CONGO'S WAR 1998 TO 1999

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The objective of this wargame is to simulate the events that occurred between August of 1999 and November of 1999, in Central Africa, in the conflict that is known as the great war of the African continent.
This game is intended to simulate the war as it historically happened while giving the players the means to change history and most important of all, the players should have fun playing this game. While this game is a free download, the author reserves the right of ownership to the game as well as changes made to it as well as royalties stemming from its sale. In the case of commercial sale of this game, the author is to be contacted before any sale or profits being made from this game. Those that would like to improve on the game can contact the author at lapis@rionet.com.br , I am always eager to answer a fan of this game. The author gives his thanks to all those who have contributed to this game.

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1. Introduction

1.1. Description of the Conflict

Between 1996 and 1997 an alliance between Rwanda, Uganda, Angola, Burundi and Eritrea overthrew the government of Mobutu Sese Seko and the forces of Laurent Desireé Kabila, leader of the AFDL (Alliance of the Forces of Release of the Congo-Zaire) took power on May of 1997.

Zaire was renamed to The Democratic Republic the Congo (DRC). The instability in the region during this postwar period was due to the many diverse guerrilla movements within its territory, the complex mesh of ethnic tension, tribes and the imperfection of the Kabila government in taking care of the claims of its old internal and external allies led to a dictatorial government which took the country again the war.

On July of 1998 the rumors of a coup d'etat supported by Ruanda led to the deportation the Rwandan military advisors who trained and commanded Kabila's troops in the Congo. It was during this event that a Congo Army officer, Sylvian Mbouki, commander of the Tenth Brigade, took control of a radio station in Gum and announced a revolt against the government of president Kabila. The anti-government revolt quickly spread in the province of Kivu, supported for Rwanda, and quickly spread to the east and north of the country.
In an airborne operation, the rebels had captured the cities of Muanda and the naval base of Banana in the west of the country and had initiated a march on the capital, Kinshasa. In the last minute, Kinshasa was saved by Angolan troops who through the Community for the Development of the South of Africa (SADC) had intervened in the conflict in the side of the Kabila government, together with Namibia, Chad and Zimbabwe. The advance of the Rebels for the north continued with the taking of Kisangani, the second largest city in the country. Now supported also by Uganda and Burundi, the rebels and allied troops had marched for the center-south of the Congo, taking Kalemie, Kabalo, Kasongo, Kindu and Bumba, heading for the cities of Mbuji-Mayi (rich in diamonds) and Mbandaka.

Since the beginning of 1999, a series of ceasefire negotiations mediated by Nelson Mandela and Muammar Gaddafi, all without success. This impasse was due to conflicting interests both the sides and both sides hoping that a military victory would put them in a dominant position in the negotiations. During the war, both sides freely exploited the natural resources of the Congo in order to finance the necessary armaments in an eventual military victory.

However both sides are beset by problems stemming to their inherent external and internal alliances:

The Armed Forces of the Congo (FAC) of Kabila, is an uncommon mixture of former soldiers of the army of Mobutu (the Armed Forces of the Zaire) and the forces of the AFDL (Alliance of the Democratic Forces of Release of the Zaire-Congo) composed mainly of recruits from the provinces of Banyamulenge and Katanga. This inexperienced army has a shortage of trained officers and is poorly armed and staffed and is commanded by the son of Kabila (trained in China and the Tanzania). As the best part of its forces deserted to the rebels, Kabila started an extensive program of conscription and appealed to foreign help.

The Congolês Movement for Democracia (RCD) is a rebel alliance formed on August 1, 1998, one day before the announcement of the rebellion. It is composed of several groups:

Ernest Wamba day Wamba, leader of the RCD, Jean-Pierre Bemba of the National Movement for the Release of the Congo (MNLC), Arthur Zahidi Ngoma president of the Party Forçes of the Future, old members of the AFDL of Kabila and former-officers of the FAC

Foreign Forces involved in this war are:

The Popular Forces of Defense of Uganda (UPDF) of president Yoweri Museveni, who intervened on the rebel side because of Kabila's support of its homegrown rebels namely the Forças Democráticas Aliadas (ADF) of Jamil Makulu and of the Lords Army of Resistance (LRA) of Joseph Kony, and its hostile neighbors of Sudan and the Chad which have been supporting the rebels in Uganda (and also supporting the Kabila government, Uganda has also the SPLA - Army of Release of Sudan of the South which is an anti government rebel movement fighting for the independence of Southern Sudan, also exacerbating the situation are followers of the old dictator of Uganda, Idi Amin which are being supported by Kabila.

