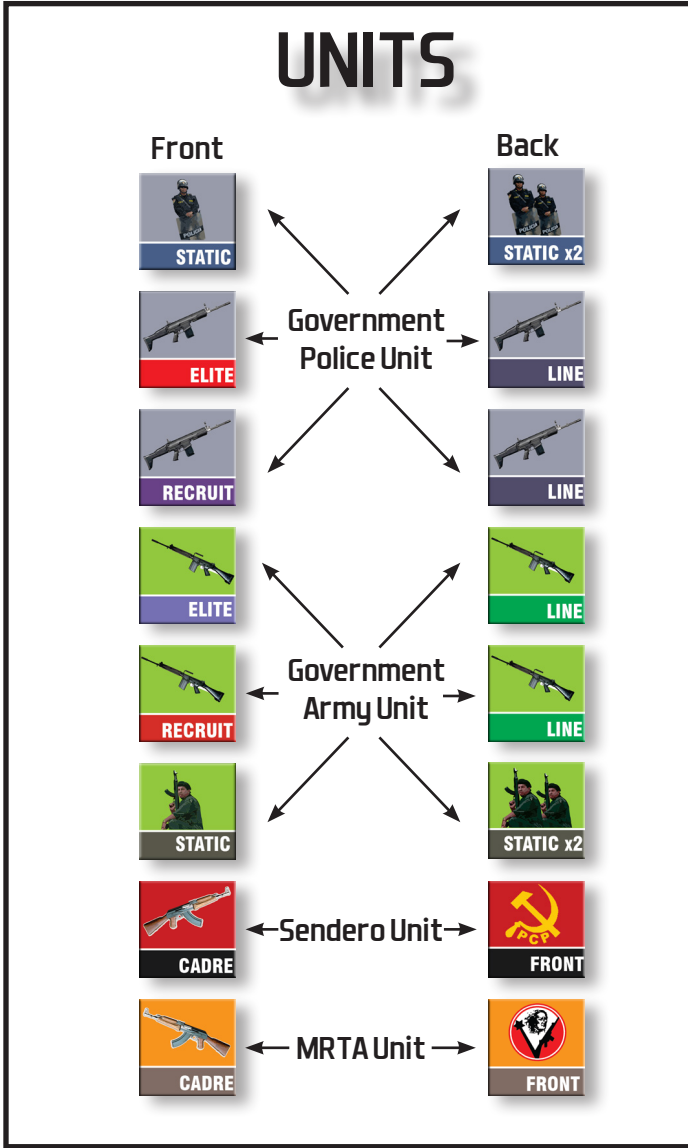


RULES OF PLAY

Table of Contents

1. INTRODUCTION.....	2
2. GAME COMPONENTS AND CONCEPTS.....	2
2.1. Counters.....	2
2.2. Map.....	2
2.3. Charts and Tables.....	2
2.4. Game Concepts.....	2
3. SETTING UP THE GAME.....	3
4. SEQUENCE OF PLAY.....	3
5. RANDOM EVENTS PHASE (Advanced Game only).....	3
6. BUILD /TRAIN PHASE.....	3
6.1. Sendero Units.....	3
6.2. Government Units.....	3
7. DEPLOYMENT PHASE.....	3
8. OPERATIONS PHASE.....	4
9. MISSIONS.....	4
9.1. Sendero Player Missions.....	4
9.2. Government Player Missions.....	4
10. TURN INTERPHASE.....	5
10.1. Control Segment.....	5
10.2. Economics Segment.....	5
10.3. Redeployment/ Desertion Check Segment.....	5
10.4. Morale and Political Support Adjustment Segment.....	5
11. SPECIAL RULES.....	6
11.1. Morale and Crises.....	6
11.2. Coup d'etat.....	6
11.3. Static Army Units (Rondas).....	6
12. POLITICAL SUPPORT LEVELS AND HOW TO WIN.....	6
13. ADVANCED GAME RULES.....	6
13.1. Cocaine.....	6
13.2. Corruption and Purges.....	6
13.3. Foreign Aid and Deficit Financing.....	6
13.4. The MRTA (Movimiento Revolucionario Tupac Amaru).....	6
13.5. US Policy and Military Intervention.....	7
14. COMPREHENSIVE EXAMPLE OF PLAY: A BUSY SUMMER IN LIMA.....	7
15. GAME CREDITS.....	8
16. TABLES AND CHARTS (ALSO SEE INSERT).....	8



1. INTRODUCTION

Shining Path is a game for two players simulating the conflict between the Sendero Luminoso or 'Shining Path' Maoist guerrillas and the Government of Peru. This guerrilla war started in 1980 and continues to this day. During the game, the Sendero Player tries to fray the fabric of Peruvian society and replace government power with his own structures. Meanwhile, the Government player fights a struggle against the Sendero guerrillas, corruption, and the wretched state of the Peruvian economy.

2. GAME COMPONENTS AND CONCEPTS

The game contains the following: a set of 140 double-sided counters, one 17x22" map of Peru, and these rules, which include several pages of Charts and Tables. You will also need two six sided dice. In the game, the abbreviation '1d6' refers to the roll of one die; '2d6' means the sum of the roll of two dice. Die rolls are often changed by applicable Die Roll Modifiers, or DRM.

