

1. Religious Movement Army

God is with us. This army owes its allegiance to God and the “gifted one”.

The troops are inspired by religious fervour backed up by guidance from the “God’s right hand” units. In return for their efforts the troops are guaranteed a place in heaven with all the incumbent benefits. The general has direct access to God and hence has the inside track on the opposition who are in league with the dark one. Some units have “lost their way” and are the worse fighters for that.

Holy spirit movement(Uganda). Lord’s resistance army.

Dice Score	Outcome	Attack points
2,3	“We are not sure if God wants this battle!” Player must remove 2 own bases from the army and put them in to the reserve box. The bases can be from different units.	3
4,5	“The enemy are indulging in the practices of bestiality and worship of the three headed serpent”. Great outrage, a few questions (what is the three headed serpent?) and beating of the breast. Lose 2D6 from an asset. Your choice.	3
6	Bwanga! Bagooma! Spirit of the cheetah is given to the warriors. . Award a movement bonus marker to a militia unit.	4
7	“Woo, woo, woo, woo! The messenger has spoken. All the brothers are called!” Award a morale boost marker to a militia unit.	10
8, 9	“The town of Hobee has fallen to our brethren. They are liberating it now” Exchange two on table items for two reserve box items (from/to <u>same</u> unit).	4
10	“God is great and here are some weapons and ammunition!” Award 2 morale boost markers. Any unit(s).	10
11,12	“We have seen the great stone of mfosa!” Add two aggressive shots to a single unit. Add 5 to aggressive shooting asset	6
13,14	“The leader says that today is the day of battle. His vision for us is blood sweat and tears, but mostly blood!” Award 2 morale boost markers to two units in the army. Increase the “new general” asset by 3D6.	12
15,16, 17	“Woomba, woomba, woomba! A thousand tigers!” A unit can become professional for 1 turn in the game. The turn begins before morale is taken. Increase any asset 3D6.	15

Army Details

Militia units	3-4	Regular units	1-2	Professional units	0	Helicopters	0
AFV's	0-5	Towed guns	0-2	Technicals	0-6	Carrier allowances	0-1
Special notes	If a general is with a unit they can deduct 4 morale dice instead of 2 for his being with them. Militia units are never exhausted because they are religiously/highly motivated.						
Assets							
Aggressive shots	3	Artillery	4	Air strike	1	New General	4
Reserve box	10	Arrivals	3	Movement	4	Morale Boost	8

2. People's Popular Front Army

This army may be nationalist or communist. It is led by a strong and charismatic leader. His military tactics are based mainly on his huge store of wisdom inherited from the very stones of the plain. Battle losses can be attributed to his generals being unable to interpret his genius. He has employed several of his family members in key positions. His key interest is in his country's moral welfare. His people do not need material possessions but strong leadership. Each month he entertains petitions from chiefs for money, investment and new infrastructure. Most of the investments have been in grand constructions that bear his name. He has never liked the southern tribes but has more than made up for this by giving extra funds to the northern tribes. His future and the people's future is as one. "My people love me". International relations are mainly with the ancient regimes of Europe. His children have close ties with the institutions of those countries.
e.g. Zimbabwe People's Revolutionary Army (ZIPRA).

Dice Score	Outcome	Attack points
2,3	<i>Our father has blessed this expedition. "The sword of the Lion" has been presented to the battalion commander. The commander is keen to show his wife the new sword.</i> The owner removes 2 bases from the army and places them in the reserve box.	2
4,5	<i>Some of our brethren are not committed!</i> Reduce an own asset by 2 points. Owner's choice.	3
6,	<i>We fight for democracy. It has been promised!</i> Award an aggressive shot marker and a morale boost marker to a single militia unit.	4
7	<i>The father of the nation really is concerned. He has sent a cadre of good NCOs.</i> Award 2 morale boost markers to the army.	5
8,9	<i>Elite NCOs installed. They have just returned from a fitness and survival camp.</i> Award 3 bonus movement markers to a single unit.	5
10	<i>Interest shown by the public.</i> Add 2 to one of your own assets. Opponent must reduce one of his assets by 2 (opponent's choice).	7
11,12	<i>With the Lion King's blessing and extra ammunition, we will defend our land.</i> Award two aggressive shots to a single unit. Reduce an opponent's asset by 3 (you choose) no lower than minimum of 1.	7
13,14	<i>Xfanda is come!</i> Award a morale boost marker to a unit. Add 3 to your artillery asset. You may opt to roll 4D6 for attack points instead of the standard 13 points.	13
15,16,17	<i>Mufudi is our general! Hooray!</i> Increase any asset by 3. Award 4 bonus movement markers to the army.	17

Army Details

Militia units	2-4	Regular units	1-3	Professional units	0	Helicopters Light attack	0-1
AFV's	0-4	Towed guns	0-3	Technicals	0-6	Carrier allowances	0-2
Special notes	If the general is with a unit it is allowed to re-roll its number of bases shooting die roll.						
Assets							
Aggressive shots	3	Artillery	5	Air strike	2	New General	3
Reserve box	13	Arrivals	5	Movement	3	Morale Boost	2

3. Colonial Settlers Army

This army built the country they now fight for. Before they arrived the land was occupied by natives who did not appreciate the land. This army is dedicated to maintaining the stable governance of the land for the welfare of the people that work the land. The settlers have many links with their old countries in Europe. These links are solid and longstanding. Officially the countries of Europe have little political contact with this regime. There is an established rule of law albeit not equally applicable to all. e.g. Rhodesia (British/Dutch), Mozambique (Portugese).

