

Commando Series

Game Title: Commando System

Game Released: July 2012

Decision Games, PO Box 21598, Bakersfield, CA 93390

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COMMANDO!

MINI GAME

SYSTEM RULES

1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 campaign cards, 1 11x17" map, and this rules and and this rules and scenario sheet.

If any parts are missing or damaged, please write to:

Decision Games, Mini Game Support, PO Box 21598, Bakersfield, CA 93390-1598. Please register this game purchase on-line at:

www.decisiongames.com

Players must provide one or more six-sided dice (six is ideal).

2.0 INTRODUCTION

COMMANDO! is a solitaire wargame system in which the player takes command of a Commando force conducting daring, if sometimes unsavory, missions behind enemy lines. The Opposition Force (OPFOR) is controlled by the game system via a deck of "OPFOR" Event Cards. The game is played in scenarios, in which you must accomplish various missions, generated by Mission Cards.

The game includes a campaign scenario, allowing you to link the individual missions into a larger campaign.

Each game includes this rulesbook, plus a Scenario sheet describing the specifics of the game itself. Any specific scenario rules supersede the rules in this Standard Rules book.

3.0 THE MAP

Each game in the series shows a Theater of Operations. The map depicts the following.

Spaces. Locations in which you place units. Different types of spaces are described on the Terrain Effects Chart.

Bases. Special spaces from which you stage missions.

Routes. These are the lines connecting spaces. Players move their units via routes.

Recruit Box. This is a convenient place to put units which are not in play, or which were destroyed due to combat or other game actions. These units may sometimes be returned to play.

Air Available. Place airstrikes and helicopters that you purchased here.

Ops. Keep track of the current number of Operations.

KIA. Keep track of the current number of eliminated units.

OPFOR Bin. This is a wide mouth opaque container, such as a coffee mug, a convenient place to put OPFOR units when not on the map.

4.0 PLAYING PIECES

The square cardboard pieces are called units. Scenario rules provide more information about their set-up. The following game definitions apply to the various playing pieces.

Friendly Units. These are the units controlled by the player.

Enemy or OPFOR Units. These are the units controlled by the game system and that will sometimes fight friendly forces and vice versa.

Firepower. The basic amount of combat power of the unit; in combat, this is the number of dice the unit throws to attempt to destroy enemy units.

Movement. The basic number of spaces the unit can move in a turn.

The *reverse* of the counter references any special rule for it, if any.

Objective Markers. These are special units and are explained in their own section.

Ops. Indicates the number of Ops you have remaining.

KIA (Killed in Action). Indicates the overall number of eliminated units.

5.0 CARDS

There are two types of cards: *Mission* and *OPFOR* cards. These are explained under their respective rules sections.

6.0 HOW TO WIN

The game is played in missions. Each mission will require you to draw one Mission Card. This will state the objective (mission). If you have fulfilled this "mission" by the end of the game, you win.

The mission will require you to do one or both of the following.

6.1 Recover

You must move at least this number of Real Objectives back to a friendly Base.

6.2 KIA

KIA must achieve this level or higher.

If you do not accomplish the Mission Objective by the end of the game, you lose.

7.0 HOW TO SET UP THE GAME

i) Place all OPFOR units in the OPFOR bin.

ii) Shuffle the Event Cards together and place them face down in the draw deck.

iii) Shuffle the Mission Cards together and place them face down in a separate pile.

iv) Draw at random one Mission Card and read it.

v) Place objective markers on the map via the Random Objective Location Table.

vi) Create your starting order of battle by purchasing Commando units for the scenario with Recruit Points.

vii) Place all un-purchased Commando units in the Recruit Box.

viii) Place the operations marker in the space designated by the Mission Card. Place the KIA marker in the zero space.

ix) The mission is now ready to be played.

8.0 MISSION CARDS

Each Mission card has the following information.

1) **Situation.** The number of Objective markers you will place for the mission.

2) **Mission.** What you have to do to win the scenario.

3) **Execution.** The number of operations (turns) in the scenario.

4) **Logistics.** The number of recruit points you have to build your force.

5) Command and Signal (C2). The number of leaders with which you begin the scenario.

9.0 RECRUITING

Each commando unit costs a designated number of Recruit Points (RP) as listed on the Recruit Table. Place recruited ground units in any base. Place recruited air units in the Air Available Box. Unused RP are lost.

