



# Government



## COIN Operations


### Train

+ Air Lift or Eradicate?

**Purpose:** Augment Government forces and Support.

**Location:** Any Departments or Cities.

**Cost:** 3 Resources per space selected.

**Procedure:** At each selected City or Govt Base Dept, place up to 6 cubes. Then, in up to 1 selected space, replace 3 cubes with 1 Govt Base or—if *Troops, Police, and Control*—buy Civic Action. 

### Patrol

+ any Special Activity?

**Purpose:** Protect LoCs and redeploy among Cities.

**Location:** Any LoCs or Cities.

**Cost:** 3 Resources total.

**Procedure:** Move any cubes into or along adjacent LoCs or Cities, stopping at Guerrillas. In each LoC, Activate 1 Guerrilla for each cube there. Then, if desired, conduct a free Assault in 1 LoC.

### Sweep

+ any Special Activity?

**Purpose:** Enter area, find enemy (*not on final card*).

**Location:** Any Cities or Departments.

**Cost:** 3 Resources per space selected.

**Procedure:** Move any Troops onto adjacent Guerrilla-free LoCs, then into adjacent selected spaces. Activate 1 Guerrilla for each cube there. *Forest*—Activate 1 for every 2 cubes.

### Assault

+ any Special Activity?

**Purpose:** Eliminate enemy forces.

**Location:** Any spaces.

**Cost:** 3 Resources per space selected.

**Procedure:** In each space, remove 1 Active Guerrilla or Base for each Troops cube (*Bases last*). *City or LoC*—Remove 1 piece for every cube. *Mountain*—Remove only 1 for every 2 Troops. For each Shipment removed, +6 Aid.

## Special Activities

### Air Lift

1 space to 1 space

**Purpose:** Mass Troops quickly for an Operation.

**Accompanying Op:** Any.

**Location:** Any.

**Procedure:** Move up to 3 Troops from any 1 space to another.

### Air Strike

max 1 space

**Purpose:** Destroy exposed Insurgent unit.

**Accompanying Op:** Patrol, Sweep, or Assault.

**Location:** Any 1 Department or LoC.

**Procedure:** Remove any 1 Active Guerrilla or Base (*Bases last*).

### Eradicate

max 1 space

**Purpose:** Destroy rural Cartels Bases; gain Aid.

**Accompanying Op:** Any.

**Location:** Any 1 Department with Cartels pieces.

**Procedure:** Aid +4. Remove all Cartels Bases there. Shift that or an adjacent Department 1 level toward Active Opposition, if possible; if not, place a FARC Guerrilla in that Department.

### Victory

**Government:** Total Support exceeds 60.

**FARC:** Total Opposition plus FARC Bases exceeds 25.

**AUC:** AUC has more Bases than FARC.

**Cartels:** Cartels have more than 10 Bases and more than 40 Resources.

*After final Propaganda: Closest to goal wins (7.3).*

**ANDEAN ABYSS**  
Insurgency and Counterinsurgency in Colombia



# AUC



## Insurgent Operations

### Rally

+ Extort?

**Purpose:** Augment or recover friendly forces.  
**Location:** Departments or Cities **without Opposition**.  
**Cost:** 1 Resource per space selected.  
**Procedure:** Place 1 Guerrilla or replace 2 with a Base. *If Base*—instead either place Guerrillas up to Population plus Bases or move any Guerrillas to there and flip all Guerrillas there Underground.

### March

+ Extort?

**Purpose:** Move Guerrillas (*not on final card*).  
**Location:** Any spaces.  
**Cost:** 1 Resource per destination City/Dept (LoCs 0).  
**Procedure:** Move Guerrillas into adjacent spaces. *If destination has Support or Opposition or is LoC, and moving Guerrillas plus FARC Guerrillas plus cubes there exceed 3, Activate moving Guerrillas.*

### Attack

+ Extort or Ambush?

