

MALI 2012



INTRODUCTION

Mali 2012 relates to rise of AQMI among the Tuareg rebellion and the efforts of Mali and France to counter them. The Islamic rebels must capture the urban centers of Mali and march on its capital Bamako to upset its government. Malian forces must hold till the French army shows up to the rescue, then they shall try to crush the enemy.

Mali 2012 lasts 18 turns each representing about 1 month between February 2012 and May 2013. It opposes the Malian state and its French and Chadian allies to the Islamist and Tuareg rebels in Mali. Forces are symmetrical, as **Malian units** are weak but the **French forces** are extremely powerful. The **Rebels** may use the ability to be hidden in a large part of the map to strike unexpectedly.

The foreign intervention level is essential as it allows the Malians to get the Franco Chadians reinforcements into play.

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

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: None

Scenario lasts 18 turns (between January 2013 and June 2013), each turn being equivalent to 1 month.

The **Rebels player** always plays first, followed by the **Malian player**.



FORCES

The **Malian player** controls the **Malian (yellow orange)**, **French (blue)**, **Chadian (tan)** and **MISMA/UNO (white)** units.

The **Rebels player** controls the **AQMI and affiliates (black)** Islamists, **Ansar Dine (light green)** and **MNLA (dark green)** units.

MAPBOARD

The mapboard represents the northeastern part of Mali, the region of Tara in Niger and the off-map region of N'Djamena in Chad. Two main theaters are present: Nord-Mali (north) and Sud-Mali (south),



The Malian lakes cannot be crossed by land units.

MNLA: units from that faction cannot leave Nord-Mali.



VICTORY

IMMEDIATE VICTORY

The **Malian player** is victorious if, at the end of any turn, there are no Rebel units on the map.

The **Rebels player** wins immediately if he controls all of Bamako, Kidal, Gao and Tombouctou.

Any players wins when he reaches or exceeds 20 VP.

Otherwise the player with most VP at the end of the scenario wins the game.

BONUS VP

The **Rebels** earn +2 VP once per city controlled among the following: Gao / Tombouctou / Kidal / Mopti / Segou / Konna/Tessalit.

The **Rebels** earn +4 VP for taking control of Bamako.

SPECIAL RULES

FRENCH INTERVENTION LEVEL - FIL (OPÉRATION SERVAL)

This level changes mostly with the cards played by both sides, plus the regions captured by the **Rebels player** among the following:

+1 **FIL** for control of (no change down if later lost):

GAO / TOMBOUCTOU / KIDAL / KONNA / SEGOU / MOPTI / TESSALIT / BAMAKO.

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income to maintain and purchase forces, as well as buying cards.

The **Rebels units** can be raised in cities of Nord-Mali, and in Adrar des Ifoghas region of the same name card is played, for **AQMI** and **Ansar Dine** units.

For **MNLA units**, recruitment can take place in any empty or friendly region of Nord-Mali.

Purchase costs of units and cards:

- Rebel unit / Mali National Guard: \$1
- French unit / Mi-24 / extra Card: \$3
- All others: \$2

SUPPLY SOURCES

Valid for both sides: Bamako, Gao, Tombouctou, Mopti, Segou, Kidal.

Mali only: Malian and allied units can get supply from Tara, Niger.

Rebels: rebels are always considered supplied (most are guerilla type units).



CHAD AND NIGER

The **Rebels units** can't enter them.

Niger can be entered by Malians and allies after a specific card play

The N'Djamena region and its airport can always be entered by **French** planes.

RUMORS

The "Rumors" units are decoys. If involved alone in a battle, they are automatically eliminated.

They can be bought back by the **Rebels player** at no cost.