2.1. Counters

The cardboard counters in the game are called units. There are two types of units, static (Fronts and static Army/ Police, denoted by text and a symbol or soldier icon) and mobile (Cadres and Army/ Police, denoted by pictures of weapons). Note that the two sides of unit counters represent different things: the front and back of a Government mobile unit represents it at different levels of training, the two sides of Government static unit counters represent 1 or 2 of the same unit, and the front and back side of Sendero and MRTA units represent different types of units (Fronts and Cadres).

- Green = Government Army unit
- Blue = Government Police Unit
- Gray or White = marker
- Red = Sendero unit
- Yellow = MRTA unit (advanced game, see 13.4)

2.2. Map

The map is an abstracted representation of the country of Peru, divided into 12 areas. Each area has a name denoting whether it is Urban (pink), Agricultural (tan) or Remote (green), and a set of boxes to hold units. The Sendero player will use the Underground (UG) and Operations (OPS) boxes in each area. The Government player will use the GAR (Garrison) box and the Patrol (PTL) circle. Both sides will use the Operations Completed (OC) box. Units may not enter countries outside Peru.

2.3. Charts and Tables

The game includes a set of charts and tables at the end of this booklet that summarize and add detail to these rules, as well as an All Purpose Record Track located on the game map to record various game settings.

2.4. Game Concepts

Administrative Points (AP): APs quantify a number of things necessary to successful military or political action: time spent planning, patrolling/investigating or rehearsing, expenditure of ammunition and explosives, the energy and competence of unit commanders, etc. Both players need these to continue the struggle, though one Government AP does not equal one Sendero AP, and the two sides have different sources of AP (the Government player gets his mostly through taxation, and the Sendero through control of areas on the map). APs can be saved from turn to turn but are subject to Depreciation if hoarded (10.2). The Sendero player has only one pool of AP, which he tracks with on the Record Track with his marker; the Government player has three different pools of AP, held by the Army, Police, and Politicians. These are tracked separately on the Record Track and can be lost when the Morale of a particular group goes down (see 11.1).

Control: This is an abstraction of which side commands more legitimacy as the ruling power in an area. An area can be Controlled by one side or the other (a Control marker in the appropriate colour is placed anywhere in the area) or Contested (no marker present). Control is important to the Sendero player as a source of AP, and to both players as a source of political support.

Economy Level: An abstract measure of the health of the Peruvian economy, from which the Government player derives AP through Taxation. The Economy Level, measured in Economy Points (EP) may be positively or negatively affected by many player actions during the game.

Morale: The Government player controls three important groups within the nation's administration: the Army, the Police and the Politicians. Each group has its own Morale level, an abstracted measure of its professionalism and cohesion, that will vary during play. An organization can only retain or expend as many AP as its Morale Level, and when Morale goes below a Crisis Point for that organization, bad things happen. See 11.1.

Political Support Level (PSL): Both players maintain Political Support Levels (PSL) during the game. A player's PSL is a quantification of the level of support or commitment the civilian population is willing to give him (as opposed to other political movements or methods) as an agent of social change—or guarantor of security. PSLs are measured in Political Support Points (PSP) and recorded on the Record Track. PSLs change constantly during the course of the game depending on events. The highest level is 99 and the lowest is 0. If either player's PSL reaches 0 at any point in the game, he is deemed to have reached the point of political and organizational collapse for his side and the game ends. See 12.0.

3. SETTING UP THE GAME

The Sendero player chooses 3 Fronts and 2 Cadres. He places 1 Front in each of Ayacucho, Lima, and Junin; the 2 Cadres anywhere. Units are placed in the UG box of each area. All remaining counters are set aside for use later in the game. He starts with 7-12 (6 + 1d6) Administrative Points (APs). The Sendero PSL is set at 35. Set markers reflecting this on the Record Track.

The Government player chooses 3 (Recruit class) mobile Army units, 1 (Recruit class) mobile Police unit, and 6 units of static Police. He places these units as he wishes anywhere in Peru, no more than 1 mobile unit to an area, in the GAR box. All remaining units are set aside for use later in the game. The Government player starts the game with 7-12 (6 + 1d6) AP, split between Army, Police and Politicians as he wishes. The Tax Rate is set at 7%. The Economic Level is set at 90. The Government PSL is set at 65. Army, Police and Politician Morale are all set at 10. All other game settings (Crises, Corruption, Game Turn) are set at zero. Finally, the Government player mixes up the three 'COUP?' markers, rolls 1d6 three times, and places a 'COUP?' marker in the corresponding numbered spaces of the Record Track (roll again for repeated numbers). If using the Advanced Rules, determine US Policy by rolling on the table (13.5) and make a note of it.

