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## CREDITS

**Design:** Joseph Miranda

**Developer:** Frank Clark

**Managing Game Developer:** Douglas Johnson

**Playtesters:** Vincent Hoffman, Terry Mays, Eric Moroney, Sandy Redding, Paul Rigel-Green, Terry Rooker, James Schmidt.

**Proofers:** Hans Korting, Michael Neubauer, Brendan Whyte.

**Counters:** Nadir Elfarra

**Map Graphics:** Joe Youst

**Production:** Richard Aguirre



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# OPERATION SERVAL

## WARFARE AGAINST THE JIHAD, MALI 2012

**Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ [www.modernwarwarmagazine.com](http://www.modernwarwarmagazine.com)

### 1.0 INTRODUCTION

**Operation Serval** is a wargame of the campaign in Mali in West Africa during 2012 and 2013, which saw Islamist forces seize control of the northern part of the country and then threaten the capital at Bamako. A French expeditionary force intervened, counterattacked, and along with various African allies, routed the Islamists in a short and sharp campaign.

This is a two-player game where one player commands the French Coalition and the other player the Islamists. Each side's forces include several contingents of allied forces. The objective of both sides is to gain control of Mali.

The central game mechanism is Command Control Points (C2P). C2P are a quantification of each side's ability to coordinate operations and conduct intelligence. Players expend C2P to recruit units, activate contingents, and perform logistics. The game has two scenarios: one deals with the entire campaign; the other with the French intervention.

#### 1.1 Scale

Each hex is about 50 kilometers across. Each turn represents anywhere from one week of intense combat to a month or two of refitting and regrouping. Ground units represent companies, battalions and groups of irregulars (anywhere from 100 to 500 fighters). Airstrikes represent the effect of sorties (from 4 to 16 aircraft). Netwar markers provide cybernetic operations, terrorism, ISR and drone strikes.

### 2.0 COMPONENTS

The game includes one sheet of 176 5/8 inch counters, one 22 x 34 inch map, and these rules. Players must provide at least one six-sided die.

#### 2.1 The Map

The game map shows the country of Mali in West Africa and adjoining countries, including exterior basing areas. The Theater of Operations rule describes the playable areas (7.5).

**Important:** The effects of weather are built into the Events Table and the chaotic generation of C2P.

**Hexes (hexagons):** Are used to position units, and for determining movement and other game functions. The Terrain Effects Chart (TEC) explains the various terrain types.

**Holding Boxes:** There are various holding boxes depicted on the map.

**Staging Area Boxes:** These include Algeria (Islamists); and France, Chad and West Africa (Coalition).

**Available Boxes:** Each contingent has boxes where available reinforcements can be held.

**Available Battalion Task Force Box:** Used to hold battalion task force units which are capable of being formed.

**Netwar Boxes:** Used to hold in-play netwar markers.

**Coalition Air Box:** Used to hold in play airstrike markers. Eliminated Unit Boxes: Used by both sides to hold units that were eliminated in combat.

#### 2.2 Charts, Tracks & Tables

Charts and Tables are either depicted on the map or at the end of the rules.

**C2P Expenditure Chart:** Lists the C2P expenditure required to conduct specific actions.

**C2P Generation Charts:** Provide the number of C2P each player receives during a turn.

**Event Table:** Generates and explains random events.

**Kinetic Combat Results Table (CRT):** Used to resolve kinetic combat by ground and air units.

**Netwar CRT:** Used to resolve Netwar actions.

**Netwar Markers Chart:** Explains the use of netwar markers.

**Terrain Effects Chart (TEC):** Explains the effects of terrain on movement and combat.

**Air Defense Table:** Used to resolve air defense.

**Victory Points Chart:** Provides the number of points players gain at the end of a scenario

**Game Turn Record Track (GTRT):** Used to track current game turn.

**Coalition Airlift Track:** Used to track the current airlift capability of the French forces and their allies.

**C2P Tracks:** Used to track the currently available C2P. Each side has its own track.

## 2.3 Game Setup

There are two scenarios and additional optional rules included in the game. Scenario instructions and setup information is detailed in 30.0.







## 3.0 PLAYING PIECES

Each side consists of several distinctive contingents, each depicted by a differently colored counters.

**Islamist Forces:** Islamists forces consist of three contingents:

-  **Ansar Dine (AD):** Red
-  **Al-Qaeda in the Islamic Maghreb (AQIM):** Light Brown
-  **Movement for Oneness and Jihad in West Africa (MOJWA):** Light Red

**Coalition Forces:** Allied forces consist of six contingents:

-  **French:** Light Blue
-  **Chadian:** White outlined unit symbols on Light Blue.
-  **Malian:** Green
-  **African-led International Support Mission to Mali (AFISMA):** Dark Blue
-  **National Movement for the Liberation of Azawad (MNLA) or Tuaregs:** Light Bluish Green
-  **NATO/US (Optional):** Dark Green

**AFRICOM:** US Africa Command

**BIMA:** *Brigade d'Infanterie de Marine* (Light Armored Marine Brigade)

**CM:** Commando Marine

**CPA:** Air Parachute Commando

**Des:** Desert

**GTIA:** *Groupeement Tactique Interarmes* (Joint Tactical Group)

**JSOC:** Joint Special Operations Command

**MEU:** Marine Expeditionary Unit

**NATO:** North Atlantic Treaty Organization

**Opt:** Optional Unit

**P:** Paratrooper (not jump capable)

**PG:** Presidential Guard

**RCP:** *Régiment de Chasseurs Parachutistes* (Parachute Chasseur Regiment)

**REC:** Foreign (Legion) Cavalry Regiment

**REI:** Foreign (Legion) Infantry Regiment

**REP:** Foreign (Legion) Parachute Regiment

**RHP:** *Régiment de Hussards Parachutistes* (Parachute Hussar Regiment)

**RICM:** *Régiment d'Infanterie Chars de Marine* (Marine Tank Regiment)

**RIMA:** *Régiment d'Infanterie de Marine* (Marine Infantry Regiment)

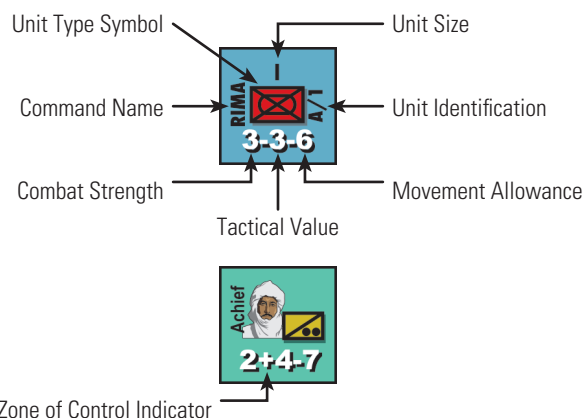
**RPIMA:** *Régiment de Parachutistes d'Infanterie de Marine* (Marine Infantry Parachute Regiment)

**RR:** Rapid Reaction

**US:** United States

**Note:** French companies are numbered within their battalions/regiments, but the game uses letters as these represent company sized tactical sub-groups.

**Mobile Units:** Represent combat forces which can move.



- **Combat Strength:** Unit's relative effectiveness in combat.
- **Tactical Value:** Unit's general leadership and efficiency.
- **Movement Allowance:** Unit's ability to move across the map.
- **Zone of Control Indicator:** Indicates that the unit can influence adjacent hexes.
- **Unit Identification/Command Name:** Historical number and/or title, or name of a leader.

**Unit Size:** The unit's organizational structure:

- X:** Brigade
- III:** Regiment
- [II]:** Combined Arms Tactical Groups (Battalion Task Forces)
- II:** Battalion
- I:** Company
- +**: Cadre or Team

**Important:** Only the French and (optional) US have battalion task forces. They have no reverse (disrupted) side. They are created by combining companies into the battalion sized force.

**Note:** Many units do not have a unit size indicator. They represent units of variable size and combat effectiveness.

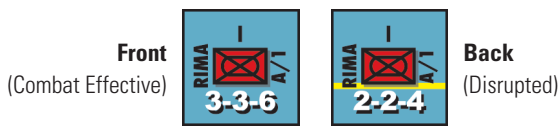
# OPERATION SERVAL

**Static Units:** Represent bases or garrisons/militia units. They have a movement allowance (MA) of zero (0) and cannot move. Bases (and some mobile units) depict additional information.



- **Support Radius:** The distance in terms of hexes that the base can provide logistical support.
- **Air Defense Capable:** Indicates the unit has air defense capability.

**Back Printing:** Most units are printed on both sides. The front is the combat effective side; the reverse is the disrupted side.



**Errata:** The Mali units do not have the yellow stripe on their reverse sides.

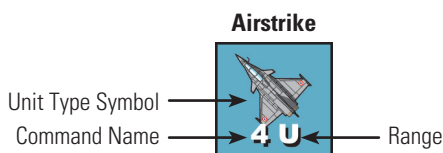
## UNIT TYPES (MOBILE)

Leader	Mechanized Combined Arms	Armor	Mechanized Infantry
Airborne Armor	Airmobile/Air Assault Infantry	Technical (Gun Truck)	Heavy Technical
Infantry	Guerrilla	Special Operations Force (SOF)	
Airborne Engineer	Engineer		

## UNIT TYPES (STATIC)

Base	Militia

**Air Units:** Represent the effects of sorties. They are not combat units.



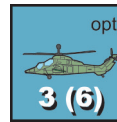
**Airstrike Strength:** Unit's ability to bombard ground targets.

