

Commando Series

Game Title: Border War

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## SCENARIO

# BORDER WAR

### 38.0 INTRODUCTION

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

#### **38.1 Unit Types**

**Leader.** A command post or headquarters.

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

**Tank.** Heavy armor.

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

**Paras.** Paratroopers.

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

**Sappers.** Combat engineers

**Supply Column.** Various logistical vehicles.

**Airstrike.** On-call airpower.

**Helicopters.** A flight of helicopters.

#### **38.2 OPFOR Units**

**SWAPO:** Southwest African People's Organization.

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

**Cubans:** Cuban combat formations.

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

**Air Defense.** SAMS, AAA guns, radars.

**Mechanized.** Light armor.

#### **38.3 Unit Scale**

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

#### **38.4 Real Objective Chits**

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

#### **38.5 Minefield**

A heavily mined area.

#### **39.0 OBJECTIVE MARKERS**

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

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

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

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

#### **40.0 SPECIAL UNITS**

##### **40.1 Reconnaissance**

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

##### **40.2 Paratrooper-Qualified Units**

SADF para and Special Forces units are paratrooper-qualified.

##### **40.3 PSYOP-Qualified**

Special Forces units are PSYOP-qualified.

##### **40.4 G-5 Artillery Long Range Fires**

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

##### **40.5 Air Defense**

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

##### **40.6 Ground Transport**

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

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

##### **40.7 Helicopter Transport**

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

##### **40.8 Airfield & Water Moves**

These are allowed.

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

## 41.0 OPFOR SPECIAL UNITS

### ***Warsaw Pact Advisor***

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

## 42.0 THE MAP

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

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

## 43.0 MISSION DESCRIPTIONS

### **43.1 Operation Reindeer!**

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

### **43.2 Operation Protea!**

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

### **43.3 Operation Askari!**

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

### **43.4 Operations Modular-Hooper-Packer!**

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

# OPTIONAL RULES

## 32.0 COORDINATED OPERATIONS

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

## 33.0 RESERVE RECRUIT POINTS (RP)

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

## 34.0 RECONNAISSANCE

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

### **Procedure**

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

## 35.0 ADDITIONAL LOGISTICS

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

Additionally, a player may use a supply column to declare "Full Firepower" at the beginning of a battle if it is part of a force engaged in combat. For that battle, all Commando units' firepower ratings are temporarily increased one (+1). This is so even if the supply column is eliminated in that combat. After the conclusion of the movement or combat in which the supply column is so employed, roll one die: on an odd result, the supply column is expended (placed in the Recruit Pool); on an even result it

remains in play.

### 36.0 HELICOPTER REACTION FORCE

At the start of any combat, the player may use helicopters to move uninvolved Commando units to reinforce the engaged force. Each available helicopter can transport one Commando unit from any printed Base to the battle. The units must be qualified to move via helicopter by the scenario. Multiple helicopters may move multiple individual ground units together if the ground units all reside in the same base. A Reaction Force move does not expend an operation.

### 37.0 AIRCRAFT TURNAROUND

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

### BORDER WAR RECRUITING COSTS

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

### Advanced Rules

|                         |   |
|-------------------------|---|
| Purchase Additional Ops | 2 |
| Aircraft Turnaround     | 1 |