

Chinese People's Liberation Army/Cold War (1949 - 1989)

| Troops | Arm | Move | Attacks | Hits | Save | Cost | Limit | Notes |
|--|-----------|------|---------|------|------|------|--------|--------------------|
| CO (Command Value 9) | Command | 60 | 3/30 | 6 | 6 | 90 | 1 | [1949 - 1964] |
| HQ (Command Value 8) | Command | 40 | 2/30 | 4 | 6 | 45 | -/3 | [1949 - 1964] |
| CO (Command Value 8) | Command | 60 | 3/30 | 6 | 6 | 60 | 1 | [1965 - 1989] |
| HQ (Command Value 7) | Command | 40 | 2/30 | 4 | 6 | 30 | -/3 | [1965 - 1989] |
| FAO (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/1[3] | - |
| FAC (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/[1] | - |
| Recce Unit (Scouts) | Recce | 10 | 2/30* | 6 | - | 35 | -/1 | - |
| Recce Unit (Motorcycles w/sidecar) | Recce | 25 | 2/30* | 3 | - | 30 | -/1 | - |
| Recce Unit (BTR 40 / Type 55) | Recce | 20 | 2/50* | 3 | 6 | 40 | -/1 | [50+]O/A |
| Recce Unit (Type 62) | Recce | 30 | 3/60 | 4 | 6 | 80 | -/1 | [63+] R |
| Infantry Unit (Conscripts) | Infantry | 10 | 2/30* | 6 | - | 20 | -/- | [#1] |
| Infantry Unit (Regulars) | Infantry | 10 | 3/30* | 6 | - | 30 | 3/- | - |
| Infantry Unit (Paratroopers-Marines) | Infantry | 10 | 4/30* | 6 | - | 40 | -/3 | [#2] |
| Infantry Upgrade (Type 56) | Infantry | - | 3/20(H) | - | - | 15 | -/- | [60+] |
| Infantry Upgrade (Type 69) | Infantry | - | 4/30(H) | - | - | 25 | -/- | [75+] |
| Support Unit (HMG) | Infantry | 10 | 4/60* | 5 | - | 50 | -/3 | - |
| Support Unit (RR,57mm) | Infantry | 10 | 3/30(H) | 5 | - | 40 | -/3 | [<70] |
| Support Unit (RR,75mm) | Infantry | - | 3/40(H) | 5 | - | 35 | -/3 | [<70] |
| Support Unit (RR,82mm) | Infantry | - | 3/40(H) | 5 | - | 35 | -/3 | [70+] |
| Support Unit (RR,105mm, 4x4s) | Infantry | 20 | 5/40(H) | 3 | - | 70 | -/3 | [75+] |
| Support Unit (ATGW, HJ73) | Infantry | 10 | 4/150 | 5 | - | 120 | -/3 | [80+] IR |
| Support Unit (ATGW, HJ 8) | Infantry | 10 | 6/150 | 5 | - | 160 | -/1 | [89+] IR |
| Support Unit (Mortar, 82mm) | Infantry | 10 | 3/120* | 5 | - | 40 | -/3 | - |
| Support Unit (Mortar, 82mm, YW-304) | Infantry | 30 | 3/120* | 3 | 6 | 75 | -/3 | [70+] A |
| Support Unit (Mortar, 120mm) | Infantry | - | 4/200* | 4 | - | 70 | -/1 | - |
| Support Unit (Mortar, 120mm,YW-381) | Infantry | 30 | 4/200* | 3 | 6 | 95 | -/1 | [70+] A |
| Engineer Unit (Combat Engineers) | Engineers | 10 | 4/30* | 6 | - | 60 | -/3 | - |
| Tank Unit (T-34/85) | Armour | 25 | 3/60 | 4 | 5 | 65 | -/[9] | R |
| Tank Unit (Type 62) | Armour | 30 | 3/60 | 4 | 6 | 60 | -/- | [63+] R |
| Tank Unit (Type 63) | Armour | 20 | 3/60 | 3 | 6 | 45 | -/- | [65+] R/A |
| Tank Unit (Type 63) | Armour | 20 | 3/80 | 3 | 6 | 50 | -/- | [75+] R/A |
| Tank Unit (Type 59) | Armour | 25 | 4/60 | 4 | 4 | 85 | -/- | [60+] R |
| Tank Unit (Type 59-1) | Armour | 25 | 4/80 | 4 | 4 | 90 | -/- | [80+] R |
| Tank Unit (Type 69-II) | Armour | 30 | 4/80 | 4 | 4 | 105 | -/- | [82+] R/S2/IR [#3] |
| Tank Unit (Type 69-III / Type 79) | Armour | 30 | 5/100 | 4 | 4 | 110 | -/- | [86+] R/S2/IR [#4] |
| Tank Unit (Type 88) | Armour | 30 | 5/100 | 5 | 4 | 120 | -/[9] | [88+] R/S2/IR [#4] |
| Heavy Tank Unit (IS-2) | Armour | 15 | 5/60 | 5 | 4 | 95 | -/[3] | [<70] R |
| ATG Unit (85mm) | Anti-Tank | - | 3/60 | 4 | - | 45 | -/3 | - |
| ATG Unit (100mm,Type 73) | Anti-Tank | - | 4/80 | 3 | - | 60 | -/3 | [81+] |

| | | | | | | | | |
|--------------------------------------|-----------|----|-------|---|---|-----|--------|------------------------|
| ATG Unit (100mm,Type 86) | Anti-Tank | - | 5/80 | 3 | - | 70 | -/3 | [88+] |
| Air Defence Unit (AA,HMG, Quad) | Artillery | - | 4/30* | 4 | - | 30 | -/1 | - |
| Air Defence Unit (AA, 25mm Type 87) | Artillery | - | 2/40 | 5 | - | 25 | -/1 | [88+] ZU-23-2 |
| Air Defence Unit (AA,37mm) | Artillery | - | 1/50 | 4 | - | 10 | -/1 | - |
| Air Defence Unit (AA,57mm) | Artillery | - | 1/60 | 4 | - | 15 | -/1 | [65+] |
| Air Defence Unit (AA,Type 80) | Artillery | 25 | 2/60 | 3 | 6 | 55 | -/1[1] | [82+] O [#3] |
| Air Defence Unit (SAM, HQ-2) | Artillery | 20 | 3/200 | 3 | - | 90 | -/1 | [65+] IR |
| Artillery Unit (120mm Mortar) | Artillery | - | 4 | 3 | - | 60 | -/- | - |
| Artillery Unit (76mm) | Artillery | - | 2 | 4 | - | 35 | -/- | - |
| Artillery Unit (122mm) | Artillery | - | 3 | 3 | - | 45 | -/- | - |
| Artillery Unit (122mm, Type 70) | Artillery | 30 | 3 | 3 | 6 | 65 | -/- | [70+] |
| Artillery Unit (130mm) | Artillery | - | 4 | 3 | - | 60 | -/- | [65+] |
| Artillery Unit (152mm) | Artillery | - | 4 | 2 | - | 55 | -/- | - |
| Artillery Unit (152mm, Type 83) | Artillery | 20 | 4 | 3 | 6 | 80 | -/[3] | [84+] |
| Artillery Unit (RL, BM-21) | Artillery | 20 | 6 | 3 | - | 80 | -/[3] | - |
| Artillery Unit (RL, K-63) | Artillery | 30 | 6 | 3 | 6 | 90 | -/[3] | - |
| Artillery Unit (Naval) | Artillