

## ANGOLA (S&T 209) Variant Rules

**Communist Turn Counter:** This is used on the Communist Turn Record and Reinforcement Track.

**Soviet 7th Guards Airborne Division:** This includes three regiments. It is used in the Superpower Intervention Scenario.

**SADF SSB Armored Battalion:** Historically, the armored unit that is part of the Operation Hooper reinforcement group was a battalion, but I showed it as a brigade as it also includes various other reinforcements, including more G-5 artillery. For players who think this is too strong, substitute the SSB battalion for the brigade.

**SADF TF W (Whiskey) Airmobile Battalion:** This unit can be used only with the optional No Sanctions rule. The SADF receives more helicopters and creates another air assault formation. It uses standard airmobile rules. This can be added to one SADF reinforcement group.

**SADF TF Y (Yankee) Recon Battalion Group:** This assumes the South Africans committed more of their regulars to the Angolan theater of operations. In this case, it's an armored recon battalion task force and can be added to one SADF reinforcement group.

**Zaire 41 Cdo (Commando) and Base:** This assumes Zaire's President Mobutu decided to commit elements of his army to provide direct support to the FNLA. The Zaire 41 Cdo (Commando) Brigade and Base are part of the FNLA/FLEC Faction, controlled by the Anti-Communist player. They initially deploy in Zaire. If eliminated and refit, place anywhere in Zaire. They have a Refit DRM of zero.

**OAU:** The Organization of African Unity puts together a brigade to support the Angolan government, as well as a training base. These units can be used only if the Anti-Communist player plays the Total Onslaught special operation, or if US or Zairian forces intervene. The OAU units are treated as FAPLA for all game purposes. However, they may also deploy on any eastern map edge hexes in Zambia (south of Zaire and north of Southwest Africa, within usual placement restrictions). They are received and refit per the FAPLA faction.

**Super Power Involvement:** This assumes that the Soviet Union and USA became more directly involved in the fighting. The Soviets commit an airborne division and elements of Long Range Aviation, and the US a carrier aviation wing plus B-52s. Players can add these forces by mutual agreement on any turn.

US air forces include the following units: 2 x carrier fighter-bomber (VF), 2 x carrier attack (VA), 1 x carrier based Wild Weasel (WW) unit, and 1 x B-52 (SAC). Each carrier air unit is a mix of different aircraft, with the unit icon representing the predominant mission. US air units are all based off the map, but otherwise conduct missions normally. The B-52 and LRA are not affected by enemy air defense ground units.

The Anti-Communist player controls the US units, which are a separate contingent. Use the *US* Faction marker with them. The Anti-Communist player can add the *US Faction* marker to the Command Pool on any turn in which does not play a Special Operation marker. This is not restricted by, nor affects 28.7. All US reinforcements are received on the Impulse in which the *US* marker is first picked. US air units stack three per hex and use a +2 DRM for Refit. US ground and air units can not stack in the same hex as other friendly units (for various C2 reasons).

The Soviet 7th Guards Air Assault Division and ADA unit are part of the East Bloc contingent. The Anti-Communist player controls these units. They arrive as reinforcements per the Additional Forces Optional rule (two per turn, counting against other reinforcements). The LRA is received per East Bloc air reinforcements.

Victory Points: Eliminated US units count as 6 VP. Eliminated Soviet airborne regiments count as 4 VP.