

SOMALIA

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white = game or Supply Point (SP) marker
tan = Somali Government Militia

1.0 INTRODUCTION

This game simulates the recent (in 1999 when the game was first published) United Nations intervention in Somalia.

Conflict takes place between the United Nations (UN) player and the Bandit player, as each side tries to achieve differing political and military objectives. The ground scale is abstract as the map is divided into larger or smaller geographically based Zones. The time scale is about one month per turn (hence three per season, and twelve per year) while the troop scale is also somewhat abstract (battalion to brigade size for the UN/US and 'gang' size for the Bandits).

Definitions:

'1d6' means the roll of one six-sided die

'2d6' means the roll of two six-sided dice.

'UN' refers to all units under the control of the UN player, including US and Government Militia units.

'Bandit' refers collectively to units of the four factions under the control of the Bandit player.

2.0 COMPONENTS

2.1 Map

The map shows the country of Somalia, divided into Zones. Zones marked with palm trees are Desert Zones, ones patterned as brown stone are Rough Zones. There are also several tables used in play and a Points Track to keep track of Victory Points and the number of the current turn.

2.2 Counters

Counters are marked with a unit symbol identifying what sort of unit they are, and one or more numbers. Bandit and Government Militia units have one number, their Firepower Number while UN/US units have two numbers - the left one is the Firepower Number and the right is the Contact Number. Supply Points (SPs) are represented by the 'SP' markers. Unit colours are as follows:
pink, orange, yellow, purple = Bandit faction
blue = United Nations units (non-US)
green = US unit

3.0 GENERAL SEQUENCE OF PLAY

a) Random Events Phase -- The UN player rolls 2d6 and determines what Random Event occurs that turn.

b) Logistics Phase -- The UN player receives 2d6 (3d6 if US Intervention is in effect) SPs and adds them to his Off-map SP Pool.

c) Operations Phase -- Players conduct missions with their units.

d) Political Phase -- Both players examine the map and add or deduct Victory Points (VP) for various events and conditions (see Victory Table, 7.0, and 9.0).

e) Seasonal Interphase -- This is done every third turn (marked on the Record Track).

First, all Government Militia units check for desertion.

Then, all Terror markers are removed from the map and the Bandit player may conduct Terrorism anew in selected areas.

Finally, the UN player must 'rotate' a certain proportion of his forces and may request US intervention (**8.7**) while the Bandit player receives replacements (**8.6**) at this time too

This concludes one turn of the game. This cycle repeats until one player resigns in frustration (historical result), all Bandit units are eliminated, or the end of the game is reached (the number of turns the game will last depends on how well the UN player is doing).

4.0 RANDOM EVENTS

Roll two dice: use the first dice as the 'tens' and the second as 'units,' e.g. a roll of 5 and 4 is read as '54.' See Random Events Table.

5.0 LOGISTICS RULES

5.1 Supply Points (SPs)

In this game SPs represent a combination of

humanitarian aid (basically food, fuel, and medicine) and standard military supplies. The UN player receives 2d6 SPs each turn in the Off-Map Pool in the Logistics Phase. This is increased to 3d6 if US intervention is in effect. These are used to build Bases and conduct missions and may be lost due to random events, Raids, or Ambushes.

If the UN player is required to lose SPs from his Off-map Pool and he has none left, then an amount of Victory Points equal to the shortfall is deducted from the UN player instead.

5.2 UN Bases

These are placed at the start of the game or may be built by Engineer units during play. Bases may be the target of Bandit Raid missions.

5.3 Supply Convoys

During Famine turns, the UN player must place one Supply Convoy (represented by a marker) in each non-Desert Zone in southern Somalia (i.e., Zones below the Famine Line) that does not have a Base. Convoys may be Escorted by UN units and may be Raided by the Bandit player.

5.4 Bandits and SPs

The Bandit player needs SPs to get new units and to discredit the UN player's efforts by preventing supplies from reaching the civilian populations. All SPs captured by the Bandit player in Raids or Terrorism are held in the Bandit Off-Map Pool.