Dice Score	Outcome	Attack points
2,3	Posters supporting the army are put up in the capital. 2 bases (owner's choice) decide to help with putting up posters. Move two bases to the reserves box.	2
4,5	The enemy general is portrayed as "greedy Gandy" in the popular soap opera "Forwards in to the Future" (shown on Wednesdays at 7.30). Add 2 asset points to any opponent's asset. You choose which one.	3
6	Rally to the nation! Add D6 to attack points.	D6
7	Intelligence allows troops to be rushed to the front. Choose a single item from the reserve box and put it with a unit (on or off table) now.	5
8,9	Superior roads. +3 to a single arrival dice roll during the game. Declare the +3 before the dice are rolled.	4
10	A European "cousin" has funded some artillery support. Add 2 to the artillery asset.	5
11,12	The Uneedi tribe is to be granted limited mining rights in their province. They are motivated by this. Award 2 morale boost markers to the same unit.	10
13,14	Weapon upgrades are brought in via Israel. Up to 3 guns mounted on A/C, towed gun or tanks can be upgraded one level. All 3 must be in the same unit. This is useless if no units have guns.	13
15,16,17	National fervour reaches new heights. Award 2 morale boost markers to the army. Reduce an opponents' asset by 3 (you choose which asset) reduce no lower than 1.	16

Army Details

Militia units	1-2	Regular units	1-2	Professional units	1-2	Helicopters Light attack	0-2
AFV's	2-5	Towed guns	0-2	Technicals	0-4	Carrier allowances	0-2
Special notes	Any landmine result can be re-rolled as they are very aware of the bush. 1 professional unit can be named “elite”. This unit receives an extra +1 on the 2D6 score when assaulting.						
Assets							
Aggressive shots	3	Artillery	6	Air strike	4	New General	3
Reserve box	11	Arrivals	3	Movement	2	Morale Boost	2

4. People's Revolt Army

The warlords of the central region have risen up. They have “encouraged” the populace to support them. The army is campaigning for its leadership to be recognised as the true rulers of the central region. The army is not well funded as the major powers have decided that its very existence will unbalance the region. Therefore, China has immediately agreed covert supplies the army. The supply routes are proving difficult and over extended. The warlords argue amongst themselves about rank and size of their manhood (power implication). The warlords are at their best in their home areas. Forays in to more occupied areas have lead to some bloody defeats. This army might feature a unit of child soldiers.
e.g. Sierra Leone, Mozambique Resistance Movement (RENAMO), National Resistance Movement (NRM) (Uganda).

Dice Score	Outcome	Attack points
2,3	Watch out for infiltrators! Troops see infiltrators everywhere. Remove 2 own bases (owner's choice) to the reserve box as infiltration watch.	6
4,5	Bob Sneedling of the BBC is here. The men become distracted. Add 2 points to any enemy asset (you choose).	3
6	We know this ground Award 3 movement bonus markers to a single unit.	2
7	We will kill all the enemies of the people No effect upon anyone. A complete waste of terror.	4
8,9	Rally to the banner Reduce the opponent's 3 aggressive shot markers that he may Award at the game start to just 1 marker.	2
10	We will die for the cause A unit will become professional for two consecutive turns chosen by the owning player.	8
11,12	This fight is for out hearts! Award 2 morale boost markers to the army. These must be applied to militia units.	10
13,14	Our benefactor has sent aid. Upgrade up to 3 A/C, towed guns or tanks to standard gun equipment level. All must be in the same unit OR ignore all landmine results due to good metal detectors/mine awareness.	15
15,16,17	The people have provide! Use of terror tactics! Choose any enemy regular or militia unit. Roll 1D6. 1 = They are not scared. 2, 3, 4 = they lose 2 bases or 1 vehicle (their choice). 5, 6 = They really are scared. They lose 3 foot bases or 1 vehicle your choice. Any lost/removed items are put into their reserve box.	16

Army Details

Militia units	3-5	Regular units	0-2	Professional units	0	Helicopters	0
AFV's	0-2	Towed guns	0-2	Technicals	0-6	Carrier allowances	0-1
Special notes	Militia can re-roll their movement dice. This army is allowed an extra 50 points, thus the army is worth 550 points.						
Assets							
Aggressive shots	11	Artillery	2	Air strike	Null	New General	5
Reserve box	14	Arrivals	6	Movement	3	Morale Boost	9

5. Western Intervention Army

A lightly equipped army due to its rapid deployment. This army is the precursor of a larger force or it may be the rear guard of an already gone army. The units are very well motivated but their enthusiasm is heavily affected by any previous action they have been in or their relationship with the host government.
e.g. French Congo, Chad, Mogadishu (US).

Dice Score	Outcome	Attack points
2,3	Problem with the CO. Not good. Remove 1 own professional vehicle or foot base to the reserve box. Owner's choice.	2
4,5	Problem with the supply trucks. Not good. -1 from your arrival asset.	3
6	The 15th mountain unit has been deployed to your orbat. These men are good in this craggy rough country. Award 3 movement bonus markers to a single unit.	5
7	The 7th Cavalry have been in country for 6 months now. They know the land. Nominate a unit that will ignore all mine effects.	5
8,9	Enemy air power assets have been reduced. Reduce the opponent's airstrike asset by 2.	6
10	The local militia units supporting your army are "rigidised" by your insertion of advisors. Each own militia unit can swap a foot base with a foot base from the reserve box.	6
11,12	Initial contact indicates that you have neutralised some enemy reconnaissance troops. Opponent must remove 3 of his militia bases to his reserve box. Any militia units, his choice.	9
13,14	You are given a green light on engagement protocol. Use extreme force. Award 3 aggressive shot markers to the army.	9
15,16,17	Troops have witnessed some outrages committed by the enemy on local Katan tribes people. The men are keen to bring it on. Award 2 bonus morale markers to the army. Add 4 to your airstrike asset.	10

Army Details

Militia units	0-2	Regular units	1-2	Professional units	1-3	Helicopters light attack or heavy attack	0-2
AFV's	0-4	Towed guns	0-2	Technicals	0-4	Carrier allowances	1-4
Special notes	1 unit must be a liability unit. The liability unit is deployed on table as unit C regardless of what the further reserves say about unit C. This army loses 30 points as a penalty for it's extra assets and quality of troops.						
Assets							
Aggressive shots	3	Artillery	6	Air strike	8	New General	9
Reserve box	13	Arrivals	5	Movement	2	Morale Boost	4

6. Communist Intervention Army

This army has plenty of communist funding. The advisors supplied by the communist government might not always be of the best quality. The quality of the army will vary in proportion to the usefulness of the country to the interests of the intervention army government. The army units will have been rotated in to the country and are probably quite keen for some action. This army will be operating from an air base near to the capital.
e.g. Angola (Cuba).

