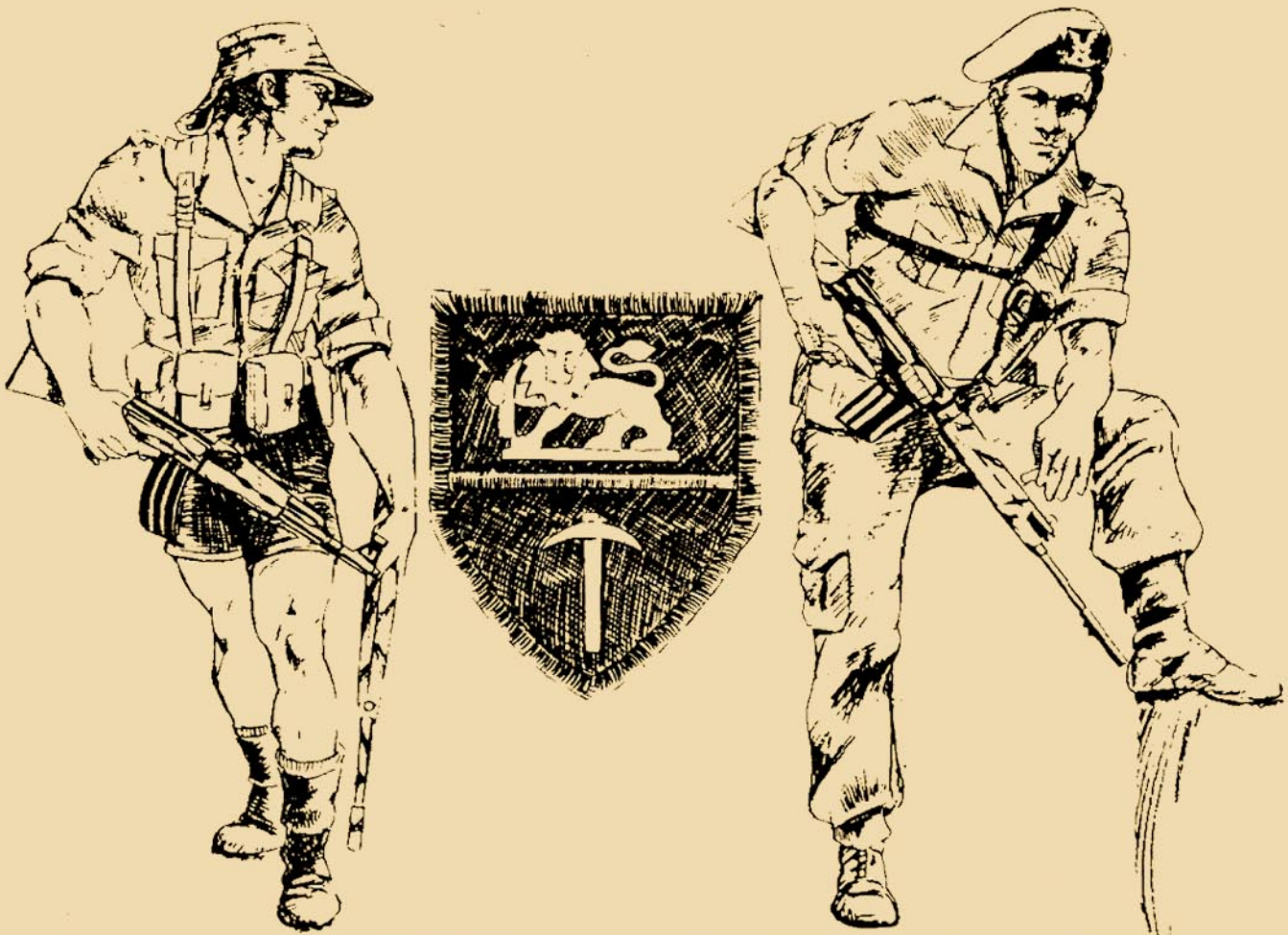


FGU-8303

MERC

Campaign Book 1: RHODESIA

Paul D. Baader



Fantasy Games Unlimited

MERC: OPTIONAL RULES ADDENDA

This section is included as an optional addition to the MERC game system and is intended to answer the most common questions that we have received: 'Why do all weapons do the same amount of damage?' Well, the answer is really quite simple. While MERC is a role playing game, it is a skirmish game first and foremost. To keep the game fast and furious, the designers decided that it was where one was hit and not what one was hit with that was most important. It was also believed that if you hit a 95 lb. weakling or a 250 lb. muscleman between the eyes with a rock, that person was going to go down. Also, I have always had a personal problem with rolling 1D6 for this weapon and 1D100 for that weapon. That kind of system was lacking, especially when one fire a shotgun at point blank range from around the corner of a building, hits the target in the throat, and rolls a 12 for damage (on percentile dice). Anyway, that was our reasoning. Because of the questions we have received, the following section may be added to existing campaigns or scenarios. You may wish to xerox this page and add it to the ready reference sheets in the boxed game. Remember, if you are happy with the system as it stands, this section can be disregarded, it is intended as a rules addenda, not a rules change.

PROCEDURE

When a hit is recorded, the normal system of rolling for location and severity is still used. The only change is the addition of a new 'Weapon Factor' from the table below. Players are to add the factor of the weapon to the damage on the Severity Table.

Example: A hit is recorded and the location is the Chest. Severity roll is a 52, which indicates 24 initial and 20 points of continuing damage. The firer was using an M-16. Checking the table that follows, we find that an M-16 adds 20 points to the initial damage and 30 points (to reflect that the projectile tumbles) to the continuing damage. So, the target receives 44 initial and 50 points of continuing damage for each turn thereafter until the target uses a Medkit or a Medic provides aid and stops the bleeding.

WEAPON FACTOR CHART

Weapon	Initial Add	Continuing Add	Comments
.357 Magnum & .45	18	10	
All other Pistols	12	8	
Boot Knives	5	5	
Combat Knife	6	5	
Machete	8	6	
M-14, M-1, M-2	24	20	and all .30 cal. shoulder wpns.
M-16, CAR-15, AR-18	20	30	Tumbling
SLR, FAL FN, MP 44, etc.	20	15	All 7.62 NATO
AK-47, AKM, Shasta, etc.	20	20	All 7.62 Soviet

All of the above apply to Assault Rifles, Rifles, Submachine guns, etc. It depends upon the caliber and make to determine the new adds. It is recommended that the Corporation pick up a good book on weapons and follow the above guidelines to add to this listing.

GRENADES

This is a special case: Any character who is caught in the Kill Zone takes 200 points of damage automatically. If the character is caught in the CZ, first roll to determine if any shrapnel hits him; if it does, the character receives 150 points of damage automatically. There is no reason to roll for hit location. The points are allocated evenly all over his body. But, at the discretion of the Corporation, the location may be rolled to see which part of the body received the majority of the blast. Remember to roll for death and unconsciousness. Also, CZ or KZ both cause 75 points of continuing damage.

SHOTGUNS

With this weapon, the Factor additions will depend upon the range. At close range it is similar to being hit by shrapnel.

Range	Initial	Continuing
Close	100	50
Medium	50	30
Long	15	20

FLAMETHROWERS

These are very nasty! When a character is hit by a flame device, roll for location. If the location is 'mass' (i.e. head, chest, sides, abdomen, etc.), the character is dead.

If the location is an extremity (i.e. hand, foot, limb), triple the initial damage and double the continuing damage.

MORTARS AND PROJECTILE WEAPONS

These have a blast area and are to be handled exactly like the grenade. Corporation, please note: do not let players snipe with RPG-7s and bazookas, it simply is not done in reality.

HEAVY MACHINE GUNS

These include .50 caliber and Miniguns. In the 'small arms' category, these are the big guns. Use the following adds for damage:

Initial: 40 Continuing: 30

CLAYMORES

Anyone caught in the blast of a claymore mine is considered to be in a KZ and should add 250 points to the initial damage and will be dead on the turn immediately following unless medical attention is administered immediately.

Hopefully this will give players that 'little bit of extra realism' that they have asked for. Remember, roll to hit, check the location and then add the new Weapon Factor to the usual Severity from the chart. It is that simple, and this should not interrupt the rapid pace of the action flow from the original rules.

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MERC

Campaign Book 1

RHODESIA

1965 ~ 1980



Fantasy Games Unlimited

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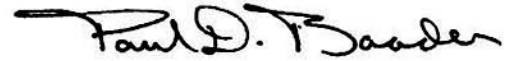
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AUTHOR'S STATEMENT

During December of 1979 a Cease Fire was signed between the warring factions, and (technically) all hostilities ended. The combat halted. . . . but not the political rhetoric. Different opinions of America's and England's attitudes toward the Rhodesian Government is still a highly volatile topic of conversation.

While it is true that this Author has some very strong opinions regarding this situation, my personal feelings are in no way to be interpreted in the writing of this Campaign Book. **MERC** Players are to use this book as an extension of the **MERC** Game System. I have attempted to be as objective as possible while designing this book and I feel that the Rhodesian conflict represents the perfect locale for **MERC** Games.

Any Political or Personal connotations interpreted by persons reading this book is purely unintentional. The only politics that **MERC** represents is the politics of having fun with Role-Playing.



Paul D. Baader
June 22, 1984

DEDICATION

On August 6, 1977 the American Flag was first raised over the 'Un-official' American Embassy in Salisbury, Rhodesia. Acting as the U.S. Ambassador (self-appointed) was the noted author, Robin Moore of **The Green Berets** and **The French Connection** fame. The primary function of the Embassy was to offer aide and assistance to the five hundred (plus) American Citizens who, against their Government's wishes, journeyed to the small South African nation to offer their aide in stemming Communist aggression. Americans were not the only ones who went to Rhodesia without their Countries' consent. There were Britons, Germans and many other nationalities. Because of their government's attitude toward Rhodesia, the American troops in Rhodesian Security (and General Services were termed, 'The Crippled Eagles.' So, to the memory of The Crippled Eagles . . . and those who answered Rhodesia's cries for help . . . this book is dedicated.

... AND THEN THERE WERE THOSE WHO FOUGHT!

Since the **MERC** Game System was first designed in 1982, there were many who joined our campaigns. Starting in the latter part of 1983 I have been running a continuing campaign set in the Rhodesian locale with a group of 'troopies'. It was through their inspiration that this book was devised. To these guys, I say, 'Thanks!' They are: Joe Homza, Walter Mark, Dean Munley, John McCoy and Lou Cardinale.

PHRASES AND TERMS

The following is a list of terms, phrases and titles that are used in the Rhodesian Campaign. They are listed here for your edification and to be used within gaming context at the Corporation's discretion to make the game more authentic:

Troopie: General term applied to soldiers of South Africa and Rhodesia.

Terr: Terrorist. A member of either ZAPU or ZANU forces.

Kraal: A native village that is generally a cluster of grass and reed huts enclosed by a grass or thorn fence.

Kopje: A stone hill.

Druga: A river bed or ravine.

Vlie: A small stream.

Contact: Firefight, ambush, etc. Any armed conflict between Rhodesian forces and armed insurgents.

Bombshelled: Dispersed in different directions as applied to Terrs after a contact with Security Forces.

Taken the Gap: Gone AWOL (absent without leave).

Bright Light: A member of the Security Forces who is left with a farmer for a short duration of time when there is Terrorist activity in the area.

Security Forces: Rhodesian SAS, Selous Scouts, Grey's Scouts, BSAP. While these forces act as the army, they are specially trained and are not under Army Control.

S.A.S.: Rhodesian Special Air Services.

RLI: Rhodesian Light Infantry.

BSAP: British South African Police.

PATU: Police Anti-Terrorist Unit.

Stick: A Team of four or six men that are inserted into a Contact by helicopter.

Kaffir: A derogatory term for negro/black Africans.

ZANU: Terrorist organization operating out of Mozambique. The leader is Robert Mugabe and comprised entirely of Mashona tribesmen. ZANU is supplied primarily by the Chinese. ZANU stands for Zimbabwe African National Union.

ZAPU: Terrorist organization based in Botswana and Zambia. The leader is Joshua Nkomo and it is comprised of Matabele tribesmen. ZAPU is supported by the Soviets and Cubans. ZAPU stands for Zimbabwe African Peoples Union.

FRELIMO: The terrorist/guerrilla organization that took over Mozambique after the Portuguese left in the summer of 1975. The leader of FRELIMO and 'President' of Mozambique is Samora Machel . . . who backs ZANU. FRELIMO stands for Black Nationalist Liberation Front.

BACKGROUND MATERIAL

In 1890, Cecil Rhodes, armed with a British Royal Charter and in command of the newly formed British South Africa Company, claimed all the lands north of the Limpopo river to be under control of the British Crown. So began the nation of Rhodesia. No larger than the state of Texas, Rhodesia became the supplier of 3/5ths of the world's chromium.

The 'whys' and 'wherefores' of the Rhodesian conflict are as varied as they are interesting. In this brief background section, we will just mention some of the more important and interesting items that relate to the Rhodesian Campaign. Please remember, this section is for your edification and to give authenticity to the campaign you are about to become involved with.

The 1960's saw the beginning of the end for 'colonialism' in Africa. All nations that were actively involved with ruling Africa were having problems. A nationalist group calling itself 'The African National Union' came to the forefront of all the smaller splinter groups and started calling for majority rule throughout Southern Africa. At about the same time, the Communists saw Africa as a ripe plum worth picking. Africa . . . rich in minerals, oil, and precious gems. Africa . . . keg of dynamite just waiting to be ignited. And the match was touched to the fuse . . . in 1964, the Congo, followed by Angola, Mozambique . . . until there were only two: South Africa and . . . RHODESIA.