The Patriotic Army of Rwanda (RPA) of president Paster Bizimungu faces the forces of the old government and of the military forces of the Interahamwe responsible for the 1994 genocide. Rwanda is primarily interested in the conflict of the Congo due to security concerns at its border.
Burundi faces the forces of the FDD (Forces of Defense of the Democracy), rebels who operate from inside the Congo. The conflict in the Congo concerns the government as it fears the fighting will spread into its borders.
The intervention of Angola for the MPLA (Movement for the Liberation of Angola) of President Eduardo Dos Santos is due to the attacks of the UNITA (Union for the Total Release of Angola) of Jonas Savimbi from inside of the Congo. Its support of the Kabila government led to the support of UNITA by Uganda and Rwanda. Angola also has troops in the Republic of the Congo supporting General Sassou Ngueso against the guerrillas of former-president Lissouba for the same reason.
President Robert Mugabe of the Zimbabwe sent troops for the Congo to stabilize the situation, however the high casualty rate in its forces and the continuation of the war had raised voices of opposition to its government. A military coup was recently aborted due to the arrest of 23 officers of the army is clear evidence of the unpopularity of this intervention.
Although the contribution of the Namibia is small, President Nujoma supports a pacific solution for the war and will quickly to remove its forces if the situation becomes peaceful.
This war fought with the absence of European, American and Soviet help is being called exclusively an African war.

1.2. Material

The materials that needed for this wargame are: A tray of A2 size. 202 counters representing the combat and marking units. Two data of ten faces. A book of rules (this). Seven tables and four Markers. A calculator (optional).

2. Basic rules

2.1. Game Sequence

The sequence of the game is divided in turns, each turn corresponds one week of real time. The totality of the events that this wargame intends to represent is contained enters 2nd of August of 1998 to 14th of November of 1998, therefore the game is 15 turns long.

Each turn will be divided in three stages, one for preparation and one for each one of the groups of armies' containers.

The first stage is of administration of the resources and counting of points. Second stage is the player who controls the forces of the Congolês Movement for the Democracy led for Ernest Wamba (Rebellious Congoleses, Uganda, Rwanda and Burundi) doravante called "The Rebels". The Third stage will be for the player who controls the SADC (the Congo, Angola, Zimbabwe and Namibia), called doravante simply "the Government". The two last stages are divided in 2 sequential phases, representing the theoretical grouping similar actions. The Phase of Movement and the Phase of Combat.

Turn Sequence:

1. Administration
2. Rebels
2.1. Movement
2.2. Combat
3. Government
3.1. Movement
3.2. Combat

2.2. Administration Phase

In the stage of preparation the players execute some preparatory procedures to movement and combat, in a purely administrative stage of the game. They are:

Advance the turn marker
Update victory points
Checking supply (see 3.6.1)
Adjustment of troop morale
Recovery of losses (see Table 6).
Entrance of Reinforcements (consult Table 7)
Air Points Determination (see Table 5): Only the Government player gets the benefit of air points in the game.

2.3. Movement Phase

In this phase the player of the stage verifies its supply lines (see 3.6.1) and chooses which and as many units on the map to move according to the movement points (MP) of each unit and the type of terrain it is moving through, observing the movement restrictions (see 3.2) and finally mark the units that it chose as combat reserves (optional rules, see 8.0)

2.4. Combat Phase

In this phase the player of the stage assumes the role of aggressor and the enemy player, the defender. The aggressor must then identify and to announce the existing situations of combat between the units in the map and later the two players may use optional rules to move its reserves (see 8.1). The aggressor then must carry through the calculations necessary the resolution of the combat and to play the data he forms to get the final result. The defender must then effect the decreases and resultant jibs of the combat, and the aggressor must, finally, execute any advance after the combat (see 4.7). All these procedures are described in detail in section 4.0.

2.5. Scale

The unit of measure in the game is the hexagon (or hex) and a hexagon in the map represents 65 km.

2.6. Organization of Units

The basic the organizational unit is the regiment, counting that a regiment possess 3,000 men approximately as effective combatant, who three battalions of 1.000 men each form a regiment and that three regiments (more units orgânicas*) form a division of 10.000 men.

2.7. Military units

2.7.1. Unit Identification
The military units are represented by counters that possess identifications in the form of some numbers that quantify the value of that unit in relation to the mechanisms of this wargame. The project below identifies each one of these numbers:
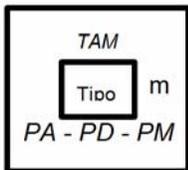
TAM: Size of the unit
Tipo: Unit Type
M: Morale
PA: Attack Strength, PD: Defense Strength, M: Movement

2.7.2 Unit Classification

 Infantry Mechanized Infantry Artillery Guerilla Armor
 Markers

Country flags below signify a country, the color signifies the color of the unit which identifies from what country or group it comes from.

Burundi: PNAB - Presidente Pierre Buyoya

Angola: MPLA - Presidente José Eduardo dos Santos

Namibia: Presidente Sam Nujoma

Rwanda: RPA – Vice-Presidente Paul Kagane

Uganda: UPDF - Presidente Youeri Museveni

Zimbabwe: Presidente Robert Mugabe

Rebels: RCD – Kisangani: Ernest Wamba, RCD – Goma : Emile Ilunga, MNLC – Jean Pierre Bemba

FAC – Laurent Kabila, FDD - ADF / LRA - Jamil Makulu / Joseph Kony Milícias Interharawe / Ex-FAR

FDD unit   Interhaware/Ex-FAR unit   ADF/LRA unit

2.8 Map

The map covers all of the Republic of the Congo, Congo, parts of Uganda, Rwanda, Burundi, Zambia, Tanzania, Angola and Sudan.