**Purpose:** Eliminate enemy forces.  
**Location:** Any spaces with Guerrilla and enemy.  
**Cost:** 1 Resource per space selected.  
**Procedure:** Activate all Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 enemy pieces (*Bases last*). *If "1", place 1 Guerrilla. Take any Shipment removed.*

### Terror

+ Extort or Assassinate?

**Purpose:** Neutralize support or economic activity.  
**Location:** Any spaces with Underground Guerrillas.  
**Cost:** 1 Resource per City or Dept selected (LoCs 0).  
**Procedure:** Activate 1 Underground Guerrilla in each selected space. **Aid -3 if 1 space, -5 if 2 or more.** *If Department or City*—place Terror and shift Support/Opposition 1 level toward Neutral. *If LoC*—place Sabotage.

## Special Activities

### Extort

**Purpose:** Gain Resources.  
**Accompanying Op:** Any.  
**Location:** Any spaces where AUC forces include an Underground Guerrilla and outnumber enemy.  
**Procedure:** For each selected space, add 1 Resource and Activate 1 Underground AUC Guerrilla.

### Ambush

max 1 space

**Purpose:** Ensure Attack success.  
**Accompanying Op:** Attack.  
**Location:** An Attack space with an Underground AUC Guerrilla.  
**Procedure:** The Attack activates 1 Underground Guerrilla only and automatically succeeds (*do not roll*). Place an AUC Guerrilla.

### Assassinate

max 3 spaces

**Purpose:** Eliminate enemy unit.  
**Accompanying Op:** Terror.  
**Location:** Up to 3 spaces selected for Terror where AUC Guerrillas outnumber Police.  
**Procedure:** Each space, remove any 1 enemy piece. Take any Shipments removed.

### Victory

**Government:** Total Support exceeds **60**.  
**FARC:** Total Opposition plus FARC Bases exceeds **25**.  
**AUC:** AUC has more Bases than FARC.  
**Cartels:** Cartels have more than **10** Bases and more than **40** Resources.  
*After final Propaganda: Closest to goal wins (7.3).*



# Cartels



## Insurgent Operations

### Rally

+ any Special Activity?

**Purpose:** Augment or recover friendly forces.

**Location:** Any Departments or Cities.

**Cost:** 1 Resource per space selected.

**Procedure:** Place 1 Guerrilla or replace 2 with a Base. *If Base*—instead either place Guerrillas up to Population plus Bases or move any Guerrillas to there and flip all Guerrillas there Underground.

### March

+ any Special Activity?

**Purpose:** Move Guerrillas (*not on final card*).

**Location:** Any spaces.

**Cost:** 1 Resource per destination City/Dept (*LoCs 0*).

**Procedure:** Move Guerrillas into adjacent spaces. *If destination has Support or is LoC, and if moving Guerrillas plus cubes there exceed 3, Activate the Guerrillas.*

### Attack

+ Bribe?

**Purpose:** Eliminate enemy forces.

**Location:** Any spaces with Guerrilla and enemy.

**Cost:** 1 Resource per space selected.

**Procedure:** Activate all Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 enemy pieces (*Bases last*). *If "1", place 1 Guerrilla. Take any Shipment removed.*

### Terror

+ Bribe?

**Purpose:** Neutralize support or economic activity.

**Location:** Any spaces with Underground Guerrillas.

**Cost:** 1 Resource per City or Dept selected (*LoCs 0*).

**Procedure:** Activate 1 Underground Guerrilla in each selected space. *If Department or City*—place Terror and shift Support/Opposition 1 level toward Neutral. *If LoC*—place Sabotage.

## Special Activities

### Cultivate

max 1 space

**Purpose:** Add a Base or move one into a new area.

**Accompanying Op:** Rally or March.

**Location:** A Department or City with Population >0 where Cartels Guerrillas outnumber Police.

**Procedure:** Move 1 Cartels Base from anywhere on the map to the selected space, or, *if Rally Department*, place 1 Base there.