4. SEQUENCE OF PLAY

Each turn represents a period of several weeks to several months, depending on the amount of activity during it. Each turn, the Sequence of Play is as follows:

- Random Events Phase (advanced game only, see 13.0)
- Build/Train Phase
- Deployment Phase
- Operations Phase
- Turn Interphase, consisting of:
 - Control Segment
 - Economics Segment
 - Redeployment/Desertion Check Segment
 - Morale/Political Support Adjustment Segment

5. RANDOM EVENTS PHASE (Advanced Game only)

The Government player rolls 2d6 successively and treats the first as the 'tens' number, and the second as the 'ones' (so a roll of 4 followed by 6 would be read as random event "46"). He consults the Random Events Table and applies the result immediately.

6. BUILD / TRAIN PHASE

In this phase, both players expend AP to build new units, and train or convert existing units into better or different ones. Players take actions in this Phase alternately, starting with the Government player.

6.1. Sendero Units

6.1.1. **Building new Sendero units.** The Sendero player may place new Cadres in the UG box of any area which currently contains a Sendero Front unit, at the rate of 2 AP per Cadre. New Cadres may be given missions in the Operations Phase that turn.

6.1.2. **Converting Sendero units.** The Sendero player may convert a Cadre to a Front, at the cost of 3 AP. The new Front will permit more Cadres to be built in the same area later in this Phase. Fronts may also convert themselves (at no cost, but no recovery of AP either) back into Cadres at this time.

6.2. Government Units

6.2.1. **Building new Government units:** Only 1 unit (static or mobile, of either organization) may be Built and only 1 unit (of either organization) can be Trained per turn until the first Crisis (of any organization) occurs (see 11.1), thereafter the limit is lifted.

6.2.2. **Mobile units:** the Government player pays 2 AP per mobile Army or Police unit and places it in the GAR box of any area. Only Recruit class units may be newly built; they must be trained up to Line or Elite status. Newly built mobile units may be given missions in the Operations Phase that turn.

6.2.3. **Static units:** the Government player pays 2 AP per Police static unit and 1 AP per Army static unit, and places it in the PTL circle of any area. Note that the reverse sides of Police or Army static units represent 2 units of that type.

6.2.4. **Training Government units.** Using Recruit units to conduct Cordon and Search or React missions incurs a PSL penalty, and Elite units have an advantage in contacting the enemy. The Government player must pay 1 AP to upgrade a mobile unit (from Recruit to Line, from Line to Elite). Remove the unit from the map and place it on the Record Track; it appears 2 turns later in the GAR box of any area at the beginning of the Build/Train Phase, one grade higher, and the Morale of the its organization is raised by 1. If a newly built unit is to be trained immediately, pay the extra cost and place it directly on the Record Track, to enter two turns hence.

6.2.5. **Who pays?** In the Build/Train Phase, the Government player may take the AP required to build or train his units from any of the three pools of AP (Army, Police or Politicians) available (this represents larger-scale budget reallocations beyond normal decisions on operations).

7. DEPLOYMENT PHASE

Both players decide what they will do during the upcoming Operations Phase.

- The Government player begins by deploying any mobile units he wishes from the Garrison (GAR) box of an area to the Patrol (PTL) circle of the same area, at the rate of 1 AP per unit. While present in the PTL circle, Government static and mobile units give a negative Die

Roll Modifier (DRM) to most Sendero missions. These units will have the option later of joining Cordon and Search missions, or conducting a React mission in response to Sendero player missions, in the same area. Government mobile units must be in the GAR box to conduct Cordon and Search missions in the same or other areas.

- Next, the Sendero player deploys his units from the Underground (UG) box to the Operations (OPS) box of the same area, at no cost in AP. Sendero units must be in the OPS Box to conduct any missions in the following Operations Phase.

8. OPERATIONS PHASE

In the Operations Phase players will designate units to conduct missions as described in 9.0. After conducting a mission (and, if Sendero, surviving any possible Government reaction) units are placed in the Operations Completed (OC) box. The Sendero player always has the choice of whether he or the Government player will conduct the next mission or pass. When both players pass in succession, move to the Turn Interphase.

9. MISSIONS

9.1. Sendero Player Missions.

The general procedure for each mission is to designate the unit or units to perform the mission, expend the necessary AP (move the AP marker down the track as AP are expended), and roll on the Mission Success Table (MST) applying any Die Roll Modifiers (DRM). After any possible React by the Government player, place the surviving units in the OC box of the area.

9.1.1. Propaganda.

Objective: To boost Sendero's popularity and legitimacy, or lower the Government's.

Prerequisites: 1 Cadre or Front; spend 2 AP

Procedure: Roll 1d6 on the MST, and apply -1 DRM for each unit in the PTL circle of the area and +1 DRM if the conducting unit is a Front.

result = PSP added to the Sendero or subtracted from the Government PSL, in any combination.

+ result = in addition, a Cadre is eliminated, and a Front is reduced to a Cadre.

9.1.2. Riot.

Objective: More influential than Propaganda, this mission is intended to demonstrate Sendero's potency and to inflict damage on the economy.

Prerequisites: 1 Front plus any number of Cadres; spend 4 AP; Urban areas only, only one Riot per Urban area per turn.