2.8.1 Terrain Types
Here is the key and the types of terrain the players will be encountering on the map:
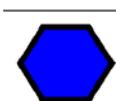
Sea   Congo River   Other rivers   Clear   Savannah
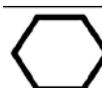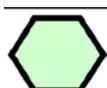
Forest   Marsh   Hills   Mountains   Village

City   Road   Railroad

3.0 Movement

3.1 Movement Requirements

Each military unit must moves from hex to hex using movement points.
Moving through a hex requires the expenditure of movement points. This is determined by the type of terrain on the hex.
Movement points cannot be accumulated from turn to turn nor can they be transferred to another unit.
A unit can usually move unless it is surrounded from hostile units of course.

3.2 Movement Restrictions

3.2.1 Enemy Units
Units cannot pass through hexes controlled or occupied by enemy units. A limited form of control is also exerted by a unit called Zones of control which extends to the six hexes around the unit.
Zone of control restricts movement by:

1. Units enter a zone of control normally but have to pay an extra movement point either to leave the ZOC (zone of control) or go to another ZOC.

2. A unit that starts movement in a hex which is totally surrounded zones of control cannot move at all.

3. Battalion size units do not exert ZOCs around it but only on the hex it occupies.

4. Guerilla units ignore ZOCs and its restrictions.

3.2.2 Stacking
The Stacking limit depends on the terrain. Stacking limit is only observed at the end of movement of the unit (See Table 1).
Stacking also depends on the size of a unit:

1. Battalions are considered 1 point for stacking

2. Infantry and guerillas of regimental size are considered 2 points

3. Motorized or armored units of regimental size are considered 3 points.

3.3 Special Terrain

Here are some terrains which have some special effect on movement.

3.3.1 Road Movement
In order to use road movement, a unit must be on hex with a road terrain on it.
A unit pays the cost of the road (instead of the terrain which the road is on) when using road movement.
A starting on a hex with no roads on it and moving to a hex with a road on it pays the regular terrain cost other than the road. (e.g. Unit moving from a hex with no roads to a hex with mountains and a road must pay 3 MPs).

3.3.2 Rivers

Crossing rivers costs 1 extra movement point unless using road movement then there is no movement penalties.

3.3.3 River Movement in the Congo River

Any unit starting in a hex adjacent to the Congo River can use river movement.

This is done by the unit paying half of its total movement points to embark on the river and can move a maximum of eight hexes along the river (only those hexes with the Congo river beside it) and then pays the other half of its total movement point to disembark.

A unit must always disembark at the end of movement. Units using river movement cannot enter enemy ZOCs (Congo river hexes part of enemy ZOCs).

3.3.4 Railroads

Units using rail movement must start its movement phase on a hex with a railroad track. It pays half its total movement points to embark on the river and can move a maximum of fifteen hexes along the railroad tracks (only those hexes with a railroad track symbol on it) and then pays the other half of its total movement points to disembark.

A unit must always disembark at the end of movement. Units using railroad movement cannot enter enemy ZOCs.

3.3.5 Seas and Lakes

No movement is permitted on sea or lakes.

3.3.6 Mountains, Forests and Marshes

Motorized and armored units cannot enter mountain, forest and marsh terrain except when using road, river and rail movement.

3.4 Entering and exiting the map

3.4.1 Abandoning the Theatre of Operations

When exiting the map, a unit of the edge of the map can exit by paying the movement cost of the hex it's on.

Units which have moved out of the map are not considered eliminated when consulting victory conditions.

3.4.2 Reinforcements

Reinforcements are units which do not initially begin play on the map.

Units enter play on the map via a schedule (see table 7).

Units that have an entry code of R1, R2 and R3 enter play from the edge of the map to a hex with a R1, R2, or R3 designation on it.

Units entering the map can have the option of using rail or road movement.

3.4.3 Mobilizing Forces

Units which enter play in villages and/or cities on the map which are surrounded or under control of enemy units may enter play in the closest city or village under friendly control as long as it's inside its home region. If the closest village or city is under enemy control then the player can mobilize that unit in any friendly village or city within its home region.

3.4.4 Initial Position
Units can move, attack and defend on the same turn that it's put on the map.

3.5 Air Movement

A unit starting on a hex with an airport symbol on it uses half of its movement points to embark then spends the other half disembarking on another hex with an airport symbol on it.
Each airport can handle 4 stacking points worth of units per turn. This is cumulative per airport and counts during embarking and disembarking.
Stacking limits are respected when using air movement. Enemy ZOCs do not hinder this movement even if the airport is surrounded by enemy units.

3.6 Movement and Supply

3.6.1 Supply Lines
In order to move normally, a unit must be able to trace a line of supply within 3 movement points of a road, railroad or Congo river hex which in turn must be traced to a supply city (e.g. Kampala, Kisangani, Kigali, Boma, Mbandaka, Bujumbura, Kinshasa, Luanda and Kamina).
A supply line cannot go through hexes occupied by enemy units.
Any unit on an airport hex is always considered in supply. Guerilla units are always in supply.

3.6.2 Supply Restrictions
Units considered out of supply are halved in movement points(rounded down) and cannot use rail or Congo River movement.

4.0 Combat

4.1 Combat Requirements

Units attack and defend via their attack and defense ratings.
Combat is initiated on an enemy unit(s) adjacent to the attacker. This can be done from multiple hexes and units as long as they are adjacent to the target hex.
A unit cannot be attack more than once (see 4.7).
Attackers total their attack strength and compare it to the total of the defenders' defense strength and consults the combat table (table 2).