6.0 OPERATIONS RULES

The Bandit player always decides who will be the next player to conduct a mission. The Operations Phase is over when both players pass in succession or when all units have completed a mission. A unit may conduct only one mission per turn, either singly or in conjunction with other friendly units

As a memory aid, rotate units 180 degrees to signify that they have conducted their mission for the turn. No units may move outside of Somalia itself at any time during the game.

Note: UN units are never eliminated in combat (they only have 'hits' scored on them) but Bandit units may be.

6.1 UN Player Missions

6.11 Convoy

During Famine turns, the UN player must place Supply Convoys in non-Desert Zones in southern Somalia (all Zones south of the Famine Line marked on the map are in southern Somalia) that do not have Bases in them. Convoy missions do not cost any SP and do not have SP attached to them, but any losses due to Raids or Ambushes are deducted from the UN player's off-map pool of SP.

6.12 Flush

The UN player may conduct Flushes to hunt down and arrest Bandit personnel or disarm gangs. Each Flush operation 'costs' one SP per unit participating. Only one Flush operation can be conducted in each Zone per turn.

The UN player declares in which Zone the Flush is taking place and which UN units will be conducting it. These units may be anywhere on the map at the start of the mission. The participating units move any distance to the targeted Zone and follow the Flush procedure as shown on the Charts and Tables. They may be Ambushed along the way.

6.13 Development

Only UN player's engineer, Military Police and Civic Affairs units can conduct Development operations. See the Development Table and Special Rules for details on the missions, SP cost, and effect.

They may move any distance to the Zone where the mission will take place and may be Ambushed along the way.

6.14 Escort

This mission is part of the Convoy mission. UN units named to be escorting Supply Convoys must stack with the Convoy in order to defend it against later Bandit Raid missions. The UN player places a Convoy marker and declares which UN units will Escort it. If the Escorting units are in the same Zone, he stacks them with the Convoy; if they are elsewhere, the UN units must move (any distance) to the Convoy.

In either case the units are subject to Ambush by Bandit units on the way there. This movement is considered to be simultaneous with the placement of the Convoy and costs no SPs.

6.2 Bandit Player Missions

6.21 Raids

The Bandit player may Raid UN Bases, Convoys or military units. Bandit units may move ONE Zone and then perform a Raid. Count the Firepower factors of Bandit units participating in the Raid in that Zone and roll on the RAF Table. The Bandit player may take any numerical result as 'hits' on the UN player if a military unit is the target of the Raid, SPs to be taken from the UN Off-Map Pool if the target of the Raid is an unguarded Base or unescorted Supply Convoy, or a combination of the two if military units are stacked with the Base or Convoy.

Any UN units physically stacked with the Base counter or Supply Convoy that was Raided may then 'fire back' at FULL firepower. Roll on the '2' column if there are no UN units stacked with the Base. Unescorted Supply Convoys do not fire back. Any military unit, Base, or Supply Convoy may be Raided only once per turn.

6.22 Ambushes

The Bandit player may declare an Ambush when a military unit enters or exits a Zone where he has one or more units. He totals the number of Firepower factors firing from among the Bandit units in that Zone and rolls on the RAF table. Any numerical result is taken as 'hits' on the UN units. The UN player then totals the number of Firepower factors in his force, HALVES that number (round down), and fires back. Any Bandit unit may participate in an Ambush only once per turn, but a UN military unit may be Ambushed any number of times during a turn in different areas.

6.23 Movement

Bandit units may move any distance as their mission for that turn. A Bandit unit may not both enter and exit a Zone containing Government Militia in the same turn.

6.3 Critical Hits

If the UN player is firing on the RAF Table and scores a 8 result, then the Bandit player gains 1 extra VP and may add one unit to his forces (draw new unit at random). This represents civilian casualties from excessive firepower or irate Somalis taking sides as a result.

If the Bandit player is attacking the UN player and scores a * result, then all UN units are immediately 'confined to base.' The UN player may not conduct any Flush or Development missions for the rest of the turn, but may still place Convoys and detail units to Escort them.

