

OGADEN 1977



INTRODUCTION

Ogaden 1977 allows you to replay the dispute between Ethiopia and Somalia over the large desert region of Ogaden between 1977 and 1978. Somalia must quickly seize all the key points in the region before Ethiopia is able to defend itself. Ethiopia seeks to slow down the enemy's offensive by relying on imminent Soviet support.

Ogaden 1977 is played in 21 turns, each representing two weeks between June 1, 1977, and March 31, 1978. It pits two opposing players, representing Somalia and Ethiopia in the Horn of Africa, against each other over the vast Ogaden territory controlled by Ethiopia but populated by Somali tribes.

- Initially, **Somali** forces have the initiative and the numbers to seize Ogaden.
- But **Ethiopia** will eventually become more powerful, especially in the air.

Event cards will allow you to renew the game with a variety of diplomatic, military, political, or economic fluctuations.

The USSR, which initially supported Somalia, did not appreciate the assault on another socialist state and risked changing sides to support a more important country... What would the US do then?

DURATION

Average Duration: 3h00

Favored Side: None

Most difficult side to play: None

The game lasts 21 turns (between early June 1977 and late March 1978), with each turn representing two weeks.

Le **Somali player** begins, followed by the **Ethiopian player**.



FORCES

The **Ethiopian player** controls the units of **Ethiopia (brown)**, **Cuba (red)** and **South-Yemen (red)**.

Le **Somali player** controls units of **Somalia (blue)**, of the Ogaden Liberation Front, WSLF (white) and the **American units (khaki)**.

MAPBOARD

The map represents southeastern Ethiopia (the Ogaden Desert) and the western provinces of Somalia. The seas are impassable except for air units.

The Mogadishu region is off-limits to Ethiopian player units.

At the start of the game and until the “Waging War in Somalia” card is played, Somalia is off-limits to Ethiopian player ground units.

Until the Soviet advisers leave Somalia, the Berbera region is off-limits to Ethiopian player ground units.

The Addis Ababa region is off-limits to Somali player units.



VICTORY

IMMEDIATE VICTORY

Victory is achieved immediately if a player reaches 20 VP.

Otherwise, the player with the most victory points at the end of the game wins.

BONUS VP :

For the **Somali player**

+1 VP : Garawo / Kebri Dahar.

+2 VP : Gode / Harar / Negele / Masindi / Nakasongola / Entebbe

+3 VP : Jijiga, Dire Dawa.

For the **Ethiopian player**

+1 VP : Las Anod / Hargeisa / Saylac / Galcacio.

+2 VP : Berbera.

Also, the **Ethiopian player** immediately wins 2 victory points if they eliminate the Somali leader Siad Barre (and the Somali player loses 2).

END OF GAME VP:

Somali player control of the following cities at the end of the game:

Gode, Dire Dawa, Jijiga, Harar (5 VP each), Kebri Dehar, Negele et Garawo (2 VP each),

SPECIAL RULES

ECONOMIC PHASE

On all even turns (turns 2, 4, 6, etc.), players benefit from a maintenance phase to purchase and maintain their troops. Certain units (Cuba, South Yemen, USA) can only be purchased when cards allow it.

Purchase cost of units and cards:

- Infantry with Morale 0 or 1 : \$1
- Air Units / Armored Units / Katyusha / Cards : \$3
- All other units: \$2

Troops can be recruited in certain regions of their nations (WSLF units can be recruited in Ethiopia in the Ogaden regions controlled by the Somali player).

REINFORCEMENTS

The **Ethiopian player** receives 1 replacement point each turn.

SUPPLY SOURCES

- **Ethiopia**: Addis Abeba / Negele / Dire Dawa / Melasni.
- **Somalia**: Mogadiscio / Berbera / Saylac / Galcacio / Garowe.

Unsupplied units for 2 consecutive turns are eliminated.

