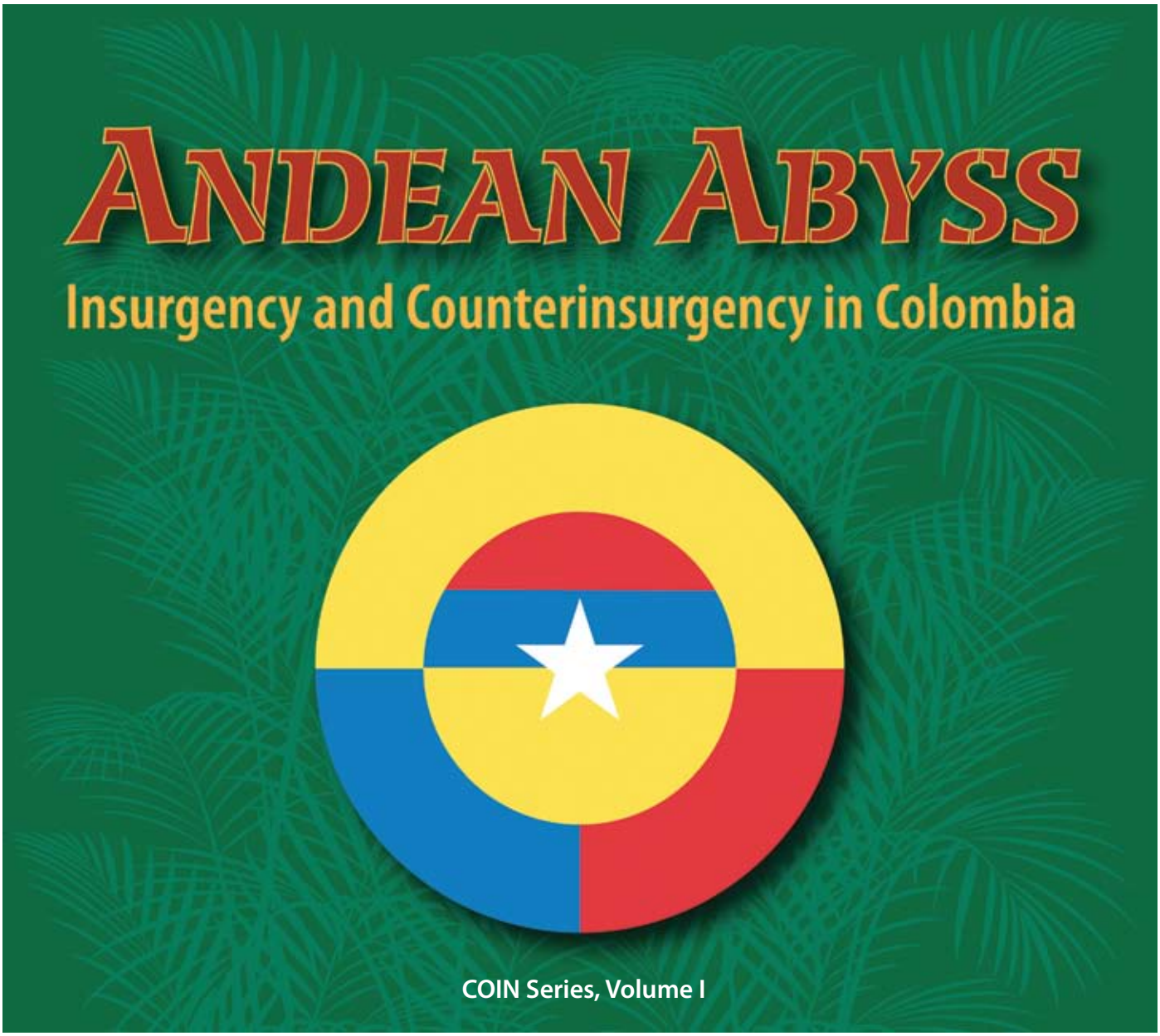


RULES OF PLAY

by Volko Ruhnke

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1.0 INTRODUCTION

Andean Abyss is a 1-4-player game depicting insurgent and counterinsurgent (COIN) conflict in Colombia during the 1990s and early 2000s. Each player takes the role of a Faction seeking to run Colombian affairs: the Government (Govt) or 1 of 3 Insurgent Factions—the Marxist FARC, the right-wing AUC "paramilitaries", or the narco-trafficking Cartels. Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence the population, extract resources, or otherwise achieve their Faction's aims. A deck of cards regulates turn order, events, victory checks, and other processes. The rules can run non-player Factions, enabling solitaire, 2-player, or multiplayer games.

Andean Abyss is the first volume in a planned COIN Series of games that will use similar rules to cover a variety of modern insurgencies.

This rule book lists and defines key game terms in an index on pages 15-16. The most important game functions are summarized on several aid sheets. Game setup is explained on page 14 of this rulebook.

1.1 General Course of Play

Andean Abyss—unlike most card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card's Event or one of a menu of Operations and Special Activities. Executing an Event or Operation carries the penalty of rendering that Faction Ineligible to do so on the next card. Propaganda cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

1.2 Components

A complete set of *Andean Abyss* includes:

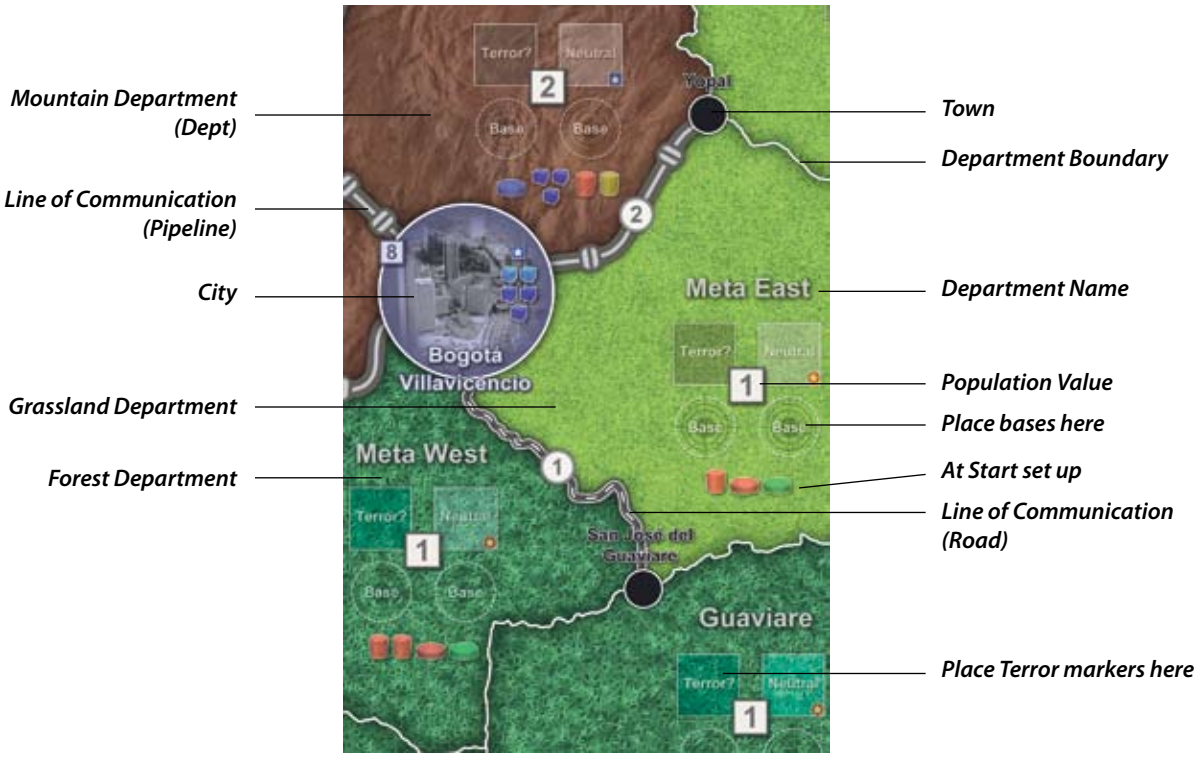
- A 22"x34" mounted game board.
- A deck of 76 cards.
- 153 dark and light blue, red, green, and yellow wooden forces pieces, some embossed (1.4; see "Available Forces" on the rule book's back for a complete listing).
- 8 cylinders, embossed (1.7, 2.2).
- 6 black and 6 white pawns (3.1.1).
- A sheet of markers.
- A Sequence of Play and Planning Map sheet.
- 4 Faction player aid foldouts.
- 2 Non-player aid foldouts.
- 3 6-sided dice: 1 red, 1 yellow, 1 green.
- A background Playbook.
- This rule book.

1.3 The Map

The map shows the country of Colombia divided into various types of spaces, as well as parts of neighboring countries.

1.3.1 Map Spaces. Map spaces include rural Departments (Depts), urban Cities, and Lines of Communication (LoCs) between them. All spaces—including LoCs—can hold forces.

1.3.2 Departments. Each Department shows a Population value (Pop) of 0, 1, or 2 that affects victory via Support for or Opposition to the Government (1.6) and some Insurgent Operations (3.3). Departments are further distinguished by terrain as Tropical Forest (Forest), Mountain, or Grassland, affecting some COIN Operations (3.2) and Events (5.0).



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1.3.3 Cities. Each City similarly shows a Population value of 1 to 8 (each Population value representing a million Colombians).

1.3.4 LoCs. Each Line of Communication (LoC) shows an Economic value (Econ) of 1 to 3 that affects Government Resources (1.7). LoCs are further distinguished as Roads or Pipelines. Pipelines tend to have higher Economic value and affect certain Events.

DESIGN NOTE: LoCs also represent other transportation arteries and infrastructure such as power lines that parallel roads and pipelines.

