional). Adjustments arc cumulative; a defending stack of units possessing a strength of five that is located in a Mountain hex containing an oasis would have four points (3+1) added to its combat strength, for a total of 9.

An Improved Position (Fortification marker, Town, or Oasis) adds to the combat strength of any defending force stacked with it, but ONLY in a conventional combat. Defenders in an Improved Position hex may only choose guerrilla combat if ALL defenders are guerrillas, AND the player **occupying the Improved Position** chooses guerrilla combat. In a guerrilla combat, no defensive adjustment is made for Improved Positions.

Once built, Fortifications are neutral; they benefit whichever player has units defending in the hex. A Fortification marker is removed only if the defender completely vacates the hex due to retreat or elimination in combat. **If a unit voluntarily moves out of a Fortification during normal movement, the Fortification is not destroyed, and remains in place.**

**5.40 Sanctuaries and Combat**

Combat may not occur between units inside Sanctuary boxes, or between units in different Sanctuary boxes.

**5.42 Sudanese Territory**

Combat may occur in the portion of the Sudan contained on the regular hex-grid, but only between units and leaders permitted to enter this area of the map (normally FAN, PLA and ANL guerrillas and leaders).

**Cross-border attacks into Sudanese Territory from a hex inside Chad are prohibited if the hex contains ANY units prohibited from entering Sudan.**

**5.50 Special Combat Rules**

**5.51 Stacking during and after Combat**

Stacking limitations are in effect for BOTH players at all times throughout the combat portion of a player segment. Overstacked units are eliminated PRIOR to resolving a combat. Retreating and advancing units may not enter a hex in violation of stacking restrictions.

**5.52 Advance After Combat**

If the defending force is eliminated or retreats for any reason, any number of surviving units belonging to the attacking force may occupy the target hex , within the limitations of stacking and Prohibited Movement (4.25). Advance after combat is always voluntary for the attacker. Units in a defending force may NEVER advance after combat, even if the attacker retreats or is eliminated.

**5.53 Guerrilla Pre-Combat Operations**

ALL defending guerrillas and guerrilla leaders in a hex, as a group, must perform ONE (and only one) of the following operations after the combat differential is calculated, but before combat is actually resolved:

* Remain in place and defend the target hex normally
* Attempt withdrawal
* Perform an Ambush

If any defending units remain in the target hex following Guerrilla Pre-Combat Operations, combat is performed normally with surviving attacking and defending units. If no defending units remain, the attacking units may perform Advance after Combat.

WITHDRAWAL—the defending player rolls one die for all the guerrilla units in the target hex, determines how many adjacent hexes contain enemy combat units, and consults the Guerrilla Pre-Combat Withdrawal Table (5.82). Either all of the guerrilla units in the hex will be allowed to retreat, or none of them will. Retreating units must move TWO hexes away in any direction; they need not remain stacked together. If a retreating unit is forced to violate stacking or perform Prohibited Movement (4.25), it is eliminated instead.

**Guerrilla Withdrawal is optional for EACH guerrilla unit and leader under attack, once the Guerrilla Pre-Combat Withdrawal Table (5.82) permits withdrawal to occur. Any or all guerrilla units may remain and undergo combat. Each unit or leader withdraws separately, never in stacks.**

AMBUSH—the defending player (using whatever guerrilla combat units, Commanders and leaders he wishes) selects ONE adjacent hex containing attacking enemy units and immediately performs a special combat against ALL units in the hex. (Leaders that do not modify the combat may still join in the ambush, and benefit or suffer from all combat results received.) This combat follows all normal rules, except that the guerrillas are treated as the attacker for all purposes; the original attacking units are treated as the defenders. Also, the defender (i.e., the original attacker) receives NO TERRA IN OR IMPROVED POSITION COMBAT BENEFITS. If any losses, retreats, and advances after combat occur, the originally scheduled combat’s differential will need to be recalculated. If the original defending force contains NO conventional units, all original defenders remaining in the target hex after the Ambush receive NO TERRAIN OR IMPROVED POSITION COMBAT BENEFITS if the original attacker subsequently performs the scheduled combat. [A pure guerrilla force exposes itself by making an ambush, and lacks cover from conventional units to return to its positions.]

The Guerrilla units may only choose the WITHDRAWAL or AMBUSH option if Presence in the prefecture is in their favor:

For pro-government guerrillas, prefecture Presence is in their favor if the presence level is P1 or P2.

For pro-rebel guerrillas, prefecture Presence is in their favor if the presence level is P0 or P1.

**5.54 Special OAU Restrictions and Automatic Withdrawal**

OAU units are considered “peacekeeping” forces that neither attack nor defend normally. OAU units may never attack, and are withdrawn from play if the hex they occupy is attacked by Rebel combat units. All OAU units are withdrawn BEFORE calculating the combat differential or resolving the attack. OAU units removed from play are NOT placed in the Task Force Losses box. They can only return to play as part of a future OAU task force called for by the France/OAU Aid to Government Table (7.45).

**5.60 Commanders and Leaders in Combat**

**5.61 Guerrilla Leaders**

A guerrilla leader stacked in the same hex with one or more units of his faction modifies the die roll on the Combat Results Table. ADD ONE (+1) to the die roll if the leader is part of the ATTACKING force. SUBTRACT ONE (-1) from the die roll if the leader is part of the DEFENDING force. No more than one may be added or subtracted from a die roll, regardless of the number of eligible leaders present on a side. No guerrilla leader may be used to modify the die roll by a side whose Commander is present in the combat hex.

**5 .62 Commanders**

If the Commander is stacked in the same hex with one or more units of his faction modifies the die roll on the Combat Results Table, ADD his Military Skill level to the die roll if the leader is part of the ATTACKING force. SUBTRACT his Military Skill level from the die roll if the leader is part of the DEFENDING force.

**5.63 French Units**

A French ground unit participating in Combat modifies the die roll on the Combat Results Table. ADD ONE (+1) to the die roll if the French unit is part of the ATTACKING force. SUBTRACT ONE (-1) from the die roll if the French unit is part of the DEFENDING force. No more than one may be added or subtracted from a die roll, regard less of the number of French units present on a side. [Design Note: this represents superior French military planning and operational capabilities.]

**When modifying the dice roll, each side in a combat must choose ONE of the following modifiers: Commander's Military Skill, Guerrilla Leader, or Presence of French Units. Ignore other modifiers once the selection is made.**

**NO MORE THAN ONE DIE ROLL / COMBAT STRENGTH MODIFIER MAY BE APPLIED PER SIDE FOR A SINGLE COMBAT FOR GUERRILLA LEADERS, COMMANDERS OR FRENCH UNITS!!!**

**5.64 Leader and Commander Elimination**

Leaders and Commanders are eliminated if all the units they are stacked with suffer elimination as a result of combat. A Leader or Commander not stacked with any friendly combat units has no combat strength and is immediately eliminated the instant an enemy combat unit (not merely another leader or Commander) enters its hex for any reason. An eliminated guerrilla leader is immediately placed in the NEW ARRIVALS section of the Sanctuary box designated for its faction. If a Commander is eliminated, the game immediately ends and victory is determined. Leaders or Commanders cannot be attacked or eliminated while in a Sanctuary box or the Out of Country box. See Guerrilla Replacements (12.10) for further details.

**5.70 Combat Effects on GDP**

If players are using Part II of the rules, see Combat Effects on Prefecture Production (7.50).

**5.80 Combat Charts and Tables**

**5.81 [Combat Determination Chart]**

**5.82 [Guerrilla Pre-Combat Withdrawal Table]**

**5.83 [Combat Results Table (CRT)]**

**PART II: POLITICS AND ECONOMICS**

**[6.00] ANNUAL HARVESTS AND RANDOM EVENTS**

At the beginning of each Wet Season, theGovernment Player rolls two dice and checks theAnnual Harvest Table. Any production changesrequired by the table are IMMEDIATELY madeon the Prefecture Display. Note that changes are made by REGION; each Prefecture in a region isequally affected by the table result. Production ina Prefecture may never fall below ONE (1), norexceed the maximum level indicated on the Display.

**6.10 Drought**

**Drought occurs on a roll of 4 or 5** on the Annual Harvest Table. Severe Drought occurs on a roll of 2 or 3.

**6.11 Effects of Drought**

All Savannah hexes are treated as Desert hexes for the current Wet Season AND the upcoming Dry Season (i.e., for an entire year): units in Savannah arc subject to Desert Water Supply (4.30). **All tan colored hexes, including those containing Mountain and either type of Marsh, are considered to be Desert Terrain during Drought.**

Use the “Drought” line on the Terrain Effects Chart (4.90) for all Marsh hexes during the coming Wet and Dry Seasons. **Perennial Wells (spiked blue circles), which are all located in Depression hexes, continue to function during Severe Drought, but Normal Wells (blue dots) do not.**

A Road or Track located in either type of Marsh hex (Perennial or Seasonal) is passable during the current Wet Season AND the upcoming Dry Season. Use the Road or Track movement rate when entering the hex along a Road or Track.

**6.12 Effects of Severe Drought**

All the effects of Drought still occur (see above).

Wells located outside of a Depression hex do not function; they may NOT be used for Desert Water Supply (4.30). Non-functioning Wells are considered dry for the current Wet Season AND the upcoming Dry Season (i.e., for an entire year).

**6.20 Random Events**

If the dice roll result on the Annual Harvest Table indicates that a Random Event may occur, the Government Player rolls one die on the Random Events Table and immediately applies the results.

**6.30 [Annual Harvest Table]**

**6.40 [Random Events Table]**

**[7.00] GROSS DOMESTIC PRODUCT (GDP)**

During the GDP Determination Phase each Wet Season, the Government Player determines Chad’s total production and receives foreign aid. Total production is the sum of available prefecture production, plus an optional tax increase. Foreign aid is then added to this total for certain purposes; it is calculated and recorded separately on the GDP scale. (The GDP is expressed as a percentage of the country’s normal domestic product needs. If GDP is 100%, then Chad’s product needs are being met satisfactorily. If the GDP is greater than 100%, the country is experiencing economic growth; if it is less than 100%, Chad is undergoing economic recession and decline.)

**7.10 GDP Level**

GDP is calculated only during the GDP Determination Phase, even though production levels in various Prefectures may change due to the effects of combat. If the Rebel Player captures the national capital of N’Djamena (14.23) and becomes the Government Player, he uses the previous government’s GDP Level for all purposes until the next GDP Determination Phase.

The Government Player should always keep track of Production Levels for ALL prefectures, even those with Presence 0 (PO) indicators on the Prefecture Display. If the Government Player establishes Presence in a prefecture (indicated by P1 or P2 chits on the Display), he can only use whatever Production Level is currently recorded in a given prefecture. See Government Presence (10.00) for further details.

**7.20 Prefecture Production**

Production for individual prefectures is recorded on the Prefecture Display (see map sheet). Initial Production levels are set at the start of each scenario, and then changed due to results obtained on the Annual Harvest Table (6.30) and the designation of Prefectures as War Zones (7.50). Each Prefecture's Production Level marker is used to keep track of the initial level and any changes that occur. A Prefecture’s Production Level is one or the criteria used to determine Government Presence (10.00) in the prefecture.