**Range:** The distance the unit can fly.

**U:** Unlimited

**(#):** Number indicates the air unit's range (in hexes).

**Helicopter Gunship**



**Air Supply**

**Netwar Markers:** Represent unconventional network centric operations. Each type of netwar marker is labeled on the front of the counter that identifies their real-world use and the modifier (#) they impose.



**Cyber Warfare:** Computer based and information operations.



**Direct Action:** Strategic raids by special operators and UAVs.



**ISR (Intelligence, Surveillance & Reconnaissance):**

Represents small scale operations by SOF and insurgent cadres.



**UAV Strike:** Drones armed with precision guided munitions.



**Strike:** A massive strike with cruise missiles and/or armed UAV.



**Terror:** Various suicide and truck bombings.



**Terror Spectacular:** A major terrorist attack, hostage taking incident, etc.

## Other Markers



**Sharia Law:** Used to mark locations on the map where strict Islamic law is in effect.



**Turn Marker:** Used to track the current game turn on the GTRT. One side represents Islamist initiative, the other Coalition initiative.



**C2P Index Marker:** Indicates the current number of command control points. Each player has one such marker.



**International Intervention (Int'l Intervtn Activ'd):** Used as a mnemonic to indicate that International Intervention has occurred. Players should place this on the GTRT on the game turn it has taken place.



**Airlift Capacity:** Used to track the number of air moves for mobile ground units the Coalition has available in a turn.

## 4.0 DEFINITIONS

**Control of Hexes:** A player controls a city or town if he has any ground combat unit(s) in it (mobile or static). The instant that a player moves all units out of a hex (or has them eliminated), control is lost. Control is gained or regained by moving a unit into the hex. Airpower and markers cannot control hexes.

**Designer's Note:** You must have boots on the ground, or insurgents and factions not otherwise shown in the game will move in and take control.

**Contingent:** A sub-group of each of the two sides.

**Force:** A group of units taking an action together.

**Friendly/Enemy:** Friendly units are the ones controlled by one player. Enemy units are the ones controlled by the other player.

**Operation:** A specific action consisting of the player moving all units of one contingent and/or then potentially attacking.



**May:** You can choose to take the action or not.

**Must:** You are required to take the action.

**Occupy:** Having a unit in a hex.

**Reveal:** Show the opposing player friendly units in a hex or off-map box.

## 5.0 VICTORY CONDITIONS

There are two ways to win the game: sudden death and end game victory.

### 5.1 Sudden Death Victory

The game comes to an immediate end if one of the following conditions is in effect:

**Islamist Victory:** Islamist units occupy Bamako and five or more of the eight regional capitals in Mali.

**Coalition Victory:** There are no Islamist units in Mali.

### 5.2 End Game Victory

If a sudden death victory does not occur, each player then totals his own victory points (VP) at the end of the game. The Victory Points Chart at the end of the rules details the number of VP garnered for specific situations. Deduct the lower total from the higher. This gives the degree of victory (if any) for the side with the higher VP:

**16 or more:** Decisive victory

**11 to 15:** Operational victory

**6 to 10:** Local victory

**0 to 5:** Draw

## 6.0 SEQUENCE OF PLAY

Each turn of Operation Serval is divided into four phases as detailed below. Once a player has finished a specific action within a phase, he may not go back to redo a poorly executed one unless his opponent graciously agrees to permit it.

### 6.1 Turn Sequence Outline

Phases must be conducted in the order given.

**Events Phase:** Check the Events Table and apply the result (8.0).

**Command Control Point (C2P) Determination Phase:** Each player determines the number of C2P to add to his own C2 Track this turn (9.0).

**Operations Phase:**

**a) First Action Step:** The player who has the initiative takes the first action or passes (9.5).

**b) Second Action Step:** The player who did not have the initiative then takes an action or passes.

**c) Subsequent Action Steps:** Continue alternating taking actions or passing until one of the conditions stated in 6.2 occurs.

**End of Turn Phase:**

If this is the last turn of the scenario, the game comes to an end.

Otherwise, move the turn marker to the next space on the GTRT. The sequence of play then begins again, starting with the Events Phase.

### 6.2 Ending an Operations Phase

A turn comes to an end when any of the following occurs:

- Both players declare a pass sequentially.
- Neither player has any C2P remaining.
- One player attains a sudden death victory (5.1).

### 6.3 Description of Actions

These are explained in detail in separate rules sections. To initiate an action, you expend C2P to do one of the following:

**Recruit Units:** Bring units of one contingent onto the map (10.0).

**Operate a Contingent:** Conduct movement (13.0) and combat (15.0 & 20.0) with any or all units of one contingent (7.2).

**Refit:** Restore reduced units of one contingent (in certain locations) to combat effective status (19.0).

**Recruit Netwar Markers:** Bring netwar markers into play (21.0).

**Conduct Special Netwar Attacks:** Use netwar markers to conduct cyberwar, terrorism, terror spectaculars, UAV or (optional) global strikes (31.1).

**Enact Sharia:** The Islamists can place sharia law markers (27.0).

**Clear Sharia:** The coalition can remove sharia law markers (27.2).

### 6.4 Action Procedure

During your Action Step, declare that you will take an action or pass. If you take an action you must first state the action you are taking, then expend the C2P required to conduct the action and then execute the action.

### 6.5 Passing

If you decide to pass instead of taking an action, your opponent then conducts an action. You can then have the choice again of acting or passing. If both players pass sequentially the Action Phase immediately ends.

## 7.0 CONTINGENTS & THEATERS

There are two sides in the game: Islamist and Coalition. Each side is composed of several sub-groups called contingents.

### 7.1 Contingents

**Islamist Contingents:** Ansar Dine, AQIM, and MOJWA.

**Coalition Contingents:** France/Chad, Mali Government, AFISMA, MNLA, and (optionally) NATO.

### 7.2 Contingent Operations

When a player takes an action with a contingent (12.0), you can do so with any or all units of that contingent. Other contingents cannot participate.

**Example:** The Islamists declare an operation for Ansar Dine. They may move any or all units of Ansar Dine and then execute attacks with them. Units belonging to the AQIM and MOJWA contingents cannot move or participate in attacks.

### 7.3 Contingent Interoperability

**Islamist:** Units of different contingents cannot end an Action Step stacked in the same hex. They can move through each other during an action.

**Coalition:** All Coalition units can stack together; however, they still operate as separate contingents.

**Exception:** Chadian units are part of the French contingent.

### 7.4 International Intervention

International intervention is initiated when Islamist units cross the Intervention Line, or via an event. Until International intervention is initiated:

- The Coalition cannot move and/or attack with French/Chadian and AFISMA contingent units.
- French/Chadian and AFISMA units can be recruited. Recruited units can only be placed in Staging Areas.
- Coalition Netwar markers cannot be used until International Intervention occurs.

**Important:** The Malian and MNLA contingents operate normally.

## 7.5 Theater of Operations

Each side can only operate in specific locations on the map or Staging Areas.

- Islamist units can only enter and/or operate in Mali, Algeria (the hex map part), and the Algeria Staging Area.
- Coalition units can only enter and/or operate in Mali, Senegal, Ivory Coast, Burkina Faso, Niger, and the three Coalition Staging areas (France, West Africa, and Chad). Coalition ground units may enter neither Algeria (the hex map part), nor the Algeria Staging Area.
- Coalition air units can attack targets in Algeria (the hex map part), but not Islamist units in the Algeria Staging Area.
- Both sides can use netwar markers against targets in any hex on the map. They cannot target enemy Staging Areas.

## 7.6 Cross Border Attacks

Units adjacent to an on-map border can attack enemy units on the other side. They cannot advance or retreat into countries otherwise forbidden to them. Zones of Control (ZOCs) extend across borders (11.0).

## 7.7 The Intervention Line

The Intervention Line is used for scenario setup and initiating international intervention (7.4). The Intervention Line has no other effect on play.

## 8.0 EVENTS

During the Events Phase each player rolls one die. Total the result of the two dice and consult the Events Table. Cross reference the die roll with the result and immediately implement the result.

**Example:** One player rolls a 3 and the other is 4 so the total is 7; the event is International Intervention Accelerated.

### 8.1 Event Occurrence

Determine events each turn, unless scenario instructions specifically state otherwise. An event may occur more than once per game, unless otherwise stated. Rules for an event may supersede the regular game rules.

## 9.0 C2P DETERMINATION

Players use Command Control Points (C2P) to initiate various game actions:

- Recruiting (10.0)
- Initiating Operations (12.0)
- Refitting Units (19.0)
- Launching Special Netwar Attacks (21.0)
- Enacting and Clearing Sharia (27.0)

### 9.1 C2P Determination

During the Command Control Point Determination Phase, players determine the amount of C2P they have available for that turn. The Islamist player conducts his determination first.

- The Islamist player rolls one die and consults the Islamist C2P Generation Chart (end of rules) to determine the number of C2P gained this turn. He then adds that total to the number of C2P remaining on his C2P Track (if any).
- The Coalition player rolls one die and consults the Coalition C2P Generation Chart (end of rules) to determine the number of C2P gained this turn. He then adds that total to the number of C2P remaining on his C2P Track (if any).

**Example:** The Islamist player has two leaders on the map, with both occupying Timbuktu. The die roll result is five. Consulting the Islamist C2P

Generation Chart, he determines he also receives two C2P if an Islamist leader occupies Timbuktu, giving him a total of seven C2P (not two for each leader).

### 9.2 Recording C2P

Players record C2P on their C2P Track using their C2P marker. A player can never have more than 12 or less than zero C2P. Unused C2P can be saved and carried over from turn to turn.

