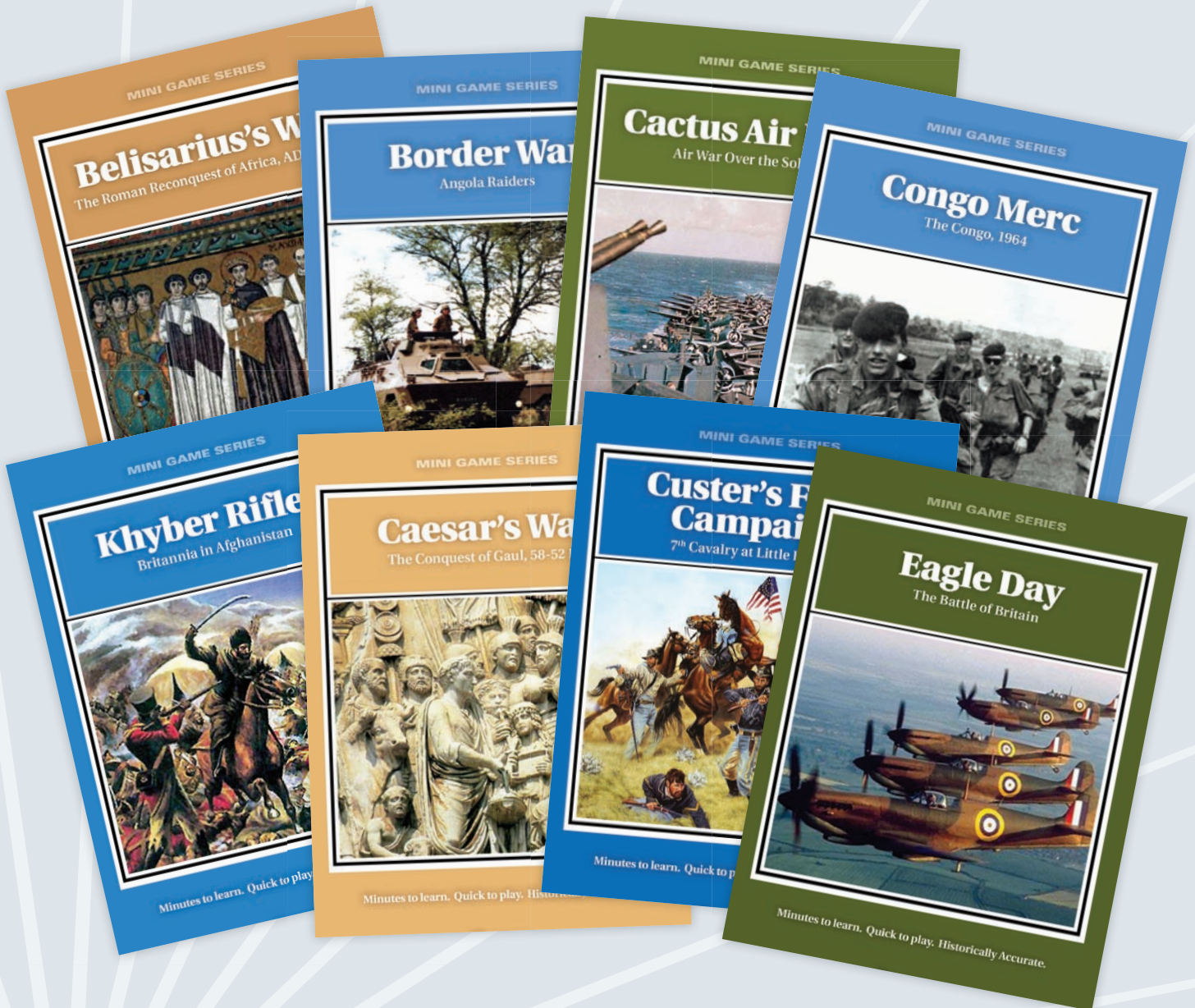


# THE DECISION GAMES MINI GAME SERIES

New series of games: Air War, Ancient War, Commando, and Hand of Destiny.

Designed exclusively by Joseph Miranda, includes two separate mini-games each.

Each game includes: 40 counters, 11 x 17 inch map, 18 cards, 1 four page rule booklet and 1 scenario sheet.





# Commando Series: Congo Merc

### Target Market

- Modern history buffs

### Up-Sells & Cross-Sells

- Cold War Battles (S&T #235 and #263)
- Operation Anaconda (S&T #276)
- Somali Pirates (Modern War #3)