7.0 POLITICAL RULES

At the end of the Operations Phase, players record Victory Points (VP) gains and losses for that turn as directed by the Victory Table (see Charts and Tables). For every five VP that the UN player gained this turn after deducting penalties (round down), the end of the game is moved up one turn.

7.1 Definitions

An 'intact' Supply Convoy is one that lost no SP during that turn.

A 'Government -controlled Zone' is one with either no Bandit units and at least one Government Militia unit, or some Bandit units and a UN Base and at least one Militia unit.

A 'Bandit-controlled Zone' is one with at least one Bandit unit regardless of faction and no UN / US military units, Bases, or Government Militia in it.

8.0 SPECIAL RULES

8.1 Engineer, Military Police, Civic Affairs Units

These are the only units that can carry out Development missions.

8.2 Government Militia

These units may be recruited as 'static defence' units by Civic Affairs (CA) and Military Police (MP) units.

Government Militia units may not move or participate in Flushes, but they hinder Bandit movement (see 6.23) and 'fire back' at Bandit units conducting Terrorism. Although they are controlled by the UN player, they may not be Raided or otherwise have 'hits' scored on them.

At the end of each season, roll a die for each Government Militia unit on the map: on a 5 or 6 it deserts and is swapped for a strength 1 bandit unit of a random colour faction.

8.3 Helicopters

A Helicopter unit may be Ambushed only in the Zone where it ends its movement. A helicopter may move any distance to a Zone, 'pick up' one infantry, marine, CA, MP, or engineer unit, and 'carry' it with it when it resumes moving (it may be Ambushed by Bandits as it halts to pick up the friendly unit).

The carried unit may not move after being picked up by the helicopter but may conduct a mission in that Zone and is Ambush-proof while it is being carried. Helicopters may not escort Supply Convoys.

8.4 Bandit Leaders and Factions

Bandit Leaders give a favourable Die Roll Modifier (DRM) when assisting with missions. Bandit Leaders are eliminated if all the units stacked with them are destroyed in a Raid, Flush, or Ambush.

8.41 Factions

Bandit units are organised in four Factions (pink, orange, purple, and yellow). Generally, units of one colour may not co-exist in a Zone with units of another colour, unless a Bandit Leader from one of the factions is also present in the Zone. This rule may be temporarily suspended by the 'Bandit Unity' Random Event and is not used in the multi-player version of the game.

8.5 Terrorism

The Bandit player may extort SPs from the civilian population during the Seasonal Interphase. The Bandit Player chooses a Zone, totals the number of Firepower factors of all Bandit units in the Zone, rolls on the RAF Table (the UN player may 'fire back' with any Government Militia units he has in the Zone at full firepower).

The Bandit player may take any numerical result in eliminated Government Militia units or may add twice that number of SPs to his Off-map Pool (NB: these SP are not deducted from the UN player's pool, just added to the Bandit player's). Any numerical result 'terrorises' the Zone, and the Zone is so marked. Only one Terrorism roll may be made per Zone. Zones remain Terrorised for the entire following season, and may not be claimed for Victory Points as Bandit-controlled no matter what the circumstances. This rule is suspended by the 'Somali Nationalism' Random Event.

8.6 Reinforcements and Replacements

The UN player must 'rotate' some of his forces at the end of every season. The UN player rolls 1d6, chooses that number of units and puts them into the cup where the other UN forces are kept (if he has less than 6 units on the map to begin with, only one unit is put into the cup). He rolls 1d6 again and draws that number of new units from the cup. These units are placed at any UN Base or Bases.

8.61 Bandit Replacements

The Bandit Player may recruit new forces at each Seasonal Interphase by converting the SPs in his Off-Map Pool into new units at the rate of two SPs for one unit. He also gets one 'free' unit for every 10 Victory Points he holds (round up). Units so created are drawn at random from available units and placed anywhere on the map. Bandit leaders may not be replaced or recruited.