**7.21 Calculating Total Production**

During the GDP Determination Phase, the Government Player first calculates GDP by:

1. Adding together the Production Levels of all prefectures containing either a P1 or a P2 marker (only) on the Prefecture Display.
2. Rounding the number obtained either up or down to the nearest multiple of five, and expressing the result as a percentage figure.

The Government player then places the GDP Level marker and the Foreign Aid marker together in the appropriate space on the GDP Scale.

**Comprehensive example of GDP rounding “to the nearest 5 per cent”:**

**Raw Production Level: 50-52 53-57 58-59**

**Final GDP Level: 50% 55% 60%**

**7.22 [Prefecture Presence and Production Display (see mapsheet)]**

**7.23 [Gross Domestic Product (GOP) Scale (see mapsheet)]**

**7.30 Tax Increase**

After Prefecture Production is determined, the Government Player may declare a Tax Increase. Use the following procedure:

1. Select ONE prefecture with a Presence 2 chit currently in place on the Prefecture Display
2. Flip over the P2 chit to its P1 side
3. Move the prefecture’s Production Level marker TWO spaces to the LEFT on the Prefecture Display
4. Move the GDP Level marker ONE space (5%) to the RIGHT.

During each GDP Determination Phase, the Government Player may perform a Tax Increase in only ONE prefecture, and raise the GDP level only ONE space (5%).

**7.40 Foreign Aid and Intervention**

Both the Government Player and the Rebel Player determine foreign aid to their respective sides during the GDP Determination Phase. The players use three different foreign aid tables, which should always be consulted in the same sequence: France/OAU Aid to Government; Libyan Aid to FAP; American Aid to FAN.

When consulting one of the foreign aid charts, a player rolls one die, makes any required adjustments to the die roll, and cross-references the result with the criteria listed along the top of the table. Each table contains its own set of criteria; players should refer to the individual tables for details.

**7 .41 Foreign Aid**

The amount of economic assistance gained from a foreign aid table is indicated in units of five percent (5, 10, 15 and 20%--the equivalent of 1, 2, 3 and 4 spaces on the GDP scale). The Foreign Aid marker is placed a number of spaces to the RIGHT of the GDP Level marker, equal to the total percentage of aid received from a particular aid table. If additional aid is received after the Aid marker has been placed on the GDP Scale, move the marker further to the right to record the increase. Only the Government Player can receive economic assistance; the Rebel Player ignores any economic assistance result he receives (but see Government in Exile, optional rule 13.70). IMPORTANT: DO NOT MOVE THE “GDP LEVEL” MARKER WHEN RECORDING FOREIGN AID.

EXAMPLE: The FAN player is the Government, and the current GDP Level is 50%. The player receives “10” on the France/OAU Aid to Government Table, and places the Foreign Aid marker in the 60% space (10% above the GDP level). The player then receives “5” on the USA Aid to FAN Table, and moves the marker one space (5%) right, to the 65% space.

**7.42 Intervention Task Forces**

The France/OAU Aid to Government Table and the Libya Aid to FAP Table indicate placement or withdrawal of intervention French. OAU, and Libyan task forces for the Government and FAP. If a letter result (A through R) occurs, players should use the Intervention Task Forces Chart to determine the number and types of Libyan, French and OAU combat units that will enter play during the appropriate friendly player segment of ANY Impulse of the Wet Season Tactical Phase. Withdrawals are explained on the charts. See also Placement of New Units (12.40) and Use of Intervention Forces (8.00).

**7.43 Bonus FAN Units**

The American Aid to FAN Table indicates how many bonus units the FAN will receive.

If the FAN player is also currently the REBEL player, he receives the indicated number of guerrilla units, from one or more Rebel-controlled factions of the player's choice (which may include the FAN faction). These units are in addition to any Guerrilla Replacements (12.10) FAN may receive. Each bonus guerrilla unit is placed in the “New Arrivals” section of the appropriate Sanctuary box.

If the FAN player is also currently the GOVERNMENT player, he may choose to receive guerrilla units from one or more Government-controlled factions of the player’s choice. The Government player may also choose to receive conventional Government (FANT) infantry companies (2-2-6s). The player may receive any combination of guerrilla and FANT units, within the numerical limit set for bonus units on the table.

**When the FAN player is the Government, FAN guerrilla units may be selected, if desired. For maintenance costs of FANT units, see rule 9.21.**

All bonus units are FREE the turn they are received but conventional units must be maintained normally thereafter. FANT bonus units may be taken from the FANT Losses box and/or new FANT units (Government player’s choice). Place each guerrilla unit in the Sanctuary box designated for its faction. Place each FANT unit in the Government Reinforcements & Replacements box.

**7.44 Commander Going Abroad and Returning From Abroad**

In addition to other movement options described in (4.63) and (4.64), both main faction Commanders may go abroad in an effort to gain more Foreign A id. To do so, a Commander must begin a friendly segment of an Impulse on an Airfield or Airbase. Simply pick up the Commander counter and place it in the Out of Country box on the map sheet. A Commander may return from abroad in any subsequent friendly segment of an Impulse. Simply remove the Commander from the Out of Country box and place it in one of the following locations:

* N’Djamena (Government player only)
* An Airfield or Airbase occupied by friendly combat units in the Commander’s home prefecture (Biltine for Habre. Tibesti for Goukouni, Ennedi for Deby)
* Any Sanctuary box, regardless of its designation (Rebel Player only). **Remember that the Commander is NEVER placed in the “new arrivals” section. He goes directly into one of the main sections of the Sanctuary Box he enters.**
* El Geneina, in Sudanese Territory (Habre only, unless scenario special rules say otherwise)

The Commander may perform no other type of movement in the player segment he goes abroad or returns to Chad.

If a Commander is in the “Out of the Country” box on the map at the time the Foreign Aid charts are used, then his Foreign Aid Skill may be added to EVERY Foreign Aid die roll made by the player who controls the Commander.

**7.45 [France/OAU Aid to the Government]**

**7.46 [Libyan Aid to FAP]**

**7.47 [American Aid to FAN (Habre)]**

**7.48 [Intervention Task Forces Chart]**

**7.50 Combat Effects on Production**

Each time combat occurs in a Prefecture for the FIRST time during an Impulse of a Tactical Phase, the Government Player immediately flips the Prefecture’s Production marker over to its WAR ZONE side and moves it one space to the LEFT on the Prefecture Display. All markers are flipped over to reveal their “Normal Production” side at the end of each Impulse. A prefecture can lose only ONE production level per Impulse, and a maximum of THREE production levels per Tactical Phase in a Season due to the effects of combat. Prefecture production may NEVER fall below ONE (1). At the end of each Tactical Phase, all affected markers should be returned to their “Normal Production” side.

EXAMPLE: The Government Player currently has Presence in Mayo-Kebbi, Moyen Chari, Logone and Lac prefectures, and thus controls their production. The Production Level markers in these prefectures are located in the 10, 8.5 and 3 spaces respectively. Lac began the Dry Season at 6, but lost 3 levels because combat occurred there in all three Impulses of the preceding Tactical Phase, which made Lac a War Zone three different times. The raw production total is 26, which is rounded down to the nearest multiple of five to arrive at a Total Production Value figure of 25%. The GDP Level marker is placed in the 25% space on the GDP Scale.

**A prefecture with a production marker on its War Zone side cannot lose any additional levels as a result of combat within its borders during the current Tactical Impulse. Since production markers are all flipped to their normal sides at the end of the impulse, a prefecture could lose a maximum of one level during each subsequent impulse.**

**[8.00] INTERVENTION TASK FORCES**

Intervention forces obey all normal game rules, except as noted below. Also, Task Force units are restricted in movement (4.40) and OAU units may not participate in combat (5.54).

**8.10 Libyan Intervention Forces**

Libyan units are always controlled by the FAP player. Libyan units may attack any enemy forces on the map at any lime, including the French.

**8.20 French Intervention Forces**

French units are always controlled by the Government Player (whether FAP or FAN). If FAN controls the Government, French ground forces may not attack Libyan units—or Rebel-affiliated guerrilla units stacked with Libyans—until a Libyan unit attacks a French unit for the FIRST time in the game. Once this occurs, French units may attack Libyan units per normal combat rules for the rest of the game. **Note the ability of French units to attack Libyan units on the Game Status Sheet, if and when it occurs.**

**8.30 Stacking of Intervention Forces**

French and Libyan units may NEVER end a player segment stacked together in the same hex under any circumstances, even if they happen to be controlled by the same player. OAU units may never end a player segment stacked with Libyan units. French, OAU, FANT and Government-affiliated guerrilla units may freely stack with each other in any combination. Libyan, FAP and pro-FAP guerrilla units may freely stack with each other in any combination.

**All units controlled by a player may stack together regardless of nationality, with the following two exceptions: 1) Libyan and French units; 2) Libyan and OAU units.**

**8.40 Libyan Aid to FAP Government**

If the FAP player is currently the Government Player AND any Libyan combat units are present on the map or in the Task Force Losses box, no French and OAU combat units currently in play may occupy any hex outside of the prefectures comprising the Southern Region of Chad, plus the prefecture of Chari-Bagurmi. Players should note this fact on the Game Status Sheet. This restriction remains in effect until the FAN player captures N’Djamena and becomes the new Government player.

At the instant the two criteria for Libyan support for the FAP Government are met, all French and OAU units located outside the restricted area are immediately eliminated. Place French units in the Task Force Losses box, and remove OAU units from play entirely. Units that subsequently move or are forced to retreat outside the specified areas are also eliminated. Normal rules for Reinforcements and Replacements (12.00) apply to these eliminated units. **Note the special restriction on French/OAU forces on the Game Status Sheet, if and when it occurs.**

*[This rule prevents an unrealistic amount of co-ordination between French/OAU and Libyan forces, which were not on good terms even when they both supported the FAP.]*

**[9.00] GOVERNMENT BUDGET ALLOCATION**

**9.10 The Annual Government Budget**

In addition to percentage figures, each space on the GDP Scale also shows the sustainable government defense budget, expressed in “Budget Credits.” Each Budget Credit represents about one billion CFA francs (CFA stands for the Central African Financial Co-operative; the rate of exchange in 1986 was 346 CFA francs per U.S. dollar). The Government Player obtains the annual budget by locating the Budget Credit figure in the space on the GDP Scale containing the Foreign Aid marker. (If no economic assistance was received, then the Foreign Aid marker should be located in the same space as the GDP Level marker.)

Budget Credit expenditures may never exceed the amount corresponding to the GDP Level plus foreign aid; NO DEFICIT SPENDING IS ALLOWED. Budget Credits that are not expended at the beginning of a Budget Allocation Phase are lost; budget surpluses may not be created. Budget Credits are expended as described below.

**9.20 Financing the Armed Forces**

The Government Player must first use his available budget credits to maintain existing FANT units, and then may choose to purchase FANT units not currently in play. Costs are indicated in the Unit Values and Costs Chart.