Procedure: Roll 1d6 on the MST, apply a -1 DRM for each unit in the PTL circle of the area and a +1 DRM for each Cadre designated as assisting in the Riot. Regardless of result, 1d6 EP are subtracted from the Economy Level. Also, if the Government player does not React (9.25) to a Riot, he suffers a further 1d6 PSP penalty to his PSL.

result = TWICE this number of PSP is added to the Sendero or subtracted from the Government PSL, in any combination.

+ result = in addition, all Cadres involved in the mission are eliminated, the Front is reduced to a Cadre.

9.1.3. Robbery.

Objective: To "expropriate" necessary items and resources to fight the People's War.

Prerequisites: 1 Cadre, spend 1 AP. May be conducted in Urban or Agricultural areas only.

Procedure: Roll 1d6 on the MST, and apply a -1 DRM for each unit in the PTL circle of the area.

result = AP added to the Sendero total.

+ result = in addition, the Cadre is eliminated.

9.1.4. Movement.

Objective: To shift Cadres into other areas of the map to carry on the struggle.

Prerequisites: 1 Cadre, no cost in AP

Procedure: Roll 1d6 on the MST, and apply a -1 DRM for each unit in the PTL circle of the area.

result = the number of areas the Cadre may move; place the Cadre in the OC box of area moved to.

+ result = the Cadre is eliminated.

9.1.5. Intimidation.

Objective: To attack the Morale of the Army, Police or Politicians, which will reduce their ability to conduct missions. This may also trigger Crises and possibly a coup d'etat (11.11, 11.2).

Prerequisites: 2 Cadres in the same area; if the Army or Police are the target, at least one unit (static or mobile) of the organization must also be in the Area; if the Politicians are the target, the Cadres must be in an Urban area. Each organization may be the target of only one Intimidation mission per turn.

Procedure: Roll 1d6 on the MST.

result = reduce the target organization's Morale by this amount. If this causes the organization's morale to go below its Crisis Point (marked on the Record Track), roll for Crisis Reaction (see 11.1).

+ result = in addition, 1 static unit of the target organization is eliminated (if present in the area), 1 Cadre is eliminated.

@ result = in addition, 2 static units of the target organization are eliminated (if present in the area; if only 1 unit is present, eliminate it), both Cadres are eliminated.

9.2. Government Player Missions

The general procedure for each mission is to designate the unit or units to perform the mission, expend the necessary AP and place the unit or units in the OC box of the area after resolving the mission. Remember to move the Army or Police AP marker down the track as that organization's units expend AP to conduct missions: one organization cannot pay its AP for a unit of another organization to conduct a mission. AP may not be spent from those held by the Politicians in the Operations Phase.

9.2.1. Civic Affairs Programs.

Objective: To boost the government's popularity and legitimacy, or lower Sendero's.

Prerequisites: 1 mobile unit of either Army or Police, spend 2 AP (from that organization's pool).

Procedure: Procedure: Roll 1d6 on the MST.

result = PSP added to the Government, or subtracted from the Sendero, PSL in any combination.

9.2.2. **Intelligence.**

Objective: To locate covert Sendero units and target them for later Cordon and Search missions.

Prerequisites: at least 1 static Government unit (Army or Police) in the area; spend a variable number of AP (from one organization's pool, player's choice if both Army and Police static units in area). Mission is conducted against units in the area's UG box.

Procedure: The Government player rolls 1d6 individually against each Sendero unit in the UG box. If the number he rolls is equal to or less than the number of AP he spent, that unit is moved to the OC box, where it is now vulnerable to future Cordon and Search missions.

9.2.3. **Cordon and Search.**

Objective: to seek out and destroy Sendero units.

Prerequisites: Mobile units in the GAR boxes of any area or areas spend 1 AP each to deploy to the OPS box of one area (each owning organization pays the AP for its unit or units). Any mobile units in the PTL circle of the area deployed to may join the mission by moving from the PTL circle to the OPS box, at no cost in AP (note that mobile units in the PTL circle may not initiate a Cordon and Search mission by themselves, they may only join one).

Procedure:

- The Government player rolls 1d6 individually against each Sendero unit in the OPS or OC boxes of the area, trying to score equal to or less than the Contact Rating. The Contact Rating is TWICE the number of mobile units conducting the mission, +1 for EACH Elite quality unit that is also participating (so the Contact Rating for a group of 2 units, 1 of them Elite, would be "5"). The die roll is further modified by +1 if the Sendero unit is a Front, or if the mission is in a Remote area, and by -1 if the Sendero unit is in the OC box.
- Each contacted Sendero unit has a chance to evade to the UG box: it rolls 1d6, with the same DRMs as above (+1 DRM if it is a Front or the mission is in a Remote area, -1 if in the OC box). On a 4-6 it evades to the UG box, on a 1-3 it is eliminated (if a Cadre) or reduced to a Cadre (if a Front).
- Regardless of result, the Government player loses 1 PSP if any of the units participating in the mission were Recruit quality.

9.2.4. **React.**

Objective: To react to Sendero player missions.

Prerequisites: 1 mobile unit in either the GAR box or PTL circle of an area where the Sendero player has just conducted a mission. The Sendero player must give the Government player a chance to decide whether he will React to a mission he has just concluded, before he goes on with his next mission or tells the Government player to conduct a mission of his own. Only mobile units in the same area as the Sendero mission took place may React; a unit that Reacts out of the GAR box costs 1 AP (from the owning organization's pool), while a unit Reacting out of the PTL circle costs no AP.

