ANDEAN ABYSS
Insurgency and Counterinsurgency in Colombia

SEQUENCE OF PLAY

Event Card

1st Eligible Faction   **2nd Eligible Faction**

Op only & Ship: Add a free Limited Op (2.3.6)

Eligible = No Event or Op this or last Event Card

Execute Op only → **Execute Limited Op**

Non-player: Op & Special Activity

Government Non-player: Use flowchart to chooseEvent, Op or Pass (8.8.1-.2)

Execute Op & Special Activity → **Execute Event or Limited Op** → **Adjust Eligibility**

1st-Eligible Insurgent Non-player: Event (shaded) if faction symbol leftmost and has effect, otherwise Op & Special Activity (8.1)*

2nd-Eligible Insurgent Non-player: Event (shaded) unless ② (in which case, Op & Special Activity, 8.1)*

→ **Next Card**

Insurgent Discord (8.1): If 2-player, Govt player chooses for 2nd-Eligible Non-player with Resources — Event or Op & Special Activity;

If Non-player Govt, see Insurgent Event restrictions list in 8.1

Execute Event → **Execute Op & Special Activity**

Pass: +1 Resources (Govt +3); next Eligible replaces Passing Faction as 1st/2nd Eligible

Non-player: Pass if must Op but 0 Resources

Final Event Card: *All player Ops Limited (no Special Activity), No Sweep or March (2.3.9)*

Propaganda Card

Never 2 Propaganda Rounds in a row (6.0).

➢ **Victory?** If any Faction has met its victory condition, the game ends; see Victory *(7.2)*.
➢ **Sabotage:** Place 1 *Sabotage* on each LoC adjacent to FARC-Controlled Cities *(1.8)* or where Guerrillas exceed cubes.
➢ **Resources:** Add to each Faction's Resources as follows.
  ➢ *Government*—**30** minus Econ of Sabotaged LoCs, plus Aid *(no Aid if Samper)*.
  ➢ *FARC* and *AUC*—The number of their Bases, **Cartels**—**3** times their Bases.
  ➢ *Shipments*—**6** Resources per Shipment (remove) or replace with Base.
➢ **Support:**
  ➢ *Civic Action*—In spaces with Govt Control *(1.8)* and any Troops and Police: every **3** Resources spent by Government removes 1 Terror or—*once no more Terror*—shifts 1 level toward Active Support.
  ➢ *Agitation*—In spaces with FARC Control: every **1** Resource spent by FARC removes 1 Terror or—*once no more Terror*—shifts 1 level toward Active Opposition.
  ➢ *Election*—If Total Support is **60** or less, advance *El Presidente* 1 box *(unless Uribe)*.
  ➢ *Elite Backing*—AUC may free Rally in 1 space with no Opposition, nor Govt Control, nor FARC Control.
➢ **Redeploy:** Government *must* move Troops on LoCs or in Depts without Govt Bases to Govt-Controlled spaces that are Cities or have Government Bases. It *may* move other Troops to such spaces and Police to any LoCs or Govt-Controlled spaces. Do not adjust Control until all Redeployment is complete.
➢ **Reset:** All Factions Eligible. Discard Insurgent Momentum. Remove Terror and Sabotage. All Guerrillas Underground. Play next card or, if final Round *(2.4.1)*, determine victory *(7.3)*.

SET UP (2.1)

General

Agree on either Standard or Open Deployment (below) and any Non-player (1.5), short game (2.4.1), or seeded Propaganda (below) options desired. Give each player a Faction foldout. Then assign players their Factions (1.5.1, or 8.0 if using Non-players):

2-player—Govt and AUC versus FARC and Cartels

3-player—Govt versus FARC versus AUC and Cartels

4-player—A Faction each player

Deck Preparation

Separate out the 4 Propaganda cards and shuffle the 72 Event cards. Randomly set aside 12 Event cards—they may not be inspected and will not be used. Split remaining Event cards into 4 equal piles. Shuffle 1 Propaganda card into each pile and stack 1 pile onto the other to form a face-down draw deck in easy view of all players.