10.0 HOW TO PLAY THE GAME

The following parameters define game play.

10.1 Game length

The game lasts until the operations (Ops) marker reaches zero.

10.2 Stacking

Stacking is having more than one unit in a single space. The player may have a maximum of six ground units in a space at the end of a movement segment. Leaders, air units, OPFOR, and objective markers do not count. Any number of units may move through a particular space as long as stacking limits are observed at the end of a movement segment. An unlimited number of units may be stacked in a Base.

10.3 Force

A "force" is a group of units in the same space, conducting an operation together. A force can consist of a single unit or more than one unit. All units in a force must start in the same space. They must move together. You may not pick up or drop off units from a force.

A force moves no faster than the slowest unit in the force. If you have more than one unit starting in a space, you may form some of them into a force and leave the rest behind the starting space.

Example. *You have three units in a space. You could form them into one combined force (of three units), or two forces (one of two units which then moves, and a second of one unit which stays behind, or vice versa).*

11.0 OPERATIONS (OPS)

Each Mission card will assign you a number of Operations (abbreviated "Ops") you can use during a scenario. Use the Ops Track to keep track. One Operation is defined as one force of units taking the following actions.

- 1) Movement Segment.** You move one operational force up to its maximum allotted movement allowance.
 - 2) Event Card Segment.** Pick an Event Card. The instructions on it are implemented by the player and affect the space in which the force ended its move.
 - 3) Combat Segment.** If there are any OPFOR units in the space entered (which may be generated by the event card), you must engage in combat.
 - 4) Objective Segment.** If there is a face-down objective marker in the space, pick a second Event card, and resolve it (that is, return to step 2 above). If you have any surviving units, then flip that marker face up.
- Example.** *In one Op, you may move one force, then you must draw an Event card. Then, if enemy forces are present in the force's space (due to the card draw), you must engage in combat. One Op, therefore, consists of all of the above actions.*

12.0 MULTIPLE OPERATIONS

A single unit or force of units can conduct any number of operations per scenario, as long as you expend one "Op" for each operation. You do not have to use your full number of operations for a mission if you win before then.

13.0 END OF SCENARIO

When you have conducted your last operation, the scenario comes to an end.

14.0 VARIABLE OPS

Certain Event Cards will increase or decrease the number of Ops in a scenario. If the number of Ops is reduced to zero or less, the game immediately ends.

15.0 GROUND MOVEMENT

During a force's Movement Segment, you may move that force any number of spaces, up to its movement

value.

Example. A unit with a movement of “2” may move two, one or no spaces during a Movement segment.

If there is more than one unit in a force, they must move together. They use the movement of the slowest unit. You may not pick up or drop off units from a moving force—they must stick together.

15.1 Stopping

You must stop and move no farther with a unit if it enters a space for which the Terrain Effects Chart indicates “STOP.” Also, a force must stop if it enters a space with an Objective Marker.

15.2 Airfield Move

Certain Event Cards will allow you to move ground units (any types) from an airfield to any other airfield. Simply pick up the units in a force and move them. This uses all movement for that force for the operation.

15.3 Water Move

Certain Event Cards will allow you to move ground units (any types) via water routes. You move from one shore across the water and end on land. This uses all movement for that force for the operation.

15.4 Transport

Some units may be transported by other units. This will be indicated by the individual game. To transport an eligible unit, that unit must start in the same space as a friendly unit with a movement of “1” or more. It is picked up and moved with the transporting unit, using the latter’s movement allowance; it must stay with the transporting unit for the entire move. Such units may make an airfield or water move, but only if transported by another unit. If the transporting unit is eliminated, so is the transported unit. You may debark a transported unit at the end of any movement.

16.0 EVENT CARDS

At the conclusion of a force’s movement, you must pick an Event Card. The force must have actually moved from at least one space to another for the card pick. The card is picked from the top of the deck.

If the force entered a space with a face down objective marker, draw one card normally, and implement it immediately. If there are any surviving Commando units, then you must also pick a second card and implement it immediately.

Note. Once an Objective is revealed (even through Recon efforts), a second event card is not drawn.

Event cards may have the following information:

OPFOR Units. The player picks at random the indicated number of OPFOR units from the bin, and places them in the present space. These will trigger combat in the force’s ensuing combat segment.