### Process

**Purpose:** Prepare drug Shipments or liquidate Bases for Resources.

**Accompanying Op:** Rally or March.

**Location:** Cities or Departments with Cartels Bases.

**Procedure:** Place 1-2 Shipments with any Guerrillas, or remove any Cartels Bases and add +3 Cartels Resources for each.

### Bribe

max 3 spaces

**Purpose:** Neutralize, expose, or hide units.

**Accompanying Op:** Any.

**Location:** Any of up to 3 spaces.

**Procedure:** Each space, Cartels Resources -3 to remove up to 2 cubes, remove or flip up to 2 Guerrillas, or remove a Base. Transfer any Shipment removed, if desired.

### Victory

**Government:** Total Support exceeds 60.

**FARC:** Total Opposition plus FARC Bases exceeds 25.

**AUC:** AUC has more Bases than FARC.

**Cartels:** Cartels have more than 10 Bases and more than 40 Resources.

*After final Propaganda: Closest to goal wins (7.3).*



## Insurgent Operations

### Rally

+ Extort?

**Purpose:** Augment or recover friendly forces.  
**Location:** Departments or Cities *without Support*.  
**Cost:** 1 Resource per space selected.  
**Procedure:** Place 1 Guerrilla or replace 2 with a Base. *If Base*—instead either place Guerrillas up to Population plus Bases or move any Guerrillas to there and flip all Guerrillas there Underground.

### March

+ Extort?

**Purpose:** Move Guerrillas (*not on final card*).  
**Location:** Any spaces.  
**Cost:** 1 Resource per destination City/Dept (LoCs 0).  
**Procedure:** Move Guerrillas into adjacent spaces. *If destination has Support or is LoC, and if moving Guerrillas plus cubes there exceed 3, Activate the Guerrillas.*

### Attack

+ Extort or Ambush?

**Purpose:** Eliminate enemy forces.  
**Location:** Any spaces with Guerrilla and enemy.  
**Cost:** 1 Resource per space selected.  
**Procedure:** Activate all Guerrillas. Roll a die—equal to or less than the number of Guerrillas removes 2 enemy pieces (*Bases last*). *If "1", place 1 Guerrilla. Take any Shipment removed.*

### Terror

+ Extort or Kidnap?

**Purpose:** Neutralize support or economic activity.  
**Location:** Any spaces with Underground Guerrillas.  
**Cost:** 1 Resource per City or Dept selected (LoCs 0).  
**Procedure:** In each selected space, Activate 1 Underground Guerrilla. *If Department or City*—place Terror and shift Support/Opposition 1 level toward *Active Opposition*. *If LoC*—place Sabotage.

## Special Activities

### Extort

**Purpose:** Gain Resources.  
**Accompanying Op:** Any.  
**Location:** Any spaces where FARC forces include an Underground Guerrilla and outnumber enemy.  
**Procedure:** For each selected space, add 1 Resource and Activate 1 Underground FARC Guerrilla.

### Ambush

max 1 space

**Purpose:** Ensure Attack success.  
**Accompanying Op:** Attack.  
**Location:** An Attack space with an Underground FARC Guerrilla.  
**Procedure:** The Attack activates 1 Underground Guerrilla only and automatically succeeds (*do not roll*). Place a FARC Guerrilla.

### Kidnap

max 3 spaces

**Purpose:** Take Resources from Govt or Cartels.  
**Accompanying Op:** Terror.  
**Location:** Up to 3 Cartels Base, City or LoC spaces where Terror Op and FARC Guerrillas exceed Police.  
**Procedure:** Each space, Govt *if City or LoC* or Cartels *if Cartels Base* transfer to FARC a Shipment or a die roll's Resources. *If "6", AUC places 1 piece.*

### Victory

**Government:** Total Support exceeds 60.  
**FARC:** Total Opposition plus FARC Bases exceeds 25.  
**AUC:** AUC has more Bases than FARC.  
**Cartels:** Cartels have more than 10 Bases and more than 40 Resources.  
*After final Propaganda: Closest to goal wins (7.3).*