1.3.5 Foreign Countries. The map includes parts of Brazil (Brasil), Ecuador, Panamá, Perú, and Venezuela. They are not spaces (1.3.1) unless and until specified by Event (5.0).

EXAMPLE: The "Darién" Event renders Panamá a 0 Population Forest Department for all purposes, except that Sweep Operations do not Activate Guerrillas there (3.2.3).

NOTE: Venezuela is next to Guainía but not Vaupés, affecting the "Hugo Chávez" Event.

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events. Any 2 spaces meeting one of the following conditions are adjacent:

- Spaces that border on (touch) one another.
- Departments separated by LoCs.
- LoCs or Departments separated by Towns.

NOTE: Towns are not spaces; they merely separate LoCs or Departments.

1.3.7 Coasts. Spaces adjacent to blue areas are coastal, affecting the "Narco-Subs" Event.



ADJACENCY EXAMPLE: The 4 Departments and 4 LoCs around the Town of Ayacucho are all adjacent to each other because they are separated by a Town. Antioquia and the Forest Department to the west are adjacent because they are separated by a LoC.

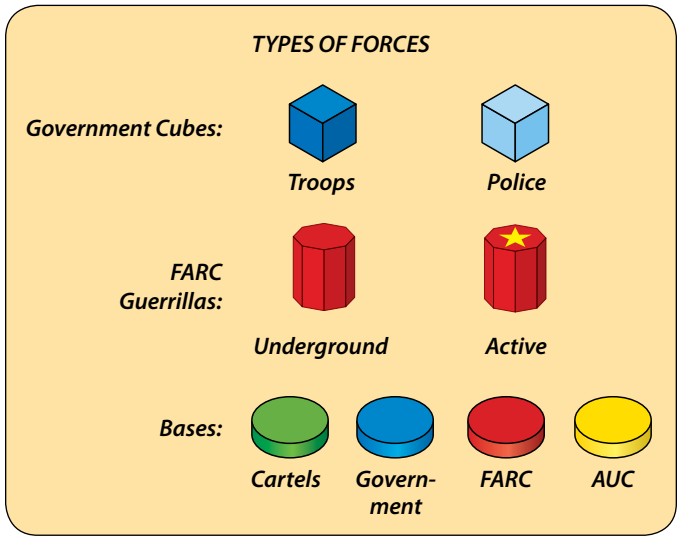
1.4 Forces

The wooden pieces represent the Factions' various forces: Government Troops (dark-blue cubes) and Police (light-blue cubes), Insurgent Guerrillas, and all Factions' Bases.

DESIGN NOTE: Bases represent not only training and bivouac facilities but also, for the Insurgents, political administration as well as coca or poppy fields and processing labs.

PLAY NOTE: Use "Overflow" boxes for Forces that exceed the room in a City or smaller Department on the map; place the corresponding Overflow marker in that space.

1.4.1 Availability and Removal. The inventory shown on the "Available Forces" chart on the back of this rule book limits the number of pieces that may be in play. Keep forces not on the map in the Available Forces holding areas. (Place Bases in the highest-





Drug Shipment



Overflow marker

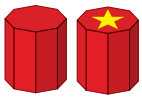


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numbered empty circles, revealing the number of on-map Bases to help track victory, 7.0)

- Forces may only be placed from or replaced with those available in the holding areas—ignore any instructions to place forces if the appropriate type is not available because all are already on the map (remove rather than replace such pieces; see also next bullet).
- ***Important:*** A player Faction while executing an Operation, Special Activity, or Event may remove its own pieces to Available Forces. *EXAMPLE: Insurgents without Available Guerrillas could remove Guerrillas during a Rally (3.3.1) in order to place them Underground.*
- Once an enemy Faction is targeted, removal of pieces to the extent of the executing Faction's ability is required. *EXAMPLE: A Government Assault (3.2.4) with 3 Troops in Forest must remove 3 Active pieces if there are at least that many among those Factions targeted.*

1.4.2 Stacking. No more than 2 Bases (regardless of Faction) may occupy a single Department or City. Bases may not occupy LoCs. Government forces may not occupy a FARC Zone (6.4.4). (See also the "Sucumbíos" Event regarding Ecuador.) Ignore any instructions (such as from Operations or Events) to place or move forces if stacking would be violated. Except as noted above, any number of Government cubes and Guerrillas may occupy a space.



1.4.3 Underground/Active. Guerrillas are either Underground—symbol end down—or Active-symbol end up. Certain actions and Events flip them from one to the other state. Bases, Troops, and Police are always Active. Always set up and place new Guerrillas Underground (including if replacing a piece).

NOTE: Unless instructions specify "Underground" Guerrilla, it is sufficient to "Activate" already Active Guerrillas (they stay Active).

1.5 Players & Factions

Andean Abyss is playable by 1-4 players. The 1st player plays the Government (blue), the 2nd the FARC (red), the 3rd the AUC (yellow), and the 4th the Cartels (green) (2.1). (If preferred, the 3rd player in a 3-player game can play Cartels instead of AUC.) Each of these Factions is enemy to all others. Leftover Factions are Non-Player; their actions are governed by rules section 8. See the Playbook for a Role Summary of each Faction.

No Non-Player Option: If learning the game with 2 or 3 players, ignore the Non-Player rules (8.0). Instead, players control leftover Factions:

- With 3 players, AUC controls Cartels.
- With 2 players, Government controls AUC; FARC controls Cartels.

Play only stops on a victory check (6.1) if all of a player's Factions are meeting their conditions.

After a final Propaganda, use the lowest victory margin of each player's Factions (7.3). Players may not voluntarily transfer (1.5.1) between their own Factions.

1.5.1 Negotiation. Players may make any mutual arrangements within the rules but may voluntarily transfer only Resources (1.7) or Shipments (4.5.3). All negotiations are open. The rules do not bind players to agreements.

1.6 Support and Opposition

Support and Opposition affect victory and some Operations.

1.6.1 Cities and Departments with at least 1 Population (1.3.2-3) always show 1 of 5 levels of its populace's Support for or Opposition to the Government that can shift during play:

- Active Support.
- Passive Support.
- Neutral.
- Passive Opposition.
- Active Opposition.

1.6.2 Show Active or Passive Support or Opposition with markers placed in each City or Department. Show Neutral spaces by the absence of such markers. Active Support/Opposition counts double for Total Support/Opposition (1.6.3).



NOTE: LoCs (1.3.4) and Population 0 Departments never hold Support or Opposition markers (they are always Neutral).



1.6.3 Total Support and Total Opposition. Government or FARC victory depends on the total value of population Support or Opposition (plus FARC Bases, 7.2), respectively. Adjust "Total Support" or "Opposition + Bases" on the numbered edge track per the box below as any change to Support, Opposition, or the number of FARC Bases occurs.

Total Support and Opposition Equations:

Total Support equals:
(2 x Population in Active Support) + (1 x Population in Passive Support)

Total Opposition equals:
(2 x Population in Active Opposition) + (1 x Population in Passive Opposition)

Opposition + Bases equals:
Total Opposition + The number of FARC Bases on the map

1.7 Resources and Aid



At any moment, each Faction has between 0 and 99 Resources that it uses to pay for Operations (3.0). During some Propaganda Rounds (6.3.1) and Events, a level of Aid (between 0 and 29) adds to Government Resources. Mark Resources and Aid on the edge track—for Resources, with a cylinder of the Faction's color (1.5).



2.0 SEQUENCE OF PLAY

2.1 Set Up

Follow the instructions on page 14 of this rule book to decide upon various play options, assign Factions to players, prepare the deck, and set up markers and forces.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card

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on top of the draw deck will be played next. *NOTE: Players will see 1 card ahead into the deck*. All played cards and the number of cards in the draw deck are open to inspection.

RECORD STEPS: As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the Sequence of Play track's appropriate box (or, for Propaganda Rounds [6.0], advance the Prop Card marker).

No Reveal Option: For a learning game of reduced decision-making complexity, do not reveal the card on top of the draw deck. Ignore the final Event card restriction (2.3.9).

2.3 Event Card

When playing an Event card, up to 2 Factions will execute Operations or the Event; other Factions may Pass and collect Resources.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of the Faction symbols shown at the top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

2.3.1 Eligibilty. Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.7). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Operations, 3.1.2.

Eligibility Option A: For more variety but less ability to plan, instead determine Eligible Faction order for the currently played card by the symbols on the top Event card of the draw deck. If the top card is Propaganda, reveal additional cards until an Event card is reached. If the last card of the deck is revealed to be Propaganda, determine Faction order by the bottom Event card in the played cards box. Do not use the no reveal option (2.2).

Eligibility Option B: For even more chaos, determine Faction order per Option A, and ignore execution of Events or Operations for Ineligibility (2.3.7). Only Event text can render a Faction Ineligible.

2.3.2 Faction Order. The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1st Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2nd Eligible.



NOTE: The gray **2** *symbol on some cards affects Non-player choices (8.1) not Faction order.*

2.3.3 Passing. If a 1st or 2nd Eligible Faction opts to Pass, it receives +1 Resources (or +3 Resources if Government) and remains Eligible for the next card. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.7) and play the next card.

2.3.4 Options for Eligible Factions.

FIRST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0)—with or without a Special Activity (4.0)—or
- The Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute an Operation and possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- Op Only: If the 1st Eligible Faction executed an Operation, the 2nd Eligible Faction may execute a Limited Operation (2.3.5).
- Op & Special Activity: If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may instead execute the Event (see also Final Event Card, 2.3.9).
- Event: If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation, with a Special Activity if desired.

NOTE: For ease of reference, these options are illustrated on the Sequence of Play aid sheet and on the game board.