Dice Score	Outcome	Attack points
2,3	<i>The CO has shot himself. This gives you the command.</i> Lose your bodyguard base to the reserve box.	2
4,5	<i>You have had to shoot Captain Velov. He was going crazy with a 12 shot pistol.</i> Award two pinned markers to an own unit, owner's choice.	3
6	<i>The men are coming to the end of their 6 month tour and are keen for medals.</i> Award an aggressive shot marker to the army.	5
7	<i>Elite scout teams are assigned to each company commander.</i> Award a bonus movement marker to one unit in the army.	5
8,9	<i>3 Company has their blood up. Lt Karpov was killed by a sniper. The men loved Karpov.</i> A single unit can +1 to their 2D6 scores if assaulting for 1 assault in the game. This can be used by the player on any unit whenever he wishes it.	6
10	<i>Lt Inky's company has blotted his record by their behaviour at Knastitica. They intend to redeem themselves by their actions this day. Before the arrival of the government prosecutor.</i> Award 2 aggressive shot markers to a single unit.	6
11,12	<i>Artillery support has come in to your orbat.</i> Add 3D6 to the artillery asset.	9
13,14	<i>2 Company has seized the initiative.</i> Award 2 movement bonus markers to a single unit.	9
15,16,17	<i>The battlefield airspace is yours General. Just like in January.</i> Reduce the opponent's airstrike asset by 3. Increase your airstrike asset by 3.	11

Army Details

Militia units	1-2	Regular units	1-3	Professional units	1-2	Helicopters Light attack or heavy attack	0-2
AFV's	1-4	Towed guns	1-2	Technicals	1-4	Carrier allowances	1-3
Special notes	1 unit must be a liability unit. This will be treated as unit C when deploying and considering reserves.						
Assets							
Aggressive shots	3	Artillery	6	Air strike	4	New General	2
Reserve box	9	Arrivals	9	Movement	4	Morale Boost	4

7. Superpower Backed Client Army

A well equipped army with dubious motivations. The elite units usually are but the lower quality units are doing a job. The equipment given is plentiful but not usually the best. The superpower may be providing additional troop under the banner of “advisors”. The government will not be well liked by its troops. Many units will owe their allegiance to specific government or army leaders who make things good for their town or tribe. Many of the troops will not be trained in modern warfare tactics but will have a fearsome reputation amongst the civilian population.

e.g. ZANLA (Chinese and North Korean) (Zimbabwe). ZIPRA (Russian) (Zimbabwe). FNLA (Liberation Front)(US)(Angola).

Dice Score	Outcome	Attack points
2,3	<i>Our father has blessed this expedition. “The sword of the Lion” has been presented to the battalion commander. No actual effect upon the army.</i> A militia RPG base is swapped in to the reserve box with a small arms militia base if possible.	2
4,5	<i>There are rumours of bad behaviour by western troops in Initapu.</i> -2D6 from the arrivals asset.	3
6	<i>Improved training has reaped rewards for your army. The men are hardened.</i> Award a morale boost marker to a single unit in the army.	5
7	<i>Relentless advances by your reconnaissance units reveal that there are weaknesses in the enemy line.</i> Reduce the opponent’s arrival asset by 2D6.	6
8,9	<i>Belted ammunition has been delivered by helicopter. It was delivered to the 4th company (Balcan’s Boys). They seem to have kept it all!</i> Award 2 aggressive shot markers to a single unit.	5
10	<i>The warplanes of the west have struck Hondinini, the enemy border town. They are much afraid.</i> Remove 2 militia bases from the opponent’s army to the reserve box. Your choice.	5
11,12	<i>The latest supplies from the west include new uniforms for the impala company.</i> Nominate a unit to become professional for turn 2. This should be declared to the opponent.	7
13,14	<i>New tyres, radiators and blast deflectors have restored your wheeled vehicles to a new spirit of life.</i> Any wheeled vehicles can ignore mine effects. +2D6 to arrival asset.	11
15,16,17	<i>Your western backers have launched a huge artillery barrage on the heights to convince your troops that the enemy are “getting it stuck to them hard”.</i> -1 to all opponent’s arrival dice rolls throughout the game. Add 2D6 to your artillery asset.	14

Army Details

Militia units	2-3	Regular units	1-3	Professional units	0-1	Helicopters Light attack or heavy attack	0-2
AFV's	0-4	Towed guns	0-4	Technicals	0-4	Carrier allowances	0-3
Special notes	Air strike and artillery effect is improved. +2 to the number of hits achieved. i.e. D6 +2 +2.						
Assets							
Aggressive shots	4	Artillery	6	Air strike	5	New General	2
Reserve box	12	Arrivals	5	Movement	4	Morale Boost	3

8. Dictatorship army

An army welded together by mutual fear/greed or madness. Plenty of training is available but politics and preservation runs through all decisions. Some of the best units are excellent but their loyalty is tenuous and dependant. Equipment can sometimes be unusual and compliant with the great leader's best ideas.
e.g. Uganda, Zaire.

Dice Score	Outcome	Attack points
2,3	Senior commanders are each awarded a house in Hapata. This should instil appreciation in the men. Move two militia foot bases to the reserve box (owner's choice).	2
4,5	Rumours of a "slaughterhouse 3" have reached the tribal militia. They are not happy and suspect the rumours might be true bearing in mind the decimation of Knop. Award 2 pinned markers to one militia unit. Owner's choice.	3
6	A "stranger" in the camp (actually Mali de Sott) tells the troops about the mutilations inflicted by the enemy upon any soldier they capture. Details of disembowelment abound. Award 2 aggressive shot markers to a single unit in the army.	6
7	Good money has been spent on new equipment. This is good equipment. A single re-roll for the number of bases shooting is allowed. This can be used by any unit at any time in the game.	4
8,9	You are ordered to attack today with a great ferocity but don't lose any tanks. Award 2 aggressive shot markers to a unit with tanks or gun armed A/C's.	5
10	Your men are excited by the prospect of imminent victory. They will be allowed to plunder the next enemy town you take. That would be the port of Acheter on the Dongu. Award 2 movement bonus markers to the army.	7
11,12	Western backers have refurbished your guns. In return they have been allowed an investment opportunity. A single unit with either towed guns, tanks or A/C with tank gun can have all the guns upgraded from old to standard or from, standard to new gun.	9
13,14	A consignment of Doc Marten boots (yellow) have been sent to you along with luminous vests. The militia are most impressed. Are they bullet proof? Possibly. Award 2 movement bonus markers to the army. +4D6 to the arrival asset.	13
15,16, 17	A lot of money has been spent on your family and those of your senior commanders. In fact your brother John is staying with the government now. You will fight well. Any unit can become professional for a turn. +4D6 to the airstrike asset.	16

