

# CONGO MERC

## QUICK PLAY CARD



Thomas Michael  
"Mad Mike" Hoare



Ernesto Guevara  
"Guerrillero Heroico"

### SET-UP

1 Extra Unit

2 Extra Units

3 Extra Units

Place on Mission Card

RP's

Place on Operations Track



Place pointing at: 1

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**



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### 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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### 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**

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### 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.

|                          |                         |                         |                         |                             |
|--------------------------|-------------------------|-------------------------|-------------------------|-----------------------------|
| <b>1 Extra Unit</b>      | <b>2 Extra Units</b>    | <b>3 Extra Units</b>    | <b>RPs</b>              | <b>Full Speed</b>           |
| <b>Charles Transport</b> | <b>Para 1 Transport</b> | <b>Para 2 Transport</b> | <b>Para 3 Transport</b> |                             |
| <b>Battle</b>            | <b>Full Firepower</b>   | <b>Merc Fired!</b>      | <b>OPFOR Fired!</b>     | <b>OPFOR in Town Fired!</b> |