### 9.3 C2P Changes during the Turn

The C2P Generation Charts list various events that may cause the addition or subtraction to each side's C2P total during each game turn. Modify each side's total C2P immediately when any of the listed events take place.

### 9.4 Expending C2P

When you expend C2P, reduce the total number of C2P on the track by the indicated number listed on the C2P Expenditure Chart for that action. You must have sufficient C2P to expend before taking an action. Certain actions will require the expenditure of more than one C2P.

### 9.5 Initiative

At the end of the C2P Determination Phase, the side with the highest number of C2P is awarded the initiative for that game turn. This is regardless of changes to the totals during other phases of that turn. Flip the turn marker to indicate the side that has the initiative. In the event of ties, the Islamists have the initiative until international intervention occurs. After international intervention, the Coalition wins all ties.

The side with the initiative:

- Always conducts (or passes) the first action in the turn.
- If functions are to be performed by both players in the same phase, then the side with initiative does so first.

## 10.0 RECRUITING

Players bring units into play after initial setup via recruit actions. It costs 2 C2P to conduct a recruit action. Each contingent has a specific method of recruiting units.

### 10.1 Deployment of Units

Deployment is the act of placing units on the map or in a holding box. There is no movement cost involved. Unless otherwise stated, units are always placed on their combat effective side. Units are deployed as follows:

- Units must be deployed within stacking restrictions (14.0).
- Reinforcements cannot be deployed in enemy ZOCs (EZOCs) (11.0).

**Important:** The ZOC restriction applies only for recruiting, not for initial setup (30.0) and refit (19.0).

### 10.2 Islamist Recruiting

Declare a recruit action and then declare one contingent that is conducting the action. Roll one die and select that number of units from that contingent's holding box.

### 10.3 Islamist Deployment

Place units in any of the following:

- In any hex containing a base of the same contingent; or,
- In the Algeria Staging Area.
- Heavy technical units are a special case, they can only be placed in the Algerian Staging Area or national and regional capitals that also contain an Islamist base.

- Islamist bases can be deployed in any hex containing an Islamist leader, technical or heavy units of the same contingent. Units may be placed on a base in the same turn that the base is placed.

#### 10.4 Coalition Recruiting

Declare a recruit action and then designate one of the following contingents:

**French/Chadian Units:** Select any one of the following groups:

- Four airborne, armor, mechanized, SOF or engineer companies (any combination).
- Two air units (any type).
- One base.
- The Gamou leader heavy technical unit.
- One Chadian battalion.

**Important:** The Coalition player cannot recruit battalion task forces, they can only be built after the component companies are recruited. (22.0).

**AFISMA Units:** Select one brigade or air unit.

**Mali Government Units:** Roll one die and select that number of units from the pool.

**MLNA Units:** Roll one die and select that number of units from the pool.

#### 10.4.1 Alert Status

The Coalition can recruit French, Chadian and AFISMA units on all turns. But prior to international intervention being initiated, they can only be deployed in Staging Areas or the Coalition Netwar and Airpower Available Box. They cannot move out of those areas until international intervention occurs.

#### 10.5 Coalition Deployment

**French Mobile Units:** May be placed in any of the following locations (any combination): France, West African and/or Chad Staging Area.

**French Base Units:** In any hex containing an engineer unit of any Coalition contingent.

**Chadian:** Chad Staging Area.

**AFISMA Mobile Units:** West Africa Staging Area.

**Important:** Units in Staging Areas enter the map via various types of movement (29.0).

**Mali Mobile Units:** May be placed in any hex in Mali containing a Coalition base (any contingent).

**Mali Base Units:** In any hex in Mali containing a Coalition engineer unit.

**Mali Militia Units:** In any hex in Mali containing Mali, AFISMA or French units of any type.

**Coalition Air Units (all Contingents):** Place in the Coalition Netwar and Airpower Available Box.

**MNLA Mobile Units:** Are placed in any hexes northeast of the Intervention Line that contain an MNLA leader or base. **MNLA Base Units:** Place in any hexes northeast of the Intervention Line that contain an MNLA leader, technical or heavy technical units.

#### 10.6 Replacements

Generally, units which have been eliminated in combat are returned to the pool of available units and can be recruited again. Units in a player's available boxes may be those that have not yet entered play or that that were eliminated during play and are replaceable. Permanently eliminated

units are placed in the appropriate Units Eliminated Box. They cannot be replaced. The following units cannot be replaced.

**All Contingents:** Leaders

**Islamist and MNLA:** Technical and heavy.

**French, Chadian, AFISMA and Mali Government:** Mobile ground units.

#### 10.7 Unit Withdrawal

Certain events call for units to be withdrawn. To withdraw units, pick them up from the map and place them in the location dictated by the event. There is no movement cost involved. If a player does not have a sufficient number or types of units to withdraw, there is no additional effect.

**Important:** In some cases events will call for units to be withdrawn from the game (they cannot return).

#### 10.8 Demobilization

You can, at the end of any recruiting action, remove any friendly bases from the map. Return them to the appropriate pool.

#### 10.9 Limits

The number of units in the game is a limit. Players cannot recruit more units than are provided on the counter sheet.

#### 10.10 Optional Units

Do not use units marked "opt" in the standard game.

### 11.0 ZONES OF CONTROL

The six hexes immediately surrounding a qualified unit's (11.1) hex constitute that unit's ZOC. EZOCs influence movement and specific rules as stated.

**Designer's Note:** ZOCs represent the area which can be placed under surveillance and interdicted using long range patrols, UAVs and organic fires.

#### 11.1 Units with ZOC

Units with a plus sign (+) have ZOCs (3.0). These units always exert a ZOC, if they are combat effective, regardless of the phase.

- The projection of a ZOC is never negated by other units, enemy or friendly.
- Disrupted units do NOT exert ZOCs.
- ZOC extend into and out of all types of terrain and across all types of land hexsides and borders. There is no additional effect if more than one-unit projects a ZOC into the same hex.

**Important:** Units that have a ZOC indicator on the combat effective side do not retain it when disrupted. The component companies of Coalition task force units do not have a ZOC.

#### 11.2 Effects on Movement

**Entering EZOC:** A unit must halt movement for that phase when it enters an EZOC. There is no additional MP cost paid to enter an EZOC.

**Exiting EZOC:** Units may move out of an EZOC only if:

- a) They disengage; or,
- b) They make a retreat or advance after combat (16.5 & 17.1).

**Disengage:** To disengage, a unit that starts its movement in an EZOC:

- a) Cannot move directly into another hex in an EZOC.
- b) Can enter another hex in an EZOC if the unit first entered a hex not in an EZOC.



## 11.3 Effects on Combat

There is no requirement to attack enemy units just because friendly units are in an EZOC.

- Units that withdraw or retreat into an EZOC are disrupted.
- Units may advance after combat into and/or through EZOCs with no penalty. EZOCs never affect advances after combat.

## 12.0 OPERATIONAL ACTIONS

An Operation is conducting movement and combat with all units of one contingent. It costs one C2P to initiate a movement/combat action (Operation).

### 12.1 Procedure

When you declare an action, designate one friendly contingent. The player may then conduct all the following segments with units of that contingent. Segments must be taken in the order below.

**Reorganization Segment (22.0):** Exchange battalions for companies and vice versa (French and optional USA units only).

**Movement Segment (13.0):** Move any ground units.

**Air Attack Segments (Coalition only) (20.0):** Place any air units and then attack with them.

**Ground Combat Segment (15.0):** Conduct attacks with ground units.

### 12.2 Multiple Operations

You may initiate any number of actions with a contingent in each turn. Each action must be initiated by expending one C2P. A player is not required to conduct an action with any force.

**Example:** The Coalition initiates an action by expending one C2P to conduct an action with the French contingent. The Coalition may then move and attack with all French units. The Islamist player may then conduct an action. The Coalition may then conduct a second action for the French. The Islamist may then conduct an action. The Coalition then conducts a recruiting action for the MNLA, etc.

## 13.0 GROUND UNIT MOVEMENT

Players move their forces during the Movement Segment of an action. Each unit can expend the number of movement points (MP) equal to its printed movement allowance (MA).

### 13.1 Movement Procedure

You move eligible units in any direction via adjacent hexes. Units may be moved singly or in stacks or any combination desired.

- Only mobile units may move. Static units cannot move.
- A unit may expend all, some or none of its MA. A unit cannot exceed its MA.
- Units in the same stack moving together may have different MAs. Stacks have the MA of the slowest unit in the stack. Units may be dropped off.
- A mobile unit may always move one hex per friendly Movement Segment. This is regardless of the cost of terrain, hexside crossed or other movement costs. Such movement cannot be into prohibited terrain, across a prohibited hexside, or directly from one EZOC hex into another.

### 13.2 Enemy Forces

A friendly unit may never enter a hex containing an enemy unit. Refer to 11.0 for the effect of EZOCs on the movement of friendly units.

### 13.3 Terrain Effects

Units pay the number of MP to enter a hex per the Terrain Effects Chart (TEC). A unit must have sufficient MP to enter a hex.

**Exception:** Minimum movement (13.1).

**Example:** A unit pays one MP to enter an open hex, however, the same unit would pay two MP to enter a desert hex.

**Rivers:** A unit which crosses a river pays the additional MP cost as indicated on the TEC. This is in addition to the terrain on the other side of the river. The presence of a road or track negates the effect of a river.

**Road & Track Movement:** Units pay 0.5 (one half) an MP to move from one road hex to another road hex by a connected road hexside. Units pay 1 (one) MP to move along tracks. The presence of a road or track negates the effects of other terrain in the hex for movement.