Army Details

Militia units	2	Regular units	1-4	Professional units	0-1	Helicopters Light attack or heavy attack	0-1
AFV's	0-6	Towed guns	0-4	Technicals	0-3	Carrier allowances	0-4
Special notes	Militia units may not have any vehicles or towed guns because they cannot be trusted. The professional unit is highly motivated. Extra +1 to shooting dice score when assaulting.						
Assets							
Aggressive shots	2	Artillery	4	Air strike	5	New General	5
Reserve box	14	Arrivals	6	Movement	2	Morale Boost	1

9. Warlord Uprising Army

A chaotic army with very limited command structure or heavy weapon deployment. These units will fight however for their own tribal people and area. Most of their operations will be defensive. Good leaders may arise to lead this army but they may have serious flaws or weaknesses.
e.g. Habre (Chad), Sudan, Somalia.

Dice Score	Outcome	Attack points
2,3	<i>The Christians have withdrawn their support because you have not condemned the Kibuti militia raids on Dahana.</i> Move two foot bases to the reserve box (owner's choice).	2
4,5	<i>Colonel Jafra's family has been wiped out. He is taking some troops on a reprisal mission. They could be gone for a week.</i> Reduce your reserves asset by 2D6.	3
6	<i>Special squads have been sent to the enemy camps to spread word of our cause.</i> Choose an enemy militia unit. Roll D6. 1, 2, 3 = remove one of their counters if they have any. 4, 5, 6 = remove two of their markers(e.g. movement bonus).	5
7	<i>4th Company has been working behind enemy lines to spread terror by driving herds of animals through their villages.</i> Opponent must choose and remove two militia bases to his reserve box.	6
8,9	<i>The plateau tribes are beginning to come over to the uprising with promises of sorghum for all.</i> Move 1 militia base from the reserve box to one of your militia units. +2D6 to reserves asset.	5
10	<i>Aid from Korea has been received. Thirty eight crates of obsolete bolt action rifles. The amount of accompanying ammunition will be useful.</i> Award three aggressive shots to the army.	8
11,12	<i>The witchdoctor "bone tree" has joined our cause. He is able to give invisibility to a unit!</i> A single unit attempting an ambush arrival is allowed to arrive on a score of 6 rather than the usual 9.	9
13,14	<i>The brothers Grumm bring stories of great valour to our soldiers. Morale is raised by these stories.</i> Award 2 morale boost markers to the army.	10
15,16,17	<i>The capture of the three journalists from Canada will help our negotiations to lift the border supply blockade.</i> Add 3D6 to the reserves asset. Add 3D6 to the artillery asset.	14

Army Details

Militia units	2-3	Regular units	1-3	Professional units	0-1	Helicopters Light attack	0-1
AFV's	0-2	Towed guns	0-2	Technicals	0-7	Carrier allowances	0
Special notes	The militia and regulars are motivated by pillage and brutality. +5 Victory points for each enemy unit removed from the battle due to rout or other reason.						
Assets							
Aggressive shots	9	Artillery	2	Air strike	Null	New General	6
Reserve box	7	Arrivals	8	Movement	7	Morale Boost	9

10. Hereditary Benign Dictatorship Army

A once corrupt and brutal regime has softened in to a regime where corruption is on the decrease for the common people. Many corrupt officials have been executed in a “great cleanse”. The president has introduced limited land reforms and rights. The army will support the government due to the lack of any other alternative. Most can live with the status quo. The troops like the steady westernisation the country is moving through. The army is high status and thus looks after its own. The men will fight. e.g. Malawi (Hastings Banda), Botswana.

Dice Score	Outcome	Attack points
2,3	<i>Lack of maintenance causes the loss of communication. This might be bad news for artillery support.</i> Reduce own artillery asset by 2D6.	2
4,5	<i>Your militia love the grand leader but love their homes even more. The incursion into Ramba province will cause some desertion.</i> Remove two militia foot bases (your choice) to the reserve box.	3
6	<i>Western trained NCOs are introduced to 7th company, Lion battalion.</i> One regular unit may re-roll the number of bases shooting on every occasion in the game.	5
7	<i>Outdated kit has just been replaced by using the UN soil grant. Marvellous!</i> Award 1 aggressive shot marker to the army.	5
8,9	<i>The great leader has promoted you to grand Marshall after reading about European warfare. This will enhance your leadership.</i> Any unit that the general is with is allowed a -3 on morale for his presence rather than the usual -2.	5
10	<i>There is to be a pay rise for the unit that you give the “Horned Rhino” award to.</i> Award 2 movement bonus markers to the same unit.	8
11,12	<i>The Uttu tribe has been officially “distanced from their leadership”. This has made the Tutu tribe very happy indeed.</i> Award 2 pinned markers to an enemy militia unit (your choice of unit and bases). The unit cannot remove the pinned markers until its first on table morale test.	7
13,14	<i>A western military observer has been attached to your army to witness the professionalism of your army.</i> Either shoot him now and lose 2 victory points OR assume that he accompanies your general. If your general dies then so does he. Keep him alive all of the game and gain D6+2 VP. If he is killed by enemy action the opponent receives D6-1 victory points.	11
15,16,17	<i>The great leader has guaranteed prosperity for the people. Especially the veterans of the army. Any wound will prove that a man is a veteran. Dead veterans will gain a pension for their families.</i> Award 2 aggressive shots and 2 morale bonuses to the same unit.	15

Army Details

Militia units	2-3	Regular units	1-3	Professional units	0-1	Helicopters Light attack	0-2
AFV's	0-4	Towed guns	0-2	Technicals	0-4	Carrier allowances	0-2
Special notes	Award 6 aggressive shot markers instead of the usual 3 at the game outset because the troops believe that only this leader can keep their families safe.						
Assets							
Aggressive shots	10	Artillery	6	Air strike	3	New General	6
Reserve box	11	Arrivals	3	Movement	8	Morale Boost	6

II. White Colonialist Army

This army is fiercely patriotic to the founding fathers. The land was brought to fruition by the toil of generations dating back to the Dutch and Belgian immigrants in the 19th century. White folk hold all the high army commands. There is limited promotion for the natives. Certain units have been dedicated to certain towns as their official militias. This has worked well in the border regions. The best units are the equal of any European counterparts in training, equipment and motivation. e.g. South Africa, Rhodesia.