Procedure: The Sendero units that conducted the mission are automatically Contacted, and have a chance to evade to the UG box: each unit rolls 1d6, with a +1 DRM if it is a Front or if in a Remote area. On a 4-6 it evades to the UG box, on a 1-3 it is eliminated (if a Cadre) or reduced to a Cadre (if a Front). Regardless of result, the Reacting Government unit is placed in the OC box, and the Government player loses 1 PSP if any of the units participating in the mission were Recruit quality.

10. **TURN INTERPHASE**

During the Turn Interphase, the following events occur in sequence:

10.1. **Control Segment.**

Players examine each area on the map in turn, and compare totals of Control Points there (if using the Advanced Rules, the presence of MRTA units may alter this, see 13.4).

- Count 2 Control Points for each Sendero Front, 1 for each Sendero Cadre or Government unit (any type).
- If one side has TWICE or MORE Points than the other, then it gets Control. Place a Control marker in its colour.
- If one side has more, but LESS THAN TWICE as many Points, take the difference of the two, and both sides try to score less than or equal to this number on 1d6. If one player succeeds he gets Control. If neither or both make it, or if they have equal totals of Control Points, then the area is Contested and no Control marker is placed.

10.2. **Economics Segment.**

10.2.1. **Depreciation of unused AP.** Each player rolls 1d6 and adds 1 if his PSL is 70 or more, and subtracts 1 if it is 30 or less. He cross-indexes the adjusted number with the total of unused AP he currently holds (the Government player totals the AP held by the Army, Police and Politicians together) on the Depreciation Table. If the number rolled is equal to or less than the Loss Number indicated on the table, then he deducts the number rolled from his unused AP (the Government player may distribute this loss as he likes).

10.2.2. **Accrual of new AP.** Both sides simultaneously accrue new AP

- Sendero: adds 6, 3 and 1 AP for each Urban, Agricultural and Rural area he controls respectively, and 1 AP for each area that is Contested but where he has at least 1 unit present.
- Government: The Government player multiplies the Economy Level by the Tax Rate percentage and rounds the result down (so if the Economy Level was 68 and the Tax Rate was 14%, then the result of 9.52 would be rounded down to 9 – also, the effective Tax Rate is reduced by Corruption, advanced rule 13.2). He distributes that number of AP among his three organizations as he wishes, and as permitted by their current Morale Level: any excess AP that cannot be allocated are lost.
- Finally, if using the advanced rules, both sides gain AP from the cocaine trade (13.1), the Government player may roll for Foreign Aid (13.3) and either side may lose AP due to the presence of MRTA units on the map (13.4).

10.2.3. **Economic Damage Assessment.** Besides the reductions to the Economy Level that occurred as a result of Riots during the Operations Phase, the Government player now consults the Economic Damage Table to see if the Economy Level is further reduced by an overlarge security force and the current Tax Rate. After he has done this, he may set the Tax Rate to any level he wishes, to a maximum of 30%.

10.3. **Redeployment/ Desertion Check Segment.**

All Sendero units are replaced in the UG box of the area they currently occupy. All mobile Government and static Police units may be freely redeployed to the GAR box of any other area on the map at no cost in AP. Finally, the Government player rolls one die for each static Army unit on the map: on a 5 or 6 the unit deserts and is removed.

10.4. **Morale and Political Support Adjustment Segment.**

Both sides make any final adjustments to their Morale and Political Support Levels as directed in the Charts and Tables. Finally, advance the Game Turn marker one space on the Record Track.

10.4.1. **Voting Yourself a Raise.** In this segment only, the Government player may raise the Morale of any of his organizations by reducing the Economy Level, on a 2 EP for 1 Morale basis. Remember, no organization may have a Morale of more than 15.

11. SPECIAL RULES

11.1. Morale and Crises.

The Army, Police and Politicians have separate Morale Levels that will fluctuate up and down during play for a variety of reasons. No organization may have a Morale of more than 15. The Morale for an organization equals the maximum number of AP that organization may have at that moment. Move the Army AP and Police AP markers down the Record Track as AP are expended to conduct missions during the turn. If the Morale Level moves below the AP marker on the Record Track during the turn (due to Crises or Intimidation missions), immediately move the AP marker to match it; the now-excess AP are lost.

11.1.1. Crises. Each time an organization's Morale moves below (not to) the Crisis Point (5 for the Army, 6 for the Police, and 7 for the Politicians) on the Record Track a Crisis has occurred (however, a Crisis does not occur if the organization's Morale was below the Crisis Point already). The Government player resolves the Crisis immediately, before any other adjustments to PSL or Morale are made, and moves the Crisis marker one space forward on the Record Track. The Sendero player rolls on the Crisis Reaction Table and applies the result.

