



MICRO ARMOUR® : The Game - Modern

Black & White (and Red)

Communist Cubans vs. White South Africans, Namibia - 12 May, 1982

In the mid-1970s South Africa proposed that Namibia be partitioned, but this was rejected by the "South West Africa People's Organization" (SWAPO), an organization of black Namibians, armed and financed by the Soviet Union. Since the 1960s this group had waged a guerrilla war against South African rule in an effort to gain Namibian independence. Cuban soldiers were a common sight in military training camps throughout sub-Saharan Africa during this conflict. Ten thousand fully armed and equipped Cuban troops were dispatched to Angola by a massive Soviet airlift in 1975. At its height, the Cuban mission to Angola exceeded twelve Motor Rifle regiments plus supporting arms, the equivalent of four, full strength, divisions. Fighting raged throughout Southeast Africa from 1980 through 1991 between Angolan government forces and the UNITA guerrilla movement, directly supported by regular incursions by South African regulars and the Southwest African Territorial Force (SWATF). The scenario below illustrates the tactics commonly used by South African forces in raids on isolated Cuban detachments in Namibia during the mid-1980s. We believe it points out the futility of attempting to occupy a vast, almost trackless, wilderness with conventional forces.

Namibian Topography

From the air, the terrain in much of Namibia appears deceptively flat and nearly featureless. A few small groves of

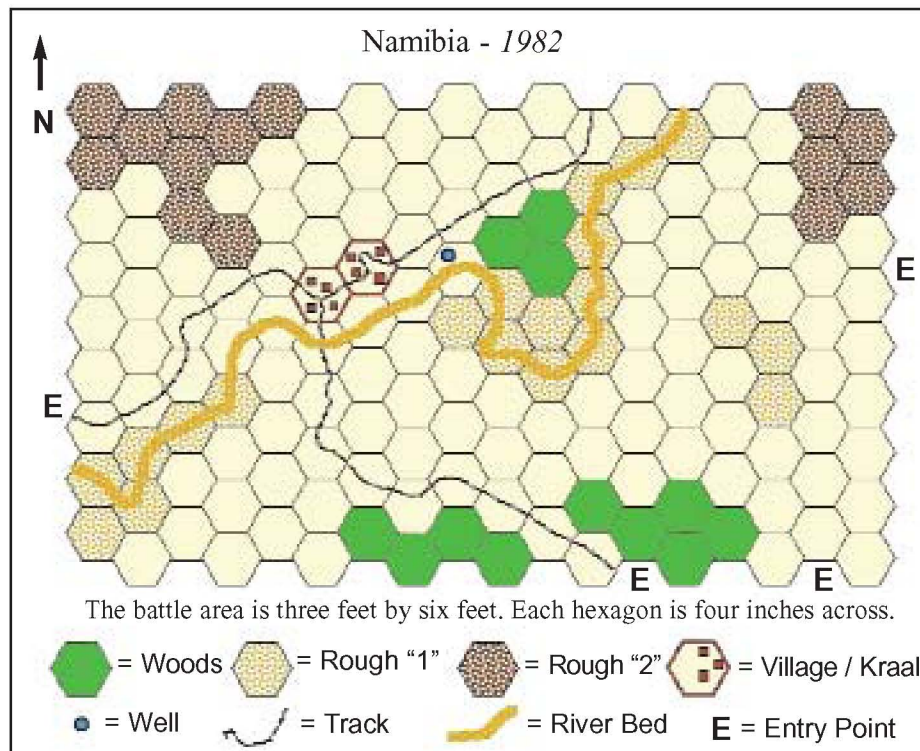
trees and a handful of rocky outcroppings dot the landscape. But, other than that, there appears to be little in the way of cover or concealment for large numbers of men or material. This is an illusion! Down at ground level, the gently undulating nature of the land becomes evident. The elevation rises and falls almost imperceptibly, screening huge areas from view without the observer being aware of it.



In addition, the arid landscape is crisscrossed by watercourses. These are dry nearly all the time. But when the rain does come, the effects of erosion can be dramatic. One minute you're driving along at twenty or thirty miles per hour on hard-packed gravel reminiscent of a racecourse, without a single obstacle visible in any direction. The next minute you're staring down into an abyss! The ground drops away into a canyon as much as sixty feet deep or more, at the bottom of which is a narrow, seasonally

dry riverbed littered with boulders, loose gravel, and powdery sand. Hundreds or even thousands of armed men can move about in this wilderness of thornbush and broken rock, if they know the ground, without an enemy ever being aware of their presence.