Reinforcements. If a card calls for you to receive commando units, they are received at no RP cost.

Win/Lose. If your force wins that battle, certain cards award a number of additional Ops. If your force loses the battle, certain cards deduct a number of your Ops.

16.1 Event Card Disposition

Generally, Event Cards are placed in a separate discard pile after they have been picked and played. If all the cards have been drawn, then reshuffle all discards and start the OPFOR deck anew. Some cards will specifically require a reshuffling of the deck.

Intel cards you hold in your hand are not reshuffled.

Intel Cards

If you have fulfilled the condition on an Intel card (if any), you may keep it. Simply place the card in front of you, to be played at a time of your choosing. When you decide to play it, implement one of the listed special events, and then you must place the card in the discard pile.

Note. Playing an Intel Card costs no Ops; it’s a free operation. Further, the instructions on any Event Card supersedes all other rules in the rules book.

17.0 BASES

When one of your forces completes a move in a printed base, you do not pick an Event Card.

18.0 OPFOR UNITS

OPFOR units are temporarily placed on the map as the result of events. They are placed in the same space as the force that triggered the card draw. OPFOR units are automatically removed from the map after the battle concludes, and placed back in the OPFOR bin. They may be temporarily eliminated by combat, but are always returned to the OPFOR bin (unless a scenario specified otherwise).

19.0 COMBAT (BATTLE)

Combat is triggered when a force of your units is in the same space as OPFOR units. This will occur as a result of Event Card draws. All combat occurs during the Combat segment.

Because each force must move individually, generally, you will not be able to combine different forces in the same combat. However, if there were other units already in the space, and a moving force entered that same space, those units will also participate in combat generated by an Event Card draw.

19.1 Battle Procedure

Each combat must go through the following stages.

1) Determine which side has Tactical Superiority. Roll one die for the Commando Force, and another die for the OPFOR; if either side has a leader with its force, add "1" (+1) to that side's die roll (but never more than one, even if multiple leaders are present with either side). The side with the higher total has Tactical Superiority. If the net die rolls are even, the Commandos have Tactical Superiority.

2) First Round of Battle. Once Tactical Superiority has been determined, line up all of the OPFOR units in the order of the strongest firepower to the weakest. If more than one unit has the same firepower, place them in any order you want. Next, line up all of the Commando units in any order you prefer. If the Commandos have Tactical Superiority, they fire first. The player fires the first unit in line at any OPFOR unit. If the OPFOR has Tactical Superiority, they fire first with their first (strongest) unit in line at the first unit in the Commando line.

To "fire" a unit, roll a quantity of dice equal to the firing unit's firepower rating, and then cross-index each die roll with the Battle Results Table. Losses are inflicted upon the targeted unit immediately.

Note. Each side has its own Battle Results Table.

Next, the side that does not have Tactical Superiority fires with one unit, per above.

Note. A unit that was hit in combat (eliminated or panicked) before now is not eligible to fire (this is why Tactical Superiority is important).

Opposing units alternate firing, one unit at a time (and inflicting any casualties immediately), until all qualified units have fired during that "round." A unit that is eliminated or panicked may not fire. If one side has more units than the other, after alternating fire between the opposing forces, that side fires all of its remaining units.

3) Second Round of Battle. If both sides have surviving units, a second round of battle begins. This repeats the procedure of the first round. Start with determining Tactical Superiority.

4) Continuing Rounds of Battle. Upon completion of any second round of battle, a third (and then a fourth, fifth, etc., if necessary) round is executed, following the same procedure. Continue this procedure until all of the units of one side have been eliminated or have panicked.

Whichever side has at least one un-panicked unit remaining at the end of a round of combat is considered the winner.

Note. Because of the alternating fire procedure, it is not possible for both sides to be entirely eliminated and/or panicked.

19.2 Battle Results Table Results

Roll one die per each firing unit firepower factor. Results are as follows.

Elimination. Remove the targeted unit from the map. If it is an OPFOR unit, put it back in the bin. If it is a Commando unit, place it in the Recruit Pool.

Panic. Flip the unit over. It may not fire for the remainder of the battle. If it receives another panic (or

elimination) result it is eliminated.

