

CONGO 1964



INTRODUCTION

Congo 1964 plunges you in the midst of the bloody Simba rebellion in eastern Congo and its crushing by the mercenaries of Marshal Mobutu. The Simbas want to control as much of the land as possible and to terrorize expatriates and civilians alike. The Congo government must eradicate the revolt, with the help of Belgian and American support, and also with its mercenaries. But beware of Che Guevara surprise intervention !

Congo 1964 lasts 20 turns each representing about 1 month between January 1964 and August 1965. One player is the Congo government and its Western allies, the other is the Simba rebels and Cuban troops, all fighting over the former Belgian Congo.

Forces of both sides are quite distinct:

- **The Congo** units are very varied, from poor local forces to powerful mercenaries or **Belgian paratroopers**,
- **The Rebels** have guerillas of all types, as well as **Cuban** reinforcements led by *Che Guevara**.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h45

Favored Side: None

Most Difficult Side to Play: Congo

The scenario lasts 20 turns (between January 1964 and August 1965), each turn being equivalent to one month.

The **Rebel** player always plays first, followed by the **Congo** player.



FORCES

The **Congo player** controls the units from **Congo and UNO (blue)**, Mercenaries (light blue), **Belgium (yellow)** and **USA (green)**.

The **Rebel player** controls the units from the **Simbas (dark pink)**, **Mulele (dark red)** and **Cuba (red)**.

MAPBOARD



The map represents the Congo and the bordering states in 1964.

The board is divided into 6 theaters covering the different provinces: Léopoldville, Kasai, Katanga, Equateur, Orientale and Kivu.

Regions with stripes are neutral and unpassable for all

No land unit may enter the lakes on the map.

The airports on map may hold each an unlimited number of aircraft units.



VICTORY

IMMEDIATE VICTORY

The **Congo player** is victorious if, at the end of a turn, there are **NO Rebel units** on map within Congo.

The **Rebel players** wins at the end of a turn where he controls Léopoldville.

Any player wins if he reaches or exceeds 20 VP at the end of a turn

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS

At the end of the scenario, each “*Civilians*” units still controlled by the **Rebel player** earns an extra 3 VP.

The **Rebel player** earns 1 VP for each city he controls.

The **Congol plauyers** earns 2 VP for the control of Gungu.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase of income, maintenance and purchase.

- **Congo units** are essentially recruitable in Léopoldville.
- Most **Kwilu Rebel units** are recruitable in Gungu / Idiofa / Kikwit / Tshikapa.
- Tribal units (Kivu, Orientale, Equateur) are recruitable in their respective provinces.
- Other **Simba units** / Jeunesse MNC / PSA are recruitable in controlled cities.

Cost of units and cards:

- Jeunesse MNC: \$1\$
- Mercenaries or **Belgian** / extra Card: \$3
- All others: \$2

REINFORCEMENTS

Congo Reinforcements:

- Turn 6 / region Léopoldville : Leader** *F. Vandewalle*.

Rebels Reinforcements:

- Turn 3 / region Uvira : Leader *Olenga*** + 2 Simba + 2 Rumors.

SUPPLY SOURCES

Congo: Léopoldville + controlled cities.

Rebels : Bujumbura (Burundi) + controlled cities.



POLITICS

Burundi : Burundi can only be entered by units and leaders of the **Rebel player**.

Rwanda : Rwanda can only be entered by units and leaders of the **Congo player**.

GENDARMERIE UNITS (FIXED) / CIVILIANS

The **Congo Gendarmerie units** are fixed (with 0 movement points) and thus cannot move or retreat. They cannot be disbanded either by the **Congo player**. If eliminated, there are replaced by a support unit of the **Rebel player** called “*Civilians*”.

The “*Civilians*” cannot move or attack.

There sole purpose is to grant VP at the end of the game.



RUMORS

The “*Rumor*” support units are decoys, used to confuse the opponent. They can move by themselves and use camouflage. If engaged alone in battle they are automatically destroyed.

The **Rebel player** can rebuild them for free (cost \$0).