2.3.5 Limited Operation. A Limited Operation (LimOp) is a player Operation in just 1 space, with no Special Activity. If the Limited Operation is a Patrol (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple spaces but only 1 destination space. A Limited Operation counts as an Operation. See also Final Event Card (2.3.9) and Non-player Operations (8.1).

2.3.6 Ship. Whenever a 1st or 2nd Eligible player Faction pays Resources to execute an Operation (including a Limited Operation, 2.3.5) but executes no Special Activity, it may remove a Shipment that it owns (4.5.3) to immediately execute an additional, free, Limited Operation of any type. Alternatively, a different Faction may remove its own Shipment to enable the 1st or 2nd Eligible Faction to execute such a free Operation. A Faction may only benefit from 1 such Shipment per card.

EXAMPLE: Cartels is 1st Eligible and executes a March, removes a Shipment, then executes a Rally in 1 space at no Resource cost.

DESIGN NOTE: The added Op reflects proceeds from a major drug deal greasing the skids.

2.3.7 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play Track as follows:

- Move the cylinder to the "Ineligible" box if the Faction executed an Operation (including a Limited Operation) or Event (unless otherwise specified by the Event; see also Free Operations, 3.1.2.).
- Move the cylinder to the "Eligible" box if the Faction did not execute an Operation or Event (and not rendered Ineligible by an Event).

2.3.8 Next Card. After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card. Play the card on the played card pile, proceeding with the appropriate sequence.

2.3.9 Final Event Card. On the last Event card before the final Propaganda Card (2.4.1), any player Operations must be Limited (2.3.5, no Special Activities) and may not include Sweep (3.2.3) or March (3.3.2).

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2.4 Propaganda Card

If playing a Propaganda Card, conduct a Propaganda Round (6.0).

2.4.1 Final Propaganda. If the 4th Propaganda card's Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

Short Game Option: Agree at set up that the 3rd Propaganda card's Round will be the final round.

PLAY NOTE: Set aside Propaganda cards to show how many have gone by. Each series of Event cards up to a Propaganda Round is called a "Campaign".

3.0 OPERATIONS

3.1 Operations in General

The Faction executing an Operation (Op) chooses 1 of the 4 Operations listed on its Faction aid sheet and, if applicable, selects the map spaces to be involved. The Faction usually pays a cost in Resources (not Aid, 1.7), often per space selected; it must have enough Resources to pay for the Operation, including in each selected space.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy Factions or pieces to be affected (targeted), and the friendly pieces to be placed or replaced. A single Operation may target one or more Factions and ignore others.

3.1.1 Pawns. Players may mark spaces selected for Operations (3.0) with black pawns and Special Activities (4.0) with white pawns. (The pawns are for convenience, not a limit on the number of spaces that may be selected.)

3.1.2 Free Operations. Certain Events (5.5), phases (6.4.5), or Shipping drugs (2.3.6) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, could leave it Eligible (2.3.7). Other requirements and procedures still apply unless trumped by Event text (5.1.1, 5.5.).

3.2 COIN Operations

The Government chooses from Train, Patrol, Sweep, and Assault Operations. *Note: The Government may never place or move its pieces into FARC Zones; see 6.4.4.*

3.2.1 Train. Training Operations augment Government forces and possibly build Support (1.6). Select any Departments or Cities and pay 3 Resources per selected space.

PROCEDURE: First, in each selected Department with a Government Base AND in each selected City, place up to 6 cubes (any combination of Available Troops and Police). Then, in up to 1 selected space, either:

- Replace any 3 cubes with 1 Government Base (within stacking,1.4.2), OR
- Conduct Civic Action (6.4.1) to build Support. As during the Support Phase, the Government must have Troops, Police, and Control (a majority of forces, 6.2) in the space and must pay added Resources per 6.4.1 (even if Training was free).

3.2.2 Patrol. Patrol Operations protect LoCs by moving Troops or Police onto them and finding and removing Guerrillas there. Pay 3 Resources total (not per space). If a Limited Operation (2.3.5), all moving cubes must end on a single destination space.

PROCEDURE: Move any number of cubes from any spaces. Each cube may move into any adjacent LoC or City (1.3.6) and may keep entering adjacent LoCs or Cities until the player chooses to stop moving it or it enters a space containing 1 or more Guerrillas. Then, in each LoC (whether or not a cube just moved there), Activate 1 Guerrilla for each cube there. Then, if desired, conduct an Assault (3.2.4) in 1 LoC at no added cost. If a Limited Operation (2.3.5), the Assault must be in the destination LoC.

3.2.3 Sweep. Sweep Operations move Troops (typically, into contested areas) and locate enemy Guerrillas. Select any Cities or Departments as destinations (not FARC Zones, 6.4.4). Pay 3 Resources per space selected. Sweep is not allowed on the final Event card (2.3.9).

PROCEDURE: First, move any adjacent Troops desired into selected spaces. In addition, Troops may first move onto adjacent LoCs (1.3.6) that are free of Guerrillas and then into adjacent spaces. (Any Troops that move must reach spaces paid for as destinations.)

- Then, in selected spaces other than Forest, Activate 1 Guerrilla (1.4.3) for each cube there (Police plus Troops, whether they just moved or were already there).
- In Forest spaces, Activate only 1 Guerrilla for every 2 cubes (round odd cubes down).



EXAMPLE: The Government selects Cesar-La Guajira Department for a Sweep. There are no Guerrillas on any LoCs. Troops could move from Cúcuta, Bucaramanga, and Sincelejo to the LoCs south of Baranquilla and from there into Cesar. Troops already in Baranquilla or any of the 3 Departments or 2 LoCs adjacent to Cesar also could enter Cesar.

3.2.4 Assault. Assault Operations eliminate Insurgent forces. Select any spaces and pay 3 Resources per space selected.

PROCEDURE: In each selected space, remove 1 Active Guerrilla (1.4.3) for each Troops cube there. Once a targeted Faction has no Guerrillas in the space, remove its Bases instead.

- In a City or LoC, also remove 1 enemy piece for each Police cube there.
- In Mountain, instead remove only 1 piece for every 2 Troops (rounded down).

DESIGN NOTE: Guerrillas are less militarily capable than Government forces but enjoy an information advantage in that Government Operations generally must first Sweep to Activate (locate) them before Assaulting them.

NOTE: The Faction aid sheets use the phrase "Bases last" to remind that an Operation cannot remove an enemy Base as long as Guerril-

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las (Active or Underground), Troops, or Police of the same Faction remain in the same space. Also, all of a Faction's Guerrillas in a space may be Underground, preventing further removal via Assault of its pieces (including Bases) until the Guerrillas are Activated.

3.2.5 Drug Bust. For each Shipment (4.5.3) removed by Assault, add +6 to Aid (to a maximum of 29).

3.3 Insurgent Operations



Insurgent Factions (FARC, AUC, and Cartels) choose from Rally, March, Attack, and Terror Operations.

Note that, on the Faction aid sheets under "Insurgent Operations", the terms "Guerrillas" and "Bases" mean those of the executing Faction (friendly), unless otherwise specified.

3.3.1 Rally. Rally Operations augment or recover friendly forces. Select any Departments or Cities. Pay 1 Resource per space selected.

- FARC may only select Neutral or Opposition spaces, not those with Support (1.6).
- AUC may only select Neutral or Support spaces, not those with Opposition.

PROCEDURE: In each selected space, the executing Faction places 1 of its Available Guerrillas or replaces 2 of its Guerrillas with 1 of its Bases, within stacking (1.4.2). If the space already has at least 1 of that Faction's Bases, the Faction may instead either:

- Place a number of its Available Guerrillas up to the number of its Bases there plus the space's Population value (1.3.2-.3) OR
- Move any of its Guerrillas from any spaces on the map to there and flip all its Guerrillas there Underground (whether they moved or not) (1.4.3).

3.3.2 March. March Operations move friendly Guerrillas. Select any spaces as the origins of the moving Guerrillas. Pay 1 Resource per City or Department that Guerrillas move into (0 Resources to move onto LoCs). If a Limited Operation (2.3.5), all moving Guerrillas must end in a single destination space. Players may not March on the final Event card (2.3.9).

PROCEDURE: The executing Faction moves any of its Guerrillas desired into adjacent spaces (1.3.6). No Guerrilla moves more than once. Guerrillas moving from 1 space to another move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- The destination space is a LoC or is a City or Department with Support (1.6)—or, for AUC March, Support or Opposition—AND
- The moving group's number of Guerrillas plus the number of cubes in the destination space exceeds 3. For AUC March, count FARC Guerrillas as cubes.

EXAMPLE: A group of 2 Underground FARC Guerrillas March from Meta East to Santander-Boyacá, which has Passive Support and where there are 1 Police and 1 Troops cubes. Because the destination is a Department with Support and the total of 4 cubes and moving Guerrillas involved exceeds 3, the 2 moving Guerrillas flip to Active.

NOTE: March often Activates Guerrillas, but moves by Event (5.0) do so only if specified.

3.3.3 Attack. Attack Operations seek to eliminate enemy forces; particularly successful attacks augment friendly Guerrillas (by capturing enemy weapons, equipment, rations, recruits, or drugs). Select any spaces where the executing Faction has at least 1 Guerrilla and 1 enemy piece; pay 1 Resource per space.

PROCEDURE: In each selected space, Activate (1.4.3) all the executing Faction's Guerrillas and then roll a die: if the roll is less than or equal to the number of the executing Faction's Guerrillas there (whether or not they began Active), remove up to 2 enemy pieces (executing Faction's choice; may include Underground Guerrillas). The 2 pieces may belong to different Factions. A targeted Faction's Bases cannot be removed before all its cubes or Guerrillas in the space.