Note. All units are affected the same by a die roll result, regardless of the unit's type or strength. If a unit suffers an Elimination and a Panic result, ignore the Panic result and remove the unit from the map.

No Effect. Nothing happens.

No Overkill. If firing inflicts more than one elimination on a targeted unit, or more than two panics, those losses are not applied to other units.

20.0 WINNING A BATTLE

If the Commando force wins the battle, any panicked OPFOR units are placed into the OPFOR bin. Panicked Commando units are flipped back to their un-panicked face-up side.

Gaining Ops. Increase the Ops available by the number listed on the Event card.

21.0 LOSING A BATTLE

All surviving OPFOR are placed in the bin. All panicked Commando units are flipped back to their un-panicked face-up side.

Losing Ops. Decrease the Ops available by the number listed on the Event card.

22.0 KILLED IN ACTION (KIA)

The KIA Track tallies the total casualties that are inflicted during the game. At the start of a mission, place the KIA marker in the "0" space of the KIA Track.

Each time an OPFOR unit is eliminated, the KIA marker goes up one space. Each time a Commando unit is eliminated, the KIA marker goes down two spaces. The KIA marker will also go down one space each time a Commando unit becomes panicked.

Note. Panicked OPFOR units do not count as KIA.

If commando casualties decrease the KIA marker below zero, flip the KIA marker over to its reverse side, and down the track into the negative range.

If the KIA marker is in the negative range at the end of the mission (too many Commando casualties), you have lost the game, even if you accomplished the Mission.

23.0 OBJECTIVE MARKERS

Objective markers are placed onto the map via the Mission Card instructions. Each objective marker is placed on the map via a dice roll (two 6-sided dice, rolled together as a total), and consulting the Random Objective Location Table. Cross-index the dice roll total with the location line on the Table and place an Objective marker in the space indicated. If the result is a location where an objective marker is already present, then roll for another location.

When placing any objective markers, they are always placed face down. They are revealed only if one of the following conditions apply.

- a) A Commando unit is the space at the end of an Op (that is, survived two Event cards); or
- b) if you play a card allowing an "Intel" action, in which case you can reveal one; or
- c) via the Recon rule.

Once an objective marker is flipped (revealed), it remains face up for the rest of the game.

Note. Objective markers on the map stop movement of forces entering their space. When on the map, they do not engage in combat, nor are they affected by combat. See the Transport rule for captured Objectives.

Objectives may not move by themselves, but specific scenarios do allow some objective markers to be transported.

24.0 LEADERS

Leader markers may be assigned by a Mission card, and/or may appear after winning a battle, explained as follows.

If a battle is won by a force, roll one six-sided die for that force; if the roll is a "6," the player selects one leader from the recruit pool (if available) and placed in the same space with that winning force.

Note. *If all of the leaders are already on the map, no additional leader can appear.*

Leaders are considered units for all game purposes. If a player has a Leader with a force engaged in combat, he adds a "+1" die roll modifier to the Tactical Superiority die roll. More than one Leader in a force does not provide additional bonuses. If a leader is killed, he may not be replaced in a mission.

25.0 PARATROOPERS

Paratrooper qualified units (per the scenario) may make airborne insertions. To do so, they must start in a base printed with an airfield symbol. You then pick up one or more paratroopers from that base, and simply place them on any single other space on the map. Next, roll one six-sided die per each paratrooper and consult the Airborne Insertion Table; apply the cross-indexed outcome indicated for that die roll result. After the insertion, the paratrooper unit may not move any further.

An airborne insertion is considered one operation; pick an Event Card for that paratrooper force after it lands.

Each paratrooper unit is eligible to conduct one airborne insertion attempt per game, regardless of the outcome.

Note. *Airborne insertions are different from airfield to airfield moves, and they do not require an Intel card play.*

26.0 PSYOP

If there is a PSYOP qualified unit with a Commando force which draws an Event card, you may discard that card without playing it, and draw a substitute card. Each force may do this one time per Event card segment, even if there is more than one PSYOP qualified unit with that force.

27.0 SAPPERS

Sapper units, if stacked with a force, can facilitate the resolution of certain events. Sappers allow a Commando force to continue movement through terrain and Objective markers that normally requires a moving unit to stop (per the Terrain Effects Chart).