**9.21 Maintaining FANT Units**

Maintenance of existing FANT units on the map is mandatory. If insufficient budget credits are available to maintain all FANT un its, then the Government Player must choose which FANT units will be disbanded (i.e., eliminated from play). Place disbanded units in the FANT Losses box.

**9.22 Purchasing FANT Units**

If excess budget credits are available after FANT maintenance costs are paid, the Government Player may purchase new FANT unit s, and rebuild units located in the FANT Losses box on the map. (Note that the costs arc significantly higher for purchases of new units.) Purchase of new units is limited by the countermix. Purchase of reconstituted units is limited to those in the FANT Losses box. Place all purchased units in the Government Reinforcements& Replacements box on the map.

**9.23 [Unit Values and Costs Chart]**

**9.30 Increasing Prefecture Productivity**

If excess budget credits are available after maintenance and purchase of FANT units, the Government Player may also invest in individual prefectures to produce a better GDP in subsequent years. S/he may only invest in prefectures with P1 or P2 chits. For every TWO budget credits spent, the Government Player may move anyone qualified prefecture’s Production Level marker ONE space to the RIGHT on the Prefecture Display. There is no limit to the number of Budget credits that can be expended in a single prefecture, but the Production Level can never be raised higher than the maximum value indicated on the Prefecture Display.

**9.40 FANT Unit Breakdown and Consolidation**

During the Budget Allocation Phase, each FANT infantry battalion (7-3-6s) may be broken down into three infantry companies (2-2-6s), or three FANT infantry companies can be combined into one infantry battalion. No other exchange of units is permitted at any time in the game. Exchanges are limited by the countermix, and the availability of appropriate counters off the map and in the FANT Losses box.

IMPORTANT: FANT infantry companies need not be in the same hex in order to combine into one battalion, but they must be located in the same prefecture. Place the battalion counter in one of the hexes occupied by an infantry company involved in the exchange.

**FANT units removed from the map as a result of breakdown or consolidation are placed in the same box or pile from which the substituting unit(s) came. Example: A battalion in the FANT Losses box is used to consolidate three companies located in a single prefecture. Remove the three companies and place them in the FANT Losses box, where the battalion unit originated.**

**[10.00] GOVERNMENT PRESENCE**

During the Government Presence Adjustment Phase at the end of each season, the Government Player determines the extent of his/her “presence” within Chad. Presence measures the Government’s influence in each prefecture, and reflects its popularity and ability to protect and administer the country. It is recorded in the red-colored spaces on the left side of the Prefecture Display. “P0” indicates no presence or control in a prefecture. The placement of a Presence 1 (P1) chit indicates that minimum Government administration is operating, and a Presence 2 (P2) chit indicates full control.

**10.10 Determining Presence Levels**

The level of Government Presence in a Prefecture normally depends on the criteria established in the Government Presence Chart. When the capital is captured and the government changes hands, the new Government player uses a special set of criteria to determine the placement of Presence chits; see special scenario rules for capturing the capital (14.23).

**10.11 Effect of Combat Units**

Only FANT infantry battalions, FANT infantry companies, and guerrilla faction units are used to determine Presence. Intervention units never affect Presence levels. **The parenthesized Occupation Level value is located in the Presence Level space on the LEFT side of each line on the Prefecture Display.** This number indicates the MINIMUM step value of FANT infantry units that must be within the borders of the indicated prefecture 10 make the prefecture eligible for complete Government control (Presence 2). Players should consult the Government Presence Chart for other effects of FANT and guerrilla units.

**10.12 Median Production**

Each prefecture on the Prefecture Display has a position denoted by a heavy colored line, indicating Median Production. Production in a prefecture is considered to be below Median Production when the Production Level marker is located in any space to the LEFT of the line, and above Median Production when the marker is located in any space 10 the RIGHT of the line. (It does not matter whether the Production marker is on its Normal or War Zone side.)

**See the Government Presence Chart (10.30) for the effects of falling below or rising above Median Production in a prefecture.**

**10.20 Changing Presence Levels**

Most changes in Presence will occur at the end of each Season, but player actions during other phases of a Season may also have an impact.

**10.21 End-of-Season Adjustment Limitation**

During each Government Presence Adjustment Phase, the Presence Level in each prefecture may be changed no more than ONE level up or down, regard less of the criteria satisfied on the Government Presence Chart. Thus, a P2 may not be reduced directly to P0, nor may a P0 become P2, during a single Adjustment phase.

**10.22 Adjustments During Other Phases**

A prefecture with a presence level of P2 may be reduced to P1 due to the following occurrences: terrorism during the Guerrilla Affiliation Phase, tax increase during the GDP Determination Phase, and combat that forces production below the Median Production line during the Tactical Phase. These changes are made on the Prefecture Display the instant the appropriate condition is met. In addition, ALL Presence markers are removed from the Prefecture Display the instant the Rebel Player captures the capital of N’Djamena (see scenarios).

**A prefecture already having a P1 presence level can never be reduced to P0 as a result of terrorism, tax increase, and production falling below the median.**

**10.30 [Government Presence Chart]**

**[11.00] GUERRILLA AFFILIATION CHECKS**

At the beginning of each Dry Season, both players may attempt to change the allegiance of guerrilla factions currently affiliated with the enemy player, or to win the allegiance of independent guerrilla factions. Results are based on simultaneous die rolls by both players, modified per the Affiliation Check Adjustments Chart. The modified die rolls are then compared to determine whether the leader and his entire faction changes affiliation.

**11.10 Affiliation Check Procedure**

The Rebel player has the first opportunity to declare an Affiliation Check, or Pass. Then the Government player has the second opportunity to declare a Check, or Pass. Players alternate declaring Affiliation Checks or Passing, until both players pass in succession, or all eligible faction leaders have been checked. Once either of these events occurs, the Guerrilla Affiliation

Check Phase ends.

**11.11 Selecting Units for Affiliation Checks**

Only ONE Affiliation Check can be conducted for a particular leader during each Guerrilla Affiliation Check Phase. Affiliation Checks are NOT mandatory; it is possible that several leaders will not be checked during a given Phase. Players should use the Affiliation Check Roster (11.13) to keep track of which leaders have received an Affiliation Check during the current phase.

NOTE: individual FAN and FAP units may be selected for a Check, if the optional “Main Faction Guerrilla Affiliation Checks" rule (13.60) is used.

**11.12 Prohibitions**

Affiliation Checks CANNOT be made for Guerrilla faction leaders located in a Sanctuary box, or Commanders (Habre, Goukouni, Deby) regardless of their location.

If a player declares an Affiliation Check that cannot be executed, the Check is not performed. This is NOT counted as a Pass; the player is considered to have “wasted” his opportunity. The opposing player may now declare a Check or pass.

**11.13 [Affiliation Check Roster]**

**11.20 Conducting Affiliation Checks**

Players each simultaneously roll one die, adjusting results per the Affiliation Check Adjustments Chart. If the adjusted die results are EQUAL, then the targeted leader's ENTIRE faction becomes an Independent Guerrilla Faction (11.30). If the die roll results are NOT equal, compare the difference between them with the Loyalty Factor of the targeted faction leader, as follows:

1. If the difference between the modified Affiliation Check die roll results is LESS THAN the targeted leader’s (or Independent Guerrilla Faction’s) Loyalty Factor, there is no effect.
2. If the difference is EQUAL TO OR GREATER THAN the Loyalty Factor, then the entire faction immediately joins the player with the HIGHER adjusted die roll. IF THIS CAUSES A CHANGE OF AFFILIATION from one player to the other, all units currently in play that belong to the leader's faction are flipped over to the side of the counter possessing the same background color as the winning player's main faction—either red for FAP (Goukouni) and MPS (Deby), or blue for FAN (Habre). Immediately place the leader and units in the “New Arrivals” section of the Sanctuary box designated for that faction.

IMPORTANT: Cases where the player with the higher adjusted die roll already controls the faction leader undergoing the Affiliation Check are NOT considered a change of affiliation.

**11.23 [Affiliation Check Adjustments Chart]**

**11.30 Independent Guerrilla Factions (IGFs)**

Certain guerrilla factions begin a scenario unaligned with either player, or may become unaligned due 10 Random Events or Affiliation Checks. All such unaligned factions are referred to as IGFs. (NOTE: FAN, FAP and MPS can NEVER become IGFs.)

**11.31 Placement of IGFs**

Whenever an IGF is created, players should collect the faction’s leader and all units of the faction currently in play and place them on their home town, as indicated on the Affiliation Check Roster (11.13). IGFs are exempt from any stacking restrictions. Place an “IGF” marker on top of the stack.

**11.32 IGFs and Affiliation Checks**

During each Guerrilla Affiliation Check Phase, either player may roll for the allegiance of any IGF leader, except those belonging to IGFs created during the current Phase. Use the Loyalty Factor of THREE (3) printed on the IGF marker, instead of the faction leader’s Loyalty Factor. If the Check is successful, the IGF marker is removed and all affected units are flipped to the side indicating affiliation with the activating player. The units remain in their base hex; they are NOT placed in a Sanctuary box. Activated units of former IGFs may move normally, beginning with the next Tactical Phase, and MUST obey stacking limitations at the end of the next FRIENDLY player segment. **Rotate newly placed IGF markers 180 degrees to indicate they cannot undergo another affiliation check until the next Dry Season.**

**11.33 Effect on Movement and Combat**

IGFs may not move or attack until they cease to be IGFs. Combat units of ALL types (NOT just guerrillas) belonging to both sides may use Infiltration (4.22) to move through IGFs, and pay the usual Infiltration costs. However, if any units end their movement adjacent to an IGF’s hex, they MUST attack the IGF. The IGF instantly becomes affiliated with the player who is NOT attacking it; remove the “IGF” marker.

**11.34 Effect on Government Presence**

IGFs DO count against the Government when determining Presence in a prefecture. However, the Rebel Player NEVER controls IGFs.

**11.40 Terrorism**

Both players have the option to conduct terrorism in one or more prefectures at the beginning of the Guerrilla Affiliation Check Phase. The decision whether or not to do so occurs before any affiliation checks are conducted. Each prefecture can be checked for Terrorism ONCE by each player. Results of Terrorism affect ALL Affiliation Checks performed in a given prefecture during the Affiliation Check phase. Players should use the Terrorism Record (11.43) to keep track of which prefectures are affected by Terrorism, which player committed terrorism against a given prefecture, and the affiliation die roll modifier(s) for the prefecture.

**11.41 Procedure**

In order for a player to conduct terrorism, at least one friendly guerrilla unit must be present in the target prefecture. The player rolls one die and consults the Terrorism section of the Affiliation Check Chart (11.23). The result is used to modify ALL Affiliation Check die rolls the player conducts (if any) inside that prefecture during the current Guerrilla Affiliation Phase.

**11.42 Effect on Government Presence**

If the Government Player attempts terrorism in a prefecture with a Presence 2 chit, immediately flip the chit to its Presence 1 side.