### 13.4 Special Movement

See 23.0 for airborne and airmobile movement rules.

## 14.0 STACKING

Stacking is when more than one unit is in a single hex. A player can have an unlimited number of units in a hex. Friendly units cannot enter hexes containing enemy units. See 28.0 for Fog of War rules.

**Important:** Sharia law markers do not count as units.

### 14.1 Coalition Stacking

Units from all Coalition contingents can stack together.

### 14.2 Islamist Stacking

Units from different Islamist contingents cannot stack together on the map (they can in Staging Areas).

- Islamist units may move through other Islamist contingent's units without hindrance.
- Stacking restrictions must be met during initial deployment.
- Islamist stacking restrictions apply at the end of each individual action and at the end of each phase.
- If a hex is illegally stacked at this point, the controlling player must eliminate excess units to restore the limit.

## 15.0 COMBAT

Combat occurs during the Ground Combat Segment of an action.

- The player conducting the action is the attacker and the other player is the defender.
- You can attack with some, none or all that contingent's units.
- Each individual combat consists of one group of units attacking one adjacent hex.
- The player conducting the action can designate attacks in any order desired. You do not have to declare the order ahead of time.

**Important:** Static units can never attack, but can defend.

### 15.1 Contingents

A player can only attack with the units of the contingent conducting an action. Units of other contingents cannot be involved in an attack. Even Coalition units stacked together cannot be involved in an attack initiated by another contingent in the same stack. However, if units from different Coalition contingents are stacked in the same hex, they all may defend the hex together. Remember that Islamist units from different contingents may not stack together (14.2).

**Example:** The Coalition is conducting an action with the French contingent. A force of French units moves to a hex occupied by a Malian

force that is adjacent to an Islamist (AQIM) occupied hex. The French force could attack the Islamist force; however, the Malian force could not participate. In an ensuing action, the AQIM force attacks the hex containing both French and Malian units. Both of those contingents can combine in the defense.

### 15.2 One Force, One Attack

You can designate any or all units adjacent to a single enemy hex as the attacking force. You do not have to use all adjacent units. All defending units in a hex defend as a single combined force. The defender cannot withhold units from combat.

**Important:** You can only attack one enemy hex per combat. No single attack can attack two or more different hexes.

### 15.3 One Unit, One Combat

Each unit can attack only once per Ground Combat Segment.

**Important:** If you conduct an action with a single contingent more than once in a turn, then units of that contingent could attack again.

### 15.4 Combat Sequence

1) Offensive Air Attack (20.0): If the Coalition is conducting an action:

- Place any air units (airstrikes, helicopter gunships) for the contingent on the map.
- Execute any air combat using the Kinetic CRT.
- Check for air defense fire (20.6).
- Return all surviving air units to the Netwar and Airpower Available Box.

2) Defensive Air Attack: If the Islamists are conducting an action, the Coalition may commit helicopter gunships to the defense (20.7).

3) Ground Combat Execution: Each ground battle must be resolved according to the following sequence. Fire is not simultaneous.

- Both players reveal and line up all their units (in any convenient spot). Each player lines up his units in order of highest to lowest tactical value. Units with the same value may be placed in any order with other units of the same value. Units will be fired in groups from highest to lowest tactical value.
- Each player may commit up to one ISR netwar marker to the battle. The player without the initiative declares first, then the player with the initiative. The effect is that if one side commits ISR and the other does not, then the side with the ISR gets automatic first fire in each group.
- If neither or both sides committed an ISR netwar marker, then the side with the initiative fires first in each group.
- Start with the units from the group with highest tactical value. Fire all of them (from both sides) according to the combat firing procedure (16.0). When all the units of that group have finished firing, then continue with the next highest, etc., finishing with the units with the lowest tactical value.
- There is only one round of fire. If there are surviving units on both sides, the battle still ends.

5) Battle Winner Determination: See 17.0.

**Example:** Neither side committed ISR. The Islamist player has the initiative. It has units with tactical values of 3 and 1. The Coalition player has units with tactical values of 4 and 1. The Coalition 4 value unit fires, then the Islamist 3 value unit fires, then the Islamist unit with a value of 1 fires and then the

Coalition unit with a value of 1 fires. If the Coalition 4 value unit eliminated the Islamist 1 value unit, that unit would not fire (it was eliminated prior to firing).

## 16.0 COMBAT FIRING

Combat involves individual ground units firing at enemy units. All units with a printed combat strength factor of "1" (one) or more can fire. Combat is resolved on the Kinetic CRT. Units with a printed combat strength factor of zero cannot fire. However, units with a printed combat strength factor of 1 or more that have their combat strength factor shifted left to the zero column on the Kinetic CRT may fire on the zero column (again, units with a printed combat strength factor of zero may not fire).

### 16.1 Combat Execution

Each unit fires on its own. Do not combine the fire of units. For each firing unit, consult the Kinetic Combat Results Table.

- Find the CRT column corresponding to the unit's combat strength.
- Make any shifts for the defender's terrain (16.4.1), base support (16.4.2) or air supply (23.6), and sharia law markers (27.1).
- Roll one die. Cross index the die roll with the column (after all shifts have been applied). This will provide a result.

### 16.2 Results

**Numerical Results:** The number on the CRT is the number of hits inflicted on the enemy.

**Retreat:** If the result is (R) then one unit must retreat.

**Number # + R:** Inflict that number of hits and then one unit must retreat.

#### 16.2.1 Allocation of Hits

Combat results are implemented immediately as they occur.

- A unit is affected by a result regardless of its type or combat strength.
- The player controlling the units being targeted determines the units that will take the losses.
- In the case of a # + R result, the targeted player may be required to take one or two hits (per the result) and must retreat one unit (only one, regardless of the number of hits). The retreating unit can be any unit in the hex under attack.

#### 16.2.2 Effects of Hits

A hit inflicted on a combat effective unit flips it to its disrupted side. A unit with no disrupted side is eliminated. A hit inflicted on a disrupted unit eliminates it. If more hits are inflicted than the enemy force can absorb, excess hits do not carry over to other battles.

#### 16.2.3 French or US Combined Arms Task Forces

If a French or US Combined Arms Task Force receives a hit, the task force must break down into its component companies, then apply hits normally.

**Important:** Task forces can never be disrupted, but units that are part of them can.

### 16.3 Sequential Execution of Combat

Combat is not simultaneous. Any opposing unit that is eliminated or retreated before it has rolled for its own fire is not eligible to execute combat in that battle. Similarly, a unit which is disrupted fires using its reduced strength.

### 16.4 Combat Shifts

Shifts are changes to the CRT column for various conditions. Shifts are in terms of columns.



## 16.4.1 Effects of Terrain

**Hex Terrain:** A defending force benefits from the terrain in the hex it occupies. Terrain in hexes occupied by attacking units have no effect on combat. The effect of terrain on combat is reflected by shifting the column that is used for the attack to the left.

**Rivers:** This terrain defensive bonus also applies when a unit attacks across a river hexside (remember, each unit fires individually).

**Multiple Terrain:** If the defender can gain more than one enhancement for terrain, he chooses the single best one.

**Exceptions:** Rivers (see TEC) and bases (see TEC & 16.4.2).

## 16.4.2 Effects of Logistics

If firing units (attacking or defending) are within support radius (18.1) of a friendly base of the same contingent, then shift the column used on the CRT one column to the right. This is cumulative with shifts for terrain.

**Example:** An Islamic firing unit has a combat strength factor of 5. It receives one shift right for being within the support radius of the base and a second for a sharia law marker. It would shift two columns to the right from the 5-column to the 8–9 column.

## 16.5 Retreat

When a retreat result is inflicted, the player controlling the targeted units must select and retreat one unit. The length of the retreat is different for different national contingents.

**French and US Units:** Always retreat one hex.

**All other Units:** Roll one die. The result is the number of hexes (not MP) that the unit must retreat.

### 16.5.1 Retreat Details

- Static units are eliminated if forced to retreat (but see bases (18.2).
- If a base is in a hex, then ignore all retreat results against friendly units in that hex (including any inflicted on the base).
- If a unit retreats into a hex containing a friendly base the player may stop the retreat in that hex.
- A retreat cannot be made into a hex containing enemy units or hexes the retreating unit could not otherwise enter. If there is no other alternative, retreating units are eliminated.
- For each hex containing an EZOC a retreating unit enters, it is reduced one step (i.e., either disrupted if already disrupted or a one-step unit, eliminated).

**Exception:** Airmobile retreat (23.4).

## 17.0 WINNING BATTLES

**Winning:** A player wins a battle if at the end of the combat: he has at least one surviving combat effective unit; and all enemy units have been eliminated and/or retreated.

**Losing:** A player loses a battle if all his forces have been eliminated and/or retreated, and the enemy has at least one surviving combat effective unit.

**Draw:** A battle ends in a draw under any other circumstance.

**Important:** It is not possible for both sides to be completely eliminated in a battle.

### 17.1 Advance after Combat

If the attacker wins the battle, then the attacker may move some, all or none of his attacking mobile units into the defender's hex. This advance

must be executed immediately. An advance does not cost MP and can be through EZOCs (at no penalty). A defending force can never advance.

### 17.2 Battles & Shock Effect

After a battle in which the losing side had one or more units eliminated, including during retreat, the losing player must roll one die.

- If the die roll is less than or equal to the number of units eliminated:
  - a) The winning side gains one C2P (total, not per unit).
  - b) The losing side loses one C2P.