8.7 US Intervention

The green units are Americans. The UN player may request US Intervention, which will give him a significant military advantage during the Seasonal Interphase, once during the game but not before turn 6.

He rolls 2d6 in the Seasonal Interphase, adds that number of SP to his Off-map Pool, draws that number of US units from the cup, and deducts double that number of VP. The units enter anywhere on the map.

Intervention lasts a maximum of one year (12 turns). During Intervention, the UN player gets 3d6 of SP per turn each Logistics Phase instead of 2d6, and may rotate two US units each Seasonal Interphase in addition to the regularly rotating UN units.

At the end of 12 turns of Intervention, the UN player rolls 1d6, chooses that number of US units to remain in Somalia, and places the other US units in the cup.

8.8 Famine

Famine occurs periodically during the game, for a random number of turns each time. When Famine occurs, the UN player must place Supply Convoys in each non-Desert Zone in southern Somalia (i.e. all Zones south of the Famine Line marked on the map) that does not have a Base.

This does not directly cost any SPs but any losses inflicted on the convoys by Bandit Raids are deducted from the UN player's Off-map Pool. The UN player must place these Supply Convoys or he forfeits the game.

9.0 VICTORY

If one player resigns in frustration, or all Bandit units are eliminated, or if the end of the game is reached (exactly which turn the game ends depends on the UN player's performance; see Political Rules), then play stops and final victory is judged.

Compare total UN VPs MINUS total Bandit VPs to the following table:

- 0 or less = Bungled operation. Bandit victory.
- 1 to 20 = Band-aid solution. You'll be back, and so will the 'technicians.' Stalemate.
- 21 + = Good job. The Four Horsemen are stayed in Somalia for the next few years. Medals all around. UN victory.

10.0 SETTING UP THE GAME.

The Bandit player deploys first with 12 units (3 drawn at random from each faction) and four leaders anywhere on the map. The UN player starts with one 3-2 infantry unit and one Base counter at Mogadishu Airport. Both players place their leftover units in two cups for drawing later.

Famine is in effect from the beginning of the game: the UN player rolls 2d6 to see how many turns it will last. The game then begins with the Logistics Phase of Turn 1. The game has an initial length of 24 turns (2 years) but this may be shortened. The UN player may not request US Intervention until the second Seasonal Interphase (turn 6).

11.0 OPTIONAL RULES.

11.1 Negotiations

At any time during the game, the Bandit player may offer to enter into peace talks with the UN player by saying, 'Let's talk.' The UN player must accept the Bandit player's offer the first time he makes it: he may refuse the second and subsequent times, but must deduct 1 VP each time he refuses.

11.11 Conduct

When the two players enter into negotiations, the Peace Talks marker is placed in the 'Start' box of the Negotiations Track on the map.

Each turn during the Political Phase, each player throws 1d6. The player with more VP at that moment adds one to his score. If one player scores higher than the other, the Peace Talks marker is moved one box on the track 'towards' him (i.e. leftward for the Bandits, rightward for the UN). If both players have equal results, the marker does not move. Both players then add the number of VP indicated in the box of the track that is occupied by the Peace Talks marker.

The Bandit player scores the number to the left of the slash, the UN player the number to the right.

11.12 Restrictions

The Bandit player may not offer to enter into negotiations more than once per turn. The UN player may not conduct any Flush missions while negotiations are ongoing.

11.13 Breaking off Negotiations

Either player may break off negotiations at any time by making some gratuitously insulting remark and removing the Peace Talks marker from the track. The Bandit player does not pay any penalty for breaking off, but the UN player must deduct 1d6 VP each time he unilaterally breaks off negotiations.

11.2 Multi-player Version

More than two people may play this game. If there are two Bandit players each controls two factions; if there are three, each takes one faction and the fourth is not used. There is always one UN player. The rules are unchanged except as follows:

11.21 Operations Phase

During the Operations Phase, the Bandit player with the most units goes first. The Player conducts one mission and may then choose whether to let another Bandit player or the UN conduct a mission next. Rule 8.31 is suspended; Bandit units are free to co-exist in Zones but may (and are encouraged to) attack units of other factions. This is done by one Bandit player declaring that he is attacking another faction in a particular Zone.