**11.43 [Terrorism Record]**

**[12.00] REINFORCEMENTS AND REPLACEMENTS**

New units and previously eliminated units may appear, as described below. Once received, such units may enter play during any friendly player segment of any Tactical Phase Impulse, at the owning player's discretion.

**12.10 Guerrilla Replacements**

During the Guerrilla Replacement Phase of each Dry Season, both players may attempt to obtain replacement units for any guerrilla faction that currently supports their respective sides.

**12.11 Eliminated Guerrilla Combat Units**

Guerrilla combat units eliminated for any reason are placed in a pile off the map. They may not return to play until received during the Guerrilla Replacement Phase of a Dry Season, at which time they are placed in the “New Arrivals” section of an appropriate Sanctuary box. Units are not free to move out of a Sanctuary box until they have been transferred from the New Arrivals section to the main portion of the box, at the beginning of the next Tactical Phase.

Use the following procedures to determine guerrilla replacements:

1. Government Player—roll one die, consult the Guerrilla Replacements Table, and cross-index the result with the number of prefectures that currently contain Presence 2 chits on the Prefecture Display.
2. Rebel Player—roll one die, consult the Table, and cross-index the result with the number of friendly faction leaders (including the player’s Commander)
3. Both players—the table result for each player is the maximum number of guerrilla combat units currently not in play that the player may choose. Replacements may belong to one or more friendly guerrilla factions, and may include the player's main faction (FAP, FAN, MPS). A player may only replace units of factions whose leader is currently affiliated with the player’s main faction.

IMPORTANT: The FAP (or MPS) player may only take replacements from available units belonging to a guerrilla faction whose leader is on his pro-FAP (red -colored) side, or from available units marked “FAP” with pro-FAP colors. The FAN player may only take replacements from available units belonging to a guerrilla faction whose leader is on his pro-FAN (blue-colored) side, or from available units marked “FAN” with pro-FAN colors.

**All eliminated units belonging to guerrilla factions included in the initial set-up of a scenario are eligible for replacement. This includes factions that begin a scenario as IGFs. All unused guerrilla factions never enter play, and thus cannot be received as replacements.**

**12.12 Eliminated Guerrilla Leaders**

An eliminated guerrilla faction leader is immediately placed in the “New Arrivals” section of the Sanctuary box designated for his faction. Like all “New Arrivals”, the leader must enter the main portion of a Sanctuary box al the beginning of the next Tactical Phase before it can leave its Sanctuary. The leader continues supporting the same side that he did before the elimination occurred. Guerrilla factions can never be entirely eliminated from the game.

**12.13 Eliminated Commanders**

Eliminated Commanders arc never replaced. Instead, the game ends immediately and victory is evaluated: see scenarios.

**12.14 [Guerrilla Replacements Table]**

**12.20 FANT units**

New and reconstituted FANT units are acquired as part of the Government Budget Allocation Phase (9.00). As FANT units are purchased, they should be placed in the Government Reinforcement & Replacements box on the map.

**12.30 Intervention Units**

New French, Libyan, and OAU combat units enter the game as part of one or more task forces. Eliminated French and Libyan units may return to action as replacements.

**12.31 Task Forces**

New French, Libyan, and OAU task forces are received through the various Foreign Aid tables, during the GOP Determination Phase. Units in task forces that are currently on the map or in the Task Forces Losses box can only be removed from play by a “Withdrawal” result on the Foreign Aid Tables. Even after Withdrawal, a Task Force can later return to play if called for again by the appropriate Foreign Aid Table. All intervention units currently not in play or in the Task Force Losses box should be set aside and inverted, so that the Task Force options for every such unit are visible to both players. When a Task Force letter is received on a Foreign Aid Table, all units not in play that possess that letter are immediately placed in a friendly Reinforcements/Replacements box.

IMPORTANT: Withdrawn units are NOT placed in the Task Force Losses box; they may not be received as replacements.

**12.32 Replacements**

Libya and France—Any ground units eliminated for any reason are placed in the Task Force Losses box. ALL units in that box are automatically moved to the appropriate Reinforcements & Replacements boxes during the “Intervention Task Force Adjustment” portion of each Tactical Phase.

OAU—lost units are not placed in the Task Force Losses box, and are not available as replacements. They may only reappear as directed by the France/OAU Aid to Government Table. Newly received OAU units are immediately placed in the Government Reinforcement & Replacement box.

**12.40 Unit Placement on the Map**

Any or all units located in a Reinforcement& Replacement box may enter play during any friendly player segment of an Impulse during the Tactical Phase. **Reinforcements may be placed on the map in violation of stacking restrictions, but may not end the next friendly movement segment of the Tactical Phase overstacked (see 4.23).** Units may remain in a Reinforcement & Replacement box indefinitely, unless otherwise directed by scenario special rules.

**12.41 Guerrillas**

Guerrilla units enter or return 10 play from the appropriate Sanctuary boxes. They are never placed directly in a hex. EXCEPTION: newly activated IGFs (11.32). **A newly received guerrilla unit is always placed in the “new arrivals” section of any Sanctuary box its faction is allowed to enter.**

**12.42 FANT units**

FANT units are placed on any Airfield or Airbase unoccupied by Rebel-affiliated units, if the hex is located in a prefecture with presence level of P1 or P2. If the prefecture has presence level of P0, the units must be placed on any Airfield or Airbase in the prefecture occupied by Government-affiliated combat unit s. No Airbase or Air field can receive a second new FANT unit until ALL eligible Airfields/Airbases have received one new FANT unit. A third new FANT unit cannot be placed until all eligible locations have received two new FA NT units, and so on.

**12.43 Intervention units**

All intervention units in a Reinforcements/Replacements box may enter play at the beginning of any friendly segment of any Impulse during the current Tactical Phase.

* **French units enter play at N'Djamena (1537) or any hex on the south map edge between 1653 and 2852, inclusive. This does not include hex 1853 (off limits to all units) and 2053 (the French airbase).**
* **Libyan and Legion units enter on any Libya Sanctuary entry hex on the north map edge.**
* OAU—enter at N’Djamena

**Intervention units pay NO costs for the hex in which they are initially placed. The placement hex may not contain an enemy combat unit. Any intervention units remaining in a Sanctuary Entry hex at the end of any Tactical Impulse are returned to the Task Force Losses box.**

**PART III: OPTIONAL RULES AND SCENARIOS**

**[13.00] OPTIONAL RULES**

*The following rules may be added at player discretion to enhance play.*

**13.10 OAU Combat Effectiveness**

Although OAU units were usually withdrawn when trouble appeared, they could have been as active in combat as other Intervention forces. OAU units obey the same rules as French forces for combat and replacements. Eliminated OAU units are placed in the Task Force Losses box. OAU units continue to follow their own instructions from the France/OAU Aid to Government Table. **The movement restrictions for OAU units listed in Roads and Tracks (4.41) remain in effect even when using this special rule.**

**13.20 Terrain Stacking Restrictions**

Operations in Chad were hampered both by the terrain and the availability of water in the desert. Players can reflect this more accurately by using the Stacking Limits column on the Terrain Effects Chart. Note that the Oasis, Town, and Well stacking limits apply only in desert terrain (4.31). For non-desert terrain hexes containing any of these three features, ignore the stacking values listed for the features, and use stacking limits established for the other terrain in the hex.

**13.30 Air Units**

Unit counters have been provided representing FANT, French, and Libyan air squadrons. The FANT air unit is purchased and maintained like FANT combat units. The French and Libyan air units are always available. Note that for purposes of rules interpretation, air units are NOT considered “combat units,” but are included in the general classification “units.”

**Air units use their conventional or guerrilla strength as directed by the outcome on the Combat Determination Chart (5.81). Air units are always treated as conventional units.**

**French and Libyan air units are always on the map, unless they are eliminated in combat (see 13.34 and 13.35 [2]). Eliminated intervention air units are placed in the Task Force Losses box, and return to play like an intervention combat unit.**

**13.31 Control of Air Units**

The two French air units and the FANT air unit are always controlled by the Government player. The Libyan air unit is always controlled by the FAP player. Whenever the FAP player becomes the Government player, he controls all four air units.

**13.32 Basing**

**An air unit may base at an airfield upgraded to an airbase, but only if normal basing requirements and limitations are followed (see 13.50).** The single FANT air unit may be based at any Airfield or Airbase unoccupied by Rebel-affiliated units, if the hex is located in a prefecture with Presence level P1 or P2. If the prefecture has Presence level P0, the hex must be occupied by at least one Government-affiliated combat unit. At the end of any player segment, the FANT air unit may be stacked with any other air units currently friendly to the Government player. **The FANT air unit may stack with any other Government-controlled air units, but is never required to do so. The FANT unit may NEVER base in an off-map airbase (hexes 2053 and 3810).**

French and Libyan air units may only be based at Air Bases, as follows:

\* French Airbase in Central African Republic (hex 2053)—Only the French may use the Airbase in hex 2053. It costs SEVEN (7) movement points for French air units to enter or exit the Airbase and enter Chad. To exit the base, for example, count the first hex (either 1952, 2052, or 2152) as the eighth movement point when calculating range to the target hex. Thereafter, range is determined normally.

\* Libyan Airbase in Libya (hex 3810)—Only the Libyans may use the Airbase in hex 3810. It costs FOUR (4) movement points for the Libyan air unit to enter or exit the Airbase and enter Chad. To exit the base, for example, count the first hex (either 3710 or 3811) as the fifth movement point when calculating range to the target hex. Thereafter, range is determined normally.

\* N’Djamena (1537)—Libyan or French air units may be based there only if:

1. the air unit's nationality currently has any intervention combat units in play: AND
2. the hex is occupied by one or more friendly units (conventional or guerrilla)

Libyan and French air units may not occupy N’Djamena at the same time, even if Libyan and French forces both support the Government Player. If the Rebel player captures N’Djamena, any French or Libyan air units based at the capital are immediately placed in their proper special entry hexes (2053 and 3810). Intervention air units can be placed in N’Djamena at the beginning of the first friendly segment that the criteria for basing at N’Djamena are met.

\* Upgrading Airfields: see optional rule (13.50).

**13.33 Sorties**

Air units may perform ONE sortie per friendly player segment of an Impulse. A sortie involves the movement of an air unit from the Airfield or Airbase it currently occupies to a target hex with defending enemy units. The target hex must be within the maximum range printed on the air unit counter. During movement, each hex costs one movement point, regardless of terrain or enemy units. After the combat is concluded, each surviving air unit is placed on ANY Airfield or Airbase eligible to receive it, and within the unit’s range. **Air units ignore all provisions of Prohibited Movement (4.25).**

**13.34 Combat Restrictions**

Only ONE air unit may add its combat strength to that of the attacking force (never the defender) in a single target hex. There is no interception, interdiction, combat air patrol or defensive ground support capability for air units in the game. If casualties are incurred in combat, air units may be taken as part of the attacker’s losses ONLY if at least one of the defender’s SAM or AA units (13.40) contributed its combat strength to the defense. Each air unit has a step value of ONE (1) for combat purposes only. It never counts against stacking limitations.