The Trouble with the Communist terrorism began on April 28, 1966 with 14 ZANU Terrs who crossed the border from Zambia. All were finally killed or captured and the Rhodesian casualties were zero (0). Although this was the first 'terr contact', the problems in Rhodesia

started a few years earlier. It must be remembered that Rhodesia was a colony of the British Crown. With the harping by the African National Union, The British were placing strict home rule on the small colony. Part of the growing animosity developed when Britain told the Rhodesian Government to prepare to turn their reins over to majority rule lead by the Rev. Ndabaningi Sithole. The Rhodesian whites felt they had their back against the wall and refused. In 1964 there was so much tension that the Rev. Sithole took his ZANU force out of Rhodesia and decided to continue his war in exile and to now use violence. Also, the Rhodesians became paranoid and they were preparing for an invasion by British troops. Finally, all the pieces came together and on November 11, 1965, Ian Smith's Rhodesian Front claimed a Unilateral Declaration of Independence from Britain . . . and the response from England was nil. The Rhodesian ploy had worked . . . they were free of Home Rule. The only problem of UDI was the Smith's Government not only gained freedom of political action, it was also an unintentional declaration of war. No longer could this small nation look to the might of England to protect them from their fears of outside aggression.

With the institution of the UDI the world looked to see what was going to happen. Britain was sure that Smith's government would fail and the Nation of Rhodesia would be bankrupt within the year. Instead, the opposite was true -- the nation prospered. The standard of living rose and the Rhodesian economy was stable. Everything should have been rosy. . . except for two problems: ZAPU in Zambia and ZANU in Mozambique.

Shortly after the April 28, 1966 fiasco, May 16/17 saw another incursion into Rhodesia by ZANU Terrs; this time they killed Johannes Viljoen and his wife. Phase I of the Rhodesian Emergency began.

The one thing that Rhodesia counted on during its time of trouble was outside aid from America and England . . . something both nations refused to give. Until the Rhodesian government permitted majority rule, both America and England would not help. The ironic thing about the attitude of America was that Ian Smith had agreed to phase in majority rule, but gradually, over a ten year period. This agreement was made in the early 1970's with (then) Secretary of State, Henry Kissinger. What the U.S. and British governments wanted was not only Majority Rule, but that the Rhodesian government was to hand over the reins of power to the Communist guerrillas and that the ZANU and ZAPU Terrs were to be intergrated into the Rhodesian Security Forces. This was unacceptable to the Rhodesians.

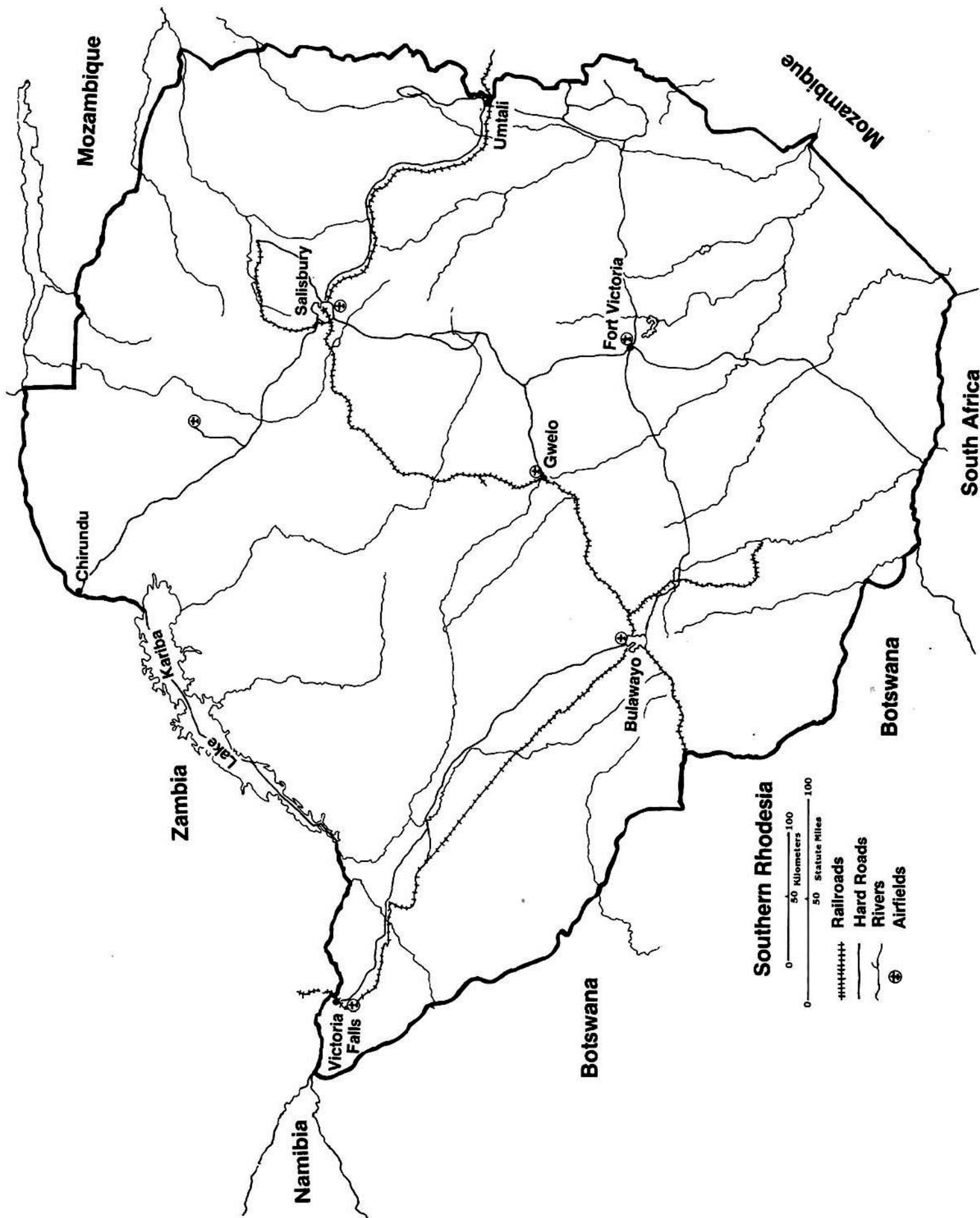
August of 1967 saw the first major operation of the Rhodesian War. A combined force of ZAPU and ANC (African National Council) Terrs crossed into Rhodesia near Victoria Falls. Their main intention was to move into the Tjolotjo Tribal Trust Lands and recruit men for operations within Rhodesia's borders. The expected welcome from the tribesmen never came. Instead, the 'Bush Telegraph' informed the security forces of the ninety plus Terrs. In three weeks 47 insurgents were killed, twenty captured and the survivors escaped into Botswana. The Rhodesian Security Forces suffered no losses. But, the combat is not the important thing about this first major confrontation. The failure of this ZAPU/ANC venture caused a rift in the Terr organization that was never to be mended. Each blamed the other for the catastrophe and it was insinuated that the ZANU group had informed the Rhodesian troops just so ZAPU/ANC would be made to look foolish.

So, what the war boiled down to was two guerrilla organizations in competition with each other and a government that needed foreigners to bolster its armed forces during its State of Siege . . . all while the world watched and waited.

In December 1979 a cease fire was signed between the warring factions. The Terrs took over the government and white and Black troops fled to South Africa to continue the fight. Now there is only one 'Free' Non-Communist Country left in the South of Africa . . . and they are presently under attack . . . both from the Terr, and politically from their 'friends.'

RHODESIAN CAMPAIGN PURPOSE:

This book is written in response to the many inquiries that we received in regards to 'how to run a MERC Campaign'. It appears that many players want to run their game in set locales, but find adequate reference material difficult to find. There is another group that are able to set up a campaign but are unsure how to 'historically' adjust it to a



set locale. Granted, the original **MERC Game** (and Supplement 1) give the basics on how to run a scenario gap but a campaign that is to be historical offers a bit of a problem.

MERC: Rhodesia + Campaign Book 1 will give players all the pertinent information they will need to historically run their respective campaigns within Rhodesia. Because of the locale, we have added a new Specialist classification with it's appropriate Skill Test. Also, The Rhodesian Campaign has some unique units which we will discuss and show players how their Characters will be able to fit within the Security Forces. It is also important that the Terts are discussed and analyzed. We also give them basic stats for the CORPORATION'S use.

All-in-all, what you are now holding is a complete and total campaign. We hope this meets your needs . . . and if it does, please let us know. At this time, this author knows of two other campaigns (Afghanistan and The Congo 1961) that are presently being played. If Campaign books will help you run your **MERC** games, we will see to it that this is what you will get.

As a final note, this book is a Campaign Book . . . not a new rule system! There are some new items herein that can be used in any **MERC** games that are presently in progress, but the original **MERC** game is still unchanged. Remember, we may add onto **MERC**, but never change it.

MERC: NEW SPECIALTY & SKILL TESTS

TRACKER

When researching the Rhodesian Campaign, one term kept on surfacing: Tracking. It appears tht the majority of action in the beginning, was not so much attacking the enemy as it was to find the spoor and running him down to where the superior training and fire power was able to capture or kill him. Special units were raised and trained in this art and it became the main mode of operation for them.

While Tracking is mentioned in this Campaign Book, Corporation Players may use it in any of their campaigns. It is important to note that in most campaigns, Tracking would be employed by indigenous personnel rather than Player Characters (ie. Montagnards in Viet Nam, etc.) In **MERC**, it is the Primary function of a Player Character within the Rhodesian Campaign.

TRACKER

This specialty is not to be confused with **RECON** or **PATHFINDING**. Rather, it is the ability to find a spoor left by the enemy and to follow it to a satisfactory conclusion. A spoor may take the form of a blood trail left by a wounded enemy, foot prints, broken foliage, etc. Within Rhodesia, a Tracker Specialist may be either indigenous personnel or a **MERC** Player Character. The Tracker is to operate in front of the main body of troops (either alone or with a Recon Specialist). Remember, when entering into a Stress Situation, it will be the troopie with the Tracker that will be called upon to make his Detection Roll, not the Tracker. It is not the Tracker's job to spot snipers, potential ambushes, or booby traps, — rather, his total concentration will be spent on looking for (and following) the spoor left by the evading enemy.

For the Tracker to be a viable Specialist, he will need:

For Primary: Intuition of 61
Intelligence of 56

For Secondary: Intuition of 51
Intelligence of 46

TRACKING SKILL TEST

While anyone may attempt to follow a spoor, the type of terrain will have the utmost importance in the successful use of this Skill. Bad weather can ruin even the best Tracker's chances of continuing on the right trail. Also, the type of spoor left by the evading Terts may make the chances of success improbable. Still, only a trained Tracker would notice the broken twig or the overturned stone in the stream.

Please note that there is a weather condition that is included in the modifier table that does not fit in the Rhodesian Campaign. It is placed in the table should Corporation wish to carry Specialty and Skill over into other campaigns.

The procedure is the same as in the original Rule Book. Apply modifiers to a base six (6) and roll under the final number with the total of two dice.

Note: Take a quick look at the modifier table and you will note that in some instances it will be automatic for a Tracker to be able to follow a trail. It would be ridiculous to have a Tracker (much less an ordinary

person) follow a badly wounded enemy that is bleeding profusely across a snow covered field, and have the Tracker lose the spoor. This would be impossible.

Plus Modifiers:

Tracker (Primary)	+4*
Tracker (Secondary)	+2*
Recon (Primary)	+2*
Recon (Secondary)	+1*
Following Blood Trail	+5†
Across Freshly Fallen Snow	+5**
Over a Muddy Trail	+4
Open Terrain (not high grass)	+2
Prey beat a hasty retreat (routed)	+1

Minus Modifiers:

After Heavy Rain/Snow	-4
During Heavy Rain/Snow	-2
After Light Rain/Snow	-3
During Light Rain/Snow	-1
Spoor Crosses Stream	-4††
Rocky Terrain	-3
High Grassland	-1
Through Jungle	-2
Through Game Preserve where animals are abundant	-5
Through populated area	-5
On Trotting Horse	-3

* If Specialist is both Recon and Tracker, Use Tracker Modifiers, not a total of both.

† Crossing a Stream negates the modifier for a blood trail.

** Not applicable to Rhodesian Campaign.

†† Must roll Detection to find the spoor again. If the Tracker fails twice, all pursuit ceases. If/When a Tracker finds the 'scent' the chase is on again. When the prey enters/crosses a stream, Corporation first rolls one **MERC** die to see the direction he took:

1, 2, or 3 = Up Stream
4, 5, or 6 = Down Stream

After determining the direction, the Corporation rolls two **MERC** dice and totals for the total meters in the stream the prey went.



Time Chart:

- 1) Prey is not (or is lightly) Wounded, Tracker will move on a 1/1 with the prey.
- 2) Prey is Seriously Wounded, Tracker will move 2/1 with prey.
- 3) Prey 'Routs' and will move 2/1 with Tracker for 1 hour, then rest, and move on at a normal rate.
- 4) Tracker Mounted at a Walk, use above stats from No. 2.
- 5) Tracker Mounted at a Trot, double above stats for Tracker only.
- 6) Tracker Mounted at a Gallop, no tracking possible.

Bombshelled:

If the enemy went off in different directions, the Tracker must make a Detection roll first to find the spoor, before he can follow it. So, on the Detection Skill Test Table, add:

Tracker (Primary)	+3
Tracker (Secondary)	+2

Use the Grenade scatter Table in the **MERC** boxed game for the particular spoor the Tracker will find.

That takes care of the Tracker and his appropriate Skill Test. It is important that (like all the tests and skills within the **MERC** system) that the Corporation keep this running at a fast pace. When a Tracker finds a spoor, the only time he has to roll to see if he continues on the correct trail is when the Corporation feels that there is a chance that the trail might have been lost (ie., through jungle, crossing a stream, or changing terrain). Following across open terrain, only one Skill roll need be made until the terrain changes.

MERC: NEW EQUIPMENT

MINE DETECTORS

It appears that one of the favorite ways of harassment from the Terrors was the laying of mines at night. There were a couple of places in Rhodesia that were known as 'Mine Alley'. To alleviate this problem there was extensive use of mine detectors.

The person that uses the mine detector (in **MERC**) is an Electronics Technician. By using the same skill procedure of applying modifiers to a base six (6) and rolling under on two **MERC** dice, apply:

Using Mine Detector to Locate Mines:

Electronics Technician (Primary)	+5
Electronics Technician (Secondary)	+4
On a Road	+3
In High Grass	-1

Once a mine is located, use the Disarm Exploding Devices Skill Test on page 10, **MERC: Book 1**.

**MINE EFFECTS**

Mines explode as grenades. In the original rules we inadvertently omitted the KZ (Kill Zone) radius.