### Selling Points

- Solitaire
- Mini-game/low price
- Joseph Miranda design

### Stock no

- 1707

### MSRP

- \$12.95

### UPC Code

- 095109017073

### Contents

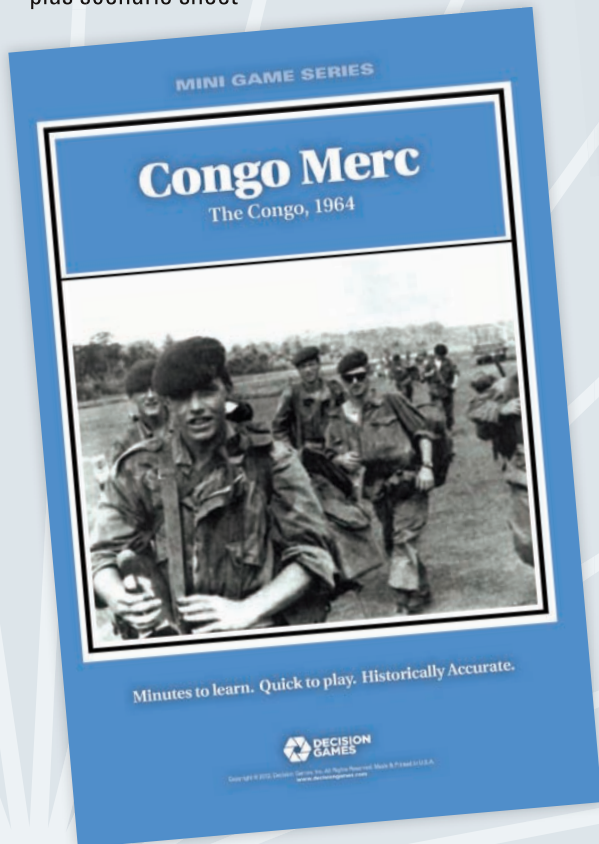
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

## The Congo, 1964

During the 1960s the newly independent Congo was the scene of constant warfare. *Congo Merc* is a solitaire game that puts you in the middle of that fighting with a task force of elite commandos. You conduct breakneck advances into the heart of enemy territory, seize critical objectives and, just as important, return to home base.

The game includes two decks of cards. The Mission Cards provide scenario objectives and the resources with which task forces are assembled. Missions include everything from hostage rescue to tracking down Cuban cadre. You recruit from a variety of unit types, including jeep-mounted commandos, light armor, sappers, air support, paratroopers and many others.

Once a task force is organized, you maneuver it into the Congo. The map covers the entire country, and when a force enters certain points an Event Card is picked. Events can include anything from UN intervention to ambushes by enemy fighters. There's a range of foes, from Simba rebels to Cubans dispatched by Fidel Castro. Combat is resolved via a quasi-tactical procedure in which both tactical superiority and firepower play their parts. There are special rules for CIA reinforcements, air transport and leaders.



## Place your order today!





# Commando Series: Border War

### Target Market

- Modern history buffs

### Up-Sells & Cross-Sells

- Cold War Battles (S&T #235 and #263)
- Operation Anaconda (S&T #276)
- Somali Pirates (Modern War #3)

### Selling Points

- Solitaire
- Mini-game/low price
- Joseph Miranda design

### Stock no

- 1708

### MSRP

- \$12.95

### UPC Code

- 095109017080

### Contents

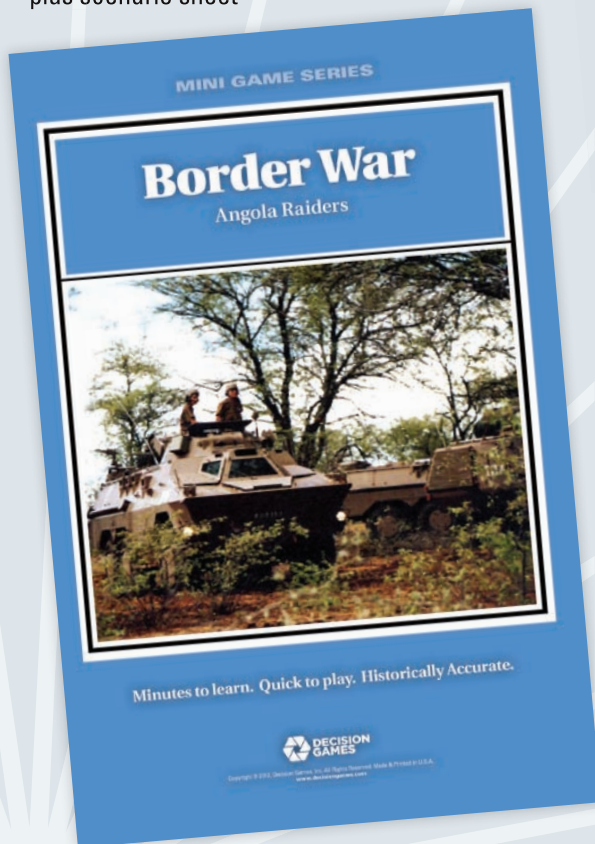
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

## Angola Raiders

During the Cold War a ruthless conflict was waged on the Angolan border between the South African Defense Force and communist insurgents. *Border War* is a solitaire game that puts you in the middle of that fighting as commander of a South African battlegroup based on the frontier. You conduct raids into Angolan territory, seize enemy base camps and, just as important, return to home base.

The game includes two decks of cards. The Mission Cards provide scenario objectives and the resources with which battlegroups are assembled. The missions are drawn from historic cross-border raids, such as Operations Protea and Modular. You recruit from a variety of unit types, including recon, commandos, mechanized infantry, paratroopers, G-5 long-range artillery, and air support.

Once a battlegroup is organized, you move it across the border. When a force enters certain points an Event Card is picked. Events can include anything from special intelligence information to the appearance of major enemy forces. There's a range of foes, from SWAPO insurgents and Angolan government regulars to powerful Cuban armored formations. Combat is resolved via a quasi-tactical procedure in which both tactical superiority and firepower play their parts. There are special rules for helicopter reaction forces, PSYOP, and leaders.



**Place your order today!**