He totals the Firepower of the attacking Bandit units and rolls on the RAF table, taking any numerical result in enemy Bandit units eliminated (scoring 1 VP each). The player who was attacked then fires back with any units that survived at full firepower.

11.22 Victory

The three Bandit players keep separate totals of SPs and VPs. Bandits score +1 VP for each Bandit unit from another faction they eliminate, +1 VP for every Zone with units of only their faction in it, +1 VP for making at least one attack (doesn't matter against who) during the turn, and -1 VP for each unit they lose, no matter who eliminated it).

At the end of the game the Bandit player with the most VP is the winner if the UN player fails to win. Only one Bandit player can be in negotiations with the UN at any one time.

12.0 CREDITS

Design	Brian R Train
Playtest	B Train and friends
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Graphics	P Schutze with updates by Tim Allen

Scenarios covering more recent events

Islamic Courts Union 2006

Scenario by Peter Schutze

This brief scenario tracks the near unification of southern Somalia by the Islamic Courts union during the latter half of 2006. During this period the ICU subsumed or eliminated most of the lesser warlord groups then challenged the Ethiopian backed Transitional Government for control of the country.

This scenario uses the core movement and combat rules of the original game but dispenses with the political aspects.

Players: One player must control the ICU, if not playing solitaire the other player starts with control of the Warlords. If more players are available, share the 4 warlord factions amongst them. The Transitional Government doesn't need a player but if you have a sixth player, running the Transitionals gives him something to do.

Map: only use the map south of the famine line

Counters: The ICU uses the brown units while the various warlords groups use the bandit counters. The Transitional government uses the 6x 3-2 and 3-3 blue (UN) infantry counters. The counter mix represents an absolute limit on forces.

Scenario length: the game lasts 7 turns from June to December 2006. To align with the seasonal interphase place the turn marker in 2 at the start and end the game after turn 8 has completed.

Setup:

Roll for each area starting with the 4 Mogadishu ones and place a Transitional unit there on roll of 5-6, if any of the 6 Transitional units are not placed after all areas have been rolled, place them in the Port and Airfield

The ICU starts with 3 units in Jilib and 2 in South Mogadishu

When setting up the Warlord factions randomly draw the strength (1 or 2, no 3's in 'at start' forces) Faction 1 has a unit in Baidoa & Baardhere and 1

leader in either area

Faction 2 has 4 units to spread between Gaalkayo, Ceel Huur and Jawhar

Faction 3 has 3 units to spread between Belel Huen and North Mog

Faction 4 has 2 units in Kismayu

Each force starts with SP equal to normal seasonal income.

Missions:

Both players can conduct Raids, Ambushes and Flushes. Ignore all other options and any restrictions on who conducts the permitted missions.

Victory:

ICU player wins amazing victory if all 'in play' areas are controlled, historical victory if all 4 Mogadishu areas and 5 or more other areas are controlled.

Warlords win if ICU fails to achieve victory and score amazing victory if they control all of Mogadishu and 4 or more other areas

Special rules:

ICU can not enter area occupied only by Transitional units until the marker is in turn 7.

When fighting in area with Transitional units roll one die: 1-3 Transitional ignores events, 4 Transitional attacks any Warlord units before resolving the ICU vs Warlord battle, 5 Transitional helps ICU, 6 Transitional helps Warlord

Factions can not co-exist with each other, moving into an area with a different faction's unit already in it triggers combat. Factions also can not share SP

Conversion: The ICU has the option to convert Warlord units on * result. There are four possible results of conversion opportunities:

If the ICU pays 1SP and the Warlord does nothing, the unit is replaced with an ICU unit and the warlord unit is permanently removed from play.

If the ICU does not pay 1SP the unit is removed from the map but can be rebuilt

If the ICU and the appropriate Warlord faction both pay 1SP roll one die. If the result is 1-3 the unit is removed from the map, 4-5 the unit is swapped for a strength 1 unit instead (of another warlord faction if the appropriate faction doesn't have a 1 counter available), 6 both the Warlord and ICU unit are

removed from the map.