KZ (Kill Zone)	5 meters
CZ (Casualty Zone)	15 meters

There are two mines we will quickly deal with: AP (anti-personnel) and AT (anti-tank). When a vehicle hits a mine, the mine will automatically explode. The personnel within the vehicle will be treated as follows:

For an AP Mine:

Soft skin vehicles as Jeeps and Landrovers, occupants are considered in a CZ and the vehicle will go out of control.

Armored or thick skin vehicles such as scout cars (Saladins). Check for Control of Vehicle. No damage possible to personnel.

Heavy tracked vehicles (tanks), nothing to vehicle or personnel.

For AT Mine:

Soft skin vehicles are destroyed and occupants are considered in a KZ.

For armored and thick skinned vehicles, the vehicle goes out of control (possibly flips) and occupants are in CZ.

Heavy tracked vehicles: Same as above.

Note: Personnel that step on an AP mine are in a KZ. For personnel that step on an AT mine, nothing happens (not enough weight to set off mine.)

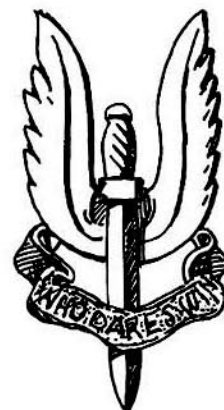
MERC:TROOPIE

The Rhodesian conflict introduced some of the most unique and colorful counter-insurgency units of the 20th century. Since the majority of these units are indicative of the Rhodesian Security Forces . . . and only the Rhodesian Security forces, it is impossible to play a campaign in this small country without going into them in depth.

The very word 'troopie' symbolizes the soldiers of Rhodesia and South Africa. By entering into this campaign, Player Characters are troopies. We will discuss the different forces within the Rhodesian Army and Security Forces and how characters are able to fit in with these units. Players will note that depending upon their skills, their respective characters will be able to join a certain unit because of that particular unit's training. For example, if a player character has Primary Equestrian, that character could be a member of the Grey's Scouts, which was a mounted unit. So, based upon an existing character's skills (or a new character's stats), players are expected to enter the Rhodesian campaign as members of one of the Rhodesian Armed Forces. All determining factors will be outlined with each unit.

One further note: Should an existing player character from another campaign wish to join this campaign, and should his specialties not fit in with any that follow, the Corporation should put the character in the Rhodesian Army. As a character progresses during the campaign and adds specialties, he may switch branches of service from Army to Security Forces without penalty.

S.A.S.



'Who Dares, Wins' is the motto of the Special Air Services. Traditionally, the Special Air Services (S.A.S.) is a British specialty unit, but since it was formed during World War II, S.A.S. units have sprung up in places of British influence (ie. Canada, Australia, and Rhodesia). In July of 1960, six Rhodesians were sent to England and enrolled in

S.A.S. training with the express purpose of coming back and being a cadre for the formation of this unit. The Rhodesian S.A.S. has seen action outside of the Rhodesian borders during the attempted coup in Aden.

S.A.S. troopies were subjected to an extensive training program that started with an eighteen week recruit training period. This was then followed by a ten-week S.A.S. adaptation course. It has been implied that the S.A.S. was the Rhodesian answer to the U.S. Green Berets. Such cross training included airborne, medical, communications, and small boat pilot. A troopie must earn his wings before he can wear the treasured fawn (tan) beret.

It should be noted that the S.A.S. was the only all white unit in the Rhodesian Security Forces. At any given time during the emergency it is doubtful that the total number of men in the rolls of the S.A.S. exceeded one hundred and fifty.

The S.A.S. attracted many foreigners. Any player who wishes his character to be a member of the S.A.S. must be sure that his character has the following specialties:

- Must be Airborne Specialist (Primary).
- Must have any two of the following with a minimum of Secondary Specialist: Medic, Communications, Driver/Pilot (Small Boat).

Grey's Scouts



With the emergence of the Rhodesian conflict, a new unit was formed that could be used to follow the terrors through most types of terrain. This unique arm of the Rhodesian Security Forces began its existence as the Fifth Protection Company and was mainly formed to patrol the railways. With its initial successes, the unit was renamed and placed under the command of Major Tony Stephens. The new Grey's Scouts became a force to be reckoned with.

The Grey's were unique because they were a mounted infantry unit. In a world where cavalry is an archaic combat arm, the Grey's showed that there was still a place for the horse and rider.

Based twenty-five miles west of Salisbury at the Inkomo Barracks, the primary function of the Grey's was the patrolling of the Tribal Trust Lands. Their main purpose was that of a tracking unit.

Probably the most famous of the Grey's Scouts was the American Major Mike Williams (see the Bibliography section for Major Mike's own story of the Rhodesian conflict and his role in it). It must be noted that the Grey's Scouts were totally integrated unit.

Players who wish their characters to be members of the Grey's Scouts must have the following specialties:

- Equestrian (Primary)
- Tracker (minimum of Secondary)

At the time of this writing, Stan Johansen Miniatures has a nice pack of Grey's Scouts (Code No. J2035). The pack contains two (2) mounted riders, two horses, a sprue of extra weapons, and a standing troopie for use as a player character when dismounted.



Selous Scouts

Probably the most famous of all the units to arise out of the Rhodesian conflict, the Selous Scouts were also the most secretive about their training and personnel until recent times. The unit was formed in 1974 by Lt. Col. Ron Reid Daly and was named for the famous hunter who explored Rhodesia and was killed during World War I, Frederick Selous. This totally integrated unit was based at Kaiba in a camp called Camp Wafa Wafa Wsara Wsara and never had more than five hundred men on

its roll at any one time.

About as effective as the 1st Rhodesian Special Air Services Regiment, the Selous Scouts racked up an impressive kill ratio with their over-the-border operations. Their training was extensive and it was with a great amount of pride that a troopie received his fawn (tan) beret bearing the emblem of the Selous Scouts (a large bird of prey, the Osprey).

As already stated, the training for the Selous Scouts was extensive and covered such things as Tracking, Airborne and Outdoor Survival. The basic training course was roughly three months in duration. Besides the above mentioned special areas of training, each scout had to be a qualified Marksman.

The primary weapon for all of the Rhodesian Armed Forces was the Belgium FAL FN Self-loading assault rifle. Although this is true in most cases, it was not out of the question for the Scouts to use AK-47s and to dress as they saw fit.

For player characters to be qualified for this branch of service, they must have a Primary Specialty in either Tracking, Survivalist, Airborne. With one of the afore mentioned as a Primary Skill, one of the others must be a Secondary Specialty (minimum).

Rhodesian Light Infantry



Both the French and the Spanish governments had their Foreign Legions, and so did Rhodesia, in the form of the Rhodesian Light Infantry (RLI). It has been estimated that between one and two thousand individuals from other nations came and enlisted in the Rhodesian Armed Forces. It is also known that majority of these 'mercenaries' were in the RLI. Being that the RLI was the Rhodesian Foreign Legion, it was the only all white unit in the Rhodesian General Services (read Army).

Formed in 1961, the battalion was quartered in the Old Cranbourne Barracks near Salisbury. The breakdown of the unit was that the RLI was comprised of three Commandos and one Support Commando. The term Commando applies to a company sized unit that is a primary 'seek and destroy' unit.

The training of the RLI was started with the seventeen week basic training and then they received extensive COIN (counter-Insurgency) training. The basic training included such things as paratroop training, recon, tracking and heavy weapons.

Besides the afore mentioned four Commandos, the RLI had its own base group. This consisted of men in the field with the essential services needed to complete a specific function such as transport, radio communications, medical care, and resupply.

For players to have their characters in the Rhodesian Light Infantry, they must qualify as follows:

- Must have a Primary Specialty of either Recon or Tracking.
- Must have a Secondary Specialty of either Airborne and/or Heavy Weapons (Mortar).

At the Corporation's discretion, players may be told to roll one die x ½ (round up fractions) for the Commando in which their character is enrolled.





Police Anti-Terrorist Unit

The oldest formation of the Rhodesian Security Forces is the BSAP (British South African Police) which was activated in 1890. Besides being the oldest, it was probably the most diversified in that it operated both in urban environments and in the bush. But, with the MERC system we are more interested in their main anti-terrorist unit that operated completely on their own in the Tribal Trust Lands. This unit was one of the most decorated of all the Rhodesian support arms and was used extensively in the 'hot spots' within Rhodesian borders. This unit was, of course, the PATU (Police Anti-Terrorist Unit).

Before an individual could become a member of this unit, a demanding five month intensive course had to be completed. Besides the usual police training, participants had to be completely trained in COIN (Counter-Insurgency) operations as they were going to be sent out into the bush.

While the Belgium FAL FN rifle was the main weapon of the troopie, it was not uncommon for a police or support unit to be armed with Israeli UZIs.

Characters wishing to go after Terts in the Tribal Trust Lands by joining the PATU must qualify with the following skills:

- Tracker (Primary Specialty)
- Interpreter/Interrogator (Secondary Specialty minimum)
- Totally optional is and Underwater Specialty since BSAP were Scuba trained.

Please note: The main language of Rhodesia was English and the prominent Tribal dialect is Shona. Be sure to note this on your character sheet as the languages your character speaks.

Rhodesian African Rifles



Tracing its distinguished career back to World War I, the RAR (Rhodesian African Rifle) continued the illustrious tradition through the emergency.

Raised as the Rhodesian Native Regiment by Col. Methuen, D.S.O. to meet the threat of the German East African campaign during the First World War, the unit was disbanded after the war. With the state of affairs in 1939, the unit was reactivated and named The Rhodesian African Rifles. The RAR received a unit commendation for their part in the battle of Tankwe Chung on April 26, 1945 during the Burma Campaign.

Until 1976, the RAR was only one battalion strong. In 1974 a second was formed, followed by a third in 1977, and finally a fourth battalion was formed in 1978. The unit was led by white officers and white and/or black sergeants. Until June 1977 all RAR formations were

designed this way. In June of 1977 the first Black officers were graduated from the War College at Bulawayo.

The unit was stationed as follows:

First RAR Battalion at Bulawayo,

Second RAR Battalion at Fort Victoria,

Third & Fourth RAR Regiments at Balla Balla.

It is pretty self evident that the only requirement that a player need to have his character be part of this unit is to have the character be black.



Rhodesian General Services (Army)

Any player who wishes to enter the Rhodesian campaign, but whose character does but meet one of the qualifications of the previously mentioned units will join the Rhodesian army (General Services). The basic makeup of the Rhodesian army besides of the units already outlined) was that of independent companies made up of national servicemen, artillery batteries, and an Armored Car Regiment. The independent companies were given specific areas of responsibility in which they constantly operated. When the need would arise, they would be formed and deployed in fire force duties (external raids). Although, all the independent companies were quite similar in the Rhodesian Army, one independent company deserves special note: The 7 Independent Company. This unit was totally made up to French recruits into the Rhodesian forces. It is believed that the majority were Foreign Legion Veterans. The bases for the Independent Companies are as follows:

1 and 4 Independent Companies based at Wankie. Their area of operations was called Operation Tangent and included the area from the northwest border from Victoria Falls, north to Lake Kariba, south to Bulawayo and across the Southern border which met to Botswana. 2 Independent Company based at Kariba and the 7 Independent Company at Inkomo. Their area of operations was called Operation Hurricane which was the northern border forming an inverted pyramid with its apex at Salisbury.

3 Independent Company was based at Inyanga and the 5 & 6 Independent Companies were based at Umtali. These three Independent Companies' area of operations was called Operation Thrasher, which was the eastern border of Rhodesia and sloped in to Salisbury.

The basic training of the Rhodesian troopie was based on British standards, which proved rather rough on those 'Soldiers-of-Fortune' that came to Rhodesia. The training was rigid and strict and lasted for about eighteen weeks. Any character who is attached to any one of the Independent Companies in the Rhodesian Army will be armed with a Belgium FAL FN self-loading assault rifle which has a thirty round clip. Their basic uniform will consist of fatigues made in Rhodesian camouflage and they will have black berets with the Rhodesian lion emblem.

Rhodesian Armoured Car Reg't

Although MERC is basically a foot sloggers game, a short mention of the Rhodesian Armored Car Regiment should be included. Also, we will follow with a short description of the Rhodesian Air Force and its roll during the emergency. But first, the RAC.

The basic vehicle of the RAC was the South African produced Eland armored car (similar to the British Saladin) and was armed with a 90mm gun which made it a versatile anti-tank vehicle. Of course, at the Corporation's discretion, the Eland does not have to have such formidable weaponry. There were versions with .30 and .50 caliber machine guns. There were also about twenty British Ferret armored cars that were first delivered about 1960 and were armed with .30 caliber machine guns. These fast little vehicles were used for COIN operations.

There were also three types of vehicle used for recon and utility services. These were the Rhino and Hyena class which were powered by a Ford V-6 engine and were similar to Land Rovers or Jeeps. There was also the Puma which was built along the design of the World War II German armored car that was used for recon and COIN operations.

Again, it was armed with .30 caliber machine guns and a 90mm main gun.

For transportation, the British Bedford three and five ton vehicles and the German Unimog (2.5 and 4.5 tons) were in evidence.

Because of the extensive use of mines by the terrorists and guerrillas, the Rhodesians designed (in limited supply) 'mine-proof' (one man) vehicles like the Pookie and the mine detection vehicle called the Hippo, which acted as a troop carrier and had a turret with a machine gun. Because of the limited supply, characters must first ask for these mine-proof/detecting vehicles when going out on an operation. The Corporation is to roll to see if the vehicle is available.

For Ops in country: 11 to 26, vehicle is available.

For Ops out of country: 11 to 16, vehicle is available.

For Driver/Pilot qualifications to drive these vehicles, let us refer back to page 4 of **MERC: Supplement 1**. First, the character must be a Driver of a land vehicle and have that entered on the Character Sheet. The Rhino and Hyena (and Land Rover and Jeeps) are Class 1 vehicles so any Driver/Pilot has the skill.

The Bedford, Unimog and Hippo are considered Class II, so any Driver/Pilot (Primary) will have the skill.

The armored cars are considered to be APCs so they are Class III and only a Driver/Pilot with Knowledge of 65 and Agility of 61 can drive the Eland, Puma, or Ferret.