11.2. Coup d'etat.

Before the game starts, the Government player distributes three 'COUP?' markers on the Record Track as directed in 3.0. As Crises occur, the Crisis marker is moved up this track. When the marker reaches a box containing a 'COUP?' marker, the marker is flipped over. If it says 'YES', then a Coup d'etat has occurred and is resolved immediately. The Government player rolls 2d6 twice and uses the first score as the Politician Morale level of the new government (the Politicians may also lose some AP, depending on the roll) and the second as the number of PSP the Government loses. Army and Police Morale are reduced by 1 point each and any new Crises (or AP losses) caused are resolved. Finally, he resets the Crisis marker at zero and mixes up and redistributes the COUP? Markers on the Record Track by rolling 1d6 three times. If using the Advanced Rules, he rolls once on the US Policy Table to see the attitude of the United States towards the new government.

11.3. Static Army Units (Rondas).

Rondas are militia groups that are raised by the Army for local defence. They cost 1 AP to build and may not be redeployed. Each unit must check for desertion each Turn Interphase in the Redeployment/ Desertion Check Segment—roll 1d6 and one unit is removed on a 5 or 6

12. POLITICAL SUPPORT LEVELS AND HOW TO WIN.

The game has no pre-set length. The Government and Sendero players maintain PSL independently of each other. PSLs change constantly during the game: see the Charts and Tables for exactly when and by how much. If, at any time, either player's PSL is reduced to 0 or less, then the game immediately ends and the other player is declared the winner. There is no effect if a fortunate player's PSL exceeds 99, though!

13. ADVANCED GAME RULES

These rules add greater realism and variety to the game. Begin by using the Random Events Table (5.0) and add other advanced rules as you see fit (ignore references in the Random Events Table to rules you are not using; treat as "no event").

13.1. Cocaine.

The cocaine trade is activated in the Huallaga Valley area the first time the 'Cocaine Trade' Random Event is rolled. If the Sendero player has a Front in this area in the Economics Segment of any turn thereafter, he gets 1d6 AP. The Government player also gets 1d6 AP, in the Eco-

nomics Segment if he has any mobile units present in the area, but each time this happens the Police or Army Corruption Level (Government Player's choice) increases by one point. The Government player must accept these dusty white AP and the Corruption that comes with them; the AP gained may be distributed among the three organizations as he wishes.

13.2. Corruption and Purges.

Corruption's effect is to reduce the effective Tax Rate by the total of the Police and Army Corruption Levels when gaining AP during the Economics Phase (10.22). However, the Tax Rate is not so reduced when calculating damage to the Economy Level (10.23). Corruption can be reduced by the Government player declaring a Purge of either organization. A Purge is conducted as follows: first the Government player must see whether his politicians have the nerve. He rolls 2d6 and if the result is equal to or less than the current Politician Morale level, the Purge is ordered. The Government player reduces the Corruption Level of the chosen organization by 2d6 and its Morale by 1. A Purge does not cause a Crisis (unless the reduction in Morale causes one), but it does count as one for Record Track purposes.

13.3. Foreign Aid and Deficit Financing.

The Government Player will often find himself in a position where he cannot do all he wishes due to a lack of AP or EP. Never fear; there is always Foreign Aid. Each Turn Interphase, during the Economics Segment, the Government player may choose to roll on either the Economic Aid or Military Aid columns of the Foreign Aid Table. In the former, aid is received in the form of EP added directly to the Economy Level; in the latter, AP are distributed among the three organizations as the Government player chooses (and if there are any excess AP due to organizational Morale limitations, they can be added directly to the Economy Level). However, each time the Government player rolls for Military Aid on the Foreign Aid Table, the Corruption Level of the Army or Police (Government Player's choice) increases by one point.

The Government player must keep track of the total amount of EP and AP he has borrowed to determine the DRM to use each time he rolls on the Foreign Aid Table. The Government player may also reduce his deficit by 'repaying' EP or AP during the Economics Phase. This has no effect other than reducing the DRM used on the Foreign Aid Table and a warm, entirely personal satisfaction from having at least partly paid one's imaginary debts.

13.4. The MRTA (Movimiento Revolucionario Tupac Amaru).

This is a rival guerrilla group that may enter the game due to the 'MRTA' Random Event. When this event occurs, roll 1d6 to see who controls it: on a 1-3 the Sendero player, on a 4-6 the Government. The controlling player places one MRTA Cadre in the UG box of any area. In each subsequent Random Events Phase, roll to see who controls the MRTA for that turn.

In the Build/Train Phase, the controlling player has the option of converting an existing MRTA Cadre to a Front (or vice versa) or adding another Cadre in the UG box of an adjacent area. In the Operations Phase, MRTA units do not conduct missions. Instead, in the Control Segment and Economics Segment of the Turn Interphase, MRTA units on the map deduct Control Points (in areas where MRTA units are present) and AP from the player who does not control them, at the rate of 1 point per Cadre, 2 points per Front.

MRTA units may be forced out of the UG box and later eliminated by Government Intelligence and Cordon and Search missions. They may also be eliminated by "+" or "@" results on Sendero Intimidation Missions, with the MRTA as the target organization (no DRM apply, a "+" eliminates one MRTA unit (a Front reduces to a Cadre) and one Sendero cadre, a "@" eliminates two MRTA units and two Sendero Cadres). When all MRTA units are removed from the map, they do not reappear until the 'MRTA' Random Event is rolled again.