CAPTURED GOODS: If the roll was a "1", place 1 of the executing Faction's Available Guerrillas (1.4.1) there. If a Shipment (4.5.3) was removed, place it in the space with a Guerrilla of the executing Faction.



3.3.4 Terror. Terror Operations in Departments or Cities neutralize (or, for FARC, build) Support or Opposition (1.6) and place Terror markers that hinder future efforts to influence it. On LoCs, they place Sabotage markers that block Government Resource earnings (6.3.1). AUC Terror harms Aid to the Government. Select any spaces where the executing Faction has at least 1 Underground Guerrilla; pay 1 Resource per City or Department (0 for LoCs).

PROCEDURE: Activate 1 friendly Underground Guerrilla in each selected space.

- If the space is a Department or City, place a Terror marker and shift any Support or Opposition 1 level toward Neutral (remove Passive or shift Active to Passive and adjust Total Support or Opposition, 1.6) OR, if FARC, toward Active Opposition.
- If the space is a LoC without a Sabotage marker, place a Sabotage marker.
- Do not place a Terror/Sabotage marker if all are already on the map. (There are 40.)

AID CUT: If AUC is executing the Terror (including via Event, 5.0), drop Aid by –3 if the Terror occurred in a single space or by –5 if in 2 or more spaces, to a minimum of 0 (1.7). *Note: Aid at 0 does not stop AUC Terror.*

4.0 SPECIAL ACTIVITIES

4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation in at least 1 space (3.0), it may also execute 1 type of its Special Activities (Exception: Limited Operations, 2.3.5). Some Events grant free Special Activities (3.1.2).

- As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions. A Faction may execute its Special Activity at any one time immediately before, during, or immediately after the execution of its Operation.

EXAMPLE: FARC with 0 Resources Extorts or Kidnaps enough to pay for the necessary accompanying Operations thereafter (4.1.1).

PLAY NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible will have the option of executing the card's Event (2.3.4).

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4.1.1. Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities may take place only in the locations of their Accompanying Operations. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 Government Special Activities

The Government may choose from Air Lift, Air Strike, or Eradicate Special Activities.

4.2.1 Air Lift. Air Lift moves Troops, especially to mass them quickly for an Operation.

PROCEDURE: Move up to 3 Troops from 1 space to another (not FARC Zone, 6.4.4).

4.2.2 Air Strike. An Air Strike destroys an exposed Insurgent unit. It may only accompany a Patrol, Sweep, or Assault (3.2.2-.4) and take place in a single Department or LoC (not City).

PROCEDURE: Remove 1 Active Guerrilla or, if the targeted Faction has no Guerrillas in the space, 1 of its Bases.

4.2.3 Eradicate. Eradication destroys rural Cartels Bases and earns Aid but at a cost of increasing local sympathy for FARC. It may take place in any 1 Department with Cartels pieces (even Cartels Guerrillas without Bases).

PROCEDURE: Boost Aid by +4, to a maximum of 29 (1.7). Remove all Cartels Bases in the selected space (regardless of Guerrillas there). Then:

- Shift that or an adjacent Department 1 level toward Active Opposition (1.6.1), if possible.
- Or, if not possible (because all are already at Active Opposition or have 0 Population), instead place 1 available FARC Guerrilla in that Department.

DESIGN NOTE: Farmers of coca and other crops harmed tend to resent Government spraying.

4.3 FARC Special Activities

FARC may choose from Ambush, Extort, or Kidnap Special Activities.

4.3.1 Extort. Extortion enables FARC to gain Resources from regions they dominate. FARC may simultaneously Extort in any spaces (including LoCs) where FARC forces include at least 1 Underground Guerrilla and FARC has Control (its forces outnumber all enemies, 6.2).

PROCEDURE: For each selected space, Activate 1 Underground FARC Guerrilla there (1.4.3) and add +1 to FARC Resources (1.7).

4.3.2 Ambush. An Ambush enables FARC to ensure the complete success of an Attack in 1 space. It must take place in a space selected for Attack (3.3.3, not yet resolved) and that has at least 1 Underground FARC Guerrilla (1.4.3).

PROCEDURE: Instead of the usual Attack procedure (3.3.3), the Attack in that space Activates 1 Underground Guerrilla only and automatically succeeds (do not roll; remove the 2 enemy pieces normally). Place an Available FARC Guerrilla in the space (Underground, 1.4.3) as if a "1" had been rolled.

4.3.3 Kidnap. Kidnapping takes variable amounts of Resources (1.7) from the Government or the Cartels or a Shipment (4.5.3) from the Cartels, at a small risk of adding to AUC growth. It may take place in up to 3 spaces that:

- Were or will be selected for Terror (3.3.4) this Operation, AND
- Are City, LoC, or have a Cartels Base, AND
- Have more FARC Guerrillas than Police.

PROCEDURE: Target either the Government if the space is a City or LoC, or the Cartels if the space has 1 or 2 Cartels Bases. Roll a die for each space and transfer to FARC from the targeted Faction a number of Resources equal to the die roll. Whenever a "6" is rolled, AUC places 1 Available piece in that space (within stacking, 1.4.2). If a targeted Faction runs out of Resources, no more is transferred.

DRUG RANSOM: If targeting the Cartels where they hold a Shipment (4.5.3), instead of rolling, place the Shipment with a FARC Guerrilla there.

DESIGN NOTE: This Special Activity represents the potentially lucrative kidnapping of family members of drug lords, politicians, and other wealthy. Routine kidnapping is represented in the game within Terror and Extort.

4.4 AUC Special Activities

AUC may choose from Extort, Ambush, or Assassinate Special Activities.

4.4.1 Extort & Ambush. AUC Extorts and Ambushes the same as FARC (4.3.1-2) but using AUC instead of FARC forces.

4.4.2 Assassinate. Assassination efficiently eliminates enemy units—even protected Bases. It may occur in any of up to 3 spaces selected for AUC Terror (3.3.4) this Operation in which AUC Guerrillas outnumber Police.

PROCEDURE: In each such space, remove any 1 enemy piece.

COMMANDEER: If an Assassination forces the removal of a Shipment (4.5.3) place it with an AUC Guerrilla in the space.

4.5 Cartels Special Activities

The Cartels may choose from Cultivate, Process, or Bribe Special Activities.

4.5.1 Cultivate. Cultivation relocates trafficking activity or propagates a new growing area. It may only accompany a Rally or March Operation (3.3.1-.2). The destination is 1 Department or City with Population greater than 0 and with more Cartels Guerrillas than Police.

PROCEDURE: Relocate 1 Cartels Base from any space to the selected space (within stacking, 1.4.2). Or, if the space is a Department selected for a Rally Operation (whether or not it just received a Guerrilla), if desired instead place 1 Cartels Base there.

DESIGN NOTE: Cultivation represents the ability of drug syndicates quickly and clandestinely to arrange purchase from new growers and move processing labs and delivery routes.

4.5.2 Process. Processing prepares major drug Shipments or exchanges Bases for Resources. It must accompany a Rally or March Operation (3.3.1-.2) and may occur in any spaces with at least 1 Cartels Base.

PROCEDURE: Remove any Cartels Bases desired and add +3

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Cartels Resources for each Base removed. Alternatively, place a total of 1 or 2 available Shipments (4.5.3) under any Guerrillas in spaces with Cartels Bases.



4.5.3 Shipment Markers. The 4 Shipment markers represent major processed drug caches awaiting delivery and are a limit on play. On the map, they are always placed beneath a Guerrilla and move with it. That Guerrilla's Faction owns the Shipment. A Guerrilla may hold several Shipments. The owner may transfer the Shipment to another Guerrilla in the same space at any time (even as the Guerrilla is removed or replaced and including to another Faction's Guerrilla). Shipments are only removed via Event (5.0) or as follows:

- If a Guerrilla holding a Shipment is removed, the owner must immediately transfer the Shipment to another Guerrilla or remove it.
- Players after executing Operations without Special Activities may remove a Shipment they own for a free, extra Limited Operation (2.3.6).
- During the Resource Phase, all Shipments are removed and provide the owner either a Base or +6 Resources (6.3.3).

4.5.4 Bribe. Bribes neutralize other Factions' units or expose or hide Guerrillas but cost Resources (1.7). They may occur in any of up to 3 spaces.

PROCEDURE: For each space, reduce Cartels Resources –3 and remove up to 2 cubes there, remove or flip up to 2 Guerrillas there, or remove a Base there. *NOTE: Bribe is the only Special Activity with a Resource cost.*

CONTRABAND: The Cartels player may transfer any Shipments (4.5.3) removed by Bribe to any Guerrilla in the space.

5.0 EVENTS

Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. Some Events with lasting effects have markers as aids to play. (For Events that place FARC Zones, see 6.4.4.)

5.1.1 Where Event text contradicts rules, the Event takes precedence. *EXAMPLE: If the Event says any Guerrilla in a particular space executes Terror or Ambush, even an already Active Guerrilla there can do so.* However:

- Events never place pieces that are not available (1.4.1); they remove rather than replace if the replacement is not available.
- Events may not violate stacking (1.4.2, including no Government forces into FARC Zones, 6.4.4).
- Events may not raise Aid beyond 29 or a Faction's Resources beyond 99 (1.7).
- Events never allow a Faction to execute a type of Operation or Special Activity available only to other Factions (3.0, 4.0).

5.1.2 If two Events contradict, the currently played Event takes precedence.

EXAMPLE: "Former Military" could result in Assault against FARC even if FARC had just played "Senado & Cámara".

5.1.3 If not all of an executed Event's text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the Government, a player may select either text option regardless of Faction.

DESIGN NOTE: Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.

5.3 Govt Capabilities



Dual-use Events marked "GOVT CAPABILITIES" have lasting effects that either help or hurt the Government. When executing such an Event, place the corresponding marker on the appropriate side in the Govt Capabilities box. The Event's effects last for the rest of the game.