**Designer's Note:** Obviously, winning or losing a battle can be a significant event in the game, so maneuver wisely!

## 18.0 BASES & LOGISTICS

Players can build bases. Bases affect combat (18.2), retreat (16.5.1), and refit (18.3 and 19.3). Bases are also locations for placing reinforcements (10.0) and conducting certain air movements (23.0). Bases are built using the recruiting process (10.0). More than one base may be built in each hex.

### 18.1 Base Support Radius

Each base has a support radius value (parenthesized number). The support radius extends through all types of terrain, enemy units, EZOC, and across borders. It is never blocked. Support radius is used to determine the units that can be supported for combat and refit. Other base activities must be performed in the same hex as the base; recruiting (10.0), retreat negation (16.5.1) and various air movement (23.0).

**Designer's Note:** The radius is not blocked, owing both to the scale of the game, as well as local use of helicopters, infiltration, etc.

### 18.2 Combat Effects

If the hex occupied by friendly units during combat is within the support radius of a friendly base, shift the fire column for those firing units one column to the right (cumulative with other shifts). This is judged on a hex by hex basis. If more than one base is within radius, there is no additional effect. Islamists Only: The base must be of the same contingent as the firing unit.

**Important:** It may be possible that some units will be within support radius and others would not; in this case, only the latter receive the shift (remember: units fire individually).

### 18.3 Refit Effects

Units that are within the support radius of a base can refit.

**Islamists:** The base must be of the same contingent as the refitting unit.

**Coalition:** The base can be of any friendly contingent.

## 19.0 UNIT STATUS & REFIT

Most combat units have two sides: the front is their full-strength combat effective side; the reverse is their reduced strength or disrupted side. Units are disrupted either due to combat or certain events.

### 19.1 Deployment

Generally, units placed during initial setup (30.0) and as recruited units, are placed with their combat effective side up. See the scenario instructions for special cases (e.g. some of the Malian government forces begin both scenarios on their disrupted side).

### 19.2 Refit

A player can restore certain disrupted units of one contingent to combat effective status by conducting a refit action. Refit actions cost two C2P.

### 19.3 Refit Procedure

Declare a refit for one contingent. Expend two C2P and then flip all eligible disrupted units of that contingent to their combat effective side. To be eligible, a unit must be:

- a) Within the support radius of one base of their own contingent (for the Islamists; for the Coalition, the base can belong to any Coalition contingent). This includes refitting a disrupted base that is in the support radius of the designated base; or,
- b) In a Staging Area; or,
- c) An air unit in the Netwar and Airpower Available Box; or,
- d) In the same hex as a friendly air supply marker.

**Important:** Only one of the above options can be used during a single refit action. You can only designate one base, one Staging Area, one air supply marker, or box.

## 20.0 AIRPOWER

Air units include: airstrikes and helicopter gunships. Air units are deployed in the Coalition Netwar and Airpower Available Box. The player places them on the map only when conducting air operations. After completion of their mission they are returned to the box. Air units have an airstrike strength and range (but no tactical value). Air units do not count for stacking, have no ZOCs, and do not block the retreat of enemy units. They do not count against limits for the number of airlift moves which the Coalition can make in a turn (23.0).

### 20.1 Air Operations

You place air units of the active contingent on the map during the Air Attack Segment. Airstrikes and helicopter gunships function in the same general way.

- Place them on the hex to be targeted by their contingent (in enemy occupied hexes).
- During the Air Attack Segment (offensive or defensive) they execute attacks.
- Upon resolution of air attacks, check for air defense.
- Then return surviving air units to the Netwar and Airpower Available Box.

#### 20.1.1 Joint Operations

Placing air units as part of a friendly action does not require expenditure of additional C2P. Placing air units in a defensive role requires the expenditure of one C2P per defensive combat supported.

### 20.2 Sorties

Each air unit can attack only once per action (offensive or defensive). Within that constraint, you may use an air unit any number of times in a turn. An unlimited number of air units can be deployed against an individual hex. You can combine airstrikes and helicopter gunships.

### 20.3 Range

Airstrikes can attack anywhere on the map. Helicopter gunships have a range printed on them (lower right). They can be placed on any hex on the map which is within that number of hexes from a friendly combat-effective base.

### 20.4 Targets

Air units can attack hexes which are going to be targeted by friendly ground units in the same action, or they can attack hexes on their own.

**Example:** The French are conducting an action; the Coalition places one French airstrike in an AQIM occupied hex which is going to be attacked by French units, and a helicopter gunship in an Ansar Dine hex which will

not be subjected to ground combat. Each air attack is resolved prior to any ground combat (12.1).

### 20.5 Execution of Attack

Airstrikes attack in the Air Attack Segment prior to any ground fire. Do not use tactical values. Airstrikes are executed exactly like ground fire, except:

- There are no shifts for logistics.
- The defender does not gain any benefit for defending behind a river; however, other terrain and base defense effects apply.
- The defender does not fire at the air units.

### 20.6 Air Defense

Upon completion of all air attacks in a hex, the defender rolls once on the Air Defense Table. Select the column corresponding to the defending units in the hex at the start of the combat (before any losses were extracted).

- If there was a unit capable of air defense in the hex, use the Targeted Force has Air Defense capable units column.
- If there was no air defense capable unit, then use the Targeted Force has no Air Defense capable units column.
- Roll one die. Cross index it with the appropriate column and apply the result.
- Results are given below the table. If a specific type of air unit is required to be lost but there is none of that type present in the striking force, there is no further effect.
- Roll only once, regardless of the number of enemy units or attacking air units.

**Designer's Note:** Air defense represents the effects of both ground fire and operational wear and tear on aircraft.

### 20.7 Gunship Defensive Support

The Coalition player can use helicopter gunships to support the defense in the face of Islamist attacks. Expend the required C2P to place helicopter gunships to support the defense of one hex.

- After the Islamist player has declared an attack but before it is resolved, the Coalition can commit helicopter gunships from the Airpower Available Box to the defense.
- By expending one C2P, any number of helicopter gunships can be committed to one defending hex.
- The expenditure of one C2P supports gunships in one hex, if more than one hex is attacked, you can assign helicopter gunships to them by expending an additional C2P for each hex supported.

#### 20.7.1 Defensive Gunship Procedure

Place helicopter gunships on the map in the defender's hex. The force supported must have at least one unit of the same contingent as the helicopter gunships. Each helicopter gunship executes fire (exactly like ground combat) against any one attacking hex (selected by the Coalition). After all helicopter gunships have completed their attacks, conduct air defense fire. Each attacking hex that was specifically attacked by a helicopter gunship fires on that helicopter gunship separately.

**Important:** Airstrikes cannot conduct defensive support missions.

## 21.0 NETWAR MARKERS

Players utilize netwar makers to make special attacks and to gain assorted advantages. Expend one C2P to mobilize (recruit) netwar markers. It may cost additional C2P to use them.

## 21.1 Netwar Pools

During initial setup, each player places all their netwar markers into a wide-mouthed opaque container.

## 21.2 Mobilizing Netwar markers

Declare the action and expend the required C2P. Roll one die. The result is the number of netwar markers you may pick from the pool. Place them in the Netwar and Airpower Available Box. A maximum of one C2P expenditure and one die roll is conducted per action declared.

## 21.3 No Contingent Restrictions

Netwar markers can be used to support any friendly Contingent.

## 21.4 Fog of War

Players can always examine the netwar markers they have drawn. They can be placed face down in the appropriate display. A player can examine enemy netwar markers only if played, and/or as a result of playing an ISR marker (28.0).

## 21.5 Play of Netwar Markers

The effect of various netwar markers is explained on the Netwar CRT (and various rules). Generally, upon play of a netwar marker it is returned to the pool. Netwar markers are always in supply, do not count for stacking, and do not exert a ZOC.

## 21.6 Special Netwar Attacks

You use cyber warfare, terror/terror spectacular and UAV strike markers to execute special Netwar Attacks. These are resolved on the Netwar CRT. Declare the action and expend one C2P. Select a cyber warfare, terror, terror spectacular, or UAV netwar marker.

- You can make only one type of special netwar attack in a single action.
- Declare the type of attack you will make. You can use any or all available markers of that one type for that action against a single target hex.
- Attacks can be into any type of terrain and across borders.
- Attacks cannot be conducted against Staging Areas.
- There are no shifts for support, terrain, etc., when using the Netwar CRT.
- Execute the attack per the instructions below.
- All results are given adjacent to the Netwar CRT.

**Important:** If a result calls for a unit(s) to be disrupted, one step units and units already disrupted must be eliminated if selected to fulfill the disruption.

- When completed return the markers to the pool.

**Note:** Do not use the “opt” netwar markers in the standard game.

**Important:** ISR markers are played as part of combat (15.4), or during any friendly action to examine enemy units (28.0). Direct action is played to counter certain enemy netwar markers (Netwar Markers Chart). These do not require C2P expenditure.

**Cyber Warfare:** Declare some or all cyberwar markers. Roll one die and refer to the Netwar CRT. Cross reference the number of markers selected with the die roll. Apply the result immediately.

**Terror:** Place all selected terror markers on any one hex containing enemy units. Total the number of factors printed on the counters. Roll one die and refer to the Netwar CRT. Cross reference the total value of the markers with the die roll. Apply the result immediately. Terror markers can attack:

a) Any enemy occupied hex adjacent to a friendly unit.

b) Any enemy occupied hex within support radius of a friendly base.

**UAV Strike:** Place the UAV strike marker on any one hex containing enemy units that is within the support radius of a friendly base. Roll one die and refer to the Netwar CRT. Cross reference the value on the marker with the die roll. Apply the result immediately.