28.0 SUPPLY COLUMN

Supply column markers, if stacked with a force, can facilitate the resolution of certain events, as well provide other benefits, per the optional rules.

29.0 AIRSTRIKES

The player places purchased Airstrikes in the Air Available Box. They are available to support ground combat operations.

To call in an airstrike, the player simply picks up one or more available airstrikes from the Air Available Box, and places them on the map in the same space as a Commando force engaged in combat. The airstrike adds a number of die rolls equal to its firepower rating to the ground combat of any one Commando unit..

Note. *Using airstrikes does not count as an additional Op.*

Airstrikes are never affected by enemy fire (unless a scenario has specific anti-aircraft rules). Furthermore, airstrikes themselves may not attack OPFOR units directly; they may only ever be placed in a space where a Commando force conducts ground combat.

Availability Check

After using an airstrike for any game action, roll one six-sided die; if the die roll result is an even number, the airstrike is returned to the Air Available Box, but if an odd number is rolled, the airstrike is placed in the Recruit Box.

30.0 HELICOPTERS

The player places purchased Helicopters in the Air Available Box. Helicopters function like airstrikes, except that helicopters can be affected by enemy fire.

Additionally, each helicopter can transport (move) one Commando unit from that Commando's current space to any other space on the map, even if no airfield is present in that space. Helicopter transport is an operation and the transported Commando unit may not have moved before, or move after being transported.

Multiple helicopters may move multiple individual Commando units together, if they start and end in the same spaces.

A helicopter can use its combat strength to support any Commando combat in the space in which the transport move ends.

Availability check also applies to helicopters.

31.0 CAMPAIGN GAME

COMMANDO! can be played as a series of games.

At the conclusion of a scenario, return all of your units to the Recruit Pool. You keep any leaders who survived that scenario. Other units must be recruited again normally to be brought back into play. After the first scenario, you do not receive additional leaders via scenario cards, only via winning battles. However, eliminated leaders may be replaced in future scenarios.

At the start of the next scenario, reset the Ops and KIA tracks to zero.

31.1 If you won the scenario

- 1) Remove that Mission Card from the deck.
- 2) Keep any unexpended RP.
- 3) For each KIA you inflicted, gain one RP.
- 4) For each Real Objective you returned to base above the minimum you needed to win that Mission, you roll one die and gain that number of additional RP.
- 5) However, in the next scenario to be played, when OPFOR units are called for, pick one additional OPFOR unit per battle (to the counter limit). This is one extra unit per Mission you have accomplished.

31.2 If you did not win a scenario

- 1) Reshuffle that Mission card back into the deck, and you can potentially pick it again.
- 2) Keep any unexpended RP.
- 3) For each KIA you inflicted, gain one RP.

31.3 Winning the Campaign

You win the campaign only when you have won all of the scenarios. However, if you lose any two scenarios in a row, you lose the campaign.

Commando Series

Game Title: Border War

Game Released: July 2012

Decision Games, PO Box 21598, Bakersfield, CA 93390

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SCENARIO BORDER WAR

38.0 INTRODUCTION

Border War is a solitaire game in which the player takes command of South African Defense Force (SADF) units engaged in operations along the Southwest African-Angola border. These included a wide range of operations, from counterterrorism against SWAPO to armor clashes with Angolan Government and Cuban forces. The player commands the SADF. The game system runs the OPFOR.

38.1 Unit Types

Leader. A command post or headquarters.

Special Forces. Various highly trained long range recon and counterterrorism units, with PSYOP support.

Tank. Heavy armor.

Mechanized Infantry. Infantry equipped with various types of armored personnel carriers and heavy weapons

Paras. Paratroopers.

G-5 arty. Artillery, multiple rocket launchers, and other long range fire support.

Sappers. Combat engineers

Supply Column. Various logistical vehicles.

Airstrike. On-call airpower.

Helicopters. A flight of helicopters.

38.2 OPFOR Units

SWAPO: Southwest African People's Organization.

FAPLA: Angolan People's Liberation Armed Forces; Angolan government regulars.

Cubans: Cuban combat formations.

Warsaw Pact Advisor: Officers from the USSR or East Germany.

Air Defense. SAMS, AAA guns, radars.

Mechanized. Light armor.

38.3 Unit Scale

SADF units represent company to battalion sized task forces, depending on the mission. Air units are flights or squadrons. OPFOR units represent battalion or brigade sized formations.