13.5. US Policy and Military Intervention.

US Policy may change at certain times during the game (at the beginning of the game, or due to a Random Event, or after each coup d'état). The Government player rolls on the US Policy Table to see what the US policy will be until the next change. US policy can be in one of three modes, with the following effects:

- **Non Intervention:** All rolls on the Foreign Aid Table have a 1 DRM.
- **Human Rights:** The Government Player may roll once without DRM penalty or added debt (but added Corruption) on the Economic Aid column of the Foreign Aid Table, or he may choose to have his existing EP or AP 'debt' (his choice of which) wiped out and reset to zero (Police or Army Corruption is not wiped out, though!). However, the PSP penalty for conducting Cordon & Search or React missions with Recruit class units is doubled to 2 while this policy is in effect.
- **War on Drugs:** The Government Player may roll once without DRM penalty or added debt (but added Corruption) on both the Economic and Military columns of the Foreign Aid Table, or he may choose to have his EP or AP debt wiped out as above. The Government Player also immediately conducts a Purge of the organization with the highest Corruption Level and does not gain any further APs from the cocaine trade while this policy is in effect (but he does gain the Corruption, if he has any units operating in the Huallaga Valley). If, in the Random Events Phase of any turn this policy is in effect, Government Political Support is 30 or less, the Government player must roll 1d6 to check for US Military Intervention. If he rolls a 5 or 6, the United States invades Peru for its own good and the game ends immediately with a Sendero player victory.

14. COMPREHENSIVE EXAMPLE OF PLAY: A BUSY SUMMER IN LIMA

(This is intended to show players how different actions affect game variables and choices. Players may wish to set up the situation and play along with this example. No Advanced Rules are in play.)

At the beginning of the turn in Lima, an Urban area, the following units are present:

Sendero: one Front and three Cadres, in the UG box. He has 8 AP.

Government: one static Police unit in the PTL circle, one Recruit class mobile Army unit in the GAR box. Police have 8 Morale and 5 AP; Army 8 Morale and 6 AP; Politicians 9 Morale and 3 AP. The Economy Level is 60 and the Tax Rate is 17%.

Build/Train Phase: Government does not do anything in Lima; he suspects something's up but this turn he wants to spend APs elsewhere in preparation for a large operation in the Huallaga Valley. Sendero spends 2 AP to build a new Cadre in Lima.

Deployment Phase: Government pays 1 AP (from Army's pool) to deploy the mobile Army unit from the GAR box to the PTL circle. Sendero moves everything (1 Front and 4 Cadres) to the OPS box.

Operations Phase:

Sendero decides to go first, and he decides to use 2 Cadres to conduct Intimidation against the Police (because there is a Police unit in the area). He pays 4 AP and rolls on the Mission Success Table: he scores a 6, which is a "4@" result. Yikes! Police Morale is reduced to 4 (and the Police AP marker is also moved down to match it, losing 1 AP in the process), the single static Police unit is eliminated, as are both Cadres (due to the @ result, even though there was only 1 Police unit to eliminate).

The Government player must resolve the Police Crisis immediately. He rolls 1d6 on the Crisis Reaction Table, and gets a 3, which is a "2"

result: so the Police lose another 2 AP, leaving them with only 2. The Crisis counter is moved up 1 space on the Record Track, and happens to reach one of the COUP? markers on it: the government player flips it over and oh no! It's a coup!

The Government player must resolve this immediately – he rolls 2d6 for the new Politician Morale, and gets a 7 (no loss to Politician AP since he was holding only 3); he rolls 2d6 for the PSP loss, and gets off lightly – only 4; but both Army and Police Morale are reduced by 1, to 7 and 3 respectively (no AP are lost since current holdings are 5 and 2 respectively). Finally, the Government player resets the Crisis marker to zero, turns the three COUP? Markers over, mixes them up and rolls 1d6 three times to place them in boxes 3, 4 and 6 on the Record Track.

Now that that's all over, Sendero gains 3 PSP for the static Police unit being eliminated, and loses 2 for the two Cadres being lost even as Government gains 2 PSP. The Government player raises Police Morale back up to 5 for the two dead Cadres.

The Government player's mobile Army unit is unable to React to the Intimidation Mission because both Cadres were eliminated.

Next, the Sendero player conducts a Robbery (possible because Lima is an Urban area). He designates one Cadre, pays 1 AP, and rolls 1d6 on the Mission Success Table with a -1 DRM for the mobile Army unit in the PTL box. He scores a 5, reduced to 4 which is a "3" result – he adds 3 AP. The Cadre moves to the OC box.

The Government player does not React to this because he suspects the Sendero player is about to launch a Riot.