**13.35 Changes to Standard Game Rules**

1. The FANT air unit is maintained or purchased like any FANT combat unit. Consult the Unit Costs and Values Chan (9.23).
2. Intervention Air units are never withdrawn from play, but can be eliminated if the opposing force contains any SAM or AA units. Eliminated intervention air units are placed in the Task Forces Losses box, and return to play like any intervention combat unit. Returning air units must be placed on an eligible Airbase.
3. Air units are not affected by desert terrain or Drought. They never have to meet water requirements.

**13.40 Anti-Aircraft Artillery (AAA) and Surface-to-Air Missile (SAM) Units**

This rule MUST be used in conjunction with Air Units (13.30). SAMs appear as part of Libyan and American foreign aid (tables 7.46 and 7.47). The AAA unit appears with certain French task forces. Only the AAA unit (not SAMs) can be removed from play when a “Withdrawal” result occurs on a foreign aid table. For purposes of rules interpretation, AAA and SAM units are NOT considered “combat units,” but are included in the general classification “units.”

**13.41 Placement and Movement**

Neither AAA nor SAM units have standard movemcnt allowances. SAMs may initially be placed with any friendly conventional unit or in a Sanctuary box. Subsequently, SAMs must be “carried” by a friendly combat unit whenever they change location. The owning player may freely “drop off” a SAM or change which unit carries a SAM at any time (even during movement) as long as the SAM never moves by itself. The AAA unit may be placed in any hex in the Southern or Central Regions of Chad, but once placed it may NEVER move. It can only be removed from the hex it occupies if the French are required to withdraw, or as a result of combat.

NOTE: SAM and AAA units are never affected by Desert Water Supply rules; they do not have to meet water requirements.

**13.42 Combat Effects of SAMs**

Each SAM unit launched adds TWO (+2) to the defender’s combat strength IF AND ONLY IF an enemy air unit is pan of the attacking force. Under all other circumstances, the SAM has a combat strength of zero (0). Once a SAM is launched, it is expended and removed from play regardless of the outcome of the combat. A player is NEVER required to launch a SAM. A SAM may be saved indefinitely, although unused SAMs are considered captured by the enemy player if found alone in a hex, or if all units in the owning player's force are eliminated in combat. (SAMs may retreat along with other surviving friendly combat units.) The SAM unit should be flipped over to the side friendly to the capturing player (pro-FAP or pro-FAN). A SAM unit has a Step Value of zero (0).

**13.43 Combat Effects of AAA**

The AAA unit adds TWO (+2) to the defender’s combat strength, but ONLY if an enemy air unit is part of the attacking force. Under all other circumstances, the AAA unit has a combat strength of zero (0). Unlike SAMs, the AAA unit is not automatically expended when used. It cannot be captured by the enemy player in combat, but if forced to retreat it is eliminated instead. If the attacking force includes an air unit, the defender may select the AAA unit to fulfill some or all of the defender’s combat losses. An eliminated AAA unit is placed in the Task Force Losses box, and returns to play like any other French combat unit. The AAA unit has a Step Value of one (1) for all game purposes.

**13.44 Replacing AAA and SAM units**

The AAA unit may be eliminated and replaced like any other French unit. Eliminated and expended SAM units may be received only when called for by the appropriate foreign aid table. The number of available SAMs is limited by the countermix to two. (It is possible that one player may own both SAM units, and thus prevent the other player from receiving one.)

**13.50 Upgraded Airfields**

Historically, both the French and Libyans improved a Chadian airfield (Abeche and Aouzou, respectively) to handle jet aircraft. To reflect this capability, the Libyan and French task forces may EACH upgrade one Airfield within Chad.

At the beginning of any friendly player segment, the player may place an “Airbase Construction” marker on any Airfield occupied by at least one friendly infantry BATTALION unit of the appropriate nationality. The battalion may not move during current player segmcnt, but it is free to move off in subsequent friendly player segments and leave the marker by itself in the hex. If enemy units ever occupy or pass through a hex containing a friendly Airbase Construction marker, the marker is immediately removed. If a construction marker is still on the map at the conclusion of a Tactical Phase, it is flipped over to reveal the completed Airbase symbol. The new Airbase is now permanent and becomes available for use by air units and for Air Transport at the beginning of the next Season. For the rest of the game, it is used in the same manner as the Airbase at N’Djamena by whichever player controls the hex. The Airbase marker is never removed for any reason once construction is completed.

**Once built, an airbase counter is treated the same as the N’Djamena airbase for purposes of basing air units.**

**Control of an unoccupied Airbase marker goes to the Government if the presence level in the host prefecture is P1 or P2. If the presence level is P0, the Rebel side controls the unoccupied Airbase marker. The side with at least one combat unit physically occupying the Airbase marker's hex controls the Airbase, regardless of the current Presence level.**

**13.60 Main Faction Guerrilla Affiliation Checks**

Historically, portions of FAN allied themselves with Goukouni in the mid-1970s. Much of FAP deserted Goukouni and joined Habre’s FAN in the mid-1980s. (Even Goukouni, tired of Libyan intrigue, finally joined Habre in March 1987.) To simulate variable FAN/FAP allegiance, use the following.

**13.61 Selecting Units to Check**

During each Guerrilla Affiliation Check Phase, either player may attempt to change the allegiance of enemy FAP or FAN units. These units must be located in the same prefecture as a friendly Commander or leader. All such units in a stack may be checked individually or as a stack, at the checking player's discretion. (If checked as a stack, use the HIGHEST single Loyalty Factor among the units when resolving the check.) Each eligible unit can only be checked ONCE per phase.

IMPORTANT: Affiliation Checks may NOT be performed for FAP and FAN units located in Sanctuary boxes.

EXAMPLE: The FAN player decides to perform an Affiliation Check on a hex containing three FAP units. The FAN player could perform three separate die rolls (one for each unit) OR one die roll (for all three units).

**13.62 Affiliation Check Procedure**

Use normal Affiliation Check procedures, including all die roll modifiers, and determine the die roll difference as usual. If a modified die roll result is LESS THAN the Loyalty Factor printed on the target unit (or the highest Loyalty Factor in the target stack), there is no effect. If a modified die roll result is EQUAL TO OR GREATER THAN each targeted unit’s (or stack’s) Loyalty Factor, then the unit joins the side with the higher modified die roll. If this involves an actual change of affiliation, flip each affected unit over and place it in the “New Arrivals” section of its designated Sanctuary box.

**13.70 Rebel Government in Exile**

During most of the 1980s, Goukouni ran a Rebel administration from his home prefecture of Tibesti called the Transitional Government of National Union (GUNT). GUNT directly competed for international recognition with Habre’s government in N’Djamena, known as the National Union for Independence and the Revolution (UNIR). Although Goukouni tried valiantly, only the Libyans ever accepted his claim as the rightful ruler of Chad.

During the Campaign Scenario (only), the Rebel Player (whether Goukouni or Habre) is assumed to administer all prefectures in which there is Government Presence of zero (P0) on the Prefecture Display.

**13.71 Rebel Production**

During the GDP Determination Phase of each Wet Season, while the Government Player is calculating GDP and allocating his budget, the Rebel Player should calculate the Total Production Value of the prefectures under Rebel administration. The Rebel Player then DOUBLES this figure, adds to it any Foreign Aid received from the Libyan or American Aid charts (7.46 and 7.47) and records the result. (Players may wish to make a “Rebel GDP” marker for use on the GDP Scale.)

**13.72 The Rebel “Budget”**

The Rebel Player must use the Budget Credits he receives to maintain all friendly guerrilla combat units currently in Chad, Sudanese Territory, or in Sanctuary boxes. Guerrilla units cost one Budget Credit each to maintain; it costs nothing to maintain leaders, or to receive guerrillas and leaders as replacements. If there are not enough Budget Credits available to maintain all guerrilla units, the Rebel Player must remove unpaid guerrilla units of his choice.

If there are Budget Credits left after maintenance is completed, the Rebel Player may use them to raise the Production Level of one or more Rebel prefectures in the same manner as the Government Player. Budget Credits can never be accumulated from Season to Season.

**13.73 Additional Rebel Victory Conditions**

Campaign Scenario victory conditions remain unchanged, but the Rebel Player may achieve a Decisive Victory if his/her victory point total exceeds the Government Player's total by 100 points or more.

**13.80 Battlefield Strategy**

For players who wish to explore combat operations in more detail and add some suspense to combat resolution, use the following rules. This rule is not recommended for solitaire play.

**13.81 Procedure**

Each player should have a set of three Battle chits (which they can make up themselves using spare blank counters from other wargames; they can also use file cards or other suitable substitutes). During combat, but before either player reveals the exact contents of the attacking and defending forces, both players secretly select ONE (and only one) Battle chit. Next, determine the type of combat (guerrilla or conventional) and calculate the combat differential normally. The players then reveal their chits, modify the combat differential (if necessary), resolve the combat, and modify each side's loss results based on the Battle chits selected.

**13.82 Effects of Battle Chits**

The result of a given Battle chit applies only to the player selecting the chit, whether attacking or defending.

\* MAIN FORCE—an all-out attack or last-ditch defense

1. To select this chit, at least one of the player's units involved in the combat must be a conventional BATTALION
2. If a CONVENTIONAL combat takes place, ADD ONE (+1) to the conventional strength of each conventional unit (not guerrilla units)
3. If a GUERRILLA combat takes place, SUBTRACT ONE (-1) from the guerrilla strength of each conventional unit (not guerrilla units); a unit’s strength may be reduced to zero (0).
4. If a Step Loss Result is received, the first unit eliminated MUST be a battalion, regardless of the result received. The owning player then freely chooses any additional unit(s) that must be eliminated to satisfy the loss result.

\* COMBINED ARMS—a standard echelon attack or mobile defense

1. No change to combat strengths
2. If a Step Loss Result is received, the owning player has the option to check for the loss of a battalion at any point in the process of eliminating units. To check a battalion, roll one die and add one to the die roll for each Step Value already eliminated. If the result is GREATER THAN the battalion's Step Value, the battalion survives AND NO ADDITIONAL UNITS ARE ELIMINATED, even if the Loss Result has not been completely met. If the result is equal to or less than the battalion's Step Value, then the battalion is eliminated and counted toward the fulfillment of Loss Result. A player may check as many battalions present in combat as he wishes.

\* DELAY OR CAUTION—a probing attack or fighting withdrawal

1. If a GUERRILLA combat takes place, ADD ONE (+1) to the guerrilla strength of each conventional unit (not guerrilla units)
2. If a CONVENTIONAL combat takes place, SUBTRACT ONE (-1) from the conventional strength of each conventional unit (not guerrilla units); a unit’s strength may be reduced to zero (0).
3. If a Step Loss Result is received, the owning player may eliminate combat steps (guerrilla or conventional) to satisfy none, some, or all of the Loss Result, as the player chooses. Any remaining Loss Result points left unmet by step elimination (or the entire result) are converted into a SPECIAL RETREAT. ALL conventional units involved in combat (but not guerrillas) must retreat ONE hex for each left over Loss Result point. (The Commander and any leaders present may accompany the conventional units if the owning player wishes.) At the end of the retreat, flip the unit(s) over; they are considered dispersed. Dispersed units move and defend normally, but may not move adjacent to enemy units. Dispersed units are flipped to their normal side at the END of each friendly player segment.

