MIKE'S LOG By Godfrey Bailey

MINI GAME SERIES

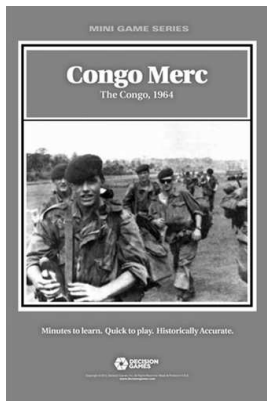**Congo Merc**
The Congo, 1964

Minutes to learn. Quick to play. Historically Accurate.

Mission Briefing
The Congo, 1964. It's a 'Race for the Wreckage!'. Two pilots of a fixed-wing spy plane have gone down whilst flying on a northern flight path to investigate Paulis, rumoured to be a Cuban base. These two pilots must be recovered. The plan is to follow the flight path by land. The route will follow possible crash sites at Albertville on the shores of Lake Tanganyika, then inland to Kindu, Stanleyville and finally Paulis. The Task Force assembled for this mission at Elizabethville, the Merc (mercenary) Base, consists of:

Leader Mike (command & signal)
1 Armoured Car Section (recon)
2 Commando Platoons (transported in jeeps)
1 Heavy Weapon Platoon (heavy weapons mounted on half tracks)
1 Sapper Section (combat engineers)
1 Supply Column (various logistical vehicles)
1 Fixed-wing Air Strike (on-call air power)

Operation 1
Led by the armoured cars, The Task Force drives out of Elizabethville and heads north. Likasi is passed through without incident, but sporadic fire erupts at Inner Katanga! Three small units of Simbas (Congolese quasi-communist rebels), have attempted to ambush the column. After a brief long-range firefight, the superior Merc firepower drives off the Simbas. They melt into the boonies leaving a number of dead behind.

Leader Frederic later joins from Merc Base. He says that the wreckage of the spy plane has been located near the runway of the Albertville airfield! He also says there's turmoil in central Congo and its a good thing the Task Force does not need to carry out operations at Kindu because a massacre has just taken place in that town!

Operation 2
The armoured cars attempt a recon on Albertville but fail to discover any OPFOR (opposing forces). The Task Force drives towards the town. The bridge across the Kalemie River is in disrepair and will not take the weight of the halftracks. The sappers reinforce the bridge, allowing the heavy vehicles to pass. The Task Force heads for the airfield, locates the crash-landed spy plane and find the two pilots in the hands of UN Peacekeepers!

Operation 3
The Task Force heads back south towards Elizabethville. The two pilots are transported in a truck belonging to the supply column. The site of the previous firefight is passed at Inner Katanga. Spent cartridges are everywhere but no sign of any bodies. As the Task Force hits the boonies of Likasi, three medium-sized units of Simbas are spotted coming from the direction of the town of Kongolo. Mercs move to intercept what must be a raid. Hard fight in open terrain. Sappers attempt to dislodge unit in cover behind road embankment with satchel charges. They are hit hard with rocket-propelled grenades and assault rifles. Vehicles are destroyed and there are KIA. Supporting commando platoon panics and falls back. OPFOR casualties mount and they finally withdraw, pursued by the armoured cars and hit by long-range heavy weapons fire.

Operation 4
The task force returns to Elizabethville and the two pilots are safely recovered.

Mission Debriefing
This should have been classified as an easy and successful mission but for the loss of the poor sappers who lost their lives during that act of bravery by the roadside.

Summary
Congo Merc has many aspects I look for in a game: solitaire; unit selection before each mission; combined arms options; high replay-ability; historical; loads of atmosphere ... just shows that size does not always count!

I have designed a Quick Play Card including fifteen Reminder Markers to help with the flow of the game. I have kept my components as 'neutral' as possible so they don't clash with the game graphics.

More information at: shop.decisiongames.com

CONGO MERC

QUICK PLAY CARD

Thomas Michael
"Mad Mike" Hoare

Ernesto Guevara
"Guerrillero Heroico"

① USE OPERATION

- -1 Op

② AIRCRAFT TURNAROUND

- - 1 RP per Air and **Op Ends**

③ RECON

- CIA-58 or Armoured Car adjacent to Objective
- Helo on any Objective
- **Recon Check**
- **Air Availability Check**

④ MOVEMENT

- Stack up to 6 Ground per Space
- Supply Column may transport Objective
- Coordinate 2 or 3 Forces each with Leader, same Space, 1 Card or
- Force chooses one of A to E

A. GROUND MOVE

- Supply Column may add 1 Space

Full Speed

Place on Supply Column

- **Additional Logistics Check**

B. AIRFIELD MOVE

- Requires Card
- Airfield to Airfield

C. WATER MOVE

- Requires Card
- Shore to Shore

D. AIRBORNE INSERTION

Charles Transport **Para 1 Transport** **Para 2 Transport** **Para 3 Transport**

Place on Para Units

- Requires Paras
- Base to any Space
- No move after insertion
- One attempt per mission

E. AIRMOBILE TRANSPORT

- Requires Helo
- May transport Para or Leader
- Any Space to any Space
- Helo gets Air Strike
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⑤ EVENT CARD

- Twice if in un-revealed Objective Space
- Use PSYOP

Battle

Place in Space of Battle

⑥ COMBAT

- Air Strikes to add Firepower
- Fixed-wing no OPFOR fire
- Helo OPFOR fire

1. HELICOPTER REACTION FORCE

- Requires Helo
- May transport Para or Leader
- Base to Battle Space
- Helo gets Air Strike

2. FULL FIREPOWER

- Supply Column may add 1 Firepower

Full Firepower

Place on Supply Column

3. TACTICAL SUPERIORITY

- Same goes to Mercs

4. LINE-UP UNITS

- OPFOR
- Mercs

5. ALTERNATE FIRE

Merc Fired! **OPFOR Fired!** **OPFOR in Town Fired!**

Place on Last Unit that Fired

6. BATTLE RESULTS

- Leader eliminated no replace
- New Merc Leader win and '6'
- OPFOR Leader eliminated +1 Op or reveal 1 Objective
- Merc panicked -1 KIA
- Merc eliminated -2 KIA
- OPFOR eliminated +1 KIA
- + or - Op
- **Additional Logistics Check**
- **Air Availability Check**

⑦ OBJECTIVE

- Reveal with Recon, Intel Card or Merc in Space at end of OP
- **Op Ends**

REMINDER MARKERS

→	Segment being played.
1 Extra Unit	One extra unit per Mission accomplished.
RPs	Number of Recruit Points currently available.
Full Speed	Movement of a Force increased. Remove after Additional Logistics Check.
Charles Transport	Eligible for Airborne Insertion attempt. Remove once attempt made.
Battle	Space of Battle. Remove after Battle.
Full Firepower	Firepower of a Force increased. Remove after Additional Logistics Check.
Merc Fired!	Unit just fired. Remove after Battle.

1 Extra Unit	2 Extra Units	3 Extra Units	RPs	Full Speed
Charles Transport	Para 1 Transport	Para 2 Transport	Para 3 Transport	→
Battle	Full Firepower	Merc Fired!	OPFOR Fired!	OPFOR in Town Fired!