**Terror Spectacular:** Place the marker on any city or town hex adjacent to any Islamist leader. The hex must contain Coalition units. Roll one die and refer to the Netwar CRT. Cross reference the value on the marker with the die roll. Apply the result immediately.

**Important:** A terror spectacular cannot be conducted in conjunction with a terror attack.

**Direct Action:** The Coalition player can play any number of available direct action markers after the enemy has played ISR's, terror, terror spectacular, or the (optional: 31.3) Islamist UAV marker.

a) Using a direct action marker does not cost C2P.

b) Each direct action marker removes one attacking marker (Islamist player's choice) prior to the attack being resolved.

c) The Islamist player cannot play additional markers after a direct action is declared.

d) Return the direct action marker to the pool.

## 22.0 REORGANIZATION OF UNITS

French (and optional US) battalion task forces can be broken down into company units. French companies can be combined into battalion task forces. Likewise, the three US Marine companies (1 × armored company and 2 × mechanized companies) can be combined into the US Marine Battalion Task Force.

### 22.1 Battalion Equivalents

**French Airborne Battalion:** 3 × French airborne/air assault companies.

**French Combined Arms Battalion:** 2 × French mechanized companies and 1 × French armored company.

**Note:** You do not have to use the same companies to break down a battalion that you used to build it. They are interchangeable.

### 22.2 Combining Units

Combining occurs during the action's Reorganization Segment. The Coalition can combine the designated companies to form battalions. All companies must be:

a) Combat effective and;

b) In the same hex and;

c) Within the support radius of a base of the same contingent; or,

d) In the same Staging Area.

Place the companies in the Coalition Available Battalion Task Forces Box and place the designated task force in the hex. The battalion task force can move and attack normally.

### 22.3 Breaking down Units

Break down occurs during the action's Reorganization Segment, or due to a combat result. Place the designated companies in the hex and place the task force in the Available Battalion Task Forces Box. The companies can move and attack normally.



**Important:** Unlike combining, breaking down does not require the battalion to be in the support radius of a base or in a Staging Area.

### 22.4 Combat Break Down

When a battalion task force suffers a combat loss (for any reason) you must break the battalion down into its component companies and then assign the hit to one of the companies. Battalions that are broken down for this reason may be re-combined (22.2).

## 23.0 COALITION AIRLIFT

The Coalition can conduct air movement of certain mobile ground units via airlift. Airlift is executed as part of an operational action. Airlift includes:

**Parachute landing:** Conducted by airborne units, landing anywhere on the map (23.3).

**Airmobile (Helicopter borne):** Conducted by airmobile air assault qualified units from a friendly base to a hex within support radius of that base (23.4).

**Air Transfer:** Conducted by French or NATO/US mobile units between bases (23.5).

**Air Supply:** See 23.6 for details.

**SOF Reaction:** See 24.1 for details.

### 23.1 Airlift Capacity

Airlift capacity is the number of airlift moves the Coalition can make in a single turn:

- Prior to international intervention: zero
- International intervention in effect: four

### 23.2 On the Ramp

The Coalition can make any combination of airlift moves in a turn if the capacity is not exceeded. Use the airlift capacity marker as a mnemonic. Unused airlift capacity cannot be accumulated, Reset the marker at the start of each turn.

### 23.3 Parachute Operations

Units with the airborne “wings” symbols and all SOF, can use parachute landing movement.

- The units must start in a Staging Area or an airport hex. Pick up the units and move them to any hex on the map, or into a friendly Staging Area.
- The Coalition can move the following number of units via parachute landing movement in a single airlift:
  - a) One airborne battalion task force plus one airborne company; or,
  - b) Any four airborne qualified companies.

### 23.4 Airmobile Operations

Units with the airborne “wings” symbol, and all SOF, can use airmobile movement. You cannot use airmobile movement from or to Staging Areas.

- The units must start on any friendly base of any friendly contingent (on the map).
- Pick up the units and move them to any hex within the support radius of that airbase (18.0).
- The Coalition can move up to the following number of units via airmobile movement in a single airlift:
  - a) One airmobile qualified battalion task force plus one company; or,
  - b) Any four airmobile companies.
- Conversely, you can conduct an airmobile move with (airmobile qualified) units in one hex (any type), landing in a friendly base, if those units begin the action within support radius of that base.

- You can retreat airmobile qualified units in a hex via airmobile movement within the above restrictions. This is in place of conducting a ground retreat for them. They must end the move in a hex with a friendly base unit (having retreated from a hex within that base’s support radius). This costs one airlift point per unit retreated.

### 23.5 Air Transfer Operations

All Coalition French or NATO/US mobile units are air transfer qualified.

**Exception:** Chadian units.

- The units must start in any friendly Staging Area or an airport.
- Pick up the units and move them to any Staging Area or airport occupied by units of any friendly contingent.
- The Coalition can move up to the following number of units via air transfer in a single action:
  - a) One battalion task force; or,
  - b) Any four companies.
- All units conducting a single air transfer move must start in the same hex or Staging Area and land in the same hex or Staging Area.
- The units cannot conduct ground movement in the same action.
- A given unit can only conduct one air transfer move in an action.
- You can conduct more than one air transfer in a single action, if you have the capacity.
- A unit cannot land in an enemy occupied hex.
- It can land adjacent to an enemy occupied hex and engage in combat normally.
- Units can reorganize at the start of the action.
- A unit cannot land in a country or Staging Area it could not otherwise enter.
- You can conduct air and ground movement in the same action (but not with the same units).

### 23.6 Air Supply

The Coalition can use air supply during a Coalition action to put one hex of Coalition units in supply for one action.

- Designate one friendly occupied hex and place the air supply marker in it. You can do one of the following:
  - 1) **Combat:** All mobile units in that hex gain a right shift when firing. This is in place of any shift for being in support radius of a friendly base.
  - 2) **Refit:** Units may refit as if 18.3 applies.
- It costs the Coalition one airlift point to conduct air supply. No more than one air supply mission can be performed per action, but within that restriction the marker can be reused any number of times during a turn or scenario. The marker is not a unit and has no other effect on play.

## 24.0 SPECIAL OPERATIONS FORCES (SOF)

Coalition SOF generally operate as airborne/airmobile units.

They have the following special rules:

### 24.1 Reaction Force

If an SOF unit occupies the same hex as a base of any friendly contingent, then the Coalition can conduct a special reaction move. The Coalition must have the initiative to conduct a reaction move. After the enemy has completed all movement, but before any combat is declared, the Coalition can conduct one airmobile move with one (and only one!) SOF unit to any hex within the support radius of that base. The hex moved to must contain a friendly unit of the same contingent. This operation costs one airlift point.

## 25.0 ENGINEERS

Engineers are mobile ground units with special abilities.

### 25.1 Mobility Enhancement

If an engineer unit is part of a moving force (stack), then that force pays no additional movement cost to cross a river hexside. This applies to the engineer unit also.

### 25.2 Combat Engineering

An engineer unit does not receive a negative column shift when attacking an enemy unit in a city or town (this does not apply to other firing units).

### 25.3 Construction

Engineers can build bases; i.e. French and Malian bases can be built in hexes containing an engineer unit from any Coalition contingent (10.4.2).

**Important:** The French airborne engineer unit can also conduct parachute landings.

## 26.0 UNIQUE UNITS

### 26.1 Leaders

Leaders function as ground combat units. They can generate additional C2P (9.0) and can facilitate various netwar attacks (21.0).

### 26.2 Gamou Unit

Gamou was a Tuareg officer who worked with the French. The unit is treated as part of the French contingent. He can be recruited counting as one battalion unit. Deploy Gamou on any Coalition base. Gamou does not provide additional C2P (as do Islamist leaders).

## 27.0 SHARIA LAW

Placing or removing a sharia law marker is an action. Players must expend the required number of C2P. To place a sharia law marker, the Islamist player designates one contingent (AQIM, MOJWA or Ansar Dine). He may then place a sharia law marker in any city/town hex that has a leader of that contingent present. Sharia law markers are not units. They do not count for stacking, nor do they block movement, etc. There can never be more than one sharia law marker in a hex. Also, the number of markers in the counter mix is not a limit, you can always make more.

### 27.1 Sharia Effects

Sharia law markers have the following effects:

- Islamist AQIM, MOJWA and Ansar Dine units in hexes with a sharia law marker gain one column shift right when firing from that hex (whether attacking or defending).
- The instant that the Islamist player places a sharia law marker on the map, the Coalition player receives one C2P per marker (representing popular opposition to Sharia Law).
- Coalition ground units in hexes containing a sharia law marker suffer one column shift to the left when firing from the hex (whether attacking or defending).
- Sharia law markers provide end-game VPs.
- Sharia law markers remain on the map until cleared.

### 27.2 Clearing Sharia Law Markers

The Coalition expends the required C2P. Remove all sharia law markers in all Coalition occupied hexes. There is no other effect.

## 28.0 FOG OF WAR

You can always examine your own units. You may examine enemy player's stacks only under the following circumstances:

**Important:** A player cannot examine his opponent's units in Staging Areas.

- During combat (15.0).
- When permitted by special rules.
- At any time in a friendly action, you can place any or all available ISR markers on the map. Each ISR marker allows you to examine all enemy units in that hex and any adjacent hexes. After examining all desired hexes, the ISR marker is returned to the netwar marker pool.

**Important:** See Netwar Attacks (21.6); a Coalition direct action marker can cancel an Islamist ISR marker. The Islamist player first places all desired ISR markers, then the Coalition player may play any number of direct action markers; each Coalition direct action marker may cancel one Islamist ISR marker (of the Coalition player's choice). A cancelled ISR marker yields no information on Coalition occupied hexes.