When going on an operation and using one of these vehicles, it is important that the Corporation supply a pre-rolled NPC as the Driver. Should a vehicle hit a mine where and everyone may be injured, the Life/Death quotient may depend on the ability of the Non-Player Character.

Also, any player-character who is not a Driver/Pilot may opt for enlistment in the Rhodesian Armored Car Regiment, as long as he is a Heavy Weapons Expert and has a .30 or .50 caliber machine gun on his Character Sheet.

Rhodesian Air Force

As with the Rhodesian Armored Car Regiment, there must be some mention of the Rhodesian Air Force since most insertions into a contact will be by helicopter. The RAF must not be confused with the British Royal Air Force (also RAF).

The basic form of air transport that MERC player character will be involved with in this campaign is the French Alouette III helicopter. This machine became the universal 'utility workhorse' of the Rhodesian Armed Forces. The primary function was for rapid deployment of tracker and fire forces and also in a 'gunship role' in issuing fire support for ground troops. The carrying capacity of the Aero-spatial Alouette III was extremely limited. Beside pilot, co-pilot, door gunner (?), the fire force that it was able for transport was four to a maximum of six men. Because of the U.S. attitude toward the Rhodesian government, it wasn't until 1978 that Rhodesia was able to obtain any Hueys, and then it only twelve and they came from the Israelis. Then the fire force teams became double (eight to twelve men).

Other vehicles in the RAF were a squadron of Hawker Hunter FGA9 fighter-bombers, a squadron of Canberra B2 and T4 light-bombers, a squadron of Vampire RB9 fighters (used for airstrikes against suspected guerrilla strongholds), and a squadron of Cessna OG-2 (Lynx) recon planes.

Besides the use of the Alouette helicopter for deployment of fire forces, the old Dakota and Aermacchi AL60 (Trojans) prop driven transports were used for airborne operations. A short historical note is due here. When a fire force was due to be dropped in, Alouette gunships would hover over the area of the drop zone and use support fire at the same time the paratrooper jumped. Simultaneously, other choppers would land sticks to move in on the ground to provide security for the airborne troops. This combination of fire power was used with a great degree of success. If it seems a bit unusual, remember the small carrying capabilities of the choppers in the Rhodesian Services. Far more men could be dropped into an area than could be heli-borne.

From this brief, it can be noted the shortage that the Rhodesian Government had in regards to airpower. But, what they lacked in numbers, they made up for in tenacity . . . and then again, their adversary was very poorly armed with airpower. While there were countries that harbored the terrors and let the guerrillas use their land as bases, they did not want to get actively engaged with the Rhodesians. The new FRELIMO Government had some aircraft that the Portuguese left behind, but they had to be careful with its use since it was irreplaceable.



MERC: RHODESIAN PLAYING NOTES:

We have just finished discussing the Rhodesian Forces and will shortly get into the enemy troops. But before we do, it is important to mention the phases that the Rhodesian conflict went through so that the Corporation may better place the correct type of antagonist against MERC players.

Depending on the time frame that the Corporation has chosen for his campaign, troops may be terrorists or guerrillas. This is because the war took on two 'phases' and led up to, but never reached, a third 'phase'. The term 'phase' indicated the type of enemy activity against Rhodesia and therefore implies a different type of enemy troop class. As mentioned briefly in the original MERC rules (on the table on page 13), different troops will have different modifiers to existing tests and skills. For this reason, let us look at the different phases of the war before we get to the enemy.

PHASE I:

1975 - 1977 saw extensive terrorist activities. During these two years, small groups of 'terrs' crossed the borders and engaged in terror tactics, mainly against civilians (villagers, missionaries, and farmers). At this time the terrors refrained from contact with security forces and ran, rather than fought.

PHASE II:

1977 - 1979 the terrors united and, with outside training, entered into a guerrilla war. Where (in Phase I) the enemy used the Tribal Trust Lands to hide in, during this phase, the same areas became bases for operations. The general populace of Rhodesia was ignored and the enemy activities aimed at the Rhodesian Armed Forces.

PHASE III:

While it never came to pass, Phase III would indicate an aggressive invasion from outside its borders. The 'Cease-Fire' was signed while the enemy was preparing for Phase III.

It is important that the Corporation stipulate the time period of his campaign so that MERC characters will know what types of operations they will be engaged in and what they can expect with regards to resistance.

MERC: TERRS AND OTHER AGGRESSORS

Terrorists

Terrors tend to be a touchy classification in that it is political, and there is a fine line between terrorists and guerrillas. So, a basic 'rule of thumb' is that terrorists are small groups of politically motivated insurgents who employ 'terror' tactics against unarmed adversaries and will 'bomb shell' rather than stand up to a contact with armed forces. Still, the definition may be a bit hazy so let us take into consideration three factors that will help define the difference between a terr and a guerrilla.

- A. What are they doing?
- B. How are they doing it?
- C. Why are they doing it?

A. What are they doing? This is the easiest question to answer since it is up to the Corporation to set the scenario. For sake of argument, let us say that a MERC team scans a kraal and sees a group of enemy 'soldiers' enter it. Are they terrors or are they guerrillas? It depends on what they are doing. If the enemy starts to indiscriminately kill villagers, it is a safe bet there are terrorists. But why are they terrorists? It is because they are out of (military) command control. Terrorists are never under command control.

B. How are they doing it? In the above illustration, let us say that one of the enemy orders a several villagers killed while the rest of the villagers stand by in horror. It can be supposed that the reason for the assassinations is a form of reprisal and the enemy are guerrillas. But, we already stated that it was indiscriminate killing.

C. Why are they doing it? This final question is the true factor in the classification. If, in the above illustration, the enemy are doing what they are doing for some purpose (such as, reprisal for being loyal to the Rhodesian Government and informing on their passage) they are guerrillas. If, on the other hand, they are destructive for no other reason than to instill fear, they are terrorists.

Before we get to the terrors' stats, we must go back to section 'A', and clarify a term we used: 'Command Control'. By this we do not mean that an individual must be in radio communication or within voice control radius to be in Command Control. This term, in this instance, indicates that the body of troops are following military orders. If a

soldier is a sniper in a tree, it is assured that he is not in contact with his unit or commander. But, by being in that tree and doing his job of harassing the enemy, he is in Command Control by following orders.

Within this Rhodesian Campaign, ZAPU and ZANU soldiers are considered to be terrorists from 1975 thru most of 1977. During this time frame use these stats:

TERRORIST BASIC STATS

Strength (35) Average	Agility (33) Average
Knowledge (22) Man in the Street	Intuition (45) Average
Intelligence (26) Average	Prior Military Exp. (11) None

MODIFIERS TO SKILL TESTS FOR TERRORISTS

To Stealth -1	To Interrogate +2	To Evade +1
To Small Arms or Hand-to-Hand -2	To Set Traps +1	

TERRORIST MAJOR TESTS

Stress Test 26	Dexterity Test 36	Command Control 26
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Guerrillas

By describing terrorist to such an extent, we have basically shown what a guerrilla isn't. According to Webster's Dictionary; 'a guerrilla is a member of an irregular band of soldiers.' It is generally acceptable to say that guerrillas tend to fight 'hit and run' battles on terrain of their own choosing. The express purpose of guerrilla operations is to destroy and/or harass military operations. While generally politically motivated, this class of troops use insurgency tactics to obtain a military related goal.

In late 1977 ZANU and ZAPU, with the aid of outside advisers, were to obtain some form of military training and can be classified as guerrillas. There are some that will claim that ZANU and ZAPU united (briefly) as the ZIPRA and mounted guerrilla ops as early as 1976. While this may be true, it is a generally accepted fact that the Rhodesian conflict did not enter into Phase II until mid-1977.

GUERRILLA BASIC STATS

Strength (45) Average	Agility (36) Average
Knowledge (36) General Knowledge	Intuition (62) Primordial
Intelligence (36) Average	Prior Mil. Exp. (16) 1 Hitch*

MODIFIERS TO SKILL TESTS FOR GUERRILLAS

To Stealth +1	To Evade +2	Detection +1
Concealment +3	To set Explosive Traps +1	
To set Non-Explosive Traps +2		
To Hit with Small Arms or in Hand-to-Hand +1		

GUERRILLA MAJOR TESTS

Stress Test 46	Dexterity Test 36	Command Control 46
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*One hitch for guerrillas does not necessarily mean active service within an army. Rather it indicates extensive training within a cadre.

Gov't Troops

Before we open 'a can of worms' let us clarify what exactly we mean by government troops within this campaign book. We are not classifying any 'major' power's troops, nor are we concerned with the basic Rhodesian Army. What we are discussing is the FRELIMO forces in Mozambique.

Generally speaking, the term 'Government Troops', encompasses 99% of any given nation's armed forces, and within the MERC rules, we are talking about third world nations as Mozambique was and is.

While stats for government troops may change depending upon any set campaign, within this campaign we are talking about the FRELIMO troops as already stated. When the Portuguese gave Mozambique its independence, it was for economics, not because of FRELIMO. After the independence and withdrawal of Portuguese forces, the FRELIMO dressed in discarded army uniforms and acted as nothing more than border guards. Their basic training was virtually nil until Cuban advisers showed up.

GOVERNMENT TROOP BASIC STATS

Strength (36) Average	Agility (25) Average
Knowledge (16) Man in the Street	Intuition (26) None
Intelligence (36) Average	Prior Military Exp. (13) None

MODIFIERS TO SKILL TESTS FOR GOVERNMENT TROOPS

To Stealth -2	To Evade -1	Detection -1	Concealment -2
To Hit with Small Arms or Hand-to-Hand -2			

MAJOR TESTS FOR GOVERNMENT TROOPS

Stress Test 36	Dexterity Test 36	Command Control 36
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Foreign Advisors

1976 saw an influx of Cuban, Soviet and Chinese advisors to ZANU and ZAPU. By 1977 the training had picked up to where the basic terms had some sort of training. Because these are special individuals, they should have their own stats and personality. Remember, these are highly trained individuals and their respective stats should reflect their area of specialty (see 'Three Blind Mice' in this book).

That concludes the stats for the Rhodesian forces and their armed opponents. But before we close with this section, there is one other class of people we should mention briefly; the Tribesmen.

Tribesmen

Within Rhodesia, there are two main tribes; the Matabe and the Mashona (each with respective smaller tribal factions). The Matabe were descendents of the feared Zulu and are therefore aggressive and warlike in nature. In contrast, the Mashona are an agrarian community and less aggressive in nature. Each main tribe was delegated their own respective Tribal Trust Land, which became areas of operations for ZANU or ZAPU guerrillas (depending upon the respective tribe).

The basic habitat of the tribesman is a village (called a 'kraal') which is erected on the grassland. A kraal is a cluster of grass and wood conical huts that are surrounded by a tricket 'wall' which is to keep out predators such as lions, tigers, and Security Forces. Note: kraals are set up on the grassland, not in wooded areas.

It is important to note that the main tribal language was shona. All natives are fluent in this dialect. If a player character is an Interpreter/Interrogator, for him to be viable within the Rhodesian campaign he must know and speak both English (the language of Rhodesia) and Shona (the language of the natives). If the character qualifies for other languages; Spanish, Russian, Chinese, or Portugues will probably be useful.

Tribal structure is very rigid, with the village/chief as the main power and the 'Witch Doctor' (or Ju-Ju man) as second in command. Upon entering a village (kraal) it is important that mercs locate the chief first, before questioning anyone. Asking for information from any one other than the chief is a direct insult to his status and will only result in negative or hostile response from the villagers. Should the chief be absent, the Ju-Ju man is acceptable as a substitute for the absent chief.

Stats for villagers are insignificant since mercs will not get into armed conflict with them. In dealing with the villagers, refer to 'MERC, In Town' in Supplement 1.

MERC: EQUESTRIAN CASUALTY

In the basic MERC game (on page 25) we give a chart on how to assess the damage a person takes when hit with small arms (or in hand-to-hand combat). In MERC: Supplement 1, we added the specialty and skill for Equestrian (Mounted). On page 7 is a quick reference on Horse/Rider hits. Within the basic game this system works fine, but within the Rhodesian campaign the system becomes inadequate when the Corporation is running Grey's Scouts. Player characters deserve a more realistic way of determining casualties. So, when a hit is scored against a mounted trooper (Grey's Scout), the Corporation rolls one MERC die. 1 through 4 = horse hit. 5 or 6 = trooper hit.

If the trooper is hit, go to the table in the basic game on page 25 and roll for location, then severity.

If the horse is hit, roll for location and severity of hit on horse. Note: for multiple hits (a roll of 3,4,5), each hit must be determined against the horse or rider separately.

ROLL FOR HORSE HIT (LOCATION & SEVERITY)

Roll High/Low (11-66) for Location

Roll High/Low (11-66) for Severity

Location/Die Roll	Initial	Continuing	Notes:
Forehead			
11 or 12 11-15	20	12	Mount Stumbles
16-26	12	8	Mount Rears Up
31-66	Mortal Wound	—	Horse Drops
Muzzle			
13 or 14 11-22	10	5	
23-36	12	6	Mount out of control
41-66	16	10	Mount Stumbles
Neck			
15 or 16 11-21	6	4	light nick
22-42	20	12	Mount Rears up
43-66	Mortal Wound	—	Horse Drops
Upper Front Leg			
21 and 23 11-16	8	3	light nick
21-66	18	12	Broken bone (Mount goes down)
Lower Front Leg			
22 and 24 11-16	8	3	light nick
21-66	18	12	Broken bone (Mount goes down)
Upper Back Leg			
31 and 33 11-16	8	4	light nick
21-66	18	12	Broken bone (Mount goes down)
Lower Back Leg			
32 and 34 11-66	8	4	light nick
21-66	18	12	(Mount goes down)
Shoulders			
25 or 26 11-16	10	6	light nick
21-36	20	15	Mount Stumbles
41-66	24	18	Broken Shoulder
Haunches			
35 or 36 11-16	10	6	light nick
21-26	20	15	Mount Stumbles
31-66	24	18	Broken Shoulder
Chest			
41 thru 46 11-14	24	18	Lung
15-26	12	6	(2 turns before drops)
31-41	18	12	Mount out of control
42-56	12	6	Torn Muscle (½ movement)
61-66	Mortal Wound	—	Mount Stumbles Mount Drops
Saddle			
51 thru 56 11-51	12	8*	Mount out of control
52-66	36	24	Broken Spine (Mount goes down)
Rump			
61 thru 66 11-51	10	6	Mount out of control
52-66	18	-2	Mount Rears up

HORSE DAMAGE RESULTS TABLE

Total Damage	Chance of Unconsciousness	Chance of Death
0 to 580	None	None
581 to 650	1 in 6	None
651 to 675	2 in 6	None
676 to 685	3 in 6	1 in 6
686 to 695	4 in 6	2 in 6
696 to 705	5 in 6	3 in 6
706 to 710	Automatic	4 in 6
711 to 715	Automatic	5 in 6
716 up	—	Dead

Any time a mount rears up or goes out of control due to a hit, the character must make his Equestrian skill test to remain in the saddle. If the character fails his skill roll, he is thrown from the horse and must roll for location and severity of damage to illustrate where and how badly he landed.