38.4 Real Objective Chits

A SWAPO or FAPLA base complex with supply depots and/or intelligence documents. These are given actual codenames.

38.5 Minefield

A heavily mined area.

39.0 OBJECTIVE MARKERS

There are two types of Objective Markers, Real and Minefields. Mission Cards will designate the number of objectives to be placed via the Random Objective Location Table. The number of objectives listed is the number of Real Objectives. You must also deploy all Minefield Markers. When initially placing Objective Markers, place them face down, mix them up, and then place them on the map on their un-revealed side. They are revealed via the conditions set under rule 25.0.

Example. *If a mission calls for you to place two objectives, then you will mix together two Real Objectives plus the two Minefield markers.*

Real Objectives. The player can transport these to bases for victory. Also, an additional card is picked when ground units enter a Real Objective space the first time.

Minefield Effects. When revealed, no Event Card is picked for this space. Rather, units must stop when they enter a minefield (they can move out next Op). Roll one die for each unit the instant that it enters a Minefield; on a roll of "6," subtract one KIA from the index (the unit is not otherwise affected). A unit that remains in a minefield is not affected further (except when re-entering that Minefield space). A Minefield remains on the map until cleared. Sapper units clear a minefield by being in the space and expending one Op to do so.

40.0 SPECIAL UNITS

40.1 Reconnaissance

SADF Special Forces, armored cars, and helicopters may conduct reconnaissance.

40.2 Paratrooper-Qualified Units

SADF para and Special Forces units are paratrooper-qualified.

40.3 PSYOP-Qualified

Special Forces units are PSYOP-qualified.

40.4 G-5 Artillery Long Range Fires

The G-5 unit can add its firepower to the combat strength to one friendly force engaged in combat a distance of up to two connected spaces away (or to its own space) at no extra cost in Ops.

40.5 Air Defense

If the OPFOR Air Defense unit is involved in a combat, then any losses that are inflicted by the Air Defense unit must be first inflicted on any air or helicopter units that participated in the combat (player's choice). Otherwise, the Air Defense unit fires normally at ground units instead.

40.6 Ground Transport

Commando Supply Column units may pick up Real Objective markers and transport them. See the Transport rule.

Note. *Real Objective markers can also use airfield moves if there is a Commando unit transporting them.*

40.7 Helicopter Transport

Each helicopter unit can transport one of the following: leader, special forces, para, supply columns, Real Objective markers (if captured).

40.8 Airfield & Water Moves

These are allowed.

Note. *That's it. No other units may be transported other than per above.*

41.0 OPFOR SPECIAL UNITS

Warsaw Pact Advisor

The OPFOR Warsaw Pact Advisor functions as a Rebel unit, except that it gives a +1 die roll modifier to all OPFOR Tactical Superiority rolls. Also, if the Advisor is eliminated in combat, then the player gains one Op, or the player may instead choose to reveal one face down Objective (player's choice), and the Advisor is removed from play permanently.

42.0 THE MAP

Walvis Bay: South African units can enter/leave this base only via sea and air movement.

42.1 All Southwest African (orange) bases are also airfields.

43.0 MISSION DESCRIPTIONS

43.1 Operation Reindeer!

1978, first of the major external operations against SWAPO bases. Conducted by SADF airborne and mechanized task forces.

43.2 Operation Protea!

1981, attack on SWAPO which led to clashes with Angolan government forces.

43.3 Operation Askari!

1983, preemptive attack on SWAPO bases which led to clashes with Angolan government forces. The operation involved mechanized groups and special forces.

43.4 Operations Modular-Hooper-Packer!

1987-88, series of ground and air operations in support of UNITA guerrillas. Led to armor battles with Cuban forces.

OPTIONAL RULES

32.0 COORDINATED OPERATIONS

Two or more separate Commando forces may be moved during the same Operation if each moving force is stacked with a leader and if both move to the same space. Once all forces are in the same space, pick a single Event card for the combined force.

33.0 RESERVE RECRUIT POINTS (RP)

RP you did not expend during initial deployment can be saved to: 1) purchase additional Ops; pay 2 RP and receive one additional Op. This can be done at any point in a scenario; or 2) Aircraft Turnaround, see below.