## 29.0 STAGING AREAS

Staging Areas represent larger regions outside the map. The Islamists have a Staging Area in Algeria (the off-map display, not the part on the hex map). The Coalition has Staging Areas in France, West Africa and Chad.

### 29.1 Islamist Staging Area

The only Islamist Staging Area is the Algeria Staging Area. The Algeria Staging Area is adjacent to the north map edge. Units from all three Islamist contingents can simultaneously occupy the Algeria Staging Area. The Islamists can move units to and from the Algeria Staging Area via land movement (along the north edge of the map). Coalition units cannot enter the Islamist Staging Area.

**Designer's Note:** This represents Islamist sanctuaries in Algeria.

### 29.2 Coalition Staging Areas

Units from all Coalition contingents can be in any Coalition Staging Area. Islamist units cannot enter Coalition Staging Areas.

**France:** France is not adjacent to the hex portion of the map. Units can move from and to it only via air transfer.

**West Africa:** West Africa is adjacent to the west and south map edge. The Coalition can move units to and from West Africa via land and air movement.

**Chad:** Chad is adjacent to the east map edge. The Coalition can move units to and from Chad via land and air movement.

### 29.3 Coalition Air Movement Staging

All Coalition Staging Areas have organic airports. Coalition units can move between Staging Areas only by air transfer (23.5). They cannot otherwise move between Staging Areas. They can also air transfer to and from the map (to or from any of the Coalition Staging Areas). Coalition airborne units can use parachute movement (23.3) to enter the map.

### 29.4 Other effects

**Movement:** It costs one MP to enter a Staging Area by land movement. Units must cease movement when they enter a Staging Area. Units pay normal MP (the terrain cost of the first hex entered) to enter the map.

**Bases:** Staging Areas have inherent bases (no units are needed to represent this). They provide all base functions for units in the Staging Area. However, they provide no support to units outside the Staging Area.  
**ZOC:** ZOCs do not extend into or out of Staging Areas.  
**Combat:** Units may not attack into or out of Staging Areas.

### 30.0 SCENARIOS

Deploy forces in the order listed in the scenario. The Coalition player sets up first in both scenarios. All two-step units are deployed with their combat effective side showing. Exceptions are stated (e.g. certain Malian government forces in both scenarios).

#### 30.1 Scenario I: The Islamists Strike (2012–13)

This begins with the Islamists attacking their former MNLA allies.

**Game Length:** Begins on Turn 1 and ends on Turn 10, however the game can be lengthened by the Coalition player (see Special Rules).

##### *Coalition Set Up:*

**C2P:** Zero.

**Netwar:** No markers.

**Airlift Capacity:** 0

**International Intervention:** Not triggered.

**MNLA:** Deploy northeast of the Intervention Line in cities and towns: 1 × Leader, 3 × Technical, 5 × Guerrilla, 3 × Base.

**Mali Government:**

**Deploy in Bamako:** Presidential Guard.

**Cities and towns southwest of the Intervention Line:** 1 × Armor, 5 × Infantry, 1 × SOF, 1 × Engineer, 2 × Bases, 6 × Militia. No more than one militia unit and one base can be deployed in each hex.

**Netwar and Airpower Available Box:** 1 × Helicopter Gunship (on its reverse, or disrupted, side).

The Presidential Guard, the 33P Infantry Battalion, the SF Company, the two bases, and the six Militia units are all set up on their front, or combat effective side; all other Malian ground units are set up on their reverse, or disrupted, side.

All remaining Malian units (those not in the initial set up) are placed in the Malian Government Box. These units, when recruited, enter the game at full-strength (on their front sides).

##### *French:*

**France Staging Area:** 1 × SOF Company.

**Chad Staging Area:** 1 × Combined Arms Battalion, 1 × Engineer

**West African Staging Area:** 1 × Airborne Armor Company, 1 × Airborne Engineer Company, 1 × SOF Company.

**Netwar and Airpower Available Box:** 1 × Helicopter Gunship, 1 × Air Supply.

##### *Chadian:*

**Chad Staging Area:** 1 × Technical.

**AFISMA:** None.

**Available Units:** All remaining Coalition units are placed in their appropriate contingent holding boxes. Do not include “opt” units.

**Important:** No French, Chadian or AFISMA (or optional US or NATO) ground or air unit can move onto the hex part of the map until International intervention is triggered. When International intervention

is triggered, all the above contingents are eligible to move onto the map. Netwar markers can then be used normally.

##### *Islamist Set Up:*

**C2P:** Roll one die, add six to the result. The total is the number of C2P the Islamist player has available.

**Sharia Law Markers:** No sharia law markers are on the map.

**Netwar:** Roll one die and pick that number of markers. Markers are placed in the Islamist Netwar Box.

**Contingent Deployment:** All units are deployed north of the Niger River, and northeast of, and not adjacent to, the Intervention Line. Units cannot be deployed in hexes occupied by MNLA units.

**Ansar Dine:** 2 × Leaders, 4 × Technical, 3 × Guerilla.

**AQIM:** 1 × Leader, 2 × Technical.

**MOJWA:** 1 × Leader, 2 × Technical, 2 × Guerilla.

**Available Units:** All remaining Islamist units are placed in their appropriate contingent holding boxes.

##### *Special Rules:*

**First Turn:** Do not check for events on Turn 1. Determine the C2P level for both sides normally (i.e. roll again on the C2P Generation Chart to add more C2P's to those already obtained during set up).

**Islamist Offensive:** The first time that any Islamist unit occupies Bamako or any Malian Regional Capital southwest of the Intervention Line: the Islamists immediately roll one die and receive that number of C2P. This die roll is made only once per scenario.

**Extended Game:** Normally, the game ends after Turn 10. The Coalition can extend it to Turn 11 or 12. The Coalition player can decide on a turn by turn basis. For each turn the game is extended, the Islamists gain 5 VP.

#### 30.2 Scenario II: The French Intervene (2013)

This scenario begins with the French and African allies moving into Mali to launch a counteroffensive. International intervention has already occurred.

**Game Length:** The game starts on Turn 7 and ends on Turn 10 (but see Special Rules).

##### *Coalition Set Up:*

**C2P:** Roll one die and receive that number of C2P's.

**Netwar:** Roll one die and pick that number of netwar markers.

**Airlift Capacity:** 4

**International Intervention:** Triggered.

**MNLA:** Deploy northeast of the Intervention Line, units cannot be in or adjacent to cities and towns: 2 × Leader, 1 × Technical, 3 × Guerrilla, 1 × Base.

##### *Mali Government:*

**Deploy in Bamako:** Presidential Guard.

**Cities and towns southwest of the Intervention Line:** (but not in Diabaly): 1 × Armor, 5 × Infantry, 1 × SF, 1 × Engineer, 2 × Base, 6 × Militia. No more than one Militia and Base can be deployed per hex.

**Netwar and Airpower Available Box:** 1 × Helicopter Gunship (on its reverse, or disrupted, side).

The Presidential Guard, the 33P Infantry Battalion, the SF Company, the two Bases, and the six Militia units are all set up on their front, or full-strength, side; all other Malian ground units are set up on their reverse, or disrupted, side.



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**Available Units:** All remaining Malian units (those not in the initial set up) are placed in the Malian Government Box. These units, when recruited, enter the game at full-strength (on their front side).

## French:

**France Staging Area:** 1 × Airborne Battalion Task Force, 1 × SOF Company.

**Chad Staging Area:** 1 × Combined Arms Battalion Task Force; 1 × Engineer Company.

**West African Staging Area:** 1 × Airborne Armor Company, 1 × Airborne Engineer Company, 1 × SOF Company.

**Netwar and Airpower Available Box:** 1 × Airstrike, 1 × Helicopter Gunship, 1 × Air Supply.

## Chadian:

**Chad Staging Area:** 1 × Technical.

## AFISMA:

**West Africa Staging Area:** 1 × Infantry Brigade

**Available Units:** All remaining Coalition units are placed in their appropriate contingent holding boxes. Do not include “opt” units.

## Islamist Set Up:

**C2P:** Roll one die. Add three to the result. The total is the number of Islamist C2P available.

**Sharia Law Markers:** One sharia law marker must be set up in Timbuktu, one in Gao, and one in Kidal. Two additional sharia law markers must be set up in any two of the five other towns northeast of the Intervention Line (one per town).

**Netwar:** Roll one die and pick that number of markers.

## Contingent Deployment:

### Ansar Dine:

**In Diabaly:** (a town southwest of the Intervention Line): 1 × Leader, 2 × Technical.

**Cities and towns northeast of the Intervention Line:** 2 × Leader, 3 × Technical, 4 × Guerilla, 1 × Heavy Technical, 3 × Base. One Base must be set up in Timbuktu.

### AQIM:

**Cities and towns northeast of the Intervention Line:** 2 × Leader, 3 × Technical, 1 × Base.

### MOJWA:

**Cities and towns northeast of the Intervention Line:** 2 × Leader, 2 × Technical, 2 × Guerilla, 1 × Heavy Technical, 2 × Base. One Base must be set up in Gao.

**Available Units:** All remaining Islamist units are placed in their appropriate contingent holding boxes.

## Special Rules:

**First Turn:** Do not check for events on Turn 1. Determine the C2P level for both sides normally (i.e. roll again on the C2P Generation Chart to add more C2P's to those already obtained during set up).