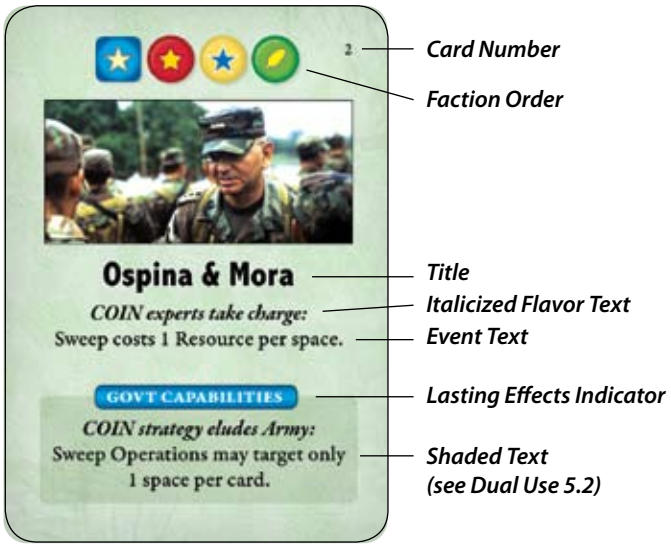
5.4 Insurgent Momentum

Dual-use shaded Event text marked "INSURGENT MOMENTUM" has lasting effects that hurt the Government. When executing such shaded text, place the card in one of the Insurgent Momentum holding boxes. The effects last until the next Propaganda round's Reset phase (6.6), when the card is discarded. *Note: The 2 holding boxes are intended for convenience and not a limit on the number of Insurgent Momentum Events that can be in play.*

5.5 Free Operations

Some Events allow the Executing or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other requirements remain unless trumped by Event text (5.1.1).

EXAMPLE: Free Terror must Activate an Underground Guerrilla per 3.3.4, but Event text specifying Terror by "any Guerrilla" could use an already Active Guerrilla.



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6.0 PROPAGANDA ROUNDS

Conduct a Propaganda Round in the sequence of phases below as each Propaganda Card is played. The Sequence of Play sheet and board also list this sequence.

EXCEPTION: Never conduct more than 1 Propaganda Round in a row (without at least 1 Event card in between)—instead, additional Propaganda cards are played without a Propaganda Round. If such an additional Propaganda card is final (2.4.1), end the game and determine victory (7.3).

6.1 Victory Phase

If any Faction has met its Victory condition, the game ends (exceptions: Non-player option [1.5]; 1-player [8.8]). See Victory (7.0) to determine winner and rank order. Otherwise, continue with the Propaganda Round. After completing the final Propaganda card's Round (2.4.1), determine victory per 7.3.

6.2 Control Phase



Mark each Department and City that has more Government than total Insurgent pieces with Govt Control and each that has more FARC than all other Factions' pieces total with FARC Control.

Then Sabotage (3.3.4) each unSabotaged LoC where total Guerrillas exceed cubes or for which an adjacent City is under FARC Control.

PLAY NOTE: Control will affect Government Civic Action and Redeploy, FARC Agitation, and AUC Elite Backing. If desired, mark only those spaces where a reminder of Control is needed.

DESIGN NOTE: "FARC Control" of a City might not represent complete military control of a major urban area but rather sufficient presence to inhibit commerce and encourage resistance to government authority.

6.3 Resources Phase

Add to Factions' Resources per the following sequence, to a maximum of 99 (1.7).

6.3.1 Government Earnings. Add the total Economic value (1.3.4) of all LoCs that have no Sabotage markers (30 minus the Econ of Sabotaged LoCs) plus Aid. ***Exception:*** If El Presidente (6.4.3) is Samper, do not add Aid.

6.3.2 Insurgent Earnings. Add to:

- FARC and AUC: The number of its Bases.
- Cartels: Three times its Bases.

6.3.3 Drug Profits. FARC, then AUC, then Cartels remove any Shipments (5.2.2) that they own, selecting to receive for each either an available Base at the Shipment's location (within stacking, 1.4.2) or +6 Resources. (Bases placed at this point do not affect Control, 6.2).

6.4 Support Phase

The Government then FARC may spend Resources to affect popular Support and Opposition (1.6), then an Election is held.

6.4.1 Civic Action. Government may spend any number of Resources to build Support in Govt-Controlled Cities or Departments that have both Troops and Police. Every 3 Resources spent removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Active Support. (Adjust Total Support, 1.6.3.)

DESIGN NOTE: Troops and Police together provide the security needed to make gains in popular support. See also Training, 3.2.1.

6.4.2 Agitation. FARC similarly may spend Resources to encourage Opposition in FARC-Controlled Cities or Departments. Every 1 Resource spent removes 1 Terror marker or—once no Terror is in a space—shifts it 1 level toward Active Opposition. (Adjust Opposition+Bases, 1.6.3.) (1-player: see 8.7.5.)

6.4.3 Election. A track called El Presidente records who currently is the President of Colombia and notes his effects. If El Presidente is Samper or Pastrana and Total Support is 60 or less, advance the El Presidente marker 1 box rightward and carry out the noted effect.

- If Samper, the Government will not collect Resources from Aid during Propaganda Rounds (6.3.1; it may still do so via Events).
- If Pastrana, the Government must immediately place 1 FARC Zone (below).
- If Uribe, immediately remove all FARC Zones. (Events may still place them.)



6.4.4 FARC Zones. Whenever Events or the El Presidente track (6.4.3) specify that a FARC Zone is to be placed, the Government selects from among Departments with the most FARC pieces that is not already a FARC Zone to receive a FARC Zone marker.

- The Government must immediately Redeploy any cubes (6.5; judge Control, 6.2, at the moment that a FARC Zone is placed) and remove any of its Bases there.
- Government Forces may not enter or be placed into a FARC Zone Department (1.4.2), even by Event (5.1.1).

EXAMPLE: The "Zona de Convivencia" Event places a FARC Zone into the Mountain Department with the most FARC pieces. The Government player chooses among any Mountain spaces tied for most FARC pieces.

PLAY NOTE: FARC Zones have no effect on Air Strikes (4.2.2), Eradication (4.2.3), or the movement or placement of Insurgent forces.

6.4.5 Elite Backing. AUC now may free Rally (3.3.1) in 1 space with neither Opposition, nor Govt Control, nor FARC Control (6.2). (Control does not change.)

6.5 Redeploy Phase

The Government relocates its forces as follows:

6.5.1 The Government *must* move any Troops on LoCs or in Departments without Government Bases to Govt-Controlled spaces (6.2) that either are Cities or have Government Bases (if no such spaces, then to Bogotá).

6.5.2 The Government *may* move any other Troops to such Govt-Controlled Cities or Bases.

6.5.3 The Government *may* move any Police to any LoCs or Govt-Controlled spaces (6.2).

DESIGN AND PLAY NOTE: While Troops are the Government's main means of attacking Insurgents in the countryside, Police are its main means of maintaining presence over time.

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6.6 Reset Phase

Prepare for the next card as follows:

- Mark all Factions Eligible (2.3.1).
- Remove all Terror, Sabotage, and Control markers.
- Place any cards in the Insurgent Momentum holding boxes onto the played cards—their Events' effects no longer apply (5.4).
- Flip all Guerrillas to Underground (1.4.3).
- Play the next card from the draw deck and reveal the draw deck's new top card (2.3.8).

PLAY NOTE: In the final Round of the game, players should conduct as much Civic Action and Agitation as possible (6.4.1-2) and can skip the Redeploy and Reset phases (6.5-6).

7.0 VICTORY

Each Faction has unique victory conditions, covered below and on the Faction aid sheets.

7.1 Ranking Wins and Breaking Ties

If any Non-player Faction (8.0) passes a victory check (7.2), all players lose equally. Otherwise, whenever any player does so or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1st place, 2nd-highest comes in 2nd place, and so on. Ties go to Non-players, then Cartels, then AUC, then FARC. (See also 1-player victory, 8.8.)

7.2 During Propaganda Rounds

Check victory at the start of each Propaganda Round (6.1). Victory conditions are:

- Government: Total Support exceeds 60.
- FARC: Total Opposition plus the number of FARC Bases exceeds 25.
- AUC: AUC has more Bases than FARC.
- Cartels: Cartels have more than 10 Bases and have Resources above 40.

7.3 After Final Propaganda

If the final Propaganda Round (2.4.1) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. A Victory Margin is the amount a Faction is beyond or short of its victory condition set forth in 7.2.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not. See the Playbook's tutorial for a full example of victory determination.

- **Government:** Total Support – 60.
- **FARC:** Total Opposition + FARC Bases – 25.
- **AUC:** AUC Bases – FARC Bases.
- **Cartels:** Take the *lower* of the following: Cartels Bases – 10, or Cartels Resources – 40.

STOP!

You have read all rules needed for 4 players or the no Non-Player option (1.5, recommended if playing the first time).

8.0 NON-PLAYER FACTIONS

This section modifies the above rules with priorities that govern actions by any Factions beyond those represented by a player. The Playbook features an extensive 1-player Example of Play illustrating these rules.

DESIGN NOTE: Non-player Factions may not act as would a player but rather create a dynamic setting with which the player(s) must contend. Like players, they sometimes will help, sometimes attack, one another.

8.1 Non-Player Sequence of Play

The Sequence of Play aid sheet summarizes the following rules in gray text.

- **1st Eligible.** 1st Eligible Non-player Factions whose symbol is leftmost on the Event's card execute the Event (2.3), if not leftmost, then Operations.
- **2nd Eligible.** 2nd Eligible Non-player Factions choose the Event when given an option, unless the Event's card has a gray **2** symbol, in which case, Operations.