Any time a mount stumbles or drops from a hit or mortal wound, the character must make his Dexterity die roll to see if he leaps out of the saddle and clears the falling horse. If the character fails, it indicates that he has gotten clear of the mount and must check damage first on his calves and then on his thighs.

MERC: RHODESIA SKIRMISH STYLE

MERC is primarily a skirmish game. During missions it is basically easy to represent a trail by simply placing a few trees in two lines with a gap between them. A strip of blue felt is a river . . . and so on.

But now we are in Rhodesia and players will find themselves attacking (and fighting in) kraals. How is this to be represented? A very simple and abstract method is to use cork coasters. A better method is to take a few small 'dixie' cups and cover them with burlap. The thicket wall can be steel wool or lichen. This is an extremely simple way to make a kraal and the visual appeal is well worth the effort.

Remember, it helps to see where the fire is coming from and if a fire force is in a kraal of eight or more huts, it becomes difficult for players and the Corporation to distinguish the exact origin of the hostile fire. Even on the most abstract form of play (without miniatures), a map or diagram must be used.

There is one further item that all players should try to get if they are involved within the Rhodesian campaign. This is the CIA map of the area. The map is beautifully printed in full color and show topography, population, vegetation, minerals, cities, railways, major roads, and the Tribal Trust Lands. This author found this map to be invaluable . . . and I highly recommend it (especially to the Corporation). It can be purchased from either MESA Map Company (see Supplement 1 for address) or from Lancer Militaria.

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Williams, Maj. Mike: *MAJOR MIKE*, Condor Press N.Y. 1978. An interesting story about the Grey's Scouts as told by their commanding officer.

Lovett, John: *CONTACT* and *CONTACT II*, Beautiful photographic history of the Rhodesian war. These books are difficult to find but are well worth the effort.

Moorcraft, Paul L. and McLaughlin, Peter: *CHIMURENGA*, Sygma Books 1982. A complete history of the Rhodesian conflict. Well written and well illustrated.

Many of the books above are difficult to find, but if you enjoyed this book and liked unit insignia that are illustrated within, we suggest you send \$1.00 to Lancer Militaria, P.O. Box 100, Sims, Arkansas 71969. Their catalog of modern books and insignia includes Rhodesian beret, insignia, unit patches and books.

In the *MERC: Supplement One*, we gave you the address of a company K & S Books in Oklahoma City, Oklahoma. It has come to our attention that this company has moved. The new address is: K & S Books, P.O. Box 9630, Alpine, Texas 79831. Their new catalogue is \$1.50. It should be noted that while Lancer Militaria and K & S Books do carry some of the same items, each do have Rhodesian items that the other company does not have. Both catalogs are worth having. Please mention *MERC* when contacting these companies.

In the troopie section of this campaign book we mention Stan Johansen Miniatures' Grey's Scouts figures. Stan has also released some new *MERC* and a nice package of African Troopies that can be used for either Rhodesian Security Forces or uniformed ZANU/ZAPU or FRELIMO aggressors. It has been relayed to this designer that Stan plans to extend the Rhodesian line. Please send your suggestions and comments to: Stan Johansen Miniatures, 56 Snow Crystal Road, Naugatuck, CT. 06770.



FGU-8303

MERC

Operation:

BRIGHT LIGHT

ONE-TO-ONE INTRODUCTORY SCENARIO



Fantasy Games Unlimited

OPERATION 'BRIGHT LIGHT'

Premise

The basis for this mission is two-fold. One, it is to introduce a new player into the **MERC** game system and two, it is place a new Player-Character into the Rhodesian campaign.

This particular mission can be played many times by jockeying the factors around such as the number of terrorists attacking, distances, terrain features, etc. The playing time is roughly fifteen minutes and the specialties of the Player-Character 'Bright Light' have a minimum importance within this short scenario, so the Corporation should run this mission very quickly and give the player the 'benefit of the doubt' whenever possible. It is important to note that this scenario is to be used as an introduction to the game system and/or the campaign. It is not to be used to terminate new player-characters.

INTRODUCTION

(To be read to the player by the Corporation)

As the sun is setting, your transport turns left off the main road and heads east along a dirt road for approximately one kilometer. As the lorry slows down, you look out under the tarp and notice that you are approaching a tall chain link fence that has a well lit house behind it. A gate is opened and you notice that the chain link fence completely encompasses the house for an area of about fifty meters. You look at your nine fellow 'troopies' and notice that they all appear nonchalant about your destination.

As you sit waiting for something to happen, you hear the voice of your officer talking to another male voice. The complete conversation is lost to you but you manage to catch bits and pieces: 'Ters crossed the border and heading in this general direction' . . . Willaby's homestead attacked' . . . 'Scout this area.'

As you sit in the lorry contemplating the impending RECCE, the senior noncom's name is called by the officer. He returns shortly and indicates four men to come with him, and you are one of them. You hop out the back and walk over to the officer and snap to attention (very British, aren't we). The officer speaks, 'Corporal, you, Collins, Jenkins and I will ride with Mr. Hendrickson in his Landrover. Wilson, you ride security in the lorry's cab.' He then turns to you.

'You are to act as 'Bright Light Security' here. The ters have crossed the border from Mozambique and The Grey's (Scouts) have picked up their spoor. We're going to RECCE the area, but, should any (ters) get past us, you are to protect this (Hendrickson's) home. Mr. Hendrickson is good enough to help us out since he knows this area. So, you be good enough to protect his home and family.'

A snappy salute and a 'Very Good, Sir.' is the best you can offer. The men get into the designated vehicles and proceed out of the compound. As the Landrover reaches the fence line, it stops and the civilian (Mr. Hendrickson) gets out, closes the gate, padlocks it shut and drives off. 'It's alright, I have another key,' says a female voice behind you. Then you remember the officer mentioning a family as you turn to look at a person. Mrs. Hendrickson is about thirty-five years old, 5'5" and mildly attractive. Hanging onto her skirt are two children, both boys (one aged three and the other about five).

The homestead measures sixty-five meters east/west by fifty meters north/south and is encompassed by a ten foot high security forces fence. The house stands thirty-five meters back from the front gate (in front of a dirt circular driveway).

The house is a moderate wooden structure that has a veranda on all four sides. A close inspection of the house shows that it is pleasantly furnished and has a very basic floorplan: A living room in the center, a kitchen to the left of the front door and two bedrooms to the right. At all four corners of the veranda there are 'L' shaped sandbag emplacements. These sandbag walls stand four feet in height.

Outside the security fence, the grassland has been cropped short for a Fire Zone of about twenty-five meters in all directions. After the twenty-five meters the grass grows in abundance to a height of two to three feet. Heading from the main gate south in a dirt road that runs straight for about seventy-five meters where it dips into and then out of a 'droga' (dried river bed). Twenty-five meters to the southeast of the main gate stands a small copse of five trees. Directly north of the homestead the grassland rolls on for two hundred meters before it is halted at a tree line. To the east, the grassland extends for one hundred

meters until it hits the trees. To the west, as far as you can see is rolling grassland. The road south goes for roughly one klick (kilometer) until it 'T's' with the main (paved) highway.

Your character is armed with a standard Belgian FN assault rifle with 7 clips of 7.62 NATO ammo (30 rounds to a clip - 1 clip in the rifle and six clips in pouches). You also have 2 South African M-962 frag. grenades and a Sykes/Fairborne combat knife on your combat harness. As a personal weapon, you have a Colt 1911 automatic pistol in a shoulder holster.

That is what your character is armed with, what he see and what he knows. The stage is set . . . so, good luck!

CORPORATION NOTES

As the Grey's Scouts and the player-character's unit closed the net, a small gang of ters are able to slip through and continue on until they come to the Hendrickson's homestead. It is a full moon so the terr 'leader' tries to remember what he learned from the FRELIMO teachers in Mozambique. He splits the nine men gang into four parts as follows!

- Team A is two ters armed with Chinese SKS rifles. They head east then north (hugging the treeline) until they are directly north of the compound. When the 'contact' starts, they are to proceed south to the compound firing at any target that presents itself.
- Two ters (one armed with an SKS and one armed with an AK-47) are to go down the riverbed fifty meters past the fence line and then head north seventy-five meters through the tall grass until they are adjacent to the southwest corner of the compound. When the 'contact' starts, the man with the AK is to rush the front gate while the man with the SKS gives covering fire.
- Two ters with SKS's are to crawl northeast until they get to the copse of woods. They are to give covering fire when assault begins.
- The leader of the ters (with a RPG-7 and an AK-47) lies in the river bed just east of the road. He only has one rocket which he will use to 'blow' the main gate. When the rocket is fired, the two ters in the riverbed west of the road are to charge the front gate firing their AK-47's.

Sounds like a pretty good assault procedure. Remember, these are terrorists acting on their own, so use terrorist stats, not guerrilla stats. There are three things to be taken in consideration. 1) Does the Player-Character see the ters while they are getting into position? 2) Do the different terr groups hold Command Control? 3) Does the leader hit the gate with the RPG 7?

COMMAND CONTROL

The Ters (each group separately) must make a Command Control die roll if/when:

- A) The Bright Light opens fire before they reach their locations.
- B) The Bright Light opens fire before the rocket goes off.
- C) Any time one of their team is hit.

D) When they are getting into position and see movement in the compound. (At this time, if they fail to make their Command Control, one of the ters will take a pot shot at the movement).

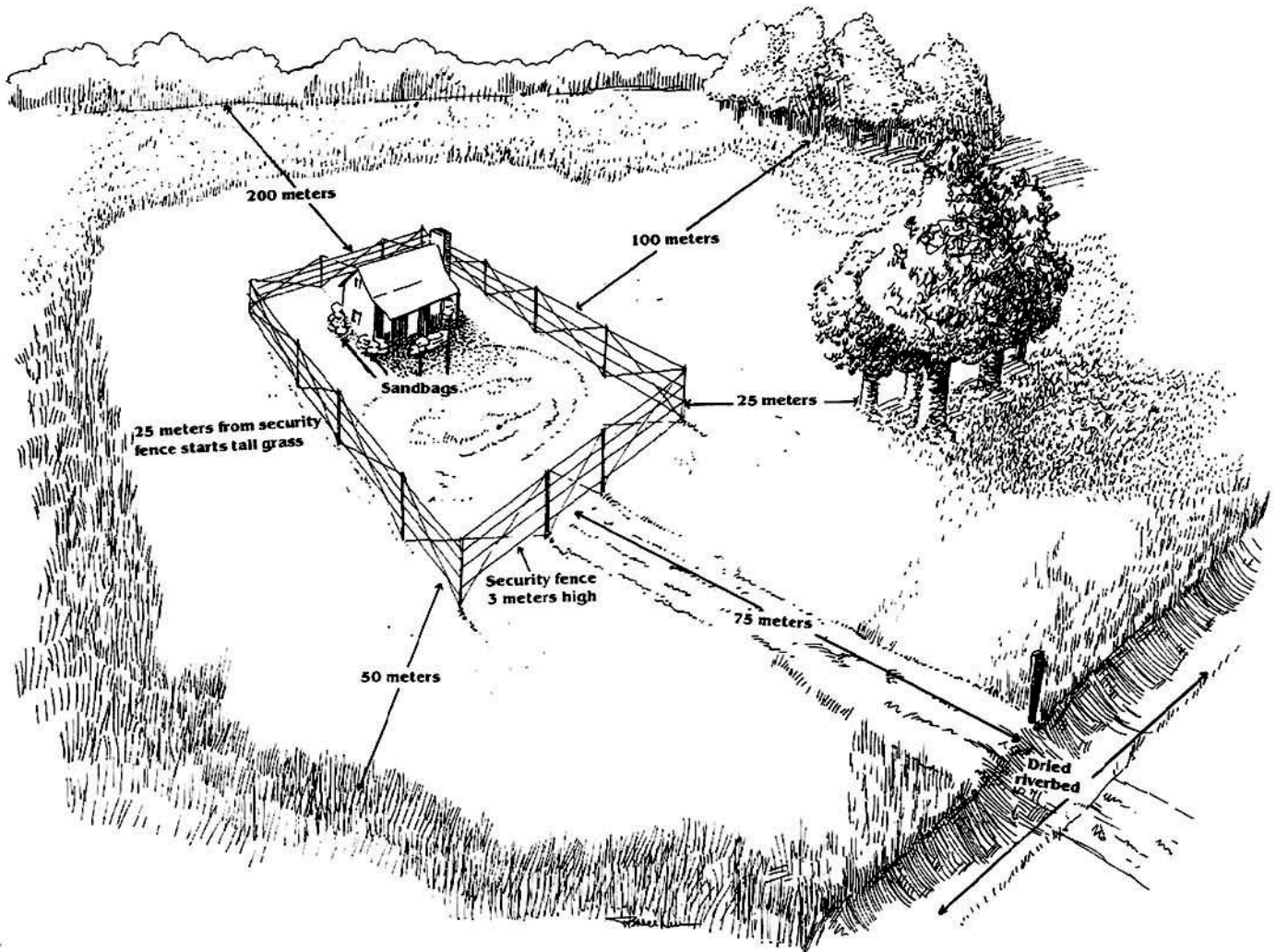
Depending upon the Player-Character's movement, there is a better chance of detecting the ters presence (Detection Roll).