**Extended Game:** Normally, the game ends after Turn 10.

The Coalition can extend it to Turn 11 or 12. The Coalition player can decide on a turn by turn basis. For each turn the game is extended, the Islamists gain 5 VP.

## ISLAMIST C2P GENERATION CHART

**C2P Determination Phase:** Roll 1d6 and add the below to the result

If Bamako is occupied by an Islamist leader	+2
If Timbuktu is occupied by an Islamist leader	+2
For each other regional capital occupied by an Islamist leader	+1 Per Capital

### Add to C2P Total during the Action Phase

Win a major battle	+2
Lose a major battle	-1
Scenario 1: See Islamist Offensive rule	1d6 (Only once per game)
Coalition commits (optional) French forces (31.1)	2d6
Coalition commits (optional) NATO forces (31.1)	1d6
Coalition commits (optional) US AFRICOM forces (31.1)	2d6

**Note:** #d6 indicates number of dice rolled. Total the result.

A major battle is when three or more ground units are eliminated on the losing side

## COALITION C2P GENERATION CHART

**C2P Determination Phase:** Roll 1d6 and add the below to the result

International intervention in effect	+3
If Bamako is occupied by Coalition forces	+1
If Timbuktu is occupied by Coalition forces	+1

### Add to C2P Total during the Action Phase

Win a major battle	+2
Lose a major battle	-1
Each time the Islamists place a sharia law marker (27.1)	+1
Islamist Additional Heavy Weaponry (Optional) (31.1)	1d6

**Note:** #d6 indicates number of dice rolled. Total the result.

A major battle is when three or more ground units are eliminated on the losing side.

## VICTORY POINTS CHART (END GAME)

Islamist	VP
Occupy Bamako (Capital)	10
Occupy Timbuktu	5
Occupy each other regional capital	2
Occupy each other town	1
Occupy each mines or mountain hex	1
Each sharia law marker on the map	2
Each French (or optional US) airborne, armor, mechanized, SOF or engineer company in the Units Eliminated Box at the end of the game	1
Coalition	VP
Occupy Bamako (Capital)	5
Occupy Timbuktu	3
Occupy each other regional capital	1
Occupy each other town	½
Occupy each mines or mountain hex	0
Each Islamist leader in the Units Eliminated Box at the end of the game	3

## NETWAR MARKERS (21.0)

Type	When Played	C2P Cost	Effect
<b>ISR</b>	Any Combat Segment	0	Gain first fire for all units; if both sides play, then cancel each other out
<b>Direct Action</b>	Any time	0	Negate the play of one enemy ISR, terror or terror spectacular marker (return the enemy marker to the pool without playing).
<b>Cyberwar</b>	Netwar Action	1	Execute a Netwar attack (Netwar CRT)
<b>Spectacular</b>	Netwar Action	1	Execute a terror spectacular attack (Netwar CRT)
<b>Terror</b>	Netwar Action	1	Execute a terror attack (Netwar CRT)
<b>UAV Strike</b>	Netwar Action	1	Launch UAV attack (Netwar CRT)
<b>Global Strike</b> (optional)	Netwar Action	1	Execute an attack against an enemy occupied hex (Netwar CRT, using the marker value)

## C2P EXPENDITURE CHART

Action	C2P	Effects
<b>Both players</b>		
<b>Initiate an Operation with one contingent</b> (12.0)	1	Move and Attack with any and all ground and air units of one friendly contingent
<b>Recruit Units</b> (10.0)	2	Recruit units for one contingent
<b>Refit</b> (19.0)	2	Restore disrupted units of one contingent to combat effectiveness
<b>Mobilize netwar markers</b> (21.2)	1	Roll one die and receive that number of netwar markers
<b>Launch a Special Netwar Attack</b> (21.6)	1	Execute a netwar attack, terror, global strike or spectacular attack
<b>Islamists</b>		
<b>Enact Sharia</b> (27.0)	1	Place sharia law markers in any and all city/town hexes containing leaders of one Islamist contingent.
<b>Coalition</b>		
<b>Commit helicopter gunships to a defensive mission</b> (20.7)	1	Place and fire any number of helicopter gunships for one combat where the Islamists are attacking
<b>Remove Sharia</b> (27.2)	1	Remove all sharia law markers in all hexes occupied by Coalition units.

## EVENTS TABLE

2D6 Total	Event Description
2	<b>Coup in Bamako:</b> Roll one die and immediately deduct that number of Coalition C2P. Then roll one die for each Malian mobile unit in Bamako: on a "6" that unit is reduced.
3	<b>Cyberwar Mobilization:</b> Each player rolls one die. If the result is even, pick that number of netwar markers from the pool. If the result is odd, pick that number of netwar markers from the friendly Netwar Available Box and return them to the pool.
4	<b>Rotate Coalition Units:</b> If International intervention is in effect and Coalition units occupy both Bamako and Timbuktu, immediately withdraw one French battalion task force or three French companies (any type) from the game. Otherwise, no effect.
5	<b>Paramilitaries Mobilize:</b> Coalition may select one Mali Government Guerrilla or two Militia units. Deploy in hexes northeast of the Intervention Line not containing Islamist units. Militia units must be placed in towns, Guerrillas anywhere.
6	<b>Jihad:</b> The Islamists roll one die and receive that number of C2P. Also, the Islamists may place one sharia law marker in any town hex northeast of the Intervention Line. This is regardless of the presence of either side's units.
7	<b>International Intervention Accelerated:</b> International intervention is immediately initiated. If International intervention is already in effect, then the Coalition rolls one die and gains that number of C2P.
8	<b>Tuareg Infigting:</b> Roll one die for each MNLA mobile unit. On a 6, reduce it and give the Islamists one C2P.
9	<b>Weather:</b> In the ensuing C2P Determination Phase, both sides deduct 2 from their C2P total (after determining the total number of C2P).
10	<b>Islamist Foreign Fighters:</b> Islamists may select one mobile (not a heavy technical) unit from one contingent from the recruit pool and deploy it in any hex in Algeria or in an Islamic base in Mali (cannot be in an EZOC).
11	<b>Islamists Factionalize:</b> Roll one die and deduct that number of Islamist C2P.
12	<b>No Event</b>

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## SUPPLEMENTAL

### 31.0 OPTIONAL RULES

#### 31.1 *Optional Forces*

These represent forces which might have been deployed to Mali, as well as additional special capabilities.

##### **NATO Joint Special Operations Command (JSOC):**

- JSOC consists of two SOF units and a SOF helicopter gunship.
- The Coalition can take all three units as a single reinforcement group with the French contingent.
- They function as part of the French contingent. Any action taken by the French allows JSOC forces to participate.
- The instant that the Coalition recruits JSOC forces, the Islamists roll one die and add that number of C2P to their currently available C2P.
- If JSOC has been committed, add one airlift capacity point (permanent).

##### **US Africa Command (AFRICOM):**

- AFRICOM consists of a combined arms battalion (three companies), an engineer unit, a base, a helicopter gunship and two air units.
- The Coalition can take these as a single reinforcement group. They are deployed to the West Africa Coalition Staging Area.
- They are a separate contingent (separate actions must be made for AFRICOM).
- The instant that the Coalition commits AFRICOM, the Islamists roll two dice, totals them, and adds that number of C2P to their currently available C2P.
- The USMC MEU battalion is composed of three USMC companies. These break down and combine per rule (22.0).
- If US AFRICOM has been committed add one airlift capacity point (permanent).

**Designer's Note:** *The additional Islamist C2P is for the political repercussions involved with the deployment of outside units.*

**Additional French Forces:** The Coalition, by selecting this option, receives these forces (as part of International intervention).

- 11th Airborne Btn and the four "opt" airborne companies. They deploy in the French Staging Area.
- Add one additional airlift capacity point (permanent). Deploy the French "opt" airstrikes and helicopter units to the Staging Area.
- The instant that the Coalition selects this option, the Islamists roll two dice, totals them, and receives that number of C2P.

##### **Global Strike**

- The Coalition can use Global Strike optional netwar marker only if the JSOC or AFRICOM options have been chosen.
- The Coalition uses the Global Strike in the same manner as UAV strike. It can be used against any hex on the map (regardless of base support radius). Global Strike can be used in conjunction with UAV strikes or by itself.

##### **31.2 Islamist Upgrades (Capture of Equipment)**

Each time that Islamist units attack and eliminate a Coalition base and then advance into the defender's hex, they can immediately convert one technical unit into a heavy technical, or one guerrilla unit into a technical unit (if available in the recruit pool). Return the replaced unit to the recruit pool and place the upgraded unit in that hex. This costs no C2P. Only one unit is received regardless of the number of bases in the hex.

##### **31.3 Additional Islamist Heavy Weaponry**

When using this option:

**Islamist UAVs:** Add the optional UAV netwar marker to the pool.

**Air Defense:** Islamist technical units fire air defense using the Air Defense capable units line on the Air Defense Table.

**International intervention:** If used, the Coalition player rolls one die and receives that number of additional C2P.

##### **31.4 SOF & Leader Robustness**

Add an additional action. Refit all SOF and leaders for one contingent, regardless of their position on the map.

### CREDITS

**Design:** Joseph Miranda

**Developer:** Frank Clark

**Managing Game Developer:** Douglas Johnson

**Playtesters:** Sandy Redding, James Schmidt, Terry Mays, Paul Rigel-Green, Vincent Hoffman,

Terry Rooker, Eric Moroney.

**Proofers:** Hans Korting, Michael Neubauer, Brendan Whyte.

**Counters:** Nadir Elfarrar

**Map Graphics:** Joe Youst

**Production:** Richard Aguirre



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