



Set-up

BORDER WAR

Review by Godfrey Bailey

Introduction

During the Cold War a ruthless conflict was waged on the Angolan border between the South African Defence Force and communist insurgents. Border War is a solitaire game by Decision Games that puts you in the middle of the fighting as commander of a South African battlegroup based on the frontier.

Throughout the Cold War hi-tech mechanized armies faced each other across frontiers. I really like this game because it recreates a war in which this high-tech military technology was actually used by both sides in actual battles!

Quick Play Card

I designed a Quick Play Card and a set of Reminder Markers to help a player easily play through an operation.

[See the BW Quick Play Card.PDF](#)

[See the BW Reminder Markers.PDF](#)

Abbreviations

SADF: South African Defence Force

PSYOP: Psychological operations

SF-K: Special Forces 'K' battalion

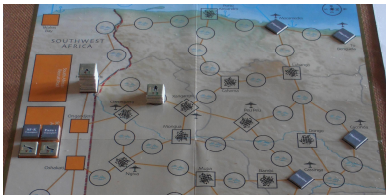
MECH: Mechanized Infantry

G-5 Arty: Long range artillery

OPFOR: Opposing forces

FAPLA: Angolan People's Liberation Armed Forces

SWAPO: Southwest Africa People's Organization



Game Start

Campaign Mission 4 - Operation Askari

A Border War campaign consists of four or more missions. Following is a battle report of the final mission of a campaign I played. I hope this report gives you a feel of the game.

Objectives

To Benguela

Mocamedes

Caconda

Cassinga

Cuito Cuanavale

Mavinga

SADF

All battalions and squadrons recruited.

24 unexpended Recruit Points available.

Main Base at Cunene Hydroelectric.

FAPLA and SWAPO

All brigades mobilized.

3 extra OPFOR units per battle.

Operation 1

Leader 1, SF-K, Mech 1, Mech 2, Mech 3, Armour and Sapper 1 from Cunene Hydroelectric, ground move to boonies NW of Xangango.

Event: OPFOR! (BW09).

Battle 1

OPFOR: Cuban Armour, Cuban Mechanized, FAPLA Motorized and SWAPO Infantry

Battle Result: All OPFOR eliminated, no SADF losses

Operation 2

Leader 1, SF-K, Mech 1, Mech 2, Mech 3, Armour and Sapper 1 in boonies NW of Xangango ground move, circumnavigate Xangango (Sappers) and enter Peu Peu.

Event: Intel! (BW14).

Operation 3

Leader 1, SF-K, Mech 1, Mech 2, Armour and Sapper 1 from Peu Peu (Mech 3 left in Peu Peu), ground move to boonies N of Cassinga.

Event: Communist Offensive! (BW04) then Fight for Intel! (BW13) with SF PSYOP.



Battle 1



Battle 2

Battle 2

OPFOR: All brigades

Helicopter Reaction Force: Para 1 from Cunene Hydroelectric

Battle Result: All OPFOR eliminated, Mech 1 and Sapper eliminated

Soviet Adviser Intel: Mines at Cassinga!

Operation 4

1 Helo and 1 Airstrike turnaround.

Operation 5

SF-RC, Armoured Car 1, Mech 4, Sapper 2 and G-5 Arty in Cunene Hydroelectric, airfield move to Peu Peu.

Event: OPFOR Infiltration! (BW05)Unita! (BW10) then Unita! with SF PSYOP. Unita

Intel: Objective Moscow at Caconda!

Operation 6

Force 1: SF-RC, Armoured Car 1, Mech 3, Mech 4 and Sapper 2 from Peu Peu (G-5 Arty left at Peu Peu), ground move to boonies S of Lubango.

Force 2: Leader 1 in boonies N of Cassinga airmobile transport tTo boonies S of Lubango.

Event: OPFOR Hidden Base! (BW06) then OPFOR! (BW07) with SF PSYOP

Battle 3

OPFOR: FAPLA Motorized, SWAPO Motorized, SWAPO Infantry, SWAPO Infantry and FAPLA Air Defence

Helicopter Reaction Force: SF-SWASU from Cunene Hydroelectric

Battle Result: All OPFOR eliminated, no SADF losses

Operation 7

1 Helo turnaround.

Operation 8

Leader 2 from Cunene Hydroelectric, airmobile transport to boonies N of Cassinga.

Event: Track for Intel! (BW12) success with SF-RC

Operation 9

Use Intel! (BW14): Objective Smokeshell at Mocamedes! and objective Vietnam at To Benguela!

Leader 1, SF-RC, SF-SWASU, Armoured Car 1, Mech 3, Mech 4 and Sapper 2 in boonies S of Lubango ground move, circumnavigate Lubango (Sappers) and enter boonies north of Lubango.

Event: OPFOR! (BW08) then CIA Covert Aid! (BW03) with SF PSYOP!

Operation 10

Leader 1, SF-RC, SF-SWASU, Armoured Car 1, Mech 3, Mech 4 and Sapper 2 in boonies N of Lubango, ground move to Mocamedes.

Event: Morale Check! (BW01), morale high!

Operation 11

Objective Smokeshell from Mocamedes, airmobile transport to Cunene Hydroelectric.

Objective Smokeshell captured!

Operation 12

Leader 1, SF-RC, SF-SWASU, Armoured Car 1, Mech 3, Mech 4 and Sapper 2 in Mocamedes, ground move to To Benguela.

Event: Political Crisis! (BW02) UN Emergency Session!

Operation 13

Objective Vietnam from To Benguela, airmobile transport to Cunene Hydroelectric.

Objective Vietnam captured!

Mission Debriefing

2 objectives captured and 14 KIA so mission successful!



Battle 3



Game End