4.2 Terrain Effects

During combat, the defender's terrain affects the final combat odds. In consulting with table 1, each terrain has a combat effect which is the number of column shifts to the left of the final combat odds.

4.2.1 Roads, Railroads and Airports
These things do not influence combat and during combat only the other terrain with the roads, railroads and airports counts.

4.2.2 Rivers
The defending unit only gains the benefit of river defense if all of the attacking units are attacking from across a river.

4.2.3 Villages
A village does not influence combat. Only consider the terrain its on during combat.

4.2.4 Wall
A unit is considered surrounded if all the hexes around it are occupied by enemy units. Zones of control do not count.
Attacks on surrounded units result in a one shift to the right on the odds on the combat table.
A retreat result on the combat table for the defender will result in a step loss. A unit which has suffered a loss and which has to retreat when surrounded is destroyed.

4.3 Influence of Morale

Morale represents the Élan or general unit cohesions of groups. The morale of groups extends to their units.
The number represented on the morale table is multiplied by a factor of ten and then subtracted or added to the die roll result (e.g. +2 morale would be considered +20).
This is moved left or right on the table according to the morale modifiers as of 4.3.1. For a max of -4/+4.
The general morale of attacking units is subtracted from the general morale of defending units and this is the final morale modifier in combat (e.g. Attacker morale (2) – Defender morale (-2): Total morale modifier (+4).

4.3.1 Morale Modifiers (see Table 8)

For the FAC, Kabila, Congo Government:

-1 from turns 1 to 5

-2 for the loss of Kinshasa (owned by the enemy)

+1 for the ownership of the city of Kisangani

-1 for any Allied unit in Kinshasa, Mbandaka or Kisangani (this means the foreign allied contingents)

-2 for any of its units operating outside the Congo

For Angola:

-1 for any of its units operating outside Angola

-2 for any of its units operating in Uganda, Rwanda or Burundi

-2 for each motorized unit eliminated

-1 if air points were not used in any operation (attack/defense) involving Angola this turn.

For Zimbabwe or Namibia:

-1 for each unit eliminated

-2 for units operating in Uganda, Rwanda or Burundi

-1 if air points were not used in any operation (attack/defense) involving these countries this turn

For the Rebels:

-2 for the loss of Kisangani

+1 if a Ugandan or Rwandan unit(s) is in the Congo

+1 for the ownership of Mbandaka or Mbuji-Mayi (as long as one of them is controlled by the rebels).

+2 for the ownership of Kinshasa (As long as it's controlled by the rebels).

For Uganda:

-2 for units operating outside of Uganda

+1 if no unit of the ADF/LRA is operating east of the River Congo between Bumba and Manono.

-1 if a unit of the ADF/LRA is in Ugandan territory.

For Rwanda:

-2 for units operating outside Rwanda and Congo

+1 if no unit of the FDD is operating east of the River Congo between Bumba and Manono.

-1 if at least one unit of the FDD is inside Rwandese territory.

For Burundi:

-2 for units operating outside Burundi and Congo

+1 if no unit of the Interhaware/Ex-FAR is operating east of the River the Congo between Bumba and Manono.

-1 if at least one unit of the Interhaware/Ex-FAR is inside the territory of Burundi.

4.4 Supply and Combat

Supply rules for combat are followed as 3.6. Unsupplied unit(s) are considered 1 less in is attack and defense strength. A disrupted unit which is out of supply is considered not only halved in attack and defense strengths but also 1 less in combat strength. Units can only be diminished to 1 point max.

4.5 Air Support

Air units are represented in this game by air points. This is renewed every turn according to table 5.
Whenever air points are used, they are deducted from the air points marker.
Air points cannot be accumulated from turn to turn and are lost if not used.
Air points are used in the following way:

4.5.1 Ground Support
Air points are used and added either to the total attack or defense points of units in a battle.

4.5.2 Bombardment
Any enemy unit on the map can be targeting by bombardment.
This is done by assigning the air points to the target unit.
Multiplying the assigned number of air points with the defense value of the target.
Then apply terrain effects if any (left column shift if any just like regular combat).
Roll the dice (ten sided) check table 3 for the outcome.
The left result is the loss of movement points and the right result in the step losses.

4.5.3 Interdiction
Interdiction is the use of air points to deny the use of road, rail and air movement.
This is done by assigning a number of air points on the target, checking the terrain on which the road, rail or air is on and applying the necessary column shifts and rolls a ten sided dice.
Check table 4 for the outcome, which will be the number of turns that road, rail or airport cannot be used.

4.6 Combat Resolution

See Table 2 for combat results
Basically two d10s are rolled percentile style and the result with the added morale modifiers is compared to the correct odds on the combat table.
The results on the combat table are:

AE: Attacker Eliminated, an attacking unit is eliminated at the choice of the attacker

ARB: Attacker Rejected with losses. An attacking unit receives a step loss at the choice of the attacker. There is no advance.

ARI: Attacker Rejected with insignificant losses: Nothing happens, no advance by the attacker.