34.0 RECONNAISSANCE

A force conducting an Operation may attempt one Recon. This is done at the start of the Op, prior to movement, and can be either a ground or air recon. For a Ground Recon, the force must have at least one Recon qualified ground unit, and be adjacent to a space containing a face down Objective marker. Execute the Recon procedure. For an Air Recon, place one available air unit (airstrike or helicopter) on one face down Objective anywhere on the map. Execute the Recon procedure.

Procedure

Roll one die: on an even result, reveal the Objective; on an odd, nothing happens.

35.0 ADDITIONAL LOGISTICS

A player may use a supply column to increase the movement factor of a force with which it moves by one space for ground movement.

Additionally, a player may use a supply column to declare "Full Firepower" at the beginning of a battle if it is part of a force engaged in combat. For that battle, all Commando units' firepower ratings are temporarily increased one (+1). This is so even if the supply column is eliminated in that combat.

After the conclusion of the movement or combat in which the supply column is so employed, roll one die: on an odd result, the supply column is expended (placed in the Recruit Pool); on an even result it remains in play.

36.0 HELICOPTER REACTION FORCE

At the start of any combat, the player may use helicopters to move uninvolved Commando units to reinforce the engaged force. Each available helicopter can transport one Commando unit from any printed Base to the battle. The units must be qualified to move via helicopter by the scenario.

Multiple helicopters may move multiple individual ground units together if the ground units all reside in the same base. A Reaction Force move does not expend an operation.

37.0 AIRCRAFT TURNAROUND

Airstrikes and helicopters returned to the Recruit Pool due to a post-mission die roll may be returned to play by paying one RP per unit. Move that airstrike or helicopter to the Air Available Box. This requires the expenditure of one Op, and the player may turnaround any number of units for which he expends the RP.

BORDER WAR RECRUITING COSTS

Commando Units		Recruit Points
Special Forces	4	
Para	3	
Mechanized	2	
Armored Car	2	
Tank	3	
G-5		4
Sappers		2
Supply column	1	
Helicopter	3	
Airstrike		2
Leader		Receive via Mission card or combat

Advanced Rules

Purchase Additional Ops	2
Aircraft Turnaround	1

Commando Series

Game Title: Congo Merc

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SCENARIO

CONGO MERC

38.0 INTRODUCTION

Congo Merc is a solitaire game in which the player takes command of mercenary forces fighting in the Congo crises of 1964-65. The player is up against the Simbas, fierce—if somewhat erratic—Congolese rebels, sometimes supported by Soviet bloc forces. The player commands the Mercenaries. The game system runs the Simbas.

38.1 Mercenary Units

Leader. A commando of extraordinary abilities.

Commando Platoon. A team driving jeeps, land rovers or the equivalents.

Armored Car. Light armor.

Heavy Weapons. Vehicle mounted mortars, heavy machineguns, recoilless rifles, AAA guns, etc.

Sapper Section. Combat engineers.

Supply Column. Various logistical vehicles.

Paras. Paratroopers.

PSYOP. Propaganda and intelligence teams.

CIA-58. Elite CIA-trained anti-communist Cuban unit.

38.2 Air units

Airstrikes. On-call airpower.

Helicopters. A flight of helicopters.

38.3 OPFOR Units

Simbas. Congolese quasi-communist rebels.

Cubans. Communist Cubans supporting the Simbas.

Leader. Cuban cadre, including Che Guevara.

38.4 Objective Chits

Hostages. Critical personnel or intelligence information to be rescued or captured.

Massacre. Massacred humans.

39.0 OBJECTIVE MARKERS

There are two types of Objective markers, Real and Massacres. Mission Cards will designate the number of objectives to be placed via the Random Objective Location Table. The number of objectives listed is the number of Real Objectives. You must also deploy all Massacres. When initially deploying Objective markers, place them face down, mix them up, and then place them on the map on their un-revealed side. They are revealed via the conditions set under rule 25.0.

Example. *If a Mission calls for you to place two objectives, then you will mix together two Real Objectives plus the three Massacre markers.*

Real Objectives. Once revealed, the player can transport these to bases via Supply Columns for victory.

Massacre Effects. Once revealed, units must stop when they enter this space (they can move out normally on a further Op). These effects remain for the remainder of the game. A Massacre marker cannot be removed.