And he's right: the Sendero player declares a Riot by the Front, with the last Cadre assisting. He pays 4 AP and rolls on the Mission Success Table, the -1 DRM for the mobile Army unit in the PTL circle is nullified by the +1 DRM for the assisting Cadre. He rolls a 1, which is a "1+" result; aieeee! The Cadre is eliminated and the Front is reduced to a Cadre, which loses the Sendero player 3 PSP. The Sendero player decides to make the Government player lose 2 PSP (the numerical result of 1 from the table is doubled to 2) which balances the 2 PSP the Government player gains from the eliminated/reduced Sendero units (the Government player also raises the Morale of both Army and Police by 1, to 8 and 6) and rolls 1d6 for the economic damage: 4 points are deducted from the Economy Level, reducing it to 56.

The Government player now Reacts to the Riot with his mobile Army unit: it Reacts out of the PTL circle for no cost in AP, the Sendero Cadre (reduced from the Front) is automatically Contacted, and rolls 1d6 with no DRM to try and evade to the UG box. He rolls a 5 and escapes. The Government player loses 1 PSP for using a Recruit class unit and the unit is placed in the OC box.

All units in Lima have now conducted operations, Sendero is out of AP now anyway so let's go right to the...

Turn Interphase

Control Segment: In Lima only one Cadre and one mobile Army unit are left: equal Control Points means the area is Contested and no one controls it.

Economics Segment: Sendero has no AP left so nothing to Depreciate; the Government player has a total of (5+2+3=) 10 AP. He rolls a 1 and chooses to lose 1 AP, from the Politicians. Sendero gains 1 AP for the Contested status of Lima, along with anything else he may collect from the rest of the country. The Government player multiplies the current Economy Level of 56 by the Tax Rate of 17% to get 9 AP (rounded down from 9.52); he divides this evenly among Army, Police and Politicians to give them final AP pools of 8, 5 and 6 respectively. Besides the damage from the Riot earlier, the current Tax Rate of 17% causes 1d6 of damage to the Economy Level: the Government player rolls a 4, so the Level is now 52. He drops the Tax Rate to 14%.

Redeployment/Desertion Check Segment: All Sendero units return to the UG box and all Government mobile units return to the GAR box of their respective areas. The Government player decides to reinforce Lima with 1 static and 1 mobile Police unit pulled in from other areas on the map. There are no static Army units to check for desertion, there is no net change to Politician Morale due to area control, and he does not raise the Morale of any organization by reducing the Economy Level. The Game Turn marker is advanced one box.

That was a busy turn, with a net loss of -3 PSP to both sides. The Sendero player lost a significant number of units but provoked a

coup d'etat and did some damage to the economy; the Riot was a disaster but could have had a significant impact on the game.

15. GAME CREDITS

Design and Development: Brian Train
Produced by: Jon Compton
Map Art: Ania B. Ziolkowska
Counter Art: Jon Compton
Layout: Carmen Andres
Additions and suggestions: Richard Vickery and Peter Schutze

16. TABLES AND CHARTS (ALSO SEE INSERT)

APPROXIMATE AP CALCULATOR: Cross-index the tax rate with the current Economy Level to derive the AP. Calculated by the midrange value (for example, 53 not 55) and rounded down to the nearest digit. You're really better off doing this with a calculator, since this table tends to cheat you of an AP more often than it gives you one.

	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-100	101-105	
1%	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
2%	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2
3%	0	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	2	3
4%	0	0	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	4
5%	0	0	0	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	5
6%	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	4	4	5	5	5	6
7%	0	0	0	1	1	1	2	2	3	3	3	4	4	4	5	5	5	6	6	6	6	7
8%	0	0	1	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	7	7	8
9%	0	0	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	8	9
10%	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	9	10
11%	0	0	1	1	2	3	3	4	4	5	5	6	6	7	8	8	9	9	10	10	10	11
12%	0	0	1	2	2	3	3	4	5	5	6	6	7	8	8	9	9	10	11	11	11	12
13%	0	1	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	12	13
14%	0	1	1	2	3	3	4	5	6	6	7	8	8	9	10	10	11	12	13	13	13	14
15%	0	1	1	2	3	4	4	5	6	7	7	8	9	10	10	11	12	13	13	14	14	15
16%	0	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	15	16
17%	0	1	2	3	3	4	5	6	7	8	9	9	10	11	12	13	14	14	15	16	16	17
18%	0	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	17	18
19%	0	1	2	3	4	5	6	7	8	9	10	11	11	12	13	14	15	16	17	18	18	19
20%	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	19	20
21%	0	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	19	20	20	21
22%	0	1	2	3	5	6	7	8	9	10	11	12	13	14	16	17	18	19	20	21	21	22
23%	0	1	2	4	5	6	7	8	9	11	12	13	14	15	16	17	19	20	21	22	22	23
24%	0	1	3	4	5	6	7	9	10	11	12	13	15	16	17	18	19	21	22	23	23	24
25%	0	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	24	25
26%	0	2	3	4	5	7	8	9	11	12	13	15	16	17	18	20	21	22	24	25	25	26
27%	0	2	3	4	6	7	8	10	11	12	14	15	17	18	19	21	22	23	25	26	26	27
28%	0	2	3	5	6	7	9	10	12	13	14	16	17	19	20	21	23	24	26	27	27	28
29%	0	2	3	5	6	8	9	11	12	13	15	16	18	19	21	22	24	25	26	28	28	29
30%	0	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	29	30