**13.90 Limited Intelligence and Reconnaissance**

This rule will significantly enhance the “fog of war” in the game, but is not recommended for solitaire play.

**13.91 Limited Intelligence Options**

Players may not examine the contents of each other’s stacks except during the actual resolution of combat. Players may keep their Intervention and FANT units inverted (i.e., those units which have either a blank or lettered reverse). (Optionally, players may also cover all units and stacks. Two differently colored sets of blank counters will be required. If possible, the FAP player should use red counters, and the FAN player should use blue counters.) Every unit in play, including those in various game boxes on the map, should be covered at all times, except when resolving a Reconnaissance (13.92) or individual combat.

NOTE: Players interested in total realism should use this rule.

**13.92 Reconnaissance (“Recon”)**

The following combat unit types are eligible to perform reconnaissance (hereafter, “recon”): Guerrilla, Recon and Airborne. The Recon rule can be used by itself, or in conjunction with Limited Intelligence (13.91).

To perform recon, an eligible unit must move individually. When it comes adjacent to a hex containing enemy units, the owning player has the option to expend one additional MP, roll one die, and consult the Recon Table. Units that lack the extra MP cannot perform recon. The dice roll is modified as follows:

* +1 if a Government unit is performing a recon against a hex in a P2 Prefecture
* **+1 if a Rebel unit is performing a recon against a hex in a P0 Prefecture**
* -1 if a Government unit is performing a recon against a hex in a P0 Prefecture
* -1 if a Rebel unit is performing a recon against a hex in a P2 Prefecture

A unit that performs recon and survives may continue normal movement with whatever MPs it has remaining. A CONVENTIONAL combat unit (but not a guerrilla) that performs recon against a hex, whether successful or not, may then perform combat against the same hex during the combat portion of the player segment if the owning player wishes. Likewise, a GUERRILLA combat unit (but not a conventional unit) that attempts recon against a hex may immediately Infiltrate through the same hex, if it satisfies the normal requirements. (Note that a guerrilla unit performing Infiltration without Recon still gains limited information about enemy unit nationalities, when infiltration movement eligibility and costs are determined.)

**13.93 [Recon Table]**

**[14.00] SCENARIOS**

There are four game scenarios in C:TTW:

1. **Operation Manta—**Goukouni’s first attempt to wrest control from Habre
2. **The Toyota War of 1987—**simulating the massive defeat of Libya during the 1980s
3. **Deby Does N’Djamena—**the defeat of Habre by Idriss Deby, December 1990
4. **The Campaign Game—**covering the entire war

Each scenario description provides the players’ orders of battle, victory conditions and special rules. The set-up hex numbers or Sanctuary box names the units start in are placed in parentheses. Initial levels of Government Presence, Government GDP and Foreign Aid to the Government are provided in the Scenario Presence and Production Table (14.50).

The player who controls the FAP Commander (Goukouni) or MPS Commander (Deby) in a scenario’s initial forces always uses and receives units marked with pro-FAP colors. The player who controls the FAN Commander (Habre) in a scenario’s initial forces always uses and receives units marked with pro-FAN colors.

IMPORTANT: All units must be set up within normal stacking limitations (usually 9 step values per hex). All scenarios begin with the Tactical Phase of the first Seasonal turn; skip all the preceding Phases.

**14.10 OPERATION MANTA, 1983**

Length: Turns 9 and 10 (Wet Season 1983 to Dry Season 1984)

**14.11 Initial Set-up**

**Government Forces**

Head of Government: FAN Commander HABRE in Abeche (3633)

4 x FAN guerrillas in Biltine (3730)

4 x FAN guerrillas in Sudan Sanctuary

3 x MPLT guerrillas and MPLT leader in Mao (1631)

1 x PLA guerrilla and PLA leader in Mongororo (4239)

1 x FANT 7-3-6 infantry battalion each in N’Djamena (1537) and Ati (2734)

1 x F ANT 2-2-6 infantry company each in Mongo (2838), Am Timan (3442), and Boudougour (1642)

2 x FANT 2-2-6 infantry companies in Salal (2429)

2 x FANT 2-2-8 recon companies in Abeche (3633)

*Optional—*one SAM unit in Sudan Sanctuary

**Rebel Forces**

Rebel Commander: FAP Commander GOUKOUNI in Fada (3922)

3 x FAP guerrillas in Dum Chalouba (3627)

1 x FAP guerrilla in Fada (3922)

2 x FAP guerrillas in Faya-Largeau (3020)

2 x FAP guerrillas in Kirdimi (2819)

3 x CDR guerrillas and CDR leader in Koro Toro (2826)

3 x CODOS guerrillas and CODOS leader in Korbol (2446)

7 x MRP guerrillas and MRP leader in Moundou (1849)—see special rules

**Intervention Task Forces**

Refer to Foreign Intervention Forces Chart (7 .48). French Task Force C (5 units) and OAU Task Force K (3 units) are placed in the Government Reinforcements & Replacements box. Any or all units in the box may be brought in by the FAN player at N’Djamena at the beginning of any Government player segment of the Tactical Phase during tum 9.

Libyan Task Force P is controlled by the FAP player, and begins play on the map as follows:

2 x Legion 8-1-10 armor battalions in Fada (3922)

1 x Legion 8-1-10 armor battalion in Ougui (2315)

2 x Legion 5-2-6 infantry battalions in Dum Chalouba (3627)

3 x Legion 5-2-6 infantry battalion in Djikdjik (3522)

1 x Legion 5-2-6 infantry battalion in Monou (4225)

2 x 10-2-10 armor battalions in Bardai (2308)

2 x 8-2-10s mechanized battalions in Faya-Largeau (3020)

2 x 7-4-6 commando battalions in Koro Toro (2826)

2 x 7-4-6 commando battalions in Ounianga Kebir (3516)

**14.12 Victory Conditions**

The game ends immediately if either Habre or Goukouni are eliminated; the player with the surviving Commander is declared the victor. Otherwise, the player who occupies N’Djamena with any type of ground units at the end of Tum 10 wins the game.

**14.13 Special Rules**

1. Use only Part I of the rules. Note the following modifications to the standard rules:

* Drought never occurs.
* No Random Events may occur.
* **There are no restrictions on Guerrilla Withdrawal (4.52) or Guerrilla Pre-Combat Operations (5.53) due to Government Presence, which is not part of the Manta scenario.**

1. Guerrilla factions not listed in the initial set-up may NOT be brought into play. This rule is in force even if the game lasts beyond game tum 10, or other parts of the rules are used.
2. The seven MRP guerrillas are considered independent at the start of the game, and may not move until activated. (Place an “IGF” marker on top of the stack to indicate this fact.) If attacked by one player, they are immediately activated and controlled by the other player. Otherwise, the Rebel player attempts to activate them by rolling one die **at the beginning** of each Tactical Phase. MRP joins the Rebel side on a result of 5 or 6.
3. If they wish, players may continue the scenario beyond Tum 10, using both Parts I and II of the rules. **Ignore special rule (1) above; apply Drought effects normally, beginning with game turn 11.** The Scenario Presence and Production Chart provides initial Government Presence and Production Levels for each prefecture, as well as initial GDP and Foreign Aid figures. (IMPORTANT: the Presence and Production Chart numbers take effect at the beginning of game tum 11, and not before.) Use the victory conditions for the Toyota War scenario (14.20). Players may add as many of the optional rules in Part III as they wish.

**14.20 THE TOYOTA WAR, 1987**

Length: Turns 15 through 18 (Wet Season 1986 to Dry Season 1988)

**14.21 Initial Set-up**

Set up initial production and presence levels per table 14.50.

**Government Forces**

Head of Governrnent: FAN Commander HABRE in N’Djamena (1537)

4 x FAN guerrillas in Arada (3629)

4 x FAN guerrillas in Sudan Sanctuary

5 x MRP guerrillas and MRP leader in Moundou (1849)

1 x FANT 7-3-6 infantry batlalion each in N’Djamena ( 1537), Salal (2429), and Arada (3629)

2 x FA NT 2-2-6 infantry compan ies in Mao (1631 )

2 x FANT 2-2-6 infantry companies in Bol (1333)

1 x FANT 2-2-6 infantry company each in Doba (2149), Mondoll (1849), Bangor (1644), Mongo

(2838), Sahr (2747), Am Timan (3442)

1 x FANT 1-1-6 airborne company each in Sahr (2747), Lai (1946), Myoto (2136), Am Timan

(3442), and Abeche (3633)

1 x FANT 10-2-10 armor battalion in Abeche (3633)

2 x FANT 2-2-8 recon companies in Mao (163 1)

3 x FANT 2-2-8 recon companies in Ali (2734)

1 x Fortification marker each in Mao (1631), Salal (2429), Arada (3629)

*Optional—*1 x FANT 1-2-11 air unit in Abeche (3633)

*Optional—*1 x SAM unit in N’Djamena (1537)

**Rebel Forces**

Rebel Commander: FAP Commander GOUKOUNI in Zouar (2111)

6 x FAP guerrillas in Faya-Largeau (3020)

2 x FAP guerrillas in Zouar (2111)

2 x ANL guerrillas and ANL leader in Fada (3922)

3 x ANL guerrillas in Sudan Sanctuary

3 x CDR guerrillas and CDR leader in Douhi (2917)

2 x FAC guerrillas and FAC leader in Central African Republic Sanctuary

2 x FDT guerrillas and FDT leader in Central African Republic Sanctuary

1 x FROL guerrilla and FROL leader in Bardai (2308)

3 x VOL guerrillas and VOL leader in Ogoui (2315)

1 x Fortification marker each in Faya-Largeau (3020) and Fada (3922)

**Independent Guerrilla Factions (IGFs)—place an “IGF” marker on each stack**

3 x CODOS guerrillas and CODOS leader in Moissala (2450)

3 x MPLT guerrillas and MPLT leader in Ziguey (1829)

2 x UND guerrillas and UND leader in Baibokoum (1752)

2 x WAF guerrillas and WAF leader in Rig Rig (1231 )

**Intervention Task Forces**

Refer to Foreign Intervention Forces Chart (7.48).

French Task Force D (7 units) is placed in the Government Reinforcements & Replacements box. ALL units in the box must be brought in at the beginning of any Government player segment of the Tactical Phase during turn 15, at ONE of the following: N’Djamena (1537), Gore (2052) OR Maro (2851). The units must enter at the same time, and in the same hex.