  Exception: Insurgent Discord. *In a 2-player game (only),* Government chooses between an Event with effect or Operation for any 2nd Eligible Non-player Faction with at least 1 Resource.
- **Ineffective Events.** Regardless of the above, Non-player Factions only opt for Events that would have an effect (something happens, including Insurgent Momentum or Govt Capabilities, 5.3-.4.)
- **0 Resources.** When a Non-player Faction is to execute Operations but has 0 Resources, it Passes instead (earning +1 Resource, 2.3.3). If a Non-player Faction hits 0 Resources while executing an Operation, it Operates in no further spaces that card (it may execute a Special Activity).
- **Operations Not Limited.** Whenever a Non-player Faction is to execute a Limited Operation (2.3.5), it instead executes a normal Operation and (typically) Special Activity. Final Event Card restrictions (2.3.9) do not apply.
- **No Shipping.** Non-player Factions may not receive Operations from Shipments (2.3.6).

INEFFECTIVE EVENT EXAMPLE: Non-player Cartels is 1st Eligible for "Narco-Subs". There are no Cartels pieces in coastal spaces. Because the shaded text would have no effect, Cartels executes Operations and a Special Activity.

8.1.1 Operations, Special Activities, and Events. To execute a Non-player Faction's Operations and Special Activities or a specific Event, see the Non-Player flow charts and the relevant rules below.

GUIDELINES: Carry out whatever actions apply to the maximum extent (such as with the most pieces allowed and only as long as needed pieces are available). Normal requirements, costs (usually 1 Resource per space), and procedures still apply.

EXAMPLE: Non-Player Terror requires Activating an Underground Guerrilla and costs 1 Resource per City or Department, per 3.3.4.

OP NOT POSSIBLE: If none of a flowchart-designated Operation can be carried out, execute the previously discussed Operation (the one above on the flow chart, even though requirements were not met) and Special Activity. If a Rally cannot be carried out, Pass.

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EXAMPLE: Cartels are to March but all their Guerrillas on the map are spread 1 per Base space; it Rallies and Cultivates instead, even with fewer than 10 pieces available.

8.1.2 Procedure Guidelines. Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- Place friendly Bases before Guerrillas.
- Place Shipments with Underground Guerrillas before Active, and with Guerrillas with other Shipments if possible (4.5.3).
- Remove enemy Bases, then Police, Troops, Underground Guerrillas, and finally Active Guerrillas. Remove pieces to be replaced even if no pieces are available to replace them (1.4.1).
- Remove friendly Active before Underground Guerrillas. Transfer Shipments about to be removed (4.5.3) to their own then another Non-player's Underground then Active Guerrillas (FARC, then AUC, then Cartels), if possible. Voluntarily transfer nothing else.
- Retain Shipments first to place Bases, then to gain +6 Resources.
- March so as to move as many Underground Guerrillas as possible without flipping them to Active (3.3.2). Where Activation is unavoidable, move Active first. Within those priorities, move Shipments first.

MARCH EXAMPLE: A group of Active and Underground Non-player Guerrillas is to March into an otherwise empty space with Support. By the rule above, only 3 of the Guerrillas in the group would make the move, priority going to the Underground Guerrillas.

PLAY NOTE: Players may transfer (1.5.1) to Non-player Factions normally, for example, Government to Non-player AUC.

8.2 Random Cities and Departments

If several candidate Cities or Departments have equal priority for a Non-player Operation, Special Activity, or Event, select spaces using the Random Cities and Departments table:

- Roll the red, yellow, and green dice and refer to the table: red indicates column, yellow indicates row of space trios, and green indicates the space within the trio.
- If the resulting space is not a candidate, move down the column until one is reached. Follow the arrows, moving from the bottom of one column to the top of the next and from Chocó to Cali (or just follow the gray arrows on the Planning Map).
- If Panamá or Ecuador is a space (1.3.5), select it before the other space in the box.
- Carry out as much of the action as possible in the candidate reached, then roll again to select another, if needed.

PLAY NOTE: Use a die roll if the choice is among few spaces and all players agree.

8.3 Random LoCs

To select a LoC, choose from candidates:

- With highest Econ, then
- Adjacent to a random City, then
- With an equal-chance die roll.

Sabotage only unSabotaged LoCs.

EXAMPLE: No 3-Econ LoCs are eligible but several 2-Econ LoCs are. The first random City next to a 2-Econ LoC is Bogotá. Designate the 3 adjacent LoCs with 2-Econ as 1-2, 3-4, and 5-6 ,respectively, and roll a die to select one.

8.4 Non-Player Events

NOTE: Events will not always benefit the executing Non-player Faction.

8.4.1 Dual Use. Non-player Factions execute the shaded text if the event is Dual Use (5.2).

8.4.2 Placement. Place or relocate as many pieces (per 8.1.2) as the Event, availability (1.4.1), and stacking (1.4.2) allow.

8.4.3 Where. Select spaces randomly (8.2-.3) unless otherwise specified by Event special instructions (8.4.4). Select shift spaces for the greatest change in Total Support and Opposition.

8.4.4 Event Instructions. Whenever a Non-player Faction is executing Event text, check for any special instructions for that Event on the Non-player sheet for the Faction whose symbol is leftmost on the card (or the Random Spaces sheet if Government symbol).

8.5 Non-Player Cartels Actions

NOTE: It is not necessary to master the rules below for specific Factions because they are summarized on the Non-player foldout.

8.5.1 Rally. If Cartels have at least 10 pieces (Guerrillas plus Bases) available or if Cartels Rally could replace 2 Guerrillas with a Base, Rally in up to 3 of the following spaces:

- In any with at least 2 Cartels Guerrillas without Shipments and fewer than 2 Bases, replace 2 Guerrillas with a Base.
- Then, in any others with Active Cartels Guerrillas, a Cartels Base, and a cube, flip the Guerrillas Underground.
- Then, in others with a Cartels Base and no Cartels Guerrillas, place Guerrillas (equal to Population plus Bases, 3.3.1) or—if no Guerrillas available—move up to 3 there from spaces without Cartels Bases and flip them Underground.
- Finally, Rally—placing Guerrillas if available—in 1 other (randomly selected) Department which could then Cultivate to place a new Base (Population greater than 0, fewer than 2 Bases, and Cartels Guerrillas would outnumber Police, 4.5.1).

CULTIVATE: Then, where Population >0 and Cartels Guerrillas exceed Police (4.5.1):

- Cultivate to place a Base in a Department selected for Rally, if possible.
- If not, Cultivate to relocate a Cartels Base to a City or Department with none from a space with 2 Cartels Bases, if possible.
- If not, Cartels execute no Special Activity.

8.5.2 March. If Rally conditions (8.5.1) are not met but a Shipment is available, instead March into a Department or City that has fewer than 2 Bases (of any Faction) and is adjacent to a space with 2 or more Cartels Guerrillas.

- March all adjacent Cartels Guerrillas but the last 1 in any space with a Cartels Base (and as limited by 8.1.2) into the destination.

PROCESS: Then:

- Place 2 Shipments (4.5.2), each into a (random) space with a Cartels Guerrilla and Base (possibly resulting in the same space).
- If no such spaces exist, instead remove 1 Cartels Base (for +3 Resources) from a (random) space with 2 Cartels Bases.
- If no such space exists, Cartels executes no Special Activity.

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8.5.3 Terror. If neither Rally (8.5.1) nor March (8.5.2) conditions are met, instead execute Terror in up to 3 spaces with at least 1 Population (and Underground Cartels Guerrillas, 3.3.4):

- Select Support, then Opposition, then Neutral spaces (1.6).

BRIBE: Then, Bribe (4.5.4) in 3 spaces with Cartels and enemy pieces: Government, then FARC, then AUC. Remove pieces per 8.1.2. (Pay 3 Resources per space.) If no such spaces (or Cartels have less than 3 Resources), execute no Special Activity.

8.6 Non-Player AUC Actions

8.6.1 Rally. If AUC has at least 6 Guerrillas available or could place a Base with a Rally, Rally in up to 3 of the following Departments or Cities (without Opposition, 3.3.1):

- In any with at least 2 AUC Guerrillas without Shipments and fewer than 2 Bases, replace 2 Guerrillas with a Base.
- Then, in others with Active AUC Guerrillas, an AUC Base, and any cubes, flip the Guerrillas Underground.
- Then place Guerrillas in any others with FARC Bases (if any without Opposition), then with AUC Bases (Population plus Bases, 3.3.1), and finally in other (random) Departments or Cities.

EXTORT: Then Extort wherever possible (where AUC forces include an Underground Guerrilla and exceed enemy, 4.4.1). If no Extort possible, AUC executes no Special Activity.

ELITE BACKING: During the Support Phase, free Rally (6.4.5) in a space with no Govt Control or FARC Control. Place a Base if possible, otherwise Guerrillas per 8.6.1 above.

8.6.2 March. If Rally conditions (8.6.1) are not met and fewer than half of the spaces with a FARC Base have an AUC Guerrilla, instead March into a (random) City or Department with with a FARC piece—a FARC Base if possible—and no AUC Guerrillas. Among such spaces, choose first one that would allow the moving Guerrillas to stay Underground.

- March with all adjacent AUC Guerrillas (as limited by 8.1.2), but leave 1 per space with an AUC Base or any FARC piece.

EXTORT: Then Extort per 8.6.1.

8.6.3 Attack. If Rally (8.6.1) conditions are not met and no space has a FARC Base and an Underground AUC Guerrilla, instead Attack in up to 3 spaces (with AUC Guerrillas, 3.3.3):

- Target enemy Guerrillas so as to take Shipments, then FARC, then Government.
- Attack where such targeting (to take a Shipment or strike FARC or Government) is possible and there is an Underground or at least 3 total AUC Guerrillas, selecting first those spaces with the most AUC Guerrillas.

