

UGANDA 1979



INTRODUCTION

Uganda 1979 is the depiction of the last offensive of megalomaniac tyrant of Uganda, Amin Dada, against his neighbour Tanzania from 1978. The Ugandans must hold the province of Kagera and repel the enemy offensive. Tanzanians must first and foremost overthrow Amin Dada by capturing his capital.

Uganda 1979 lasts 15 turns, each representing two weeks between October 1978 and May 1979. The two players are representing on one side forces of blood-thirsty Ugandan tyrant Idi Amin Dada and his ally Muhammad Kadhafi, and on the other the government of Tanzania fed up of his embarrassing neighbor.

Forces are quite different.

- **Ugandans** have the numerical advantage at start but low power, despite the quick Lybian support.
- **Tanzanians** are slowly growing in strength and their size will become impressive..in time?.

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.

Capture of the Ugandan capital and the fate of Amin Dada are the keys to victory.

DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: None

The game lasts 15 turns (between October 1978 and May 1979), each turn being equivalent to two weeks.

The **Ugandan player** always plays firsts, followed by the **Tanzanian player**.



FORCES

The **Ugandan player** controls the **Ugandan (light green)**, **Lybian (light green)** and **PLO (dark green)** units.

The **Tanzanian player** controls the **Tanzanian (blue)**, **Mozambican (light blue)** and **Ugandan Opposition (orange)** units.

MAPBOARD

The map shows the south of Uganda and Northwest part of Tanzania. Lakes cannot be entered, except by Air units.



The Kagera Salient zone is made of the regions of Kagera, Kitunu and Mutukula.

The regions of Libya and Gulu cannot be entered.

The region of Mwanza (Tanzanian Offmap Box) cannot be entered by any units of the **Ugandan player**.



VICTORY

IMMEDIATE VICTORY

The **Tanzanian player** gains an immediate victory if the Amin Dada leader is eliminated.

The card '*Flight of the Dictator*' cancels this condition.

A player wins the game if he has 20 VP or more at the end of a turn.

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



BONUS VP :

The **Ugandan player** 1 VP the first time he controls each of the following regions: Kagera / Kitunu / Mutukula

The **Tanzanian player** earns 1 VP the first time he controls each of the following regions: Mbarara / Masa-

The **Tanzanian player** earns 3 VP the first time he controls: Kampala

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:

- Infantry units with Morale value of 0 or 1: \$1
- Air units / Armor Units / Saba Saba / Katyusha / Cards: \$3
- All other units: \$2

MARCH ON KAMPALA

The Kampala region (and city) is the capital of the **Ugandan player**. Units (both land and air) of the **Tanzanian player** may never enter it, unless the cards 'Will of Nyerere' or 'Amin Dada Cannibal Tyrant' have been played.

REINFORCEMENTS

The **Ugandan player** receives the following reinforcements:

- Turn 3, Nakisunga : Tiger
- Turn 4, Nakisunga : MotMoon
- Turn 5, Nakisunga : Moroto

FLIGHT OF AMIN DADA

The **Tanzanian player** may win the game immediately if the Amin Dada leader is eliminated. This condition however no longer applies when the card 'Dictator's Escape' is played because when this happens, the Amin Dada leader is removed from the region where he is located and moved to the Lybia offmap box.

In addition, when this card is played, the **Ugandan player** can no longer rebuild destroyed units.



SUPPLY SOURCES

- **Uganda:** Kampala, Masindi, Kasese.
- **Tanzania:** Mwanza (OMB), Bukoba.