A) If the Player stays static by the sandbags (note his position) he has a plus 2 to his roll (for Scanning). If he stays static by the fence, a plus 3 is to be applied.

B) Should the character go on an active patrol around the house, he will receive a minus 1 to his Detection Roll to illustrate his movement and that of the ters. If he patrols the fence line, he receives a plus 1 to Detection.

There are two factors which come into play which the character will not know about until he asks, or the time comes for him to learn of them.

1) Mrs. Hendrickson (and her children) sleep in the southwest sandbag emplacement during times of emergency. Being of 'frontier stock', Mrs. Hendrickson is a decent shot with her Mannlicher bolt action rifle (plus 1 to hit on small arms).



2) In the kitchen there is a short wave radio. Should things get hot, the character or Mrs. Hendrickson can use the radio to call for help. Mrs. Hendrickson will automatically get through, but depending upon whether the Player-Character is a communications expert or not will determine his success. If he is not Commo trained, use the Unskilled Skill Test for his chance of raising help (see **MERC: Supplement 1**, page 7).

If/When they use the radio and get through, Roll two dice (high/low) for the amount of time it will take the rescuers to get back to the compound. This is to reflect to proximity of the Security Forces during their RECCE. It will take eleven to sixty-six minutes for them to come up the road in vehicles. The terrs will immediately rout in the opposite direction when the troopies enter the scenario.

As already stated, be sure to use the terrorist stats for this scenario in regards to their small arms expertise and command control. With regards to the terrs' small arms, follow this:

- SKS is not an automatic weapon (nor is the Mannlicher). Only one shot is permitted per turn. Rolls of 3, 4, or 5 still only indicate one hit.
- There is only one rocket for the RPG-7. The terrs leader fires at

a minus 4. If he hits the gate, the gate will be blown open. If he misses the gate and hits a fence section, it will produce a hole that only one man may get through at a time. If the rocket falls short, the terrs will have to run up to the padlock and shoot it off (one turn standing in front of the gate). If the rocket overshoots the fence, judge the direction and range . . . and any damage it might do.

VICTORY CONDITIONS

All the Player-Character has to do is keep the terrs off the homestead and keep Hendrickson's family alive. If he (with the aid of Mrs. Hendrickson) kills all the terrs, award the character 150 experience points.

If they drive off the terrs before the Security Forces arrive, award him 100 points.

If they hold the terrs at bay until the Security Forces come, award him 75 points.

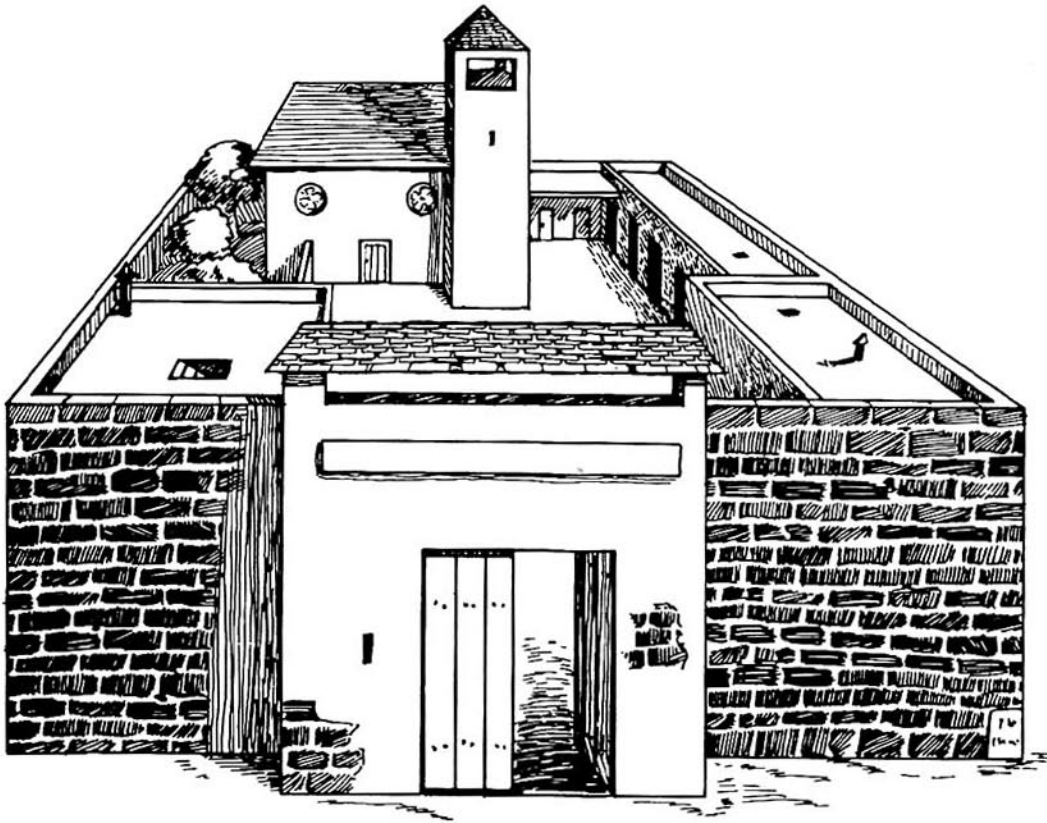
That's it, pure and simple. Please keep in mind that this is to be kept quick and 'light'. Unless the character does stupid things, try to keep him alive. This may be his first mission . . . don't make it his last (if at all possible).

FGU-8303

MERC

Operation:

THREE BLIND MICE



Fantasy Games Unlimited

OPERATION: THREE BLIND MICE

To the Corporation and all players/characters:

This mission has been playtested six times and is advised for only those who are familiar with the **MERC** game system. Of the six times that this mission has been played, only one team completed their goal.

In preparation for this mission, it is advised that the team be no less than six men and not more than ten men. The action will be 'fast and furious' and the Corporation will have difficulty keeping track of everyone if the team count is more than ten men. In retrospect, a team of six men are going to have a difficult (but not impossible) time. Any less than six will not be able to complete the operation.

The Corporation is advised to keep to action at a fast pace. Once the team hits the target area, everything must be done almost by reflex. Remember, **MERC** is a game of 'High Velocity' action and this particular operation has been so designed.

The Corporation is to check out the maps (his and the team's) before play. Once he gives the team their map, he will only have his own to rely on. Also, the Corporation must totally familiarize himself with the floorplan of the compound. It is at his discretion to change the placement of the enemy or to add on (or decrease their size) as he sees fit.

Three Blind Mice is a covert/mission that is worth 750 points (250 points for the return of our men). Characters must be careful not to begin armed aggression between Rhodesia and the forces of **FRELIMO** in Mozambique. The time limit is up to the Corporation to decide upon, but we recommend a three hour playing time which gives the players about one to two hours over the border, depending upon the time scale (thirty seconds per turn recommended). Remember, you are sending a fire force over the border into an area that is not far from enemy reinforcements.

PRE-MISSION BRIEFING

On May 17, 1977, during Operation: Urgent Fury (across the border into Mozambique) the Selous Scouts observation post was neutralized. It was believed that the two Scouts manning the post were terminated. A week later word came back that a convoy was heading toward Changara with prisoners as cargo. A stick was sent out from Mtoko on an intercept and release mission. During the contact, the transport chopper was disabled and unable to continue its return trip. After an air recon, the ship and the majority of occupants have been located . . . dead.

Two days ago intelligence reported that a 'mole' has reported seeing three men in Rhodesian cammo being taken into a mission near Tenyo. It has also been reported that a few other foreigners (possibly Cuban or Soviet advisers) have been seen in the proximity of the Mission.

The three men have been positively identified (see Personnel Dossiers herewith). It is important that these men be freed before ZANU can take them too far away for possible rescue.

It is your mission to penetrate approximately twenty-five kilometers into Mozambique with the express purpose of obtaining the release of the three Rhodesian Security Force troops who are imprisoned within that nation. Your fire force is to use whatever means you see fit to bring your mission to a successful conclusion.

PRE-MISSION INTELLIGENCE REPORT

The target zone is approximately twenty-five kilometers within Mozambique, along the Buti/Mambassa Highway.

Leading into the area there are three routes of transport.

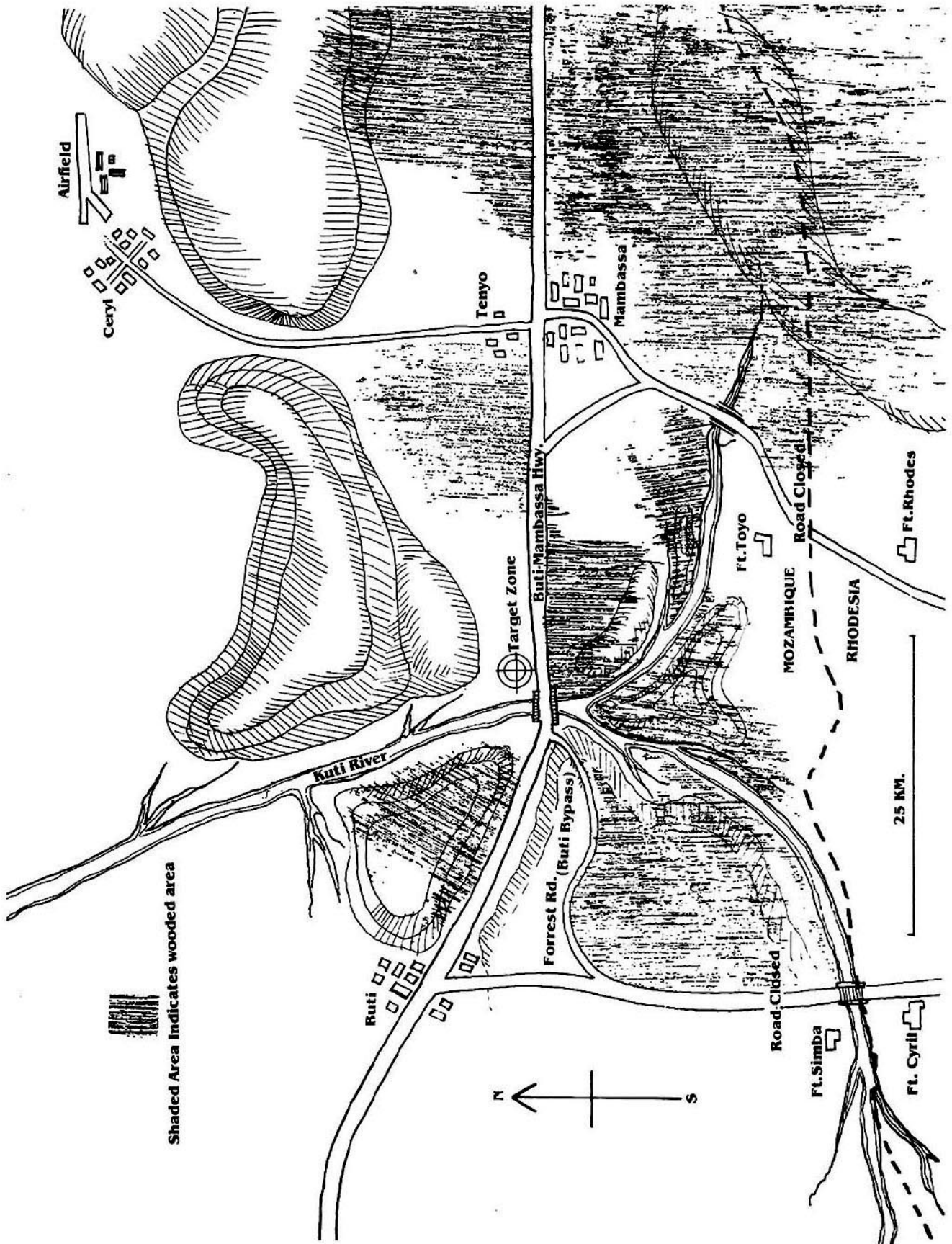
- 1) The Fort Simba Road which heads north to Buti. The bridge, crossing the Kuti river, has been destroyed. But, it is believed that the road has not been mined because of possible use to invade Rhodesia.
- 2) Fort Toyo Road which heads northeast toward Mambassa has been mined due to the fact that, outside of the ruins of the old fort, there is no natural barrier until you come to the southeast branch of the Kuti River. This bridge, like the one over Fort Simba Road, has been destroyed.
- 3) Kuti River heads directly north and passes within the immediate locale of the Target Zone. There has been virtually no traffic on this river (except for the normal natives). Military traffic at a zero level.
- Air Traffic from Ceryl is sporadic at best and only old Portuguese props. Still, it must be remembered by the fire force that the **FRELIMO** forces can bring these airplanes into action if desired.
- Traffic on the Buti/Mambassa Highway is constant. At least three military convoys each day. These appear to be **FRELIMO** government forces.
- Weather for the day of the mission is to be fair with zero percent chance of rain. The sun will rise at 5:36 and will set at 8:02.