Dice Score	Outcome	Attack points
2,3	<i>Sanctions are affecting the army. We must be more careful with ammunition.</i> Award 2 pinned markers to the army.	2
4,5	<i>The struggle continues. 5th Independent artillery have reduced ammunition stocks.</i> Reduce your artillery asset by 1D6.	1
6,	<i>The town committee organisation has raised funds for the troops. These new badges of the nation have raised morale.</i> Award 2 morale boost markers to the army.	5
7	<i>New supplies. The regulars have new boots and pants supplied by I Drury military supplies (UK).</i> Award 2 movement boost markers the army.	6
8,9	<i>This is our land. We will fight for our land. The militia are “envisioned”.</i> Every militia unit can swap a foot base from the unit to the reserve box.	7
10	<i>Scouts have located the enemy artillery park. We will mischief them boss.</i> Reduce the opponent's artillery asset by 2D6 (it cannot be reduced to less than 1).	7
11,12	<i>The situation is good for our boys. We know their entry routes.</i> In turn two you can decide which table edge the opponent must attempt to arrive at. This only affects his normal arrival attempt, not an asset created arrival.	7
13,14	<i>Lord, the sun is shining on this great land given to me by my father's hand. The men feel good and righteous.</i> Award two morale bonuses to the army. Add 3D6 to the reserve asset.	14
15,16,17	<i>We will fight for the earth, the right and the democracy we have. Unit Zed has pushed 3 miles over the border and has a contact with the bas****s.</i> In turn 2 all units may re-roll arrival dice attempts. Add 2D6 to the artillery asset.	17

Army Details

Militia units	1-3	Regular units	1-2	Professional units	1-3	Helicopters Light attack	0-2
AFV's	0-4	Towed guns	0-4	Technicals	0-6	Carrier allowances	0-3
Special notes	Professional units can change any destroyed result from landmines to a pinned result because they are expert bushmen. The militia units cannot have heavy weapons because they are not trusted.						
Assets							
Aggressive shots	2	Artillery	6	Air strike	4	New General	4
Reserve box	9	Arrivals	Null	Movement	4	Morale Boost	4

12. Cult Leader Army

This army is lead by a man whom the troops adore/fear. He has demonstrated his magical ability to his troops many times. He can remove bad spirits from any person. The gifts he receives are shared amongst his closest lieutenants. His aim is to lead the whole country in a new birth that will impose a structure and purpose to all. His army lacks technical advantage or quality training. They are keen though. He has little contact with the great superpowers although he manages to sell large amounts of diamonds and gold. Although mocked by the west he does have some influence on African leaders who fear his follower's fanaticism. The militia are expendable cannon fodder to the leader. This army likes to attack.
e.g. Mugabe (Zimbabwe), Holy Spirit Movement (Uganda).

Dice Score	Outcome	Attack points
2,3	The leader has been criticised by the western lackey press. Move 3 foot bases to the reserve box.	7
4,5	The leader has issued his collected thoughts to all of the troops. No effect whatever to fighting qualities. His thoughts and writing are unintelligible.	2
6	The leader has given a really good motivational talk to the cheetah militia brothers. A unit can become professional for 1 turn.	2
7	The leader has been sent ammunition by Rumanian romantics. Award 2 aggressive shot markers to two units in the army.	3
8,9	The leader has formed an alliance with the customs patrols of Gowanda. All arrival dice rolls are allowed a +1 to the 2D6 score this becomes a +2 if the event is achieved a second time. It never becomes +3).	7
10	The leader has given his blessing to the first unit to produce a blood sacrifice (any white man will do). The first unit to kill an enemy foot base or vehicle is allowed a pass over the reserve box (i.e. 3 rolls).	5
11,12	The leader has promised eternal life to the red brigade. There has been some consternation in the German "Das Spiege"l newspaper. Clarification that the red brigade is in fact the red beret brigade has calmed things. Add 4D6 to the reserve asset.	15
13,14	The leader is in negotiation with France in order to achieve religious recognition. Award 3 morale bonus markers to the army. Add 4D6 to the artillery asset.	18
15,16,17	The leader believes "the day" has arrived. This is total war for the leader. Hail the leader! Add 4D6 to the artillery asset. 2 units can become professional for a turn.	20

Army Details

Militia units	3-4	Regular units	1-2	Professional units	0	Helicopters	0
AFV's	0-2	Towed guns	0	Technicals	0-7	Carrier allowances	0-1
Special notes	This army can only have 6 heavy weapons overall. The militia are high on something; and thus get +2 on number of bases that can shoot. The regulars are in it for the pillage and rape. They are removed as a unit if they fall to 3 bases (each vehicle counts as 2 bases) at the end of any turn after reserves.						
Assets							
Aggressive shots	8	Artillery	2	Air strike	Null	New General	Null
Reserve box	15	Arrivals	7	Movement	6	Morale Boost	13

13. End of Days Government Army

This army is fighting for a government whose time is up. The country is falling in to anarchy. Many groups opposed to the elected leadership have emerged. The decline has accelerated over the last 8 months. There is a steady stream of people trying to leave the country for neighbouring ones. Most of the neighbouring countries have closed their own borders as they await the outcome. Some units of the army have joined the rebel factions whilst others have stayed true to the democratic leadership. Some units have developed a fanatical death wish type attitude that brooks no opposition from civilian or any other authority. In its heyday, the army was the best in the region.
e.g. Mbuto (Zaire), Portuguese (Angola).

