

SOCCER 1969



INTRODUCTION

Soccer 1969 relates the strange 'Soccer War' that opposed Honduras and Salvador in July 1969 following a very tense football game. The Salvadoran army sets up an offensive with the aim of overthrowing the president of Honduras, who is accused of spoliation against Salvadorian immigrants. Honduras is trying to hold the enemy's offensive in order to allow the international community to step in and call for a cease fire.

Soccer 1969 lasts 17 turns each of 8 hours between the 14th and 20th July 1969. It opposes two nations in Central America, the Honduras and El Salvador, when a tense football (a.k.a. soccer) match for the 1970 World Cup goes awry.

Strengths of both sides are weak.

- The **Salvadorans** hold the initiative and have stronger land forces,
- but **Honduras** has a larger air forces.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields. Beware of the diplomatic tension at OAS level which could impose a ceasefire, or when the president of Honduras is forced to leave...

GAME DURATION

Average game duration: 3h00

Favored side: none

Most difficult side to play: none

The game lasts 17 turns (between the 14th and 20th July 1969), each turn being equivalent to 8 hours.

The **Salvadoran player** always plays first, followed by the **Honduran player**.



FORCES

The **Salvadoran** player controls the units of **El Salvador (blue)**
The **Honduran** player controls the units of **Honduras (blue-green)**.

MAPBOARD

The map represents the southwest part of Honduras and El Salvador.

Lakes and Seas cannot be crossed, except by Air units.

The territory of Guatemala cannot be entered.



VICTORY

IMMEDIATE VICTORY:

- The **Honduran** player wins the game when Salvadoran President Hernandez is eliminated.
- When the OAS (Organization of American States) level reaches or exceeds 10, the **Salvadoran player** obtains the dismissal of President Arellano and thus victory.
- The **Salvadoran player** also wins immediately if Honduras President Arellano is eliminated.
- One of the players reaches or exceeds 20 VP at the end of a turn.



VP BONUS:

When the game ends, there are bonus for regions or cities as follows:

- +1 VP **Salvador** : Nacaome / Islas de Fonseca / San Lorenzo / Nueva Ocotepeque / Compayagua
- +2 VP **Salvador** : Santa Rosa de Copan / San Pedro Sula
- +3 VP **Salvador** : Tegucigalpa
- +1 VP **Honduras**: La Union / Usulután / Acajutlan
- +2 VP **Honduras**: San Miguel / Santa Ana
- +3 VP **Honduras**: San Salvador

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), player receive an economic phase to purchase and maintain their forces

Purchase cost of units and extra cards:

- One-step Infantry units: \$1
- Armor, AA, Artillery and 2-steps Infantry units / Extra Cards: \$3
- Air units: \$5
- All other units: \$2

NIGHT

Every 3 turns is NIGHT (turns 3, 6, 9, 12 and 15).

During a night turn, there are no air operations possible (Air phases are skipped).

INTERVENTION OF THE ORGANIZATION OF AMERICAN STATES (OAS)

The OAS tension index changes over the course of the conflict. When it reaches 10, Honduras President is discredited and must leave for exile, giving victory to its opponent.

The level can change with various card effects, but also with the capture or loss of certain cities or territories as follows:

- 3 : San Salvador
- 1 : San Miguel / La Union / Acajutla / Usulután / Santa Ana
- +1 : Santa Rosa de Copán / Compayagua /
- +2 : San Pedro Sula
- +3 : Tegucigalpa



SUPPLY SOURCES

El Salvador : San Salvador / La Union / Acajutla

Honduras : Tegucigalpa / San Pedro Sula / Santa Cruz / Cedros