AVB: Attacker is successful with decreases. Attacker suffers a step loss at the choice of the attack but the attacker advances.

AVI: Attacker successful with insignificant losses. Nothing happens to the attacker and the attacker gets to advance.

OF: Defender Eliminated. A defending unit is eliminated at the choice of the defender. The survivors withdraw.

DRB: Defense withdraws with decreases. A defending unit suffers a step loss at the choice of the defender. Defender withdraws

DRI: Defender withdraws with insignificant losses. Nothing happens to the defender and the defender withdraws.

DVI: Defender successful with insignificant losses. Nothing happens to the defender and the defender stays put.

DVB: Defender successful with significant losses. A defending unit suffers losses but the defender stays put.

M: A unit which receives a step loss makes a morale check.

4.6.2 Combats
Examples of Combats:

In determined moment we identify the following situation of combat:

Attacking units: Two units 5-4-3, one 3-4-4 and one 4-4-4.
The defending unit is one 4-4-4, with and extra defense point for air support.

1º step: They add the attack points of the attacking units: Attack points = 5+5+3+4 = 17 Attack points.

2º step: They add the PDs of the defending units: 4 +1 (1 air point for air support) = 5 Defense Points.

3º step: Relation of forces is calculated and is identified to it to it column in table 2: Pará/PD = 17/5 = 3,4 (3:1 column)

4º step: Terrain combat modifiers are applied (rivers also) and is determined it final column: Land: forest and village: 2+1 = 3 columns to the left. 3:1 2:1 3:2 1:1 Column final 1:1

5º step: The moral modifier is determined: Aggressors +1, Defenders -1 Modifier = +1 - (- 1) = +2 (+20 to the die roll).

6º step: The dice are rolled and determine the final result: Dice result = 69 + 20 = 89, resulted final AVB: DRI

7º step: The result of the combat is applied. AVB: This result indicates that the aggressor won the combat, however one of its units must receive low one. DRI: The defending unit did not receive decreases, however hex must withdraw one. The attacking units are free for its movement after the combat.

4.6.3 Bombardment
Here are the results of bombardment:

1. Left number is the loss in movement points the next time the unit moves.

2. Right number is step losses.

Example:

The attacking player announces that he will bomb a unit 8-6-6 with 4 points:

1º step: The air points are multiplied with the defense and checks it with a column to table 3: air points X defense points = 4X6 = 24, column 24

2º step: The terrain is identified and is identified to it final column: Road on forest: 2 columns to the left = 24 20 16, final column = 16

3º step: The dice are rolled and are cross checked with the bombardment table and the final result of the bombing: Dice = 7, resulted = -2/---

4º step: One applies the results of the attack: This result indicates that the attacked unit lost 2 movement points for its next movement and that did not receive decreases.

4.6.4 Air Interdiction
Example:

The attacking player announces that an airport will be the target of an interdiction using 8 air points:

1º step: Column in table 4 is identified: Column 8

2º step: The interdicted terrain is identified and is defined in the final column of the attack: City: 3 columns to the left = Column 2

3º step: The dice are rolled and are identified to it and the final result of the attack: Dice = 10, resulted = I1

4º step: The result is applied: The Airport will be interdicted for a turn, not being able to carry through operations of movement of units.

4.7 Movement After Combat

4.7.1 Retreat After Combat
A defending unit which is forced to withdraw can withdraw to a hex not occupied by an enemy unit. Retreat to ZOCs is also permitted. If a unit is surrounded then the unit cannot withdraw (see 4.2.4). A unit cannot withdraw into a hex which will break stacking rules. If a unit cannot withdraw then it suffers a loss. If it already has suffered a loss then it is destroyed.

4.7.2 Advance after combat
All units which advance after combat observe stacking rules. Motorized units advance two hexes, all others one hex max.

5.0 Losses

5.1 Losses Due to Combat

A unit which receives a step loss is turned upside down to designate that it has suffered a step loss.
A unit which has suffered a step loss receives another step loss or fails a morale check. The unit is destroyed.
A unit with a step loss has its attack and defense points halved (to a max of 1). All fractions rounded down.
Note: I suggest the players to make up loss markers to be put on units which have suffered a loss. I have done this to the Cyberboard version of this game.

5.2 Morale and Unit Cohesion

Some combat results on the combat table demand units to make a morale roll.
A d10 is rolled and compared to the morale rating of the unit (the right hand number on the counter. If the number rolled is equal or less than the morale rating of the unit then nothing happens. If the roll is higher than the unit's morale rating, then the unit incurs a step loss. If the unit already has a step loss then it is eliminated.

5.3 Recouping the Losses

Each turn as according to table 4. Both sides gain replacement points.
Replacement points are used to remove step losses.
Replacement points can be accumulated from turn to turn.
A unit with a step loss can be destroyed for a replacement point but can only do this if there are no more replacement points left.
Armored and Motorized units cannot recoup step losses.
Replacement points can also be spent on Allied foreign units.

6.0 Special Rules

Units of Rwanda, Uganda and Burundi cannot attack together.
No unit can enter in the territories of the Republic of the Congo, the Tanzania, the Zambia and Sudan.
In case that they are forced to make it, this movement must be considered as an exit of the map.
In the first turn due to surprise. The government forces and its allies have no movement phase.
In the first turn, all units are considered supplied.

