

BORDER WAR

QUICK PLAY CARD

SET-UP

- One extra unit per mission accomplished.

1 Extra Unit! 2 Extra Units! 3 Extra Units!

Place on Mission Card

- Number of Recruit Points currently available.

RP's

Place on Operations Track

- Segment being played.

STEP

Start on Quick Play Card pointing at 1

1 USE OPERATION

- Minus one Op.
- Assemble operating force.

2 AIR TURNAROUND

- Minus one RP per Air and Op Ends.

3 RECON

- Requires Special Forces or Armoured Car adjacent to Objective or Helo on any Objective.
- Recon Check**
- Air Availability Check**

4 MOVEMENT

- Stack up to six Ground per space.
- One Force chooses one of **a** to **e**
- May coordinate two Forces each with Leader, same space and one card.

a GROUND MOVE

- Full Speed! requires Supply Column.
- May add one space.
- Additional Logistics Check**
- Return marker.

Full Speed!

Place on Supply Column

b AIRFIELD MOVE

- Requires Card.
- Airfield to Airfield.
- Optional Airfield Move Rule:** Unless moving to an airfield at a SADF base, airfield moved to must have at least one SADF ground unit present in the space.

c WATER MOVE

- Requires Card.
- Shore to Shore.

d AIRBORNE INSERTION

- Requires Special Forces or Paras.
- Base to any space.
- No move after insertion.
- One attempt per mission.
- Remove marker from game once attempt made.

SF-K Transport SF-RC Transport SF-SWASU Transport
 Para 1 Transport Para 2 Transport Para 3 Transport

Place in SA Air Available box

e AIRMOBILE TRANSPORT

- Requires Helo.
- May transport one Leader, Special Forces, Para, Supply Column or Objective.
- Any space to any space.
- Helo may perform Air Strike.
- Air Availability Check**

5 EVENT CARD

- Twice if in un-revealed Objective space.
- Use PSYOP.
- If no Battle, go to 6

a AIRSTRIKES

- Requires Fixed-wing or Helo.
- May perform Air Strike.
- Only OPFOR Air Defence fire effects fixed-wing.
- Any OPFOR fire effects Helo.

b HELICOPTER REACTION FORCE

- Requires Helo.
- May transport one Leader, Special Forces, Para or Supply Column.
- Base to battle space.
- Helo may perform Air Strike.

c LONG RANGE ARTILLERY FIRE

- Requires G-5 Arty.
- May add four Firepower.
- Return marker after battle resolved.

G-5 Fired!

Place on unit supported

d FULL FIREPOWER

- Requires Supply Column.
- May add one Firepower.
- Return marker after Additional Logistics Check in **h**

Full Firepower!

Place on Supply Column

e TACTICAL SUPERIORITY

- Equal goes to SADF.

f LINE-UP UNITS

- Return marker after battle.

Battle!

Place in space of battle

- Line-up OPFOR.
- Line-up SADF.

g ALTERNATE FIRE

- Denotes unit fired, return marker after battle.

SADF Fired! OPFOR Fired! OPFOR in Town Fired!

Place on last unit that fired

h 7. BATTLE RESULTS

- Each SADF panicked minus one KIA.
- Each SADF eliminated minus two KIA.
- If win battle, roll '6' for new SADF Leader.
- Each OPFOR eliminated plus one KIA.
- If OPFOR Leader eliminated, plus one Op or reveal one Objective.
- Add or deduct Op for win or lose.
- Additional Logistics Check**
- Return Ground Units.
- Return Battle Marker.
- Air Availability Check**

6 OBJECTIVE

- Reveal with Recon, Intel Card or SADF in space at end of Op.
- Op Ends**



OPTIONAL RANDOM OBJECTIVE LOCATION TABLE

Using this table, cities closer to the SA/Angola border are less likely to have an OPFOR base complex. This gives more scope for Airborne Insertion and Airmobile Transport operations.

- 2D6 City**
- Chetequera
 - Xangango
 - Peu Peu
 - Mavinga
 - Cassinga
 - To Benguela
 - Caconda
 - Mocamedes
 - Cuito Cuanavale
 - Jamba
 - Ngiva