
Congo Merc Full Crack [Ativador]



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About This Game

During the 1960s the newly independent Congo was the scene of constant warfare. Congo Merc 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.

Based on the board game by Decision Games, Congo Merc includes 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 occurs. Events can include anything from UN intervention to ambushes by enemy fighters. Combat is resolved via a quasi-tactical procedure in which both tactical superiority and firepower play their parts.

Title: Congo Merc
Genre: Strategy
Developer:
Dreamwalker Games
Publisher:
HexWar Games
Release Date: 12 Dec, 2016

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English



RECRUIT MENU

RECRUIT POINTS 25
FREE RECRUITS 0

ARMOURED CAR 4 RECRUIT COST 3 MOVEMENT 3 ATTACK	CIA - 58 5 RECRUIT COST 3 MOVEMENT 4 ATTACK	AIRSTRIKE 3 RECRUIT COST 0 MOVEMENT 4 ATTACK
HEAVY WEAPONS 3 RECRUIT COST 2 MOVEMENT 4 ATTACK	HELICOPTER 5 RECRUIT COST 0 MOVEMENT 1 ATTACK	COMMANDO PLATOON 2 RECRUIT COST 3 MOVEMENT 2 ATTACK
PSY-OPS 4 RECRUIT COST 2 MOVEMENT 0 ATTACK	SAPPER SECTION 3 RECRUIT COST 2 MOVEMENT 1 ATTACK	PARATROOPER 4 RECRUIT COST 1 MOVEMENT 2 ATTACK
		SUPPLY COLUMN 1 RECRUIT COST 2 MOVEMENT 0 ATTACK

VIEW OBJECTIVES

TACTICAL ASSIST

Commando Platoon
(Currently stationed at: Leopoldville)

OPS	KIA	REC
12	0	0



Light and highly abstracted simulation of mercenary operations in the Congo during the rebellion of 1964-5. Recommend only for the casual gamer or a gamer new to wargames.. what a \u2665\u2665\u2665\u2665\u2665 game. Earned all 12 achievements & have replayed all scenarios & campaign:

Verdict from a turn base game lover:

***** Excellent fun due to replayability & variety of tactics *****

The Good, the Bad, and the Ugly:

The Good:

- * Turn based move & battle knowing rebels will fight you every step of the way
(Hint: rebels +1 in towns, fight in open, use recon on towns, fight in towns for civilians)
- * Unit mix: air power, helicopters, paratroops, CIA ops, armoured cars, heavy weapons, PsyOps...
(Hint: use commando jeeps to fight 1st to absorb hits and save best units for kills)
- * The excellent favorite unit PsyOps lets you choose to keep 1st event card or discard for 2nd event card that you must encounter (Hint: can try to avoid large rebel forces or try for better cards like Intel)
- * Use of airpower that can be re-armed by turn around for next battle (Hint: Best done 1st with commando jeep)
- * Helicopter reinforcement (Hint: bring in reinforcement to battle and replace losses)
- * Recon and intel to turn the tide finding civilians
(Tension between needing more ops and recon ... Hint: I go more for recon at 1st)
- * "Advance options on" better play for tactical flexibility, recon, and intel choices
(A lot of choices ... trial & error ... brings more shadow to shadow warfare ... Hint: look for play advantages over rebels)

The Bad:

- * Quality more expensive units get more shots not better shots or better protection
(Gripe: Armour and more elite units should have more staying power)
- * Every unit has varying amounts of die roll shots ... each roll the same chance no matter quality
(Attrition of units in Merc ... rather than XCOM where building experienced quality units counts)
- * Cannon fodder for never ending rebels ... constant whittling down of force
(Maxing out groups and replacement of losses priority over saving civilians or can't survive to save)
- * Recon of area should give tactical knowledge of enemy or tactical combat advantage
(Recon just gives if civilians massacred or still alive to rescue)
- * Paratroops drops can only be dropped one unit at a time that instantly gets toasted all alone (Hint: better to use paratroops as airborne helicopter battle reinforcement)

The Ugly:

You may not have this much patience for work around:

- * Tutorial did not work at first due to "clicking" problems (could not choose Leopoldville ...)
- * Then played 1st scenario until could not go any farther using task manager to end game
- * Went back to tutorial that worked 2nd time around
- * Successfully won 1st scenario

- * Can't get Helicopter transportation location choice to work: Airborne + Helicopter = transportation (but helicopter battle reinforcement works)

- * Choosing problems still persist occasionally, but if you x out the window or use task manager, the game reloads with everything still the same (it's a mobile game port to windows issue similar to java game window issues) ... recommend use windowed & save often just in case ...

- * Tutorial and Rules don't have much meat to them
(Trial & error ... fun & games ... leave dead mercs and unrescued civilians)

More Hints:

1. Object: find and rescue hostages ... Key to win: Learn to use recon
2. Start initial group at city with leader and with 6 max units (save rest of recruitment points for reinforcements, et al)
3. Group needs (1) Supply convoy to evacuate civilians (2) Sapper to clear roads & demolition safes for intel, both of which will need to be protected at all costs
4. I max out commando jeeps (you will take losses) then heavy weapons (experiment on other available units)
5. Air reinforcement: Helicopters can reinforce battles with airborne units and leaders

The 60's were a sad period of time as a good time was not had by all,
DuneWarrior. CONGO MERC: SOLO MINI-GAME WITH TOO MANY BUGS

The Congo in Africa has long been a focus of conflict due to its natural resources, which continue to attract the attention of foreign powers and businesses to this very day. CONGO MERC is a single-player event-based historical game loosely covering the Simba rebellion (the word 'simba' in Kiswahili means 'lion' in English) of 1961-64, at the height of the Cold War. You control foreign mercenaries plus Belgian (and Congolese? what about them?) and exiled Cuban units, fighting Congolese Simba separatist rebels and their Soviet-Cuban allies.