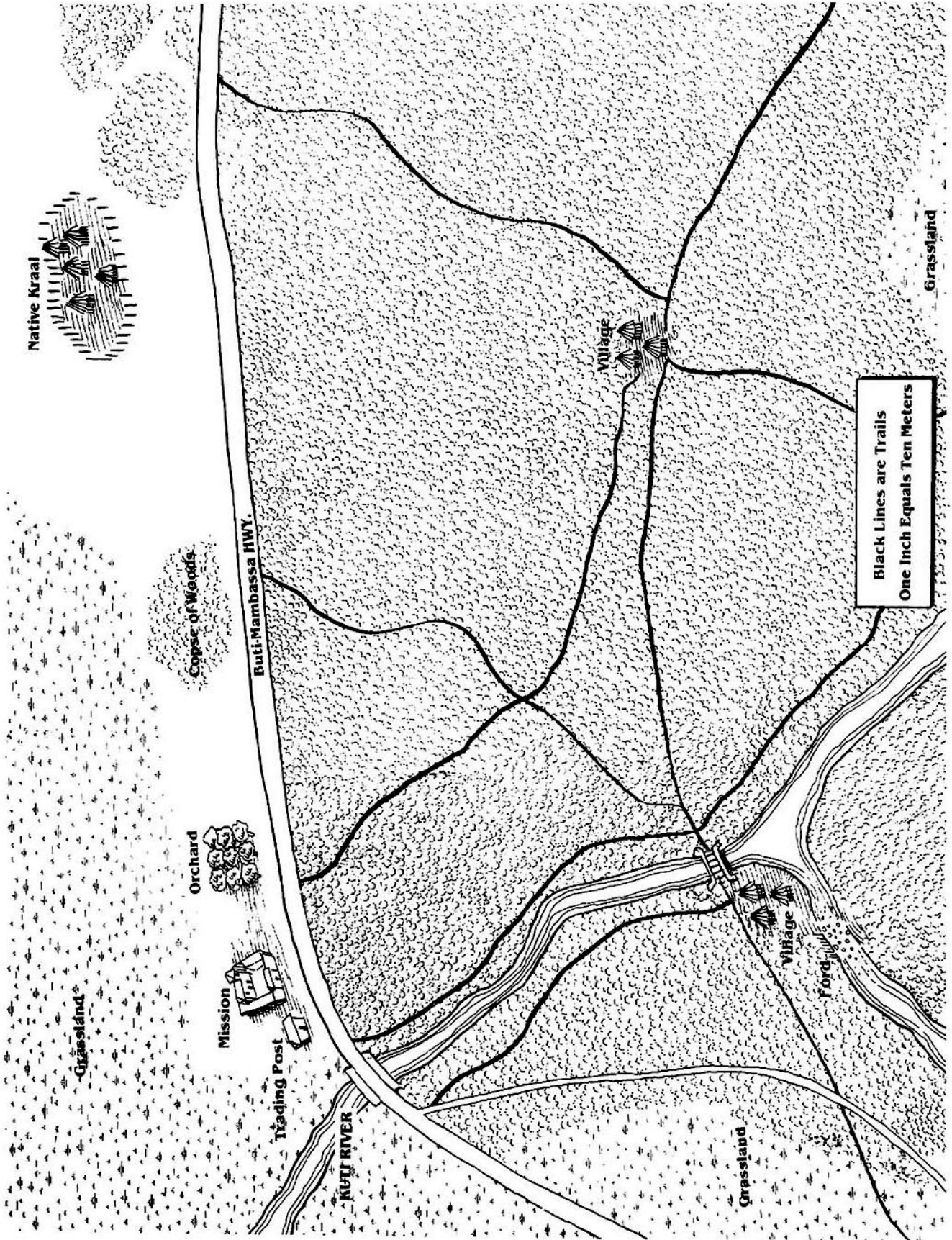
There will be a new moon on the night of the mission. This is the end of the Pre-Mission Intelligence Report.

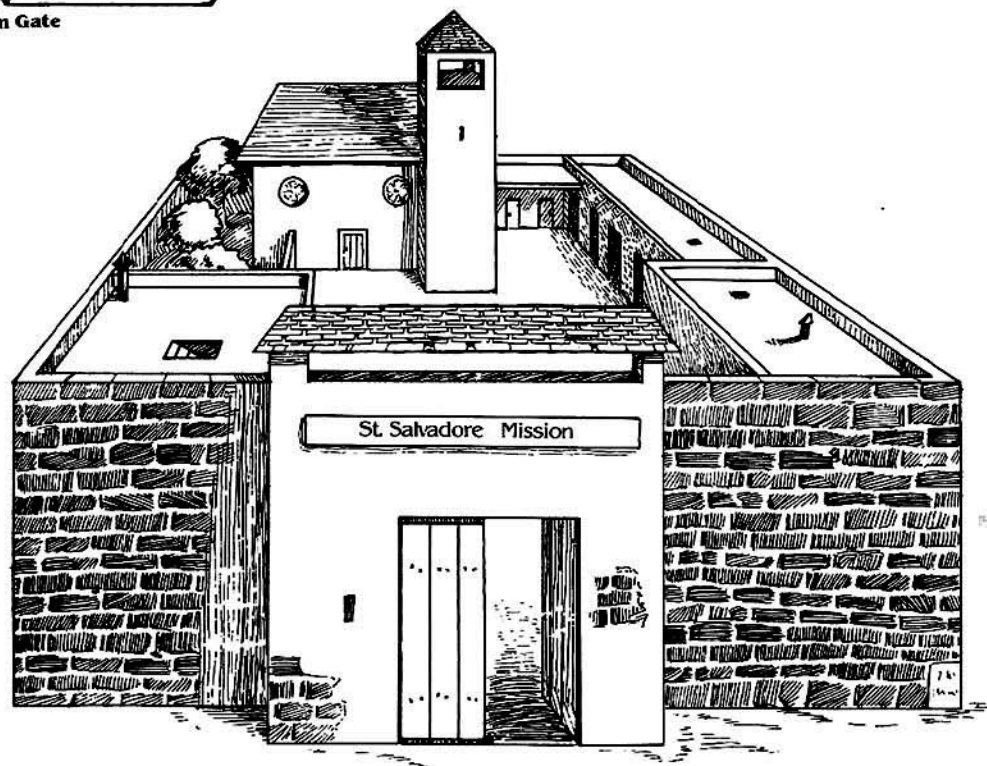
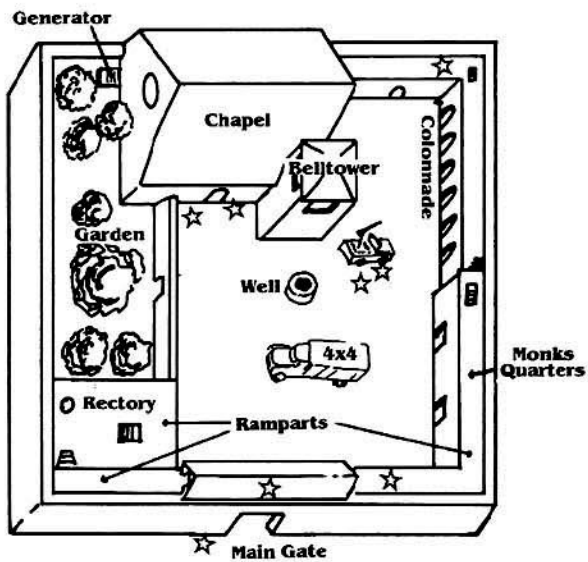
CORPORATION TERRAIN NOTES

Please refer to the Corporation's Target Zone Map.

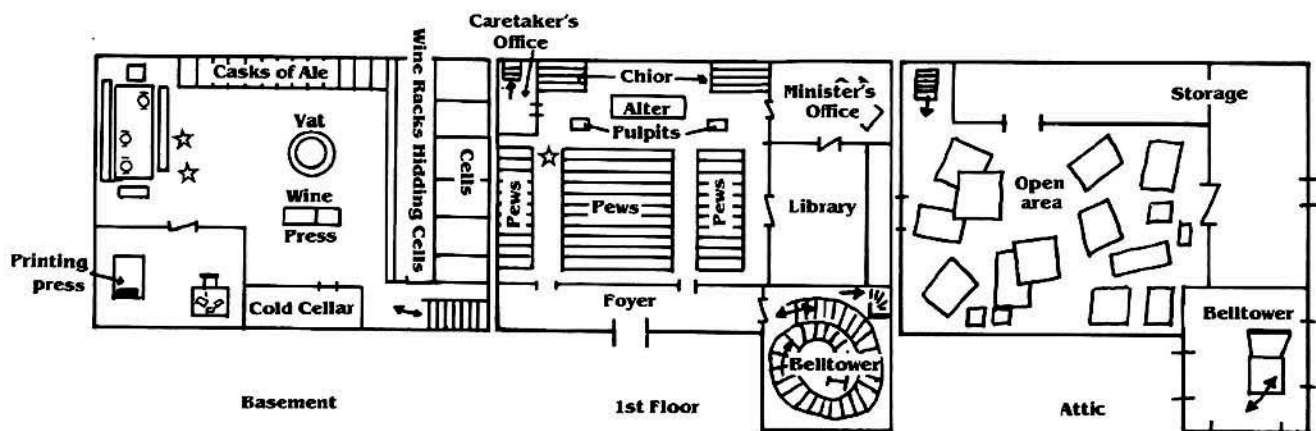
- 1) The Kuti river is about fifty meters to one hundred meters wide at varying points. It is a slow moving body of water that cannot be forded.
- 2) The fishing village located on the Kuti river contains ten huts and is completely deserted. It is optional, but if the Corporation wishes to give the team some help, they can meet a black operative in this village who will be able to lead them to the Target Zone. If the Team chooses to use the river as an insertion to the Target Zone, the must have a Driver/Pilot on their team who is qualified with river boats. At the fishing village there will be three fishing canoes that are in good shape. Each canoe can hold four men. The team will travel up to this point in a Rhodesian river boat and they can exchange it for the canoes should they decide. Do not suggest it to the team, let them ask. When using the Rhodesian river boat to go up river, give the guards at the trading post a plus two (+2) to Detection as the team draws near.
- 3) The wooded areas are single canopy woods which gives a -20 to detection from the air. The black lines represent paths that are only two or three meters wide. Note: There are no jungles in Rhodesia.
- 4) The village in the center of the woods is not a native village. Instead, it is a ZANU guerrilla base camp for enemy forces that go into Rhodesia. The village is used for rest and refitting. The village has eight huts and there will be a sentry at each path leading in. Within the village there will be between three to eighteen (3d6) ZANU guerrillas. Also, there may be patrols operating out of this village (use the Encounter Table in the basic rules). The guerrillas may also have snipers out. Again, check the Encounter Table. There is also one other item that the village has that may play an important part in the mission; there is a radio transceiver. Should either the Trading Post or the Mission send out an S.O.S. signal, the enemy in the village will position themselves in the woods to intercept any of the fleeing Rhodesian rescue team.
- 5) The Trading Post is now a road block used by **FRELIMO** forces to monitor all traffic along this highway. At the bridge there is a machine gun nest with two **FRELIMO** government soldiers. Within the Trading Post there are three rooms. One in the front that extends the entire length of the building. There will be nobody in this room. There are two rooms (side-by-side) in the back of the building. The room due west is sleeping quarters. The room due east is a communications center and there will be a **FRELIMO** radio operator on duty at all times. There will be two other **FRELIMO** soldiers at this building. Place them as you see fit. There is only one main door to the Trading Post and that is center in front on the highway. And there are sufficient windows located on the building so troops can see in if they get close. Remember, these are **FRELIMO** soldiers so use government soldiers' stats.
- 6) The Mission is a walled fortress that was built at the beginning of the portuguese rule by a cell of monks. It measures approximately seventy-five by one hundred meters with the main gate to the south. This is the only entrance to the mission. The walls are thick enough to offer protection from small arms or shrapnel. The front double doors are of thick wood. Along the eight foot high walls are catwalks for sentries.
- 6A) The courtyard encloses two thirds of the Mission complex. Centered is a well that is fed by an underground stream. In the southeast corner is the Monks' quarters which is a 'L' shaped room that has a row of twenty tiered bunks. The southwest corner is the Rectory which substitutes as a kitchen/guard house. The northwest quarters, and the back substitutes as kitchen and mass area. The northwest corner is a colonnade which is nothing more than an enclosed walk way. From the monks' quarters, the front room of the Rectory, and the northern corner of the colonnade there are ladders up to the catwalk. Three quarters of the western wall encloses a garden with a wall that separates it from the rest of the courtyard. In the northeast corner of the garden there is a generator hidden in some bushes against the wall of the chapel (+2 to Detection to find the Generator because of the hum it makes). The elimination of this generator will result with the ceasing of all electrical applications of the entire Mission; that includes sending/receiving of radio messages. Within the courtyard there are two vehicles. One is a GAZ Soviet Jeep that







Walls 12meters High



has a .30 caliber machine gun mounted on it. Around this Jeep there will be two Cuban technicians. The hood will be open and they are trying to fix it. The other vehicle in the courtyard is a Soviet 4x4 truck. This truck is in fine shape and is the vehicle that used to bring the prisoners to this point. If the team is able to capture the jeep, check the Vehicle Malfunction Table on page 7 of **MERC: Supplement 1**.

- 6B) The Chapel is a three story structure made out of mud and mortar. Attached to the chapel is a bell tower that stands one story above the chapel. There is always a ZANU Sniper/Lookout in the tower. He will be armed with a Dragonov sniper rifle and scope.
- 6C) The main floor of the chapel is four rooms with a foyer and entrance to the bell tower. The bell tower is also the way to get to the basement. The main room of the chapel has not changed since the structure was built. It contains pews, pulpits, an altar, etc. The northeast corner leads into the Minister's office, which is used by the Soviet Major who is in residence. Along the east wall is the library which is used as an interrogation room. The books are gone but not the tables, benches and chairs. The northwest corner is the caretaker's room. This room has the ladder that goes to the attic. It also has the radio equipment.
- 6D) The attic is an open area with two long narrow rooms along the northern and eastern walls. The only things up here are boxes and cobwebs.
- 6E) The basement has a cold cellar for vegetables, a small room with desk and printing supplies. The open area of the basement contains a vat, wine press, table, and benches, and casks of ale along the north wall. To the east there are wine racks. The wine racks hide the cells that contain the prisoners. The prisoners are bound and gagged and it will take a Detection roll to notice that there is something behind the wine racks. Also, there will be two ZANU terrors acting as guards. They will not make a Command Control roll . . . rather, they will fight to the death and will not surrender.

Note: The stars on the diagram indicate the initial placement of the ZANU terrors. This is just a guide and the Corporation may change the placement as he sees fit. The only placement that has to remain are the Cubans by the Gaz Jeep, the lookout and the two guards in the wine cellar.

Although we have referred to the ZANU as 'terrors', they are to use the guerrilla stats. All (except the lookout) are armed with AK-47s. The Cubans are armed with AK-47s and sidearms.

There is also a third Cuban. He may be placed anywhere in the mission . . . or at the Trading Post.

MISSION OBJECTIVE

The Corporation is to give the fire force team the enclosed Personnel Dossiers, which the team members are to familiarize themselves with. This is for no other reason than to give credence to the operation. We have already said that this mission is difficult, and to make things even 'hairier' is that the team is not to know the status of the troopies they are to rescue. In short, the rescue is only half of the total operation, the three men must be returned back to Rhodesia. This is going to cause the team as much grief as does the rescue.