AMBUSH: Ambush (per 4.4.1, with an Underground AUC Guerrilla) in the Attack space with the fewest total AUC Guerrillas. If tied, chose first where a Shipment is targeted, then FARC, then Government.

- If none has an Underground AUC Guerrilla, AUC executes no Special Activity.

8.6.4 Terror. If Rally (8.6.1) conditions are not met and a space does have a FARC Base and an Underground AUC Guerrilla, execute Terror in up to 3 spaces (with Underground AUC Guerrillas per 3.3.4):

- First, in 1 space with a FARC Base.
- Then, in 1 other City or Department with any FARC piece.
- Finally, in other Cities or Departments.

ASSASSINATE: Then Assassinate wherever Terror occurred and AUC Guerrillas outnumber Police (4.4.2). Remove Guerrillas to take Shipments (4.4.3), then remove FARC, then Government, then Cartels (all per 8.1.2).

- If all Terror spaces have too many Police, AUC executes no Special Activity.

8.7 Non-Player FARC Actions

8.7.1 Rally. If FARC has at least 9 Guerrillas available or could place a Base with a Rally, Rally in all the following Departments or Cities (without Support, 3.3.1):

- In those with at least 2 FARC Guerrillas without Shipments and fewer than 2 Bases, replace 2 Guerrillas with a Base.
- Then, in others with Active FARC Guerrillas, a FARC Base, and any cubes, flip the Guerrillas Underground.
- Then, in others with a FARC Base, place Guerrillas (Population plus Bases, 3.3.1).
- Finally, in 1 other (random) Department or City, place a Guerrilla, if possible.

EXTORT: Then Extort (where FARC forces exceed all enemy, 4.3.1):

- In each space with at least 2 Underground FARC Guerrillas, and
- On 1 LoC with an Underground FARC Guerrilla, lowest Economic value first.
- If no such spaces exist, FARC executes no Special Activity.

8.7.2 March. If Rally conditions (8.7.1) are not met and no Support space (1.6) nor LoC has either an Underground FARC Guerrilla or a total of at least 3 FARC pieces, instead March:

- First—unless the next Propaganda card played will be final (2.4.1)—onto all unSabotaged LoCs (highest Economic value first, 8.3), until any 1 Guerrilla is on each adjacent LoC. (Cost is 0.)
- Then, into up to 3 spaces, each with at least 1 Population at Support or Neutral and where FARC could not yet Agitate if it were the Support Phase—first to spaces that allow moving Guerrillas to stay Underground.
- Finally, into 1 more space with at least 1 Population and adjacent to a space with the most FARC Guerrillas who would move, per the guidelines below, but have not yet done so.

GUIDELINES: March with as many FARC Guerrillas as possible (per 8.1.2), but only from adjacent spaces that have Active Opposition, 0 Population (Departments), or Sabotage (LoCs). Leave in place 1 FARC Guerrilla in each origin space if any Faction's Base is there.

NOTE: Select equal-priority origin or destination spaces in random order (8.2-8.3). For an illustration of Non-player FARC March, see the Playbook.

EXTORT: Then Extort per 8.7.1.

8.7.3 Attack. If Rally (8.7.1) and March (8.7.2) conditions are not met and FARC has more Resources than does Government, instead Attack (with FARC Guerrillas, 3.3.3). Attack in the following spaces, targeting a Shipment FARC could take, then AUC, then Government, then Cartels:

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SET UP (2.1)

General

Agree on either Standard or Open Deployment (below) and any no Non-player (1.5), no reveal (2.2), Eligibility (2.3.1), or short game (2.4.1) options. Give each player a Faction foldout. Then assign each a Faction:

1-player—Govt
2-player—Govt, FARC
3-player—Govt, FARC, AUC*
4-player—A Faction each

*Or Govt and any 2 Insurgent Factions preferred.

Deck Preparation

Separate out the 4 Propaganda cards and shuffle the 72 Event cards. Randomly set aside 12 Event cards—they may not be inspected and will not be used. Split remaining Event cards into 4 roughly (or, if desired, exactly) equal piles. Shuffle 1 Propaganda card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

Standard Deployment

- **Aid:** 9
- **Resources:** Govt 40; FARC, AUC, and Cartels 10.
- **Total Support:** 50
- **Opposition + Bases:** 20
- **El Presidente:** Samper
- **Eligible Factions:** All
- **Active Support:** Atlántico, Santander, and each City except Cali. (Cali is neutral.)
- **Active Opposition:** Chocó, Arauca, Meta East, Meta West, Guaviare, Putumayo, and Nariño.
- **Troops:** 3 each in Bogotá, Medellín, Cali, and Santander.
- **Police:** 2 in Bogotá; 1 in each other City.
- **Govt Base:** 1 in Santander.
- **FARC Guerrillas:** 1 each in Nariño, Chocó, Santander, Huila, Arauca, and Meta East; 2 each in Meta West, Guaviare, and Putumayo.
- **FARC Bases:** 1 each in Chocó, Huila, Arauca, Meta East, Meta West, and Guaviare.
- **AUC Guerrillas:** 1 each in Atlántico, Antioquia, Santander, Arauca, Guaviare, and Putumayo.
- **AUC Base:** 1 in Antioquia.
- **Cartels Guerrillas:** 1 each in Cali and Putumayo.
- **Cartels Bases:** 1 each in Cali, Meta East, Meta West, and Guaviare; 2 in Putumayo.

Open Deployment

Alternatively, first set up all markers and Non-player forces as above. Then set up player forces in the following order: *(No Bases in violation of stacking, 1.4.2.)*

- **Cartels:** 2 Guerrillas and 6 Bases anywhere, at least 4 Bases in Departments with Population.
- **AUC:** 6 Guerrillas and 1 Base anywhere.
- **FARC:** 12 Guerrillas and 6 Bases in any Departments.
- **Govt:** 12 Troops, 12 Police, and 1 Base in Cities or Departments free of FARC Bases.

- First, anywhere with 3 or more FARC Guerrillas and an enemy.
- Then, in 1 City or Department—or, if none, LoC—with an Underground FARC Guerrilla and a target above (that is, where FARC could then Ambush per the rule below).

AMBUSH: Ambush (per 4.3.2, with an Underground FARC Guerrilla) in the Attack space with the fewest total FARC Guerrillas. If tied, choose first where a Shipment is targeted, then AUC, then Government, then Cartels. If none has an Underground FARC Guerrilla, execute no Special Activity.

8.7.4 Terror. If Rally (8.7.1) and March (8.7.2) conditions are not met and FARC has the same or fewer Resources than does Government, instead execute Terror (with Underground FARC Guerrillas, 3.3.4):

- First, on all unSabotaged LoCs (cost is 0).
- Then, in other spaces where Kidnap could take Resources or Shipments (4.3.3), until there are 3 such spaces (including LoCs).
- Finally, in all other spaces with at least 1 Population not in Active Opposition.

KIDNAP: Then Kidnap (4.3.3) in up to 3 spaces selected for Terror (where FARC Guerrillas outnumber Police):

- First, on LoCs, then in Cities (target Government), and finally in Departments with Cartels Bases.
- Skip spaces where the target has 0 Resources and no Shipment. If no targets, FARC executes no Special Activity.

8.7.5 Agitate. Non-player FARC Agitates (6.4.2) to the maximum extent possible.

If FARC has too few Resources to Agitate everywhere or if "Alfonso Cano" is in play, FARC Agitates first where fewest Terror markers, then where Support, then where highest Population, then randomly. Remove Terror only if a shift would be achieved.

8.8 1-Player Victory

The player in a 1-player game (Government) never wins during Propaganda Rounds (7.2). To succeed, the player must avoid any Insurgent win and have the highest victory margin after the final Round (7.3). Subtract the highest Non-player margin from that of the player to determine the degree of success:

- **0 or less—COIN Failure.** The Government has gained little legitimacy; illegal armed groups abound and rule key territory. Colombia is descending into chaos.
- **1 to 3—Stalemate.** The insurgent tide is stemmed, but illegal groups remain strong. Years of war lie ahead.
- **4 to 8—COIN Progress.** The Government is popular and insurgent power is palpably reduced. Improved security is leading to economic growth, and stability is in sight.
- **9 or more—COIN Triumph.** Government strategy is a model success. Guerrillas are deserting or demobilizing across the country. Narco-traffickers remain but with little political power.

EXAMPLE: A solo player has avoided Non-player victory over 4 Propaganda Rounds. At game end, with just 1 AUC and 2 FARC Bases on the map, AUC has a –1 victory margin—the highest of the Non-players. Total Support is 61, so the Government victory margin is +1. The player's margin is 2 above AUC's: "Stalemate".

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KEY TERMS INDEX

Accompanying: Operation required for Special Activity. (4.1.1)

Activate: Flip or leave Guerrilla Active. (1.4.3)

Active: Guerrilla symbol end up: vulnerable to Assault or Air Strike (1.4.3); City or Department in open Support or Opposition (1.6.1).