Dice Score	Outcome	Attack points
2,3	3rd Company has deserted. Chose 3 bases to be removed to your reserve box (any units).	3
4,5	Alpha platoon has deserted. Who cares? Never liked them anyway. No effect.	3
6	8 officers of 3rd company have been terminated with extreme prejudice by your SAT operatives. A unit can become professional for 1 turn.	3
7	Executions ensure that 5th company stays on the line. Remove 1 foot base to the reserve box.	4
8,9	Good news. We have released foreign currency from the bank and have shared it amongst the officers. Award 2 morale boost markers to the army.	5
10	The US embassy has been evacuated but they have left their vehicles behind. We can use these for parts. 2 Vehicles from the reserve box can be put with units.	7
11,12	The Gambonian blue brigade has moved on Litonare and is punishing rebels with great efficacy. Harsh but fair. Remove 2 foot bases from any enemy militia or regular units. Move these to the reserve box. Your choice.	10
13,14	There is hope that you might set up an enclave for loyal troops in the Northern hills of Topishara. The men are hopeful. Award 2 morale boost markers to the army. Add 5 to the aggressive shot asset.	15
15,16, 17	There is a chance of US passports for your commanders along with "grease" money too. One good massacre should do it. Award 2 morale boost markers and a movement bonus marker to a single unit.	19

Army Details

Militia units	2-3	Regular units	1-2	Professional units	0-1	Helicopters Light attack	0-3
AFV's	0-4	Towed guns	0-4	Technicals	0-7	Carrier allowances	0-3
Special notes	The militia units cannot have heavy weapons or AFV's. The professional unit can re-roll the number of bases that will shoot. Three pinned markers are applied to three units in the army which are not removed until the units take morale. This army is allowed 30 points extra. This army is given 6 victory points extra if it is the attacker.						
Assets							
Aggressive shots	5	Artillery	7	Air strike	2	New General	4
Reserve box	13	Arrivals	7	Movement	7	Morale boost	0

14. Mercenary Cored Army

This army is an amalgam of a poor quality /poorly motivated army with a backbone of mercenary units. The mercenaries are mainly Cuban and west African. Some European mercenaries are also present. All soldiers in this army are motivated by short term profit. The army has only existed for a year so far. International pressure is mounting against this army but success lies in taking over the country quickly and deposing president Katkit-Snak.
e.g. Mike Hoare (5 Commando) (Congo), Executive outcomes (Angola).

Dice Score	Outcome	Attack points
2,3	<i>The army will withdraw and allow the men of Amtak to be surrounded and killed.</i> Remove 2 own militia foot bases to the reserve box. Your choice.	2
4,5	<i>We have signed over the copper rights to Colonel Masseur.</i> Remove 1 regular foot base to the reserve box as having gone to sort out the copper transportation.	2
6	<i>Operations in the forest have gone well for Colonel Hbangu.</i> Choose any foot base from the reserve box and place it with a unit. Your choice.	4
7	<i>There have been desertions from the enemy core units. This is good.</i> Remove 1 foot base (not a vehicle) from every opponent's regular unit and place in the reserve box. Your choice.	7
8,9	<i>Francoise Capperin has landed with extra arms and ammunition on the south airstrip.</i> Award 2 aggressive shot markers to the army.	5
10	<i>4th brigade has joined the army. They are tough men with big moustaches. Some might be Spanish?</i> A regular unit can claim 2 foot bases from the reserve box to join it. Your choice.	7
11,12	<i>"Pip" Verpon has joined the army with his "Gone 66 Grabbers".</i> A unit may become professional for a turn when you wish it.	10
13,14	<i>PZK international has funded a "civil rebuilding" (read mining) initiative in Puk-Puk.</i> Add 3D6 to the artillery asset.	12
15,16,17	<i>"The Figaro" newspaper has supported your man for president.</i> Award 3 morale boost markers to the army. +2 to airstrike asset.	17

Army Details

Militia units	2-4	Regular units	0-1	Professional units	1-2	Helicopters Light attack	0-4
AFV's	0-2	Towed guns	0-2	Technicals	0-8	Carrier allowances	0-4
Special notes	Professional units are removed from the table if they reach 3 foot bases strength or just a single vehicle at the end of any turn after any reserves have been applied. Any regular unit is allowed to re-roll its number of bases to shoot. Each professional unit is awarded a morale boost marker at the game start.						
Assets							
Aggressive shots	3	Artillery	4	Air strike	2	New General	4
Reserve box	8	Arrivals	8	Movement	4	Morale Boost	7

15. Exiled Army

This army has been living outside its home country for two years. In that time it has constantly raided across the border back in to its own country. This army operates in the vast areas of central Africa. The army supports itself with the resources mined from its present location. It is rumoured to use slave labour taken from the indigenous populace. This army intends to return and take back their country.

e.g. Milton Obote (help from Kenya and Tanzania), Burundi, Rwanda.

Dice Score	Outcome	Attack points
2,3	<i>The soldiers are missing their families back in Orantu province.</i> Remove 3 own militia bases (owner's choice) to the reserve box.	1
4,5	<i>Extra ammunition has been found for the leader's cadre at last.</i> Award 1 aggressive shot marker to a regular unit.	1
6	<i>Belief in the army is improved since your speech ; "we will fight them on the beaches..."</i> Award 2 morale boost markers to the army.	2
7	<i>News from Umbongu. The football team has won the pan African volleyball competition in Harare.</i> Award 1 morale boost marker to a unit.	5
8,9	<i>One more push should enable our army to link up with the border guards on strike in Shilo.</i> Award 2 movement bonus markers to the army.	7
10	<i>The army has been joined by African mercenaries out of Zambia. They might be government backed, but who knows?</i> A unit can become professional for 1 turn in the game.	7
11,12	<i>The government of Nigel Mokombe has been shown to be corrupt in the world's press. This will help our cause. Some of his military support is wavering.</i> Remove 2 regular foot groups or 1 vehicle(your choice) from the opponent's army and put them in the reserve box.	13
13,14	<i>We have cleansed our camp of foreign spies! (we rounded up and killed a group of anti patriots who wanted to go home). This is not the end.....</i> Remove 1 of your own regular foot bases to the reserve box and remove 1 opponent's regular foot bases to his reserve box. All choices are yours.	14
15,16,17	<i>Army units have laid down their arms at Mbangu and come over to our forces there. We have impetus.</i> Add 3D6 to the arrival asset. Deduct 4 from the opponent's arrival asset. Add 2 to your artillery asset.	17