Economics:

During the seasonal interphase players gain 1SP per area they occupy exclusive of the other side (ignore the presence of Transitional units) except Mogadishu areas which are worth 2 each. Warlords buy new unit for 3SP (draw a 1 or 2 strength unit randomly) or upgrade an existing unit to the 3 counter for 2SP. ICU buys units for 2SP. Transitional roll 1die odd gets 1 unit, even gets 2, if all 6 in play use bases for extra units

The Transitional government collects income but this income is there only to be stolen via raids

The War in Somalia 2006+

Scenario by Peter Schutze

Players: this is best played as a 2 player game

Map: all of the map except the 3 areas in the top left (Erigayo, Berbera and Guban) are in play. The 3 excluded areas are controlled by the semi-independent Somaliland.

Counters:

Ethiopia is represented by the US (green) counters. Only the 3x 5-5 Infantry and 2x 3-5 MP are used.

Puntland is represented by the UN (blue) counters while the remains of the official Transitional government are represented by the Tan counters. These three forces are initially the "Ethiopian" side

The pink bandit faction represent the Islamic Courts Union and the other bandit units represent it's not fully integrated "partners". While they are normally interchangeable, preference should be given to placing yellow counters.

Scenario length:

The game lasts 37 turns from December 2006 to December 2009. To align with the seasonal interphase (and prevent the ICU from being overwhelmed by bad random unit draws) place the turn marker in 3 at the start and end the game after turn 39 has completed.

Setup:

Place an Ethiopian 5-5 inf unit in Baidoa and 2 other 5-5 Infs "off-map" near Baidoa. Place all other green

(US) units back into the box except the 2 MP units which may arrive as reinforcements

Place the 5 of the 6 blue Puntland (UN) 3 strength infantry, 1 per area in Bender Cassim, Hardiyo, Gaalkayo, Ceel Huur and Jawhar. The 6th 3 strength unit and one 4 strength infantry may be bought as reinforcements but all other blue units are put back in the box.

Place 2 Transitional tan units in Baidoa and one in Baardhere. Keep 6 more as potential reinforcements and return the rest to the box.

Place one random (non pink) bandit in the Docks and Belet Huen plus one random pink bandit in every area not already Ethiopian side controlled.

Place the pink bandit leader in any of the 4 Mogadishu areas. If the 3 strength pink unit was not drawn randomly, place it in North Mogadishu.

Missions:

Both players can conduct Raids, Ambushes and Flushes. Ignore all other options and any restrictions on who conducts them. Different colored units of either side can not co-operate on missions.

For those wishing a bit more realism, limit the Ethiopian units to Flush operations only

Victory:

ICU player wins amazing victory if all 'in play' areas are controlled by them. They win a historical victory if no Ethiopian units are in Somalia and they control all in play areas south of the famine line.

The Ethiopians win if ICU fails to achieve victory and score amazing victory if they control all of Mogadishu and 4 or more other areas

Special rules:

Sudden death – Officially the ICU was fighting to oust the Ethiopians so if at any point there are no Transitional or Ethiopian units in Somalia (waiting to enter near Baidoa doesn't count) the game ends immediately and victory is judged.

Foreign support: If during a seasonal interphase there are more non-green bandits on the map than green units both sides roll a die. If the Ethiopian roll is higher swap one non-pink bandit unit for a tan unit, if it is a draw place a non Pink bandit otherwise the ICU player gains the difference in results as pink strength points.

Economics:

Each area generates 1 SP during the Seasonal Interphase. Each new strength point costs 1 SP to buy.

New Ethiopian units are placed in Ethiopia somewhere conveniently near Baidoa when bought. To actually enter, the Ethiopians pay 1SP per unit they wish to move into Baidoa and roll a die. If the roll is odd, the unit moves to Baidoa while even rolls are failures, leaving the unit in Ethiopia. These rolls are made after all buying of units is complete.