Adjacent: Spaces next to each other for movement or Events. (1.3.3)

Agitate: FARC action during Propaganda to increase Opposition. (6.4.2)

Aid: Foreign assistance that adds to Government Resources during Propaganda Rounds or by Event.(1.7, 6.3.1)

Air Lift: Government Special Activity that moves Troops. (4.2.1)

Air Strike: Government Special Activity that removes enemy piece. (4.2.2)

Ambush: FARC/AUC Special Activity ensuring Attack success. (4.3.2, 4.4.1)

Attack: Insurgent Operation that removes enemy pieces. (3.3.3)

Assassinate: AUC Special Activity that removes enemy piece. (4.4.2)

Assault: Government Operation that removes enemy pieces. (3.2.4)

AUC: An Insurgent Faction (Autodefensas Unidas de Colombia: United Self-Defense Forces of Colombia). (1.0, 1.5)

Available: Force pieces in holding boxes that may be placed. (1.4.1)

Base: Mostly-immobile force pieces that affect Rally, Resources, and Victory, among other functions. (1.4)

Bases Last: Requirement for some actions that a target Faction have no cubes or Guerrillas in a space before its Bases can be removed. (3.2.4, 3.3.3, 4.2.2)

Bribe: Cartels Special Activity that removes or flips pieces. (4.5.4)

Campaign: Event card series leading up to a Propaganda Round. (2.4.1)

Captured Goods: Place Guerrilla or take Shipment via Attack. (3.3.3.2)

Cartels: An Insurgent Faction: Colombian narco-traffickers. (1.0, 1.5)

City: Type of space: urban areas. (1.3.3)

Civic Action: Government action to increase Support. (3.2.1, 6.4.1)

Coastal: Space touching blue area (including Panamá, Ecuador, and Atlántico). (1.3.4)

COIN (Counterinsugency): Government Operations. (3.2)

Commandeer: Take Shipment via Assassinate. (4.4.3)

Contraband: Shipment transfer via Bribe. (4.5.4)

Control: Possession of more forces in a Department or City by a Faction than all others combined, marked for Government or FARC during the Control Phase. (3.2.1, 4.3.1, 6.2)

Cost: Resources given up for an Operation. (3.1)

Cylinder: Token to mark a Faction's Resources or Eligibility (1.7, 2.2)

Cube: Troops or Police piece. (1.4)

Cultivate: Cartels Special Activity to place or relocate a Base. (4.5.1)

Department (Dept): Type of space representing rural areas. (1.3.2)

Deployment: Initial set up of forces. (2.1, back of rulebook)

Drug Ransom: Take Shipment via Kidnap. (4.3.3)

Dual Use: Event with 2 alternative effects. (5.2)

Economic Value (Econ): Resources that an unSabotaged LoC will provide Government each Propaganda Round. (1.3.4, 6.3.1)

Eligible: Faction able execute Event or Operation: per Faction order, 1st and 2nd Eligible. (2.3.1-.2)

Elite Backing: AUC option to free Rally during the Support Phase. (6.4.5)

El Presidente: Track showing current President of Colombia. (6.4.3)

Enemy: Assets of another Faction than the executing Faction. (1.5)

Eradicate: Government Special Activity to remove rural Cartels Bases and add Aid. (4.2.3)

Event: Card with Faction order and text a Faction may execute. (2.3, 5.0)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Extort: FARC/AUC Special Activity that adds Resources. (4.3.1, 4.4.1)

Faction: Player or Non-Player role: Govt, FARC, AUC, Cartels. (1.5)

Faction Order: Card symbols determining 1st and 2nd Eligible. (2.3.2)

FARC: An Insurgent Faction (Fuerzas Armadas Revolucionarias de Colombia: Revolutionary Armed Forces of Colombia). (1.0, 1.5)

FARC Zone: Dept that Govt forces may not enter. (1.4.2, 6.4.4)

Final: 4th (optionally, 3rd) Propaganda card's round, game end. (2.4.1, 7.3)

Flip: Switch Guerrilla between Underground and Active. (1.4.3)

Forces: Troops, Police, Guerrillas, or Bases (pieces). (1.4)

Foreign Country: State bordering Colombia. (1.3.2)

Forest (Tropical): Department type that hinders Sweep. (1.3.2, 3.2.3)

Free: Operation or Special Activity via Event or Shipping that does not cost Resources or affect Eligibility. (2.3.6, 3.1.2, 5.5)

Friendly: Assets of the executing Faction.

Government (Govt): The non-Insurgent Faction. (1.0, 1.5)

Govt Capabilities: Enduring event effects that help or hurt Government actions. (5.3)

Grassland: Department type that does not hinder Operations. (1.3.2)

Guerrilla: Mobile Insurgent forces piece. (1.4)

Ineffective Events: Non-player avoidance of Events without effect (8.1).

Ineligible: Faction skipped in Faction order. (2.3.1-.2)

Insurgent: FARC, AUC, or Cartels Faction. (1.0)

Insurgent Discord: A Sequence of Play exception in 2-player games that blocks the FARC player from determining Non-player Event use. (8.1)

Insurgent Momentum: Events whose shaded portion stays in effect until next Propaganda Round. (5.4)

Kidnap: FARC Special Activity that transfers Resources. (4.3.3)

Level: Support/Opposition status of a space. (1.6.1)

Limited Operation (LimOp): A player Operation in just 1 (destination) space, with no Special Activity. (2.3.5)

LoC: Line of Communications: Pipeline or Road. (1.3.4)

March: Insurgent Operation to move Guerrillas. (3.3.2)

Mountain: Department type that hinders Assault. (1.3.2, 3.2.4)

Non-Player: Faction controlled by the game. (1.5, 8.0)

Neutral: Space not in Support nor Opposition. (1.6.1)

Open Deployment: Option with latitude in set up of player forces. (2.1)

Operation (Op): Core action Faction performs with its forces. (3.0)

Opposition: Status of space's population against the Government. (1.6)

Opposition + Bases: Total Opposition plus the number of FARC Bases on the map. (1.6.3, 7.2-.3)

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Overflow: Boxes and markers to help manage occasional cases of Forces overcrowding. (1.4)

Pass: Decline to execute an Event or Op when Eligible. (2.3.3)

Passive: City or Department in reserved Support or Opposition. (1.6.1)

Pastrana: Andrés Pastrana Arango: El Presidente 1998-2002, after Samper. (6.4.3)

Patrol: Government Operation to protect LoCs. (3.2.2)

Pawn: Token to designate spaces selected for Operation (black) or Special Activity (white). (3.1.1)

Phase: Segment of a Propaganda Round. (6.0)

Piece: Force unit: Troop or Police cube, Guerrilla, or Base (not a marker like Shipment). (1.4)

Pipeline: LoC type representing petroleum or gas pipelines and parallel or nearby road or rail. (1.3.4)

Place: Move a piece from Available to map. (1.4.1)

Police: Govt forces that maintain rural control and hinder crime. (1.4)

Population (Pop): Representation of the populace of a Department or City, about 1 million people per point. (1.3.2-.3)

Priorities: Rules guiding Non-player Factions. (8.0)

Process: Cartels Special Activity to prepare Shipment or liquidate Base. (4.5.2)

Propaganda: Cards triggering Rounds of the same name that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

Rally: Insurgent Operation to place or regroup pieces. (3.3.1)

Redeploy: Propaganda phase in which Government moves cubes. (6.5)

Remove: Take from map (forces to Available). (1.4.1)

Replace: Exchange pieces between Available and map. (1.4.1)

Reset: Propaganda phase to ready for next card. (6.6)

Resources: Factions' wherewithal for Operations and other actions. (1.7)

Road: LoC representing transport route such as highway or rail. (1.3.4)

Sabotage: Place a Sabotage marker on a LoC that does not have one, temporarily damaging it to block addition of Government Resources. (3.3.4, 6.2, 6.3)

Samper: Ernesto Samper Pizano: El Presidente 1994-1998 and at game start. (2.1, 6.4.3)

Seizure: Assault removing Shipment for Aid. (3.2.4.2)

Select: Choose an action's locations or targets. (3.1, 3.1.1, 4.1, 5.1)

Shaded: 2nd text choice of Dual-Use Event, often anti-Government. (5.2)

Shift: Change a space's Support/Opposition. (1.6.1)

Ship: Deliver Shipment and use proceeds for immediate operation. (2.3.6)

Shipment: Marker representing major cache of processed drugs awaiting delivery to market. (4.5.3)

Space: Map area that holds pieces in play: Department, City, LoC. (1.3.1)

Special Activities: Actions accompanying Operations; most are cost-free and unique to a Faction. (4.0)

Stacking: Limits on pieces that can occupy a space. (1.4.2)

Standard Deployment: Option with pre-determined set up of forces. (2.1)

Support: Status of space's population favoring the Government. (1.6)

Sweep: Government Operation to move Troops into a space and flip Guerrillas Active. (3.2.3)

Target: Enemy Faction or piece that is the object of an Operation, Special Activity, or Event. (3.1, 4.1)

Terror: Insurgent Operation that places marker of same name in City or Department or Sabotage on LoC. (3.3.4)

Total Opposition: Passive Opposition Population plus twice Active Opposition Population. (1.6.3)

Total Support: Passive Support Population plus twice Active Support Population. (1.6.3)

Town: Map feature that bounds LoCs (not a space). (1.3.3)

Train: Govt Operation to place pieces and conduct Civic Action. (3.2.1)

Transfer: Give Resource or Shipment to another Faction. (1.5.1)

Troops: Mobile Govt forces specializing in Sweep and rural Assault. (1.4)

Uncontrolled: A City or Dept with neither Govt nor FARC Control. (6.2)

Underground: Guerrilla, symbol end down: not subject to Assault or Air Strike and capable of Terror or Ambush. (1.4.3)

Unshaded: 1st text choice of Dual-Use Event, often pro-Government. (5.2)

Uribe: Álvaro Uribe Vélez, El Presidente 2002-2010, after Pastrana. (6.4.3)

Victory Margin: Calculation, unique to a Faction, of closeness to its victory condition. (7.3)

AVAILABLE FORCES (1.4.1)

(Total, before set up)

	Government	*FARC*	*AUC*	*Cartels*
Troops	30 x	-	-	-
Police	30 x	-	-	-
Guerrillas	-	30 x	18 x	12 x
Bases	3 x	9 x	6 x	15 x

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