7.0 Victory

At the end of turn 15 the OAS (Organization of African States), with the support of the United States of America, achieves a cease-fire. Victory points accumulated throughout the game is checked and victory points of both sides are compared.
Both sides win an immediate victory before turn 15 if all military forces of either side are eliminated at any one time.

Here are the requirements for victory points:

For Everyone:

+1 point for each eliminated enemy unit.

+1 point for each point of unused replacement points at the end of the game.

+1 point for each village under its control at the end of the game.

+3 points for each city in the Congo under its control at the end of the game.

+1 point for each unit beyond the hatched cease-fire line on the map.

For Kabila (government):

+1 extra point for each eliminated Ugandan and Rwandan unit.

+3 points if Uganda intervenes in the Congo (any unit to enter the Congo).

+1 point if Rwanda or Burundi intervenes in the Congo (any unit to enter the Congo).

+3 extra points for the ownership of Kinshasa at the end of the game.

+2 extra points for the ownership of Kisangani.

Automatic victory: All Rebellious units - RCD and MNLC (gray) eliminated.

For the Rebels:

+10 points if Angola intervenes in the Congo (any unit to enter the Congo).

+2 points if Namibia or Zimbabwe intervenes in the Congo (any unit to enter the Congo).

+7 extra points for the ownership of Kinshasa at the end of the game.

+5 extra points for the ownership of Kinshasa or M' bandaka (each one).

+2 points for each Angolan unit in the Congo after turn 10.

Automatic victory: All the units of the Congo - FAC (blue) eliminated.

8.0 Optional Rules

8.1 Reserves

During the movement phase, a unit can be put into the reserves.
A res marker is placed on the unit to show it's in the reserves, these reserve units cannot be moved and have to kept in supply in order to be in the reserves.
Surrounded units cannot be put into reserves.
During combat: They can be moved to a battle using half of their Movement points.
ZOCs are observed during this movement.
Res markers are removed when reserve units are committed to battle or voluntarily removed during the next movement phase.

CHARTS:

Tabela 1 - Terrenos

Nome do Terreno	Cor do Hexágono	Custo do Terreno	Fator de Influência no Combate	Estocagem
Mar / Lago		Proibido	Proibido	---
Rio Congo		1 PM para cruzar, até 12 hexes para navegar	2 colunas à esquerda	---
Aberto		1 PM	Nenhum efeito	5
Pântano		2 PM	1 coluna à esquerda	2
Floresta		2 PM	2 colunas à esquerda	2
Acidentado		2 PM	2 colunas à esquerda	3
Montanha		3 PM	3 coluna à esquerda	2
Savana		1 PM	Nenhum efeito	4
Estrada		1 PM	Terreno onde se situa	Terreno + 1
Rios		1 PM para cruzar	1 coluna à esquerda	---
Vilas		Terreno	Terreno onde se situa	Terreno + 1
Cidades		1 PM	2 colunas à esquerda	5
Ferrovias		Até 15 hexes para transportar	Terreno onde se situa	Terreno + 1

Key:
Nome Do Terreno: **Terrain Type**
Mar/Lago: **Sea/Lake**, *Rio Congo*: **Congo River**, *Aberto*: **Clear**, *Pantano*: **Marsh**, *Floresta*: **Forest**,
Acidentado: **Rough**, *Montanha*: **Mountain**, *Savana*: **Savannah**, *Estrada*: **Roads**, *Rios*: **Rivers**,
Vilas: **Towns/villages**, *Cidades*: **Cities**, *Ferrovias*: **Railroads**

Cor do Hexágono: **Hexagon color**

Custo do Terreno: **Terrain cost**
Proibido: **Prohibited**, *1 PM para cruzar, até 12 hexes para navegar*: **1 movement point for regular movement, 12 hexes max for Congo River movement**, *Terreno*: **Other terrain**, *Até 15 hexes para transporter*: **Max of 15 hexes for rail movement**.

Fator de Influência no Combate: **Influence in combat**
2 colunas à esquerda: **Two column shifts to the left**, *Nenhum efeito*: **No effect**, *Terreno onde se situa*: **Other terrain**.

Estocagem: **Stacking limits**
Terreno + 1: **Other terrain +1**.

Tabela 2 - Tabela de Resultados de Combate

Dado +-Modificadores	1 : 2+	1 : 1	3 : 2	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1	7+ : 1
01 a 05	AE DVI	ARB(M) DVI	ARB(M) DVB	ARB DVB	ARB DVI	ARB DVB	ARI(M) DVI(M)	ARI(M) DVI	AVB DRI(M)
06 a 15	ARB(M) DVI	ARB(M) DVB	ARB DVB	ARB DVI	ARB DVB	ARI(M) DVI	ARI(M) DVI	AVB DRI(M)	AVI(M) DRI(M)
16 a 30	ARB(M) DVB	ARB DVB	ARB DVI	ARB DVB	ARI(M) DVI	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)
31 a 50	ARB DVB	ARB DVI	ARB DVB	ARI(M) DVI	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)	AVB DRI(M)
51 a 70	ARB DVI	ARB DVB	ARI(M) DVI	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)	AVB DRI(M)	AVB DRB
71 a 85	ARB DVB	ARI(M) DVI	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)	AVB DRI(M)	AVB DRB	AVI DRB
86 a 95	ARI(M) DVI	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)	AVB DRI(M)	AVB DRB	AVI DRB	AVB DE
96 a 100	ARI(M) DVI(M)	AVB DRI(M)	AVI(M) DRI(M)	AVI DRI(M)	AVB DRI(M)	AVB DRB	AVI DRB	AVB DE	AVI DE