Note: *One event card is drawn when moving into a space with a revealed objective/massacre; a second event card is drawn if the objective marker is unrevealed.*

40.0 SPECIAL UNITS

40.1 Airborne Leader

The Charles leader is airborne qualified. He can be chosen initially only as a leader if at least one airborne unit is recruited, or if you win a battle including at least one airborne unit and roll a "6" per the Leader rule. He otherwise cannot enter play.

40.2 Reconnaissance

Friendly armored cars, the CIA-58 unit and the helicopter may conduct reconnaissance.

40.3 Paratrooper-Qualified Units

The three para units and the leader Charles are paratrooper-qualified.

40.4 Ground Transport

Mercenary Supply Column units may 'pick up' Real Objective marker and transport them. See the Transport rule.

Note: *Real Objective markers can also use airfield moves if there is a Mercenary unit transporting them.*

40.5 Helicopter Transport

A helicopter unit can transport one paratrooper or one leader.

40.6 Airfield & Water moves

These are allowed via Intel card play.

Note. *That's it. No other units may be transported other than per above.*

41.0 OPFOR SPECIAL UNITS

Rebel Leader

The Rebel leader functions as a normal Rebel unit, except that it gives a +1 die roll modifier OPFOR tactical superiority die rolls if it is involved in a combat. Also, if the Rebel leader is eliminated in combat, then the player gains one Op, or the player may instead choose to reveal one face down Objective (player's choice), and the leader is removed from play permanently.

42.0 MISSION DESCRIPTIONS

42.1 Rescue Hostages!

The Simbas are threatening to kill civilian prisoners. Fight your way in and bring back the hostages—alive.

42.2 Search & Destroy!

Communist guerrillas are infiltrating the Congo. Raid into enemy territory and bring back prisoners for interrogation.

42.3 Coup!

Rebels have taken over a province. Capture their leader.

42.4 Race for the Wreckage!

An airplane has gone down containing top secret intelligence papers and maybe more. You have to fight your way in and get the intel out before the Simbas get in.

OPTIONAL RULES

32.0 COORDINATED OPERATIONS

Two or more separate Commando forces may be moved during the same Operation if each moving force is stacked with a leader and if both move to the same space. Once all forces are in the same space, pick a single Event card for the combined force.

33.0 RESERVE RECRUIT POINTS (RP)

RP you did not expend during initial deployment can be saved to: 1) purchase additional Ops; pay 2 RP and receive one additional Op. This can be done at any point in a scenario; or 2) Aircraft Turnaround, see below.

34.0 RECONNAISSANCE

A force conducting an Operation may attempt one Recon. This is done at the start of the Op, prior to movement, and can be either a ground or air recon. For a Ground Recon, the force must have at least one Recon qualified ground unit, and be adjacent to a space containing a face down Objective marker. Execute the Recon procedure. For an Air Recon, place one available air unit (airstrike or helicopter) on one face down Objective anywhere on the map. Execute the Recon procedure.

Procedure

Roll one die: on an even result, reveal the Objective; on an odd, nothing happens.

35.0 ADDITIONAL LOGISTICS

A player may use a supply column to increase the movement factor of a force with which it moves by one space for ground movement.

Additionally, a player may use a supply column to declare "Full Firepower" at the beginning of a battle if it is part of a force engaged in combat. For that battle, all Commando units' firepower ratings are temporarily increased one (+1). This is so even if the supply column is eliminated in that combat.

After the conclusion of the movement or combat in which the supply column is so employed, roll one die: on an odd result, the supply column is expended (placed in the Recruit Pool); on an even result it remains in play.

36.0 HELICOPTER REACTION FORCE

At the start of any combat, the player may use helicopters to move uninvolved Commando units to reinforce the engaged force. Each available helicopter can transport one Commando unit from any printed Base to the battle. The units must be qualified to move via helicopter by the scenario.

Multiple helicopters may move multiple individual ground units together if the ground units all reside in the same base. A Reaction Force move does not expend an operation.

37.0 AIRCRAFT TURNAROUND

Airstrikes and helicopters returned to the Recruit Pool due to a post-mission die roll may be returned to play by paying one RP per unit. Move that airstrike or helicopter to the Air Available Box. This requires the expenditure of one Op, and the player may turnaround any number of units for which he expends the RP.