

# RHODESIA 1972



## INTRODUCTION

**Rhodesia 1972** is the story of the isolated white rule in Rhodesia, trying to establish a stable and lasting state against the black rebels supported by Communist powers. The rebels will try to unbalance the white population's morale by infiltrating as many fighters group inside the borders as possible. The Rhodesian forces will have to repel them and hold their morale till the elections of 1979.

**Rhodesie 1972** lasts 18 turns each representing about 6 months between end of 1972 and early 1980. One player is the white settlers ruling Rhodesia, diplomatically isolated. The other has the various rebel groups, such as the ZANLA supported by Mao and the ZIPRA backed by the USSR. The population morale level is essential as if it falls too low, the **Rhodesian** player loses the game.

- Forces are assymetrical, as even if the **Rhodesians** are few in numbers, they are the only ones to have an air force and their special units are excellent.
- The **Rebels** are quite numerous and all around Rhodesia, extending the number of frontlines, but their power is rather limited.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: None

The game lasts 18 turns (between the end of 1971 and the beginning of 1980), each turn being equivalent to 6 months.

The **Rebel player** always plays first, followed by the **Rhodesian player**.



# FORCES

The Rhodesian player controls the Rhodesian (tan) and South African (blue) units.

The Rebel player controls the ZANLA (purple), ZIPRA (red) and FRELIMO (dark red) units.

# MAPBOARD



The map shows the various theaters: within Rhodesia there are the 'White' zones, the 'Evacuated Tribal Villages' zones (red) and the 'Protected Tribal Villages' zones (green).

Around Rhodesia there are the territories of Zambia, Botswana, Mozambica in the northeast (provinces of Tete, Manica and Gaza).

The South Africa region in the south is neutral and unpassable.



# VICTORY

## IMMEDIATE VICTORY

For the Rebel player when the Rhodesian Morale reaches 0.

For any player that reaches or exceeds 20 VP at the end of a turn.

Otherwise the player who wins the End 1979 Elections wins the game (See Rhodesian Morale rules below).



## BONUS VP :

- The Rebel player earns 10 VP the first time he controls: Salisbury.
- The Rebel player earns 3 VP the first time he controls each of the following cities: Bulawayo / Fort Victoria
- The Rebel player earns 1 VP the first time he controls each of the following regions: any 'White' region in Rhodesia other than Salisbury, Bulawayo, Fort Victoria.

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players have an economic phase where they collect income, pay maintenance and purchase new units.

### **Cost of units and cards:**

- ZANLA / ZIPRA / Red Guards, Logistical units: \$1
- Air units Hunter/Camberra: \$4
- All other units: \$2

## RHODESIAN MORALE (RM)

Its value at the beginning of the game is 20 and it changes according to Rebel control of certain Rhodesian regions and the play of some cards

### **RM loss:**

- 1 for each 'White' Rhodesian region controlled by the Rebels.
- 1 for each 'Protected Villages' Rhodesian region controlled by the Rebels before the card 'Protected villages' has been played (-2 afterwards).
- 1 for each 'Evacuated Villages' Rhodesian region controlled by the Rebels before the play of the 'Protected Villages' card (0 afterwards).

## ELECTIONS OF END 1979

The situation in the last turn of 1979 is verified:

- If  $RM \geq 7$ , and Rhodesian VP > Rebel PV: Immediate **Rhodesian** Victory.
- If  $RM \geq 7$ , and Rhodesian VP < Rebel PV: Rhodesia remain unrecognized by UNO and the player suffers -1 RM extra.
- If  $RM < 7$ , and Rhodesian VP > Rebel PV: no change, game continues
- If  $RM < 7$ , and Rhodesian VP < Rebel PV: Immediate **Rebel** victory.



## CARD DECKS

There 24 cards in each player deck, separated in two parts of 12 cards each. The first 12 cards, sub-labelled 'Corporals War' will be the first drawn. The next 12 ones, sub-labelled 'Massive Infiltrations' will be added once the first deck has been cleared.

## SUPPLY SOURCES

- **Rhodesia**: Salisbury, Belt Bridge.
- **ZANLA**: ZANLA Bases
- **ZIPRA**: ZIPRA Bases



## FRATRICIDE WAR

Units and leaders of the ZIPRA may never enter regions with ZANLA or FRELIMO units or owned by them, and vice versa.