Libyan units are controlled by the FAP player. Part of Libyan Task Force N begins play on the map as follows:

1 x Legion 5-2-6 infantry battalion each in Faya-Largeau (3020), Fada (3922), and Ounianga Kebir (3516)

1 x Legion 8-1-10 armor battalion in Fada (3922)

2 x Legion 8-1-10s armor battalions in Aouzou (2506)

The remainder of Task Force N (4 units) enters at hex 3811 at the beginning of any Rebel player segment of the Tactical Phase during turn 15:

2 x 10-2-10s armor battalions

2 x 8-2-10 mechanized battalions

**14.22 Victory Conditions**

**Condition One—**The game ends immediately if either player’s Commander is eliminated. The player with the surviving Commander is declared the victor.

**Condition Two—**If Condition One is not met, victory is determined at the end of turn 18 in terms of "political-military" and "socio-economic" outcomes. To determine the political-military victory level, both players total their victory points (VPs) using the Victory Points Chart (14.60). Subtract the Rebel Player’s VP total from the Government Player's VP total and compare the difference with the first chart below. To determine socio-economic results, the Government Player totals current production from ALL prefectures on the Prefecture Display (ignore Presence Levels and Foreign Aid). Compare total production with the second chart below.

Socio-economic results reflect how the PEOPLE of Chad did in the war, and these may modify or supersede political-military results.

**VP Difference Political-Military Victory Level**

+100 or more GOVERNMENT DECISIVE VICTORY. Rebels no longer present a viable threat.

+50 to +99 GOVERNMENT MARGINAL VICTORY. Government has a clear edge, but its Commander still needs a personal bodyguard.

-99 to +49 DRAW. Neither Government nor Rebels can be certain of ultimate victory

-100 or less REBEL DECISIVE VICTORY. The Government should fall any day now. (Only if optional “Exile Government” rule 13.70 in effect.)

**Total Production Social-Economic Result**

110+ REAL GROWTH AND STABILITY ARE POSSIBLE. The rebellion will eventually fade away. Government Player wins a Decisive victory, regardless of the Political-Military Victory Level.

80 to 110 THE ECONOMY IS VERY MARGINAL. Rebel activities will resume within two or three years, unless the Government wins a decisive Political-Military victory.

50 to 79 MAJOR ECONOMIC DISRUPTION, AND FREQUENT INCIDENTS OF STARVATION WILL CONTINUE. The Rebel may consider this a moral victory of sorts, proving the Government cannot govern. Even decisive Government Political-Military victory will prove transient, with a resumption of Rebel activities likely in a year or two.

Less than 50 THE COUNTRY IS DEVASTATED. Fighting grinds to a halt due to mass starvation and economic collapse. BOTH SIDES LOSE, regardless of the Political-Military victory point difference.

**14.23 Special Rule—Capturing the Capital**

At the end of any Impulse during a Tactical Phase, if one or more Rebel-affiliated guerrillas occupy N’Djamena (1537), the Rebel player has captured the capital and a change of government occurs. When the Rebel Player captures N’Djamena, s/heautomatically becomes the Government player. The former Government player becomes the Rebel player. Note that intervention forces do not count when determining capture of the capital. If N’Djamena contains only intervention units at the end of an Impulse, no change of government occurs.

When the government changes, ALL Government Presence chits on the Prefecture Display are immediately removed. The new Government Player (formerly the Rebel Player) then places a

Presence 1 (P1) chit in every prefecture which meets EITHER ONE of the following criteria:

1. NO units (guerrilla or conventional) belonging to the former Government player occupy any Airfield or Airbase in the prefecture, AND at least one former rebel guerrilla combat unit is present in the prefecture. Ignore intervention units controlled by the former Rebel player.
2. The prefecture is adjacent to a Sanctuary Entry hex used by at least one guerrilla faction controlled by the former Rebel player, AND the step value of all the former Rebel player’s combat units (conventional and guerrilla) in the prefecture is GREATER THAN the step value of all the former Government player’s combat units (conventional and guerrilla) in the same prefecture. IMPORTANT: Intervention combat units are counted in these calculations.

**When determining the placement of a P1 presence marker in a prefecture, any French and OAU combat units present are counted on the side of the NEW Government player (i.e. the former Rebel player who just captured the capital). Libyan and Legion units are always counted on the FAP player's side, whether that player is the Rebel or the Government. When removing FANT units from play, the target figure should not exceed HALF the Step Value of all FANT units currently on the map (drop any fractions) OR eight (8) steps, whichever is SMALLER. The actual number of FANT units removed must at least equal the target figure, and on some occasions will have to exceed it because whole units (not just step values) must be eliminated.**

The former Government player (i.e., the new Rebel player) selects FANT infantry combat units (ONLY) with a Step Value at least one-half the total step value of all FANT infantry occupying hexes on the map (drop fractions), OR at least with a step value of EIGHT (8), whichever number is SMALLER, and removes the units from the map. The removed units are placed off the map with other unused FANT units; they are NOT placed in the FANT Losses box. All FANT units remaining on the map, including all paratroop, recon and armor units, now belong to the new Government Player.

The new Rebel player now trades each STEP of FANT infantry s/he just removed from play for ONE guerrilla combat unit. The new Rebel guerrilla units can belong to the player’s main faction (FAP or FAN) or to an affiliated guerrilla faction. (All units received must bear the same colors as the new Rcbel player’s Commander, either pro-FAP or pro-FAN.) Place all the newly received Rebel-affiliated guerrilla units in the “New Arrivals” section of the appropriate Sanctuary boxes. (It is possible that there will be fewer qualified guerrilla units available than the number of FANT units removed from play; the difference cannot be saved or made up.)

French and OAU intervention forces always support the Government Player. Libyan forces always support the FAP. All surviving Commanders, guerrilla leaders, and guerrilla units on the board remain where they are and allied to the same side (either FAN or FAP) as they were before the capture of N’Djamena. They do not change affiliation as a result of a change of government.

Once all the above procedures are completed, normal play resumes from the point of interruption.

**14.30 DEBY DOES N’DJAMENA, 1990**

As 1990 drew to a close, Chadian rebels under Habre’s former chief of staff, Idriss Deby, invaded from the Sudan and captured N’Djamena on 1 December. Habre’s government collapsed and he fled the country, reportedly to Senegal. This scenario has been added to allow a replay of this latest (but probably not final) act in Chad's drama.

Length: Turns 2–3 (Dry Season “1990” to Wet Season “1990”)

**14.31 Initial Set-up**

Set up initial production and presence levels per Table 14.50.

**Government Forces**

(with set-up hex numbers or instructions)

Head of Government: Hissene HABRE in Abeche (3633)

**Place one unit in each Airfield on the map EXCEPT N’Djamena (1537), Aouzou airfield (2504) and El Geneina (4234):**

* 16 x FANT 2-2-6 infantry companies
* 3 x FANT 2-2-8 recon companies
* 5 x FANT 1- 1-6 airborne companies

1 x FANT 10-2-10 in Abeche (3633)

1 x FANT 7-3-6 infantry battalion each in N’Djamena (1537), Faya-Largeau (3020) and Biltine (3730)

3 x FAN guerrillas in Goz Beida (3838)

3 x FAN guerrillas in Biltine (3730)

2 x FAN guerrillas in Moun'a (3833)

1 x Fortification marker each in N’Djamena (1537), Abeche (3633), Biltinc (3730), Faya-Largeau (3020) and Bardai (2308)

*Optional—*1 x FANT 1-2-11 air unit in Abcche (3633); 2 x FAN SAMs (each stacked with a FANT infantry unit)

**Rebel Forces**

Rebel Commander: Idriss DEBY in Sudan Sanctuary; see special rules

8 x FAP guerrillas in Libya and/or Sudan Sanctuaries: see special rules)

3 x CDR guerrillas and CDR leader in Libya Sanctuary

3 x VOL guerrillas and VOL leader in Libya Sanctuary

5 x ANL guerrillas and ANL leader in Sudan Sanctuary

1 x PLA guerrillas and PLA leader in Sudan Sanctuary

2 x UND guerrillas and UND leader in Central African Republic Sanctuary

**Intervention Task Forces**

Refer to Foreign Intervention Forces Chart (7.48).

Libyan units are always controlled by “FAP” (i.e., Deby's MPS); Libyan Task Force M (6 units) deploys on any functioning Water Source in Auzou prefecture).

French Task Force B is controlled by the FAN player, and sets up as follows:

2 x **9-4-6** infantry battalions in N’Djamena (1537)

1 x **9-4-6** infantry battalion in Abeche (3633)

*Optional—*1 x AAA unit in N’Djamena (1537)

**14.32 Victory Conditions**

The Rebel player wins the instant ONE or more of the following occurs:

1. Rebel captures the capital (i.e., one or more rebel combat units occupy N’Djamena at the end of a Tactical Phase Impulse)
2. Government Commander Habre is killed
3. Government Commander Habre goes abroad

The Government player wins if, at the end of game turn 3, there are Presence 1 or 2 markers in at least TWELVE (12) prefectures. IMPORTANT: At least FIVE (5) of these prefectures must contain Presence 2 markers.

Any other result is a draw.

**14.33 Special Rules**

1. The 1980 turns on the Turn Record are used to represent 1990. Play begins with the Tactical Phase of turn TWO.
2. The Rebel player sets up first.
3. There is no government player segment in the first impulse of the game.
4. Use FAP guerrillas to represent Deby’s faction, known as the Patriotic Salvation Front (MPS). All standard rules that apply to Goukouni and the FAP also apply to Deby and the MPS except as noted in these special rules. MPS (aka FAP) guerrillas may use both the Libya and Sudan Sanctuary boxes, and may enter and fight in Sudanese territory. MPS may NOT cede the BET to Libya; treat Random Event #1 as “No effect”. Any FAN main faction units that switch allegiance to “FAP” (i.e., MPS) due to Main Faction Guerrilla Affiliation Checks (13.60) may be placed in either sanctuary.
5. Guerrilla faction not listed in the initial set-up may not appear in the scenario. (These include CODOS, FAC, FDT, FROL, MPLT, and WAF.) No IGFs may appear in the scenario, even if the game is extended per special rule #8 below. Treat any result calling for an IGF as no effect.
6. If any Rebel guerrilla combat unit ends a Tactical Phase inside Chari -Bagurmi prefecture, all seven (7) MRP guerrillas and the MRP leader join the Rebel side and are immediately placed in the new arrivals section of the Central African Republic Sanctuary box. All standard rules for movement and combat apply to the MRP after this special placement.
7. **[no entry]**
8. All government units (FANT and guerrilla) may enter and fight in Sudanese Territory. Habre may NOT use the FAN Commander’s Movement Bonus (4.65) at any time during the scenario. **Habre may NOT enter El Geneina when returning from abroad, per rule 7.44. [Sudanese Territory is the stronghold of Habre's archrival Deby at this stage!]**
9. French unit s (including air units, if in play) move and defend normally, but may not attack until any Rebel or Libyan unit(s) attack any French unit(s). Libyan units (including the air unit, if in play) may not move or attack outside Aouzou prefecture until any French unit(s) attack any Rebel or Libyan unit(s).
10. At the beginning of EACH Impulse of a Tactical Phase, the Government player must roll one die to determine whether French task forces will be withdrawn. On a roll of 1or 2, all French units are immediately removed from the map. Any other result has no effect. Once withdrawn, no French units may re-enter play regardless of results obtained on the France/OAU Aid Table. [This simulates tacit French support for Deby, and their patent lack of affection for Habre.]
11. Players may use any optional rules they wish, and may extend the game past turn 3, using the same victory conditions. Special rule **#10** is in force throughout the entire scenario. If the French are required to withdraw (due to standard rules or to special rule **#10**), the French MAY re-enter play based on results obtained from the France/OAU Aid Table. However, the Government player must subtract ONE (-1) from all die rolls when using the Table.