Onde:
AE - Ataque Eliminado
ARB - Ataque é Rechaçado com Baixas
ARI – Ataque é Rechaçado com Baixas Insignificantes
AVB - Ataque Vence com Baixas
AVI - Ataque Vence com Baixas Insignificantes
(M) - Checar o Moral nas Unidades com Baixas

DE - Defesa Eliminada
DRB - Defesa Recua com Baixas
DRI - Defesa Recua com Baixas Insignificantes
DVI - Defesa Vence com Baixas Insignificantes
DVB - Defesa Vence com Baixas
(M) - Checar o Moral nas Unidades com Baixas

Obs.:

1. No Resultado de Combate, primeiro baixam-se as unidades, depois recua-se.
2. Aplicam-se os modificadores do moral da tropa no valor obtido pelo lançamento do dado das dezenas.

Outros Modificadores:

Terreno: Ver Tabela 1   Cerco: 1 coluna à direita.

Key:
Dado: **Die roll (two D10s percentile dice)**.

AE: **Attacker eliminated**, *ARB*: **Attacker rejected with losses**, *ARI*: **Attacker rejected without Losses**, *AVB*: **Attacker successful with losses**, *AVI*: **Attacker successful without losses**. *M*: **Morale Check**, *DE*: **Defender eliminated**, *DRB*: **Defense withdraws with losses**, *DRI*: **Defender retreats without losses**. *DVI*: **Defense successful with losses**, *DVB*: **Defense successful without losses**. *M*: **Morale Check**.

1. Units take step losses then retreat
2. For every +s due to morale, it is multiplied by a factor of ten (e.g. +2 = +20 to the die roll).

Other Modifications:

Check the terrain table 1.

Tabela 3 - Tabela de Bombardeio

Dado	4 ou -	5 a 8	9 a 12	13 a 16	17 a 20	21 a 24	25 a 28	29 a 32	33 ou +
1 ou 2	---	---	---	---	---	---	---	---	---
3 ou 4	---	---	---	-1/---	-1/---	-2/---	-2/1B	-3/---	-3/---
5 ou 6	---	---	-1/---	-1/---	-2/---	-2/1B	-3/---	-3/---	-3/1B
7 ou 8	---	-1/---	-1/---	-2/---	-2/1B	-3/---	-3/---	-3/1B	-3/1B
9 ou 10	-1/---	-1/---	-2/---	-2/1B	-3/---	-3/---	-3/1B	-3/1B	-3/2B

-x/yB = -x = Redução do PM, yB = Número de Baixas (ver item 4.5.2)

Key:
Dado: **Dice roll (D10)**

Left side is the reduction of the targets movement points for the next movement phase. Right side: losses.

Tabela 4 - Tabela de Interdição

Dado	2 ou -	3 ou 4	5 ou 6	7 ou 8	9 ou +
1 ou 2	---	---	---	---	---
3 ou 4	---	---	---	1	1
5 ou 6	---	---	1	1	2
7 ou 8	---	1	1	2	2
9 ou 10	1	1	2	2	3

n = "n" turnos de interdição (ver item 4.5.3)

Key:
Dado: **Die roll (D10)**.

Result is the number of turns the target hex is interdicted (see 4.5.3).

Marcador 1 - Marcador de Pontos Aéreos

1	2	3	4	5	6	7	8	9	10

Key: Air point marker

Tabela 5 – Tabela de Pontos Aéreos

Turno	Pontos
2	4
3	6
4	6
5	6
6	4
7	4
8	4

Turno	Pontos
9	6
10	6
11	4
12	4
13	2
14	2
15	2

Key: Air points table. *Turno*: **turn**, *Pontos*: **Points**.

Marcador 2 - Marcadores de Moral
(um por exército)

-4	-3	-2	-1	0	+1	+2	+3

Key: Morale marker

Marcador 3 - Marcadores de Recompletamento:
(um por jogador)

1	2	3	4	5	6	7	8	9	10

Key: Replacement marker

Tabela 6 - Recompletamentos:

Turno	Congo	Rebeldes
2	0	2
3	0	2
4	0	4
5	2	4
6	4	4
7	4	4
8	4	6

Turno	Congo	Rebeldes
9	4	6
10	6	6
11	6	4
12	6	4
13	4	2
14	4	2
15	4	2

Key: Replacement table

Marcador 4 - Marcadores de Pontos de Vitória
(um por jogador)