Army Details

Militia units	3-4	Regular units	1-2	Professional units	0-1	Helicopters Light attack	0-1
AFV's	0-3	Towed guns	0-3	Technicals	2-8	Carrier allowances	0-2
Special notes	The regular units are each given a morale boost marker at the game start. If this army attacks it is given +7 victory points for the audacity to attack whilst not having a good fall back position.						
Assets							
Aggressive shots	5	Artillery	7	Air strike	Null	New General	5
Reserve box	12	Arrivals	4	Movement	4	Morale Boost	5

16. Western Backed Arab Army

This army tends to be a defence force more than an offensive one. A core of European trained officers and royal family members ensures that the army is reliable. The professional and regular units tend to be made up of long term peace time sign up soldiers. This army has an excellent logistical backbone.
e.g. Jordan.

Dice Score	Outcome	Attack points
2,3	<i>The new year EU funds have been diverted from military use to hydroponics!</i> Move 2 foot bases to the reserve box (owner's choice)	1
4,5	<i>The Bangman radio system does not work well, thus platoon commanders need some really good pens.</i> Deduct 2 from own arrival asset.	1
6	<i>New desert boots have arrived. This should be a major "unit translation zone solution"(?).</i> Award 2 movement bonus markers to two units in the army.	3
7	<i>Weapon handling courses have helped our true patriot soldiers to shoot straight.</i> Award 2 aggressive shot markers to the army.	4
8,9	<i>The new engine packs on our tanks seem very reliable coupled with the filter systems to keep the desert out of the engines.</i> Award a bonus movement marker to a unit that includes vehicles.	7
10	<i>God has worked in wonderful ways. We have more air support.</i> Add 2 to the airstrike asset.	10
11,12	<i>The regional balance is shifting. They get less support, we get more. All is light.</i> You select two enemy militia bases to be put in to their reserve box. Minimum of 5 must still be observed.	12
13,14	<i>Today is the big push. Units to our left have already launched the "fist of God".</i> The opponent may not arrive on your left flank table edge (for the whole game). Add 2D6 to the reserves asset.	18
15,16,17	<i>Your leadership is superb. The men will follow, you lead.</i> When a general is with a unit he will reduce the morale dice total by 4 instead of the usual 2. Add 3 D6 to the morale boost asset.	18

Army Details

Militia units	2-3	Regular units	2-4	Professional units	0-1	Helicopters Light attack or heavy attack	0-2
AFV's	0-5	Towed guns	0-4	Technicals	0-4	Carrier allowances	0-2
Special notes	Good training allows the regular units to +1 to the number of bases that can shoot. Units in this army can dig in/out for 6" cost rather than the usual 8". Foot missile teams only run out of missiles on a 5, 6 instead of a 4, 5, 6.						
Assets							
Aggressive shots	3	Artillery	4	Air strike	4	New General	3
Reserve box	12	Arrivals	9	Movement	2	Morale Boost	4

17. Soviet Backed Arab Army

This army is technical beyond the general level of the country. The army has Russian or Cuban advisors within its command structure. There are some soviet crews within the air and artillery support too. This army will fight well but does not always have the aggression needed for offensive operations. The militia units are often home defence type quality.
e.g. Syria, Egypt.

Dice Score	Outcome	Attack points
2,3	Russian support for project “Dust storm” has been cut back, again. Remove 2 militia foot bases to the reserve box.	1
4,5	The advisor has been called back to the capital. We have lost 20 advisor NCO’s. Award a morale boost marker to an opponent’s unit of your choice.	2
6	Extra ammunition, of the correct calibre this time, has arrived. Award 2 aggressive shot markers to the army.	3
7	The general has had a great idea for integrating Russian language in to our command communications. A unit can awarded a re-roll on an arrival roll. This can be applied after the initial roll is made .	3
8,9	Our brothers have returned from the training course in Tanzania. This should be good. Award 2 morale bonus markers to the army.	6
10	New weapons mean that our soldiers can shoot more and better. Award 2 aggressive shot markers to a single unit.	8
11,12	Operation “Yoke” has forged new ties with our Arab league neighbours. Award 2 movement bonus markers to the army.	12
13,14	Soviet Hind gunships have become available. Any heavy attack helicopter attempting arrival may re-roll the asset dice used for the arrival on every attempt.	12
15,16,17	The new Russian advisor has given us improved artillery support through his intervention with the Emir. Increase the artillery asset by 5.	16

Army Details

Militia units	2-3	Regular units	2-3	Professional units	0-1	Helicopters Light attack or heavy attack	0-2
AFV's	0-4	Towed guns	0-2	Technicals	0-4	Carrier allowances	0-3
Special notes	Good training allows the regular and professional units to add a further +1 to the number of bases that can shoot.						
Assets							
Aggressive shots	4	Artillery	7	Air strike	2	New General	3
Reserve box	13	Arrivals	8	Movement	4	Morale Boost	4

18. Syrian Army

The Syrian army has a great variety of troops varying from very poor to very good. The best units are highly effective and loyal to the government. The poor units are little better than a modern levy. In many ways Syrian forces resemble western forces such as unit organisation.