The Simbas were supporters of Patrice Lumumba, the Congolese independence leader and first democratically elected leader of Congo. After peaceful independence from former colonial power Belgium in 1960, and being elected Prime Minister of Congo, Lumumba was captured and executed by pro-U.S. separatists in Congo's resource-rich Katanga state in 1961. Crisis and civil war ensued, and in 1964 Simba rebels declared an independent Congo People's Republic covering much of the east of the country with capital in Stanleyville (now the city of Kisangani). The Simbas took several hundred non-African settlers, businessmen and missionaries hostage, eventually killing about 200 of them. Military assistance for the breakaway People's Republic came from the Soviet Union and Fidel Castro's Cuba, who sent revolutionary Che Guevara and others to help. This in turn led the U.S. to intervene by supplying mercenaries, such as anti-Castro Cubans trained by the C.I.A., plus U.S. Air Force assets in support of Belgian paratroopers and commandos. Within a few months the Simbas were militarily defeated, bringing an end to the breakaway People's Republic with the occupation of Stanleyville by foreign fighters and Congolese troops. Finally, in 1965 a coup d'état handed control over all of Congo to pro-U.S. military leader Joseph Mobutu, probably the bloodiest dictator of sub-Saharan Africa. It is noteworthy that these important historical details are mostly absent from CONGO MERC, with a disclaimer that the designers do not intend to imply "approval or support" regarding the events, actors, politics or ideas depicted by their game. Hot topic!

CONGO MERC was originally published by Decision Games as a table-top mini-game in their COMMANDO SERIES. Every game in this series was designed for solo play only, using Event Cards and Mission Cards to randomize your goals and your opponent's behavior. So there is no game AI, with most decisions of your computer opponent being the result of randomly

choosing an Event Card, not multiple rule-based strategies as with real AI. So the low price makes sense.

However, CONGO MERC has bugs which prevent me from using important features, like air reinforcement prior to battle, because it freezes the game requiring a forced quit without the chance to save your game. It could take several updates before CONGO MERC runs smoothly enough to use all its features and options.

CONGO MERC uses a map of the Congo, divided into regions connected by roads, as well as by air transport and lake transport on Lake Tanganyika. Regions are of two kind, countryside or town, with some towns having airstrips. You recruit units, organize them into groups, and fight the Simbas and their Cuban allies as you move from region to region searching for hostages to rescue. Your units have different specializations with different capabilities, like sappers who can blow safes and bypass roadblocks, paratroopers who can do air insertion and air reinforcement before battles, psy-ops who can provide new card draws on randomized events, supply columns who can carry hostages and affect battles, and more. Randomized events occur as units move into new regions, like ambushing or being ambushed, finding intel, receiving military aid and having your operation reviewed by the United Nations. Gameplay uses a fungible point system to recruit units, move them, engage in recon, etc.

Combat in CONGO MERC is simple, with each attacking unit receiving a certain number of throws with a die, similar to HexWar's 1775: REBELLION game about the American Revolutionary War. You must order your units for attack\defense, with the first unit of one player attacking the first unit of the other player, and so on alternating one-by-one until every unit has attacked. This repeats until every unit on one side or the other has been panicked or killed -- there is no retreat. A lot is determined by who attacks first and by the number of die throws available. There is no variable odds combat, only die throws registering the same damages against any kind of defender whatsoever, regardless of unit type. This seems to ignore the different defensive capabilities of e.g. armored units. But it does force you to think about how to order your units for combat, and whether and how to increase attack die throws, for example due to terrain (extra die throw for Simba units attacking in towns) or air support (four extra die throws for your attacking unit).

At the price of a few bucks, CONGO MERC provides a few hours' worth of simple solo gameplay through an interesting historical scenario. But really that's it. So much historical detail has been left out of the game that you don't know much about the units you command and fight against or the goals you pursue. (For example, presumably the leader Mike represents famed mercenary leader Mike Hoare, but in the game he is just Mike with no last name, so maybe it's not Mike Hoare.) Randomization means you are playing against a die- and card-driven computer opponent, not real AI. Bugs mean you will have to force-quit several times without saving, and will only be able to play to the end of the campaign if you remember what not to do so the game won't freeze.

I wish the publisher HexWar had better quality control because some of their games are historically interesting but have annoying bugs that significantly interfere with play. CONGO MERC is one of them. Too bad because the historical novelty plus the low price should appeal to turn-based historical gamers. Please, just fix the bugs so the game can be played using all of its features! Then it can be evaluated on its true strengths and weaknesses. Until that happens I must regrettably hold off recommending CONGO MERC.. A pretty intresting Hex-turn based game, although it has no story and the Combat is weird, the idea is great and the Developer definetly deserves support :D. I recently have rediscovered my love for turn based wargaming. This game is a lousy mobile port from a promising developer. The controls are confusing for troop movement and creating battlegroups. Thankfully this game is cheap enough to excuse its indiscretions. This is one of those games to avoid unless you are looking for a time waster. Consider something else. I'll give the other HexWar titles a chance. I'm sorry I spent time with this.. I recently have rediscovered my love for turn based wargaming. This game is a lousy mobile port from a promising developer. The controls are confusing for troop movement and creating battlegroups. Thankfully this game is cheap enough to excuse its indiscretions. This is one of those games to avoid unless you are looking for a time waster. Consider something else. I'll give the other HexWar titles a chance. I'm sorry I spent time with this.

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