Seeded Propaganda Option: Shuffle each Propaganda card among the bottom 5 Event cards of each pile.

Standard Deployment

- **Aid:** 9
- **Resources:** Govt 40; FARC, AUC, and Cartels 10.
- **Total Support:** 50
- **Opposition + Bases:** 20
- **El Presidente:** Samper
- **Eligible Factions:** All
- **Active Support:** Atlántico, Santander, and each City except Cali. (Cali is neutral.)

- **Active Opposition:** Chocó, Arauca, Meta East, Meta West, Guaviare, Putumayo, and Nariño.

- **Troops:** Troops: 3 each in Bogotá, Medellín, Cali, and Santander.
- **Police:** 2 in Bogotá; 1 in each other City.
- **Govt Base:** 1 in Santander.
- **FARC Guerrillas:** 1 each in Nariño, Chocó, Santander, Huila, Arauca, and Meta East; 2 each in Meta West, Guaviare, and Putumayo.
- **FARC Bases:** 1 each in Chocó, Huila, Arauca, Meta East, Meta West, and Guaviare.
- **AUC Guerrillas:** 1 each in Atlántico, Antioquia, Santander, Arauca, Guaviare, and Putumayo.
- **AUC Base:** 1 in Antioquia.
- **Cartels Guerrillas:** 1 each in Cali and Putumayo.
- **Cartels Bases:** 1 each in Cali, Meta East, Meta West, and Guaviare; 2 in Putumayo.

Open Deployment

Alternatively, first set up all markers and Non-player forces as above. Then set up player forces in the following order: *(No Bases in violation of stacking, 1.4.2.)*

- **Cartels:** 2 Guerrillas and 6 Bases anywhere, at least 4 Bases in Departments with Population.
- **AUC:** 6 Guerrillas and 1 Base anywhere.
- **FARC:** 12 Guerrillas and 6 Bases in any Departments.
- **Govt:** 12 Troops, 12 Police, and 1 Base in Cities or Departments free of FARC Bases.

Quick-Play Scenario

This setup allows for completion of a game in less than half the usual time and is well suited to introduce new players to the COIN Series system. It depicts, roughly, the Pastrana and early Uribe eras, the middle portion of the period of Colombian history covered in the full scenario at left.

Deck Preparation

Shuffle the 72 Event cards and deal face down 4 piles of 6 cards each (24 Event cards total). Set the rest aside—they may not be inspected and will not be used. Shuffle a Propaganda card each into the 2nd and 4th piles, then stack the piles into a draw deck, 1st pile on top, 4th pile on the bottom. The remaining 2 Propaganda cards are not used.

Game Board

Set up forces and markers per the full scenario at left. Then modify the setup as follows —

- **Medellín:** Add 4 Cartels Guerrillas and 1 Cartels Base.
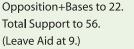- **Cali:** Place Active Support. Add 4 Police. Remove — Cartels Guerrilla, Cartels Base.

- **Bogotá:** Add 6 Troops.
- **Santander-Boyacá:** Add 1 AUC Base.
- **Arauca-Casanare:** Remove Opposition (the space starts Neutral). Add 1 AUC Guerrilla.

- **Meta West:** Place a FARC Zone. Add 4 FARC Guerrillas.

- **Huila-Tolima:** Place Active Opposition. Add — 3 FARC Guerrillas, 2 AUC Guerrillas, 1 Cartels Base

- **Vaupés:** Add 2 FARC Guerrillas.
- **Edge Track:** Adjust Resources to —

AUC	5
FARC	10
Cartels	20
Government	30

  Opposition+Bases to 22.
  Total Support to 56.
  (Leave Aid at 9.)

- **El Presidente:** Advance to Pastrana.

Propaganda

Skip the Victory Phase (6.1) of the first Propaganda Round—Factions cannot win until the second (last) Propaganda card.