Dice Score	Outcome	Attack points
2,3	<i>3rd Company has become slowed by the sandstorm.</i> Award a pinned marker to an own base. Opponent's choice. Cannot be removed until unit is on table and takes morale.	2
4,5	<i>The advance has ground down to the pace of a donkey.</i> Award a pinned marker to a base (owner's choice). Cannot be removed until unit is on table and takes morale.	4
6	<i>Major Hassan has diverted plenty of ammunition from the 9th as his cousin Haffid is in command of the 9th forward depot.</i> Award 2 aggressive markers to the army.	4
7	<i>Salam-Bek has organised a SAM umbrella for your sector.</i> Reduce the opponent's airstrike asset by 2.	5
8,9	<i>The enemy are observing a religious day. You are not, as god has directed your actions this day.</i> All attempted arrivals on the enemy's base edge are allowed a re-roll.	6
10	<i>Colonel Saladin is a pain in a camel's behind but has been able to inspire the northern units.</i> Award 2 morale boost markers to the army.	6
11,12	<i>After some discontent you have found the ringleader and shot him. Morale (fear) is improved.</i> Award 1 morale boost marker to the army and Award 1 morale boost marker to any enemy unit (your choice).	6
13,14	<i>You have told the men that the war is going well! They believe you (fantastic!). Since you have their confidence they will fight better.</i> Award 2 aggressive shot markers to the army. 1 Unit can become professional for a turn of your choice.	13
15,16,17	<i>Your fight is being supported by 4th brigade further up the Brak-Tak valley. This will cut the enemy off and destroy the infidels.(?)</i> Increase the airstrike asset by 3. Increase the artillery strike asset by 4.	16

Army Details

Militia units	2-3	Regular units	2-3	Professional units	0-1	Helicopters Light attack	0-2
AFV's	0-5	Towed guns	0-3	Technicals	0-2	Carrier allowances	0-4
Special notes	Unreliability and confusion means that the militia units can be asked to re-roll their movement dice. The professional unit can +1 to the number of bases allowed to shoot.						
Assets							
Aggressive shots	2	Artillery	9	Air strike	6	New General	2
Reserve box	11	Arrivals	5	Movement	4	Morale Boost	4

19. Lebanese Militia Army

The Lebanese militia are in a constant state of war. These wars can range from inter militia actions to combating professional foreign armies. The training of this army is usually poor although the motivation is high. Some foreign troops might be present to support them in certain battles, hence the regular unit option. The militias can be from various religious leanings including Christian and Muslim. The militias usually fight in built up or rocky scenery to compensate for their lack of heavy support.
e.g. Israel, US, Syria.

Dice Score	Outcome	Attack points
2,3	<i>Our religious backers have withdrawn political support in the camps region.</i> Move two own foot bases (owner's choice) to the reserve box.	5
4,5	<i>The city fight to the north is going badly.</i> Award 2 pinned markers to the army.	2
6	<i>There is pressure from "above" to force the issue with urgency.</i> Award 2 aggressive shot markers to the army.	6
7	<i>Lebanese regular army units are prepared to help with the coastal supply problem.</i> +2 to any asset. This +2 must be awarded to a different asset each time this event is achieved.	2
8,9	<i>The Christian militia commander Walid Humbak has offered a "quid pro quo"(?).</i> <i>It is wise to honour him.</i> Award a morale boost marker to one unit in the army.	7
10	<i>The green banner militia of Beirut have offered limited support.</i> +4 D6 to the reserves asset	2
11,12	<i>The Bata militia commander has promised support.</i> A militia unit can be declared professional for 1 turn. This starts before morale is taken in a turn.	12
13,14	<i>The people's choice for leader is you! The ambassador is to give you some "support".</i> Any unit the general is with is allowed to re-roll the number of bases shooting.	10
15,16,17	<i>The other militias fear an Israeli incursion. You know better!</i> All arrival dice rolls receive a +3 thus making the dice score 3 higher than rolled.	15

Army Details

Militia units	2-3	Regular units	1-3	Professional units	0	Helicopters	0
AFV's	0-2	Towed guns	0-2	Technicals	3-8	Carrier allowances	0-1
Special notes	The militia units can +1 to their number of bases shooting. This army must choose at least 3 buildings scenery pieces. Any destroyed technicals are placed in to the reserve box; this means that the enemy never gets any victory points for destroyed technicals as the player can re use them.						
Assets							
Aggressive shots	8	Artillery	5	Air strike	Null	New General	3
Reserve box	12	Arrivals	6	Movement	2	Morale Boost	8

20. Israeli Army

The Israeli army is known as the IDF (Israeli Defence Force). The IDF is a highly motivated army that has a shared sense of identity and purpose. Being surrounded by hostile states means that the IDF is usually on a war footing. The IDF can however make bad mistakes in combat situations due to stress and breakdowns in communications. The IDF is one of the best armies in AK and is thus penalised by a reduction in points

Dice Score	Outcome	Attack points
2,3	<i>The flank brigade has become lost on the Bak-al-Tieb heights. There is no flank support.</i> Move two own foot bases to the reserve box (owner's choice). These represent scouting groups sent out to find the flank brigade.	1
4,5	<i>Reconnaissance reports that the enemy are on the move. Their exact position is not known.</i> Opponent receives a re-roll on his turn 2 arrival attempts.	5
6	<i>4th company has seized a forward position on the Agreb.</i> +2 to the dice score the first time an arrival is attempted on the opponent's base edge.	5
7	<i>Ben Knox has become your adjutant. He is the prime minister's son. This could be useful.</i> +4 to victory points	6
8,9	<i>The Knesset has ordered the fighting to stop by the Sabbath. Extra impetus given to the army commander to get it done!</i> Award 2 morale boost markers to two units in the army.	7
10	<i>Good news! 5th Division can help with fire support.</i> Add 4D6 to the artillery asset.	8
11,12	<i>New orders. Your work should be easy this day as the enemy have been under constant pressure this week.</i> Award 2 movement bonus markers to two units in the army. Also -2 from an enemy asset, your choice.	12
13,14	<i>It is believed that the enemy on your sector are intending to withdraw tonight under cover of darkness. We will give you more support.</i> +3D6 to arrival asset. Award two aggressive shot markers to the army.	12
15,16,17	<i>The commander is dead. You are the new commander!</i> Any unit accompanied by the general will reduce morale dice by 4 instead of the usual 2. +2 to airstrike asset.	15

Army Details

Militia units	0	Regular units	2-3	Professional units	1-3	Helicopters Light attack or heavy attack	0-2
AFV's	0-5	Towed guns	0-2	Technicals	0-2	Carrier allowances	0-4
Special notes	All units can +1 to the number of bases shooting. The opponent to this army may add 8 Victory points to make up for the IDF being so good. This army has -30 army points= 470 points.						
Assets							
Aggressive shots	6	Artillery	6	Air strike	9	New General	3
Reserve box	5	Arrivals	1	Movement	8	Morale Boost	5