Congo

1	2	3	4	5	6	7	8	9	10

Rebeldes

1	2	3	4	5	6	7	8	9	10

Key: Victory point markers, Congo: Government, Rebels

Tabela 7 – Posição Inicial e Reforços

Posição Inicial

Cidade ou Vila	Exército	Unidades	Turno Liberado
Bumba	Congo	1 (3-3-3)	1
Faraje	Congo	1 (3-3-3)	2
Bondo	Congo	1 (3-3-3)	2
Kinshasa	Congo	1 (7-5-8) 1(5-4-6) 1(3-4-3)	2
Kasongo	Congo	1 (3-4-4)	2
Kikwit	Congo	1 (3-4-3)	2
Ikela	Congo	1 (3-3-3)	3
Kindu	Congo	1 (3-3-3)	3
Ilebo	Congo	1 (4-4-3)	3
Kananga	Congo	2 (3-4-3)	3
Bongo	Congo	1 (3-4-4)	4
Boembe	Congo	1 (3-4-3)	4
Lubotu	Congo	1 (3-4-3)	4
Bandundu	Congo	1 (3-3-3)	4
Kabalo	Congo	1 (3-4-4)	4
Gbadolite	Congo	1 (3-4-4)	5
Kalemie	Congo	1 (3-4-4)	5
Kisangani	Congo	2 (3-3-3) 1(5-4-6)	6
Mbandaka	Congo	2 (4-4-3) 1(6-4-6)	6
Bolobo	Congo	1 (3-3-3)	6
Mbuji-Mayl	Congo	1 (5-6-8)	6
Muyune-Ditu	Congo	1 (3-4-3)	6
Manono	Congo	1 (3-4-3)	8
Kapanga	Congo	1 (3-4-3)	8
Pweto	Congo	1 (3-4-3)	8
Angola***	Angola	3(4-3-3) 1(3-1-3)	3
Malanje	Angola	3 (4-4-3)	5
Luanda	Angola	1 (7-6-8) 2 (4-5-8)	7
Kirundo	Burundi	2 (3-3-3)	2
Bujumbura	Burundi	2 (3-3-3) 1 (4-4-3)	3
Mbanza-Nguru	Rebeldes	1 (4-4-4)	1
Boma	Rebeldes	1 (4-4-4)	1
Matadi	Rebeldes	1 (4-4-4)	1
Arua	Rebeldes	2 (3-4-4)	1
Isiro	Rebeldes	2 (3-4-4)	1
Mungbere	Rebeldes	1 (3-4-4)	1
Beni	Rebeldes	2 (4-4-4)	1
Buta	Rebeldes	1 (3-4-4)	2
Bunia	Rebeldes	1 (4-4-4)	2
Goma	Ruanda	1 (4-4-3)	1
Gisenyi	Ruanda	1 (4-4-4)	2
Bukavu	Ruanda	1 (4-4-3)	2
Butare	Ruanda	2 (3-3-4)	2
Kigali	Ruanda	3 (4-4-3)	3
Gulu	Uganda	1 (4-4-4)	3
Kasese	Uganda	2 (3-4-4)	3
Entebbe	Uganda	3 (5-4-3)	3
Kampala	Uganda	1(5-5-7) 1(8-6-6) 1(3-4-4)	7
Kamina	Zimbábue	3 (3-4-4)	5

Reforços

Hex	Exército	Unidades	Turno
Faraje +3*	Congo	2 (2-3-3) G	1
Kasongo+3*	Congo	1 (2-3-3) G	1
Goma +3*	Congo	3 (2-3-4) G	1
Kananga	Congo	1 (3-4-3)	5
Kamina	Congo	1 (3-4-4)	6
Ilebo	Congo	1 (3-4-3)	7
Mbandaka	Congo	2(3-4-3)	8
Kinshasa	Congo	3(4-3-3)	9
Kinshasa	Congo	1 (3-4-3)	11
R2	Namíbia	2 (3-3-3)	7
Bunia +3**	Rebeldes	3 (2-3-4) G	1
Goma +5**	Rebeldes	3 (2-3-4) G	1
Bukavu +5**	Rebeldes	1 (3-4-4) G	1
Kisangani	Rebeldes	1(4-5-6)	5
Goma	Ruanda	1(3-4-4)	3
Kigali	Ruanda	3(3-4-4)	4
Butare	Ruanda	1(4-4-3)	4
Bukavu	Ruanda	1(3-4-4)	6
Kigali	Ruanda	1(5-5-7)	8
Kigali	Ruanda	3(3-4-4)	10
R1	Uganda	3(3-4-4)	3
R1	Uganda	3(3-4-4)	6
R1	Uganda	1(3-4-4)	9
Kampala	Uganda	3(4-4-4)	11
R3	Zimbábue	3(3-3-4)	5
R3	Zimbábue	3(4-4-3)	8
R3	Zimbábue	1(6-4-7) 1(7-4-6) 1(3-4-4)	11

Observações:
* = Em qualquer hex dentro do alcance, não se movimentam no primeiro turno.
** = Em qualquer hex dentro do alcance.
*** = Em qualquer hex dentro das fronteiras de Angola

Key:
Reinforcement entry table.
Posição Inicial: **Intitial positions** (at the start of turn 1).
Cidade ou Vila: **City or town/village**, *Exército*: **Army**, *Unidades*: **Units**, *Turno Liberado*: **Turn of entry**.
Reforços: **Reinforcements**
Notes:
* In any hex within reach (e.g. +1 within 1 hex of the starting city or village) does not move on turn 1.
** In any hex within reach
*** In any hex inside the borders of Angola