When word was received in Salisbury that three men were seen being delivered to this mission, what was not relayed was that all appeared to be injured in one sense or another. As a matter of fact, Thomas Randell was brought into the mission on a stretcher. When the helicopter was shot down, both of his legs were severely broken. Bart Langley has both hands and arms severely burned. These injuries occurred as he pulled Randell from the burning wreckage. The unknown factor is Gunter Heitzel. Since the other two members of the team were so seriously wounded, Heitzel was the only one that the terrors should interrogate. To the players, he will appear normal, but shakey. He is mildly 'shell-shocked' and will not respond to any Command Control during a stress situation. If given a weapon and should enemy forces come into contact with the fire force, he will open fire immediately (apply a -3 to his small arms To Hit chance). Even if the team is attempting to be quiet, Heitzel will still go 'haywire'. Only unconsciousness or binding and gagging will stop him. Do not tell the team of Heitzel's condition!

THREE BLIND MICE INSERTION

The fire force has four options on their insertion into Mozambique: Paratroop, heliborne insertion, river insertion, or walk in.

1) Paratroop

The only time the team may choose a paratroop is at night. Besides the parachutes being highly visible in daylight, the Dakotas violating Mozambique airspace may cause a problem. Let the team choose where they wish to be dropped and indicate the spot on their team

map, then go to **MERC: Supplement 1** for the procedure. It is the Corporation's option to roll two **MERC** dice, total and multiply by ten 2d6x10 for the number of meters that the team is off from the Drop Zone. If an 'Encounter' is rolled, the Corporation is to assume that the flight has been picked up on radar at Ceryl and must divert or the Mozambique government will scramble a flight. The fire force will have the option to return to Rhodesia or jump over the first clear terrain.

2) Heliborne

It is important to stress that during a heliborne operation, the Corporation should roll for encounters to see if the 'stick' will be spotted as it heads to its Landing Zone. The Alouettes will not land so that the fire force team will have to rappel down. As with the paratroop, the team is to pick where they wish to insert. The Corporation can tell the team that there are small clearings in forest south of the Buti-Mambassa Highway and the team may rappel into them. There are no clearings on the Corporation's map! Instead, the Corporation is to use the same system as outlined above (2d6x10 meters from the Mambassa Highway south of the copse of woods). Remember, these are just small breaks in the tree cover, not real clearings.

3) River

Southwest of Fort Cyril, the team can pick up a boat and head up the Kuti River. As stated in the Pre-Mission Intelligence Report, there is no military traffic on the river, but there is civilian traffic. Remember to check the Encounter Reaction Table to see how any natives the team may meet will react. If the natives are going to inform on the fire force, do not let the team know. The attitude toward the Rhodesians would not be known by the team.

4) Walk in

Simply that. As stated in the Pre-Mission Intelligence Report, the bridges are out. To Vehicles. Men can cross by the cross timbers. Please note: Both Ft. Simba and Ft. Toyo are manned by twenty FRELIMO soldiers each. Both Ft. Cyril and Ft. Rhodes likewise are garrisoned by Rhodesian African Rifles. Relay this to the team. If the fire force team is 'detected' while crossing, the African rifles will give the fire support while the team withdraws. If spotted this early in the mission (and if the enemy's reaction is hostile — open fire) — the Rhodesians have no other option but to pull back. Even if they get across into Mozambique there will be so much enemy activity that it will be blatant suicide to continue.

FINAL NOTES TO THE CORPORATION

- A) The most important 'unknown' will be the state of the troopies once they are found. At no time is the Corporation to tell the team that all three are in a bad way. Even after the men are rescued, Heitzel will appear pretty normal except that he will be very quiet and have a deep 'far away' look in his eyes. Let the team decide how to handle this problem.
- B) Under no circumstances should the Corporation give away the village in the forest. The team won't even see it if they pass over it. Beside, this village gives the Corporation another operation after this one is over. If the team is either eliminated or gets out after a contact with terrors from the village, it will come to COIN's attention that there is a 'stronghold' of terrors in these woods. It is from this area that the terrors are crossing the border and the government will want the village located and terminated. Anyway, the village should remain a secret until the Mercs see it. If they scan the area the true identity of the 'villagers' will be apparent! If the team just walks in, well, it's their funeral.
- C) If the team 'trips up' and a radio message from one point or another is sent to Ceryl, the team will not know about it unless they see the message sent. The form of reprisal (troop, convoy, air attack, etc.) is at the discretion of the Corporation.
- D) Under no circumstance must the team know where in the Mission the prisoner are being held. As a matter of fact, they must not see the floorplan of the mission. The only items the team receives are: Personnel Dossiers, The Team Map, and they may see a 'photo' taken of the front view of the mission.

Well, That is Operation: Three Blind Mice! Good Luck! Your mercs are going to need it. Remember to keep the action fast and fluid. This is a 'high velocity' mission. It was designed that way, and the Corporation will find that the players will enjoy more if he keeps them moving. One further item before we close on this mission: make sure the team tells you (the Corporation) how they plan to EVAC once they leave the Mission area. If they have laid waste to everything, it might be wise to add a plus ten (+10) to the encounter table . . . and to make all Encounters hostile.

NON PLAYER STATS

- 1) Russian Political Advisor: Alexis Kurnikov. Rank: Major (KGB). Height: 5'10". Weight: 165 lbs. Brown hair, hazel eyes, fair complexion, right handed. Dressed in traditional soviet tropical uniform which consists of tan twill jacket and trousers with rank identification on the shoulders of the tunic. Visor cap is olive-drab with a dark blue bottom band and red piping on the top. On the red head band are gold oak leaves surrounding a red star. Chin strap and visor are patent leather. On his hip is a 7.62 Tokarov automatic pistol (eight round clip).

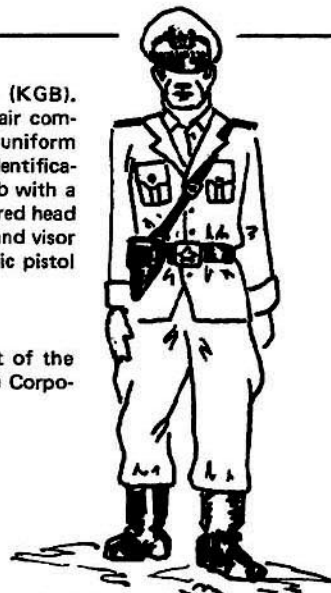
Kurnikov will be located in the chapel office at the start of the operation. Any movement will be at the discretion of the Corporation.

Stats for Alexis Kurnikov

Strength: (55) Strong
Knowledge: (62) Knowledgeable
Stress Test: 51

Agility: (22) Average
Intuition: (13) None
Dexterity Test: 41

Intelligence: (26) Average
Prior Mil.: (55) Extended
Command Control: 41

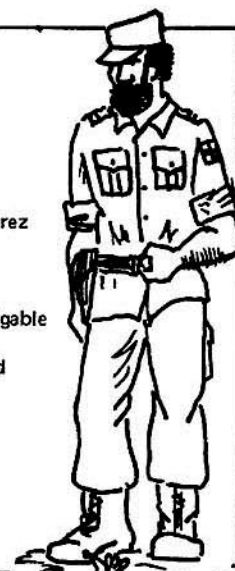


Stats for Cubans

- 2-4) Three Cuban Advisors: All are dressed alike in plain army olive-drab's with the traditional olive-drab Ridgeway hat. On their shoulders are the Cuban red/blue diamond which has a white star in the center. Although there is no rank identification visible, all three are Sergeants.

Name:	Emil Gomez	Juan Gonzales	Hernando Juarez
Strength:	(13) Scrawny	(46) Average	(31) Average
Agility:	(46) Average	(11) Clumsy	(41) Average
Intelligence:	(61) Smart	(56) Smart	(51) Smart
Knowledge:	(56) Knowledgeable	(52) General	(54) Knowledgeable
Intuition:	(23) None	(14) None	(44) Average
Prior Mil.:	(46) Extended	(55) Extended	(43) Extended
Stress Test:	56	51	56
Dex. Test:	31	26	36
Comm. Control:	46	41	46

Gomez and Gonzales will start the mission at the GAZ Jeep. They are both mechanic specialists. Juarez is an Interpotor/Interrogator and is left to the discretion of the Corporation as to his location at the start and during the mission. During this operation, the terts at the Mission will have the stats of guerrillas. Of course, FRELIMO troops at the trading post are Government Troops and have to those stats. The terts at the village should have Terrorist Stats since it is a rest and refitting area for terrorist operations. But, this is up to the Corporation, and is also subject to the particular Phase in which this operation takes place.





Personnel DOSSIER

NAME: Thomas Randell

RANK: Pvt.

SERIAL NO.: S77-5674-8395

UNIT: 'C' Squadron, Rhodesian 1st Special Air Svces.

BIRTH DATE: June 22, 1952

PLACE OF BIRTH: Melbourne, Australia

CITIZENSHIP: Australian CARRYING CAP.: 100 lbs.

HEIGHT: 5'10" WEIGHT: 135 lbs. FRAME: Small

HAIR COLOR: Black EYE COLOR: Hazel

HAND PREFERENCE: Right

COMPLEXION: Average

VOICE: Average

DISTINGUISHING MARKS/SCARS: None

(Note that Randell is abnormally thin)

MINI BIOGRAPHY

1970 joins Australian Special Air Services and applies for Viet Nam tour. Viet Nam 1971 to 1972. From 1972 until he appeared in Salisbury, there is nothing known. Because of his previous service in S.A.S., he was placed in 'C' Squadron. He has been recommended for promotion three times, but he refused each time.

MILITARY QUALIFICATIONS

PRIMARY: Airborne - +4 Airborne

SECONDARY: Pilot (small boat) +1 Evade

+3 Rappeling

+1 Hot Wire

+1 Control

QUALIFIED WEAPONS: FAL FN

STRENGTH (31) Average

AGILITY (66) Nimble

INTELLIGENCE (36) Average

INTUITION (16) None

KNOWLEDGE (54) Able

PRIOR: (61) Special

COMMAND CONTROL (46)

STRESS TEST (51)

DEXTERITY TEST (41)



Personnel DOSSIER

NAME: Gunther Heitzel

RANK: Sgt. SERIAL NO.: 77-6332-2323

UNIT: Selous Scouts

BIRTH DATE: July 20, 1948

PLACE OF BIRTH: Berlin, Germany

CITIZENSHIP: German (West) CARRY CAP.: 195 lbs.

HEIGHT: 5'8" WEIGHT: 225 lbs. FRAME: Large

HAIR COLOR: Brown EYE COLOR: Blue

HAND PREFERENCE: Right COMPLEXION: Average VOICE: Average

DISTINGUISHING MARKS/SCARS: Hair lip. Cleft chin. Wears beard and mustache to hide hair lip and cleft chin.

MINI BIOGRAPHY

Joined French Foreign Legion 1965. Promoted to Cpl. 1969. Transferred to 13

Demi-Brigade Parachutist Legion Etranger in 1970 Left Legion 1974. Recruited

in Johannesburg.

MILITARY QUALIFICATIONS

PRIMARY: Grenadier - +2 to hit w/grenade SECONDARY: Tracker - +3 to Tracking
Forward Observer - +2 to Heavy Weapons, expert's chance to hit
Airborne - +4 to Airborne, +3 to Rappeling

QUALIFIED WEAPONS: FAL FN, AK-47, H&K 33

STRENGTH (36) Average AGILITY (61) Agile INTELLIGENCE (46) Smart

INTUITION (56) Average KNOWLEDGE (51) General PRIOR (61) Special

COMMAND CONTROL (56) STRESS TEST (51) DEXTERITY TEST (46)



Personnel DOSSIER

NAME: Bart Langley

RANK: Staff Sgt. SERIAL NO.: 76-2435-6621

UNIT: Selous Scouts

BIRTH DATE: November 17, 1943

PLACE OF BIRTH: Thomasville, Virginia USA

CITIZENSHIP: Rhodesian-approved CAP.: 100 lbs.

HEIGHT: 5'7½" WEIGHT: 145 lbs. FRAME: Medium

HAIR COLOR: Brown EYE COLOR: Grey

HAND PREFERENCE: Ambidextrous COMPLEXION: Average VOICE: Average

DISTINGUISHING MARKS/SCARS: Always wears an eye patch over his left eye. Although a glass eye has been instituted, Langley is still self-conscious and prefers to wear the eye patch.

MINI BIOGRAPHY

Grad. Stanton Mil. Acad. 1960. Cadet Capt. Grad. VMI 1964, Cadet Lt. Jointed Viet Nam advisory team 1965. Returned US and joined Special Forces. Lost left in Central Highlands, Dec. 1967. Left arm and freelanced in Congo, Biafra, and Lebanon until recruited in Durban, South Africa for Rhodesian service.

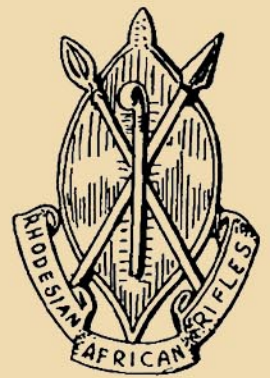
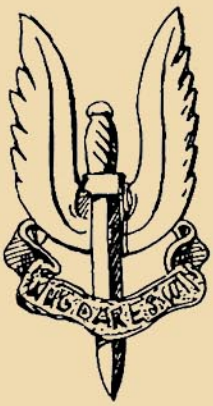
MILITARY QUALIFICATIONS

PRIMARY: Map - +2 to Pathfind
Camouflage - +2 Detect/Conceal
Tracker - +4 Tracking

SECONDARY: Communications - +2 Inter.
Medic _ heals 6 pts. serious
4 pts. light
Survivalist - +1 Detect

QUALIFIED WEAPONS: FAL FN, AK-47, M-16

STRENGTH (45) Average	AGILITY (36) Average	INTELLIGENCE (56) Smart
INTUITION (51) Average	KNOWLEDGE (54) Able	PRIOR (53) Extended
COMMAND CONTROL (46)	STRESS TEST (46)	DEXTERITY TEST (31)



MERCTM

RHODESIA 1965 ~ 1980