**14.40 CAMPAIGN SCENARIO**

Length: Turns 1–18 (Wet Season 1979 to Dry Season 1988)

**14.41 Initial Set-up**

Set up initial production and presence levels per Table 14.50.

**Government Forces**

Head of Government: FAP Commander GOUKOUNI in N’Djamena (1537)

1 x FAP guerrilla in N’Djamena (1537)

2 x FAP guerrillas in Faya-Largeau (3020)

1 x FROL guerrilla and FROL leader in Bardai (2308)

1 x FANT 7-3-6 infantry battalion in N’Djamena (1537)

1 x FANT 2-2-6 infantry company in Ali (2734)

1 x FANT 1-1-6 airborne company each in Bol (1333), Mao (1631), Mongo (2838) and Bardai

(2308)

3 x MRP guerrillas and MRP leader in Mondou (1849)—see special rules

1 x MRP guerrilla each in Bangor (1644), Suhr (2747), La; (1946) and Doba (2149)—see special rules

**Rebel Forces**

Rebel Commander: FAN Commander HABRE in Guereda (4130)

4 x FAN guerrillas in Abeche (3633)

2 x FAN guerrillas in El Geneina (4234)

2 x FAN guerrillas in Guereda (4130)

3 x MPLT guerrillas and MPLT leader in Nigeria Sanctuary

1 x PLA guerrilla and PLA leader in Goz Beida (3838)

**Independent Guerrilla Factions (IGFs)** (place an “IGF” marker on each stack)

3 x CDR guerrillas and CDR leader in Douhi (2917)

2 X FDT guerrillas and FDT leader in Zan (3043)

2 x UND guerrillas and UND 1eaderin Baibokoum (1752)

3 x VOL guerrillas and VOL leader in Ouri (3209)

The following IGFs appear as shown:

Turn—Unit number, type, and location

Dry 1980—2 x FAC guerrillas and FAC leader in **Mongororo** (4239)

Dry 1981—2 x WAF guerrillas and WAF leader in Rig Rig (1231)

Wet 1983—3 x CODOS guerrillas and CODOS leader in Moissala (2450)

Dry 1984—5 x ANL guerrillas and ANL leader in Boro (4223)

**Intervention Task Forces**

Refer to Foreign Intervention Forces Chart (7.48).

French Task Force A (3 units) and OAU Task Force G (1 unit) are placed in the Government Reinforcements & Replacements box. Any or all units in the box may be brought in at N’Djamena, at the beginning of any Government player segment of the Tactical Phase during Turn 1.

**14.42 Victory Conditions**

The game ends immediately if either Commander (Habre or Goukouni) is eliminated; the player with the surviving Commander is declared the victor.

Otherwise, during the Victory Determination Phase of each Dry Season turn, the Government Player (ONLY) uses the Victory Point Chart (14.60) to determine his/her current victory point total. The game ends IMMEDIATELY if the Government Player's victory point total is 250 points or greater. Otherwise, play continues. If the Government Player’s total never reaches 250 points, then the game ends upon the completion of turn 18.

When the game ends (either on turn 18 or an earlier Dry Season turn), use the Victory Conditions and procedures in the Toyota War Scenario (14.22) to determine the level of victory.

**14.43 Special Rules**

1. Although nominally allied to the Government, the MRP is considered neutral at the beginning of play. MRP guerrillas may not move or engage in combat until the MRP is activated by ONE of the following events:
   1. At least one ground combat unit ends a player segment (due to movement or combat) inside the South region
   2. The UND is activated by a normal Guerrilla Affiliation Check

The MRP joins the player who does NOT control the ground combat unit inside the South Region, or the player who did NOT win the allegiance of the UND faction in the Affiliation Check. If BOTH sides have ground combat units in the South, then the MRP joins the side with the fewest number in the region. If there is a tie, the MRP remains neutral until the situation changes at the end of a subsequent player segment. Once activated, MRP guerrillas obey all normal game rules, and may NOT become neutral again (except as a result of a normal Guerrilla Affiliation Check).

1. The special rule for Capturing the Capital of N’Djamena (see Toyota War scenario) is also in effect in the Campaign scenario.
2. Any time that the FAN player captures N’Djamena, and FAP Commander Goukouni is not eliminated in combat, Goukouni is immediately placed either in Bardai (hex 2308) or the Libya Sanctuary box (owning player’s choice). Any time that the FAP player captures N’Djamena, and FAN Commander Habre is not eliminated in combat, Habre is immediately placed either in EI Genina (hex 4234) or the Sudan Sanctuary box.

**14.50 [Scenario Presence and Production Chart]**

**14.60 [Victory Point Chart]**

**[15.00] NOTES**

**A Note from the Editor on Play**

Like commanders in most low intensity conflicts, players have to think strategically in order to win in Chad. This means balancing off military and political needs. The temptation is to go charging into the enemy’s territory, engage his main force. And win a couple of decisive battles. This won’t work, especially in the longer scenarios, because you will find the shifting of presence to the other side will undermine your entire strategy. Maintaining presence is key, because this is translated—in the long term—into more units, as well as more efficient combat operations. This is especially true when it comes to guerrilla operations.

Speaking of combat operations, always make sure to use mixed forces of conventional and guerrilla troops, and utilize each type to their best advantage in battle. The combat results table is quite bloody. Piling on more troops simply increases the body count for both sides. Try exploiting die-roll modifiers instead.

Logistics are also important, revolving around water sources. The terrain can be just as much an enemy as the other player.

**DESIGNER’S NOTES: Running an Undeveloped Country at War**

Players will find that Chad: The Toyota Wars is not a typical war game. As a design, the challenge was to make the simulation both tactically interesting and strategically realistic. Mechanically this was done by imbedding tactical move impulses within six-month game-turn seasons. In addition, the model had to reflect the fact that no more than 40,000 troops ever fought each other in an area approaching 500,000 square miles. This scale prompted no zones of control and some rather unique combat rules.

More fundamentally, however, (and by the devious intention of the designer) players are confronted with the political and economic problems involved in running (or overthrowing) an undeveloped country. A number of factors constantly change, making prediction and control of events very difficult for both sides: factions change allegiance for trifling reasons, intervention forces may or may not stay long enough to make a difference, the level and security of government presence in the countryside will vary significantly, and the government itself will change if the rebels capture the capital. Even the weather doesn't cooperate. Each wet season the marshes flood, limiting movement, and if a drought occurs vital water holes dry up. Famines, combat in the prefectures, and failure to invest in economic development will constrain government activities to varying degrees. The rebels have their sanctuaries, but will find it difficult to concentrate in time and place for key strikes. As in most low-intensity conflicts, problems are not limited to purely military considerations.

To understand the game, it is helpful to understand a little about Chad itself. First of all, it is a thoroughly nasty place to fight a civil war. Proof of that is in the climate. Temperatures in Chad's desert range from 122°F in the day to 10°F at night. The only green is around scattered oases and waterholes. The savannah or Sahel region has a few more date palms and acacia trees, but is still semi-desert. The most fertile region is the southern steppe with broad grasslands suitable for grazing and agriculture. The five southeastern prefectures, with 40 percent of the population, is tellingly called *Le Tchad utile* (useful Chad). Rains usually come in the summer, but the country suffers regular droughts, the most severe being in 1967-73 and 1983-85. During the latter one, the whole of the Sahel became a virtual desert, the lakes in Batha and Kanem disappeared, and 200,000 people died of famine. Historically, this famine proved to be Hissene Habre's most serious obstacle to stability.

The economic rules in the game show the connection between national productivity and a government’s ability to sustain operations. Usually, the government player will find foreign aid very helpful, even necessary. Chad's is a classic unicrop economy; 80 percent of export revenues come from cotton, supplemented by fishing, livestock, and some light manufactured items. Exported production, however, typically covers only 45–85 percent of domestic product needs, figures players will often see on the GDP scale. During the 1980s, Chad's annual GDP sputtered between $500-800 million and foreign aid erratically ranged from $25 million to virtually nothing. Government spending fluctuated between $60–85 million with a deticil around $20 million. The country is so poor that, during the 1980s, Chad delegates advertised in the New York Times for donations to help maintain their mission to the United Nations.

Sources of revenue that do exist are unreliable. The main source is custom duties and import taxes, with smaller amounts coming from professional licensing and taxes on various business transactions. Chad also has a graduated income tax for those with fixed salaries and a head tax for all others. Taxes are placed on livestock, waterholes, and even wives. In the past, collectors have arbitrarily increased the rate and have compelled itinerant people to pay the same tax several times, even to the same collector. Once collected, the revenues are often siphoned off to a local sultan or tribal chief and never get to N’Djamena. Since decent government services seldom result even from taxes that do get through, the populace has a compelling reason for rebellion. A more benign result is that a lot of smuggling and under-declaration of herds and wives occurs. In 1986, for example, an estimated 80 per cent of meal exports and half of grain exports were smuggled out of the country, depriving the government of significant revenue.

The main (legal) export routes for Chad’s economy are the railheads across the western borders in Nigeria and the Cameroons. Some river travel is possible, but most rivers are intermittent, with travel upstream of N’Djamena entirely dependent upon the level of seasonal rains. When the rains do come, they are a mixed blessing. Marshes flood during the wet season, and roads become virtually impassable. This also creates a significant strategic problem, since the single bridge over the Chari River provides the only reliable link between N’Djamena and the southern part of the country.

The situation makes airplanes very important. Chad has over 50 runways and landing strips, although the game shows only those over 4000 feet long. During the course of the war, military staging areas developed at the airfields at N’Djamena, Sarh, Abeche, Faya-Largeau, Wadi Doum, Ounianga Rebir, and Aouzou. Due to the distances involved, air power was critical to both sides, especially for airlift and communications. The ability of Habre to airlift supplies to defecting FAP units in the Tibesti mountains, for example, was a key ingredient in his 1987 victory. Aircraft were also important for support of ground operations, although command and control problems in such a vast area prompted the game's one-air-unit-per- combat restriction. Counter-air and interdiction missions also occurred, but made no real impact that matched game scale. For example, both sides successfully struck at each other’s airfields in an effort to curtail operations, but the effects were minimal. Neither side suffered runway closure or loss of air operations for more than about 48 hours.

Corruption, mismanagement, and incompetence are endemic in many Third World societies; but the combination has been particularly devastating for Chad. The protracted civil war decimated the population, destroyed the nation’s structures, collapsed the education system, and paralyzed trade and agriculture. Successfully playing a simulation of all this is a real challenge (but then, it wouldn't be fun if it weren’t!).