The South Africans and their native "Territorials" had been living, hunting, and fighting here for many generations when the Cubans arrived. The Cubans did not lack for courage or determination. But in this "unconventional" war, they would be on the receiving end!



Black & White (and Red) - Namibia, 1982

Cuba



Generation III
Cohesion
14

Mechanized Infantry Battalion: **[Break Point: 48]**
Battalion Headquarters & Support Company: *Deploy anywhere North of the "riverbed".*
1 x TL3 Infantry(C) GHQ/BTR-60P,
1 x 120mm M43 Mortar(3)/Truck,
2 x AGS-17/1 x Truck
Mechanized Infantry Company (dismounted): *Deploy within four inches of the village (outside the "kraal" boundary).*
3 x TL3 Infantry(C)
Mechanized Infantry Company (dismounted): *Deploy anywhere South of the "riverbed".*
3 x TL3 Infantry(C)
Mechanized Infantry Company: *Deploy within twelve inches of the village (outside the "kraal" boundary).*
3 x TL3 Infantry(C)/BTR-60PB
VICTORY CONDITIONS: Avoid a South African victory.

CUBAN SPECIAL RULES:

- 1)The area within the village "kraal" is occupied by the local civilian population and their livestock. Neither side's forces may enter this area until one turn after the first combat takes place.
- 2)Cuban stands (other than vehicles) may be in "Light" improved positions. Cubans may not move or fire on turn 1.
- 3)If either player destroys the well, whether by intention or accident, that player is declared the loser.

TERRAIN SUGGESTIONS:

- 1)"Mixed" with a "Track" running roughly Northeast-Southwest, and one South and East from the "village".
- 2)The "Riverbed" should be considered "Soft Sand" along its entire length except where the "Track" crosses it. Where the "Track" crosses the "Riverbed" should be considered "Clear" terrain.
- 3)The "Village" is made up of "Light Buildings". A low thornbush fence or "Kraal" surrounds the "Village". This should be considered "Barbed Wire"!
- 4)The "Woods" are light woods (or "Grove").
- 5)The "Rough Terrain 1" is made up of loose gravel beds.
- 6)The "Rough Terrain 2" is made up of rocky ground interspersed with clusters of tough thornbush.
- 7)If artillery fire strikes the "Well", it will be destroyed on a roll of 1- 2 on 1D6.

South Africa



Generation III
Cohesion
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South African Infantry Battalion(-):
"Mobile Support" Force: *Enter the map at one of the locations marked "E" on turn three.* **[Break Point: 32]**
1 x TL3 Infantry(C) GHQ/Ratel
1 x Armored Squadron: 2 x Eland-60, 1 x Eland-90
1 x Infantry Company: 5 x TL3 Infantry(C)/Ratel
"Assault" Force: *Deploy after the Cubans, three or more inches from the nearest Cuban stand.* **[Break Point: 36]**
1 x Infantry Company(+): 5 x TL3 Infantry(C),
1 x 81mm M3 Mortar(4)
1 x Infantry Company(+): 5 x TL3 Infantry(C),
1 x TL3 Engineer
Deploy after the Cubans, in "Covering" terrain, three or more inches from the nearest Cuban stand.
1 x "Mountie" Company: 3 x TL3 Horse Cavalry
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VICTORY CONDITIONS: "Break" the Cuban Force!

SOUTH AFRICAN SPECIAL RULES:

- 1)The area within the village "kraal" is occupied by the local civilian population and their livestock. Neither side's forces may enter this area until one turn after the first combat takes place.
- 2) Covering terrain is defined as "Woods" or "Rough Terrain 2".
- 3)If either player destroys the well, whether by intention or accident, that player is declared the loser.

South African Vehicles: For "Ratel" APCs, I recommend French, six-wheeled, "VAB" APCs. Their appearance is quite similar. The main difference is the location of the middle pair of wheels. In the "Ratel" they are set farther back than in the "VAB". The eland-60 and Eland-90 are almost identical to French AML-60 and AML-90. They are built on license from Panhard in South Africa.

SCENARIO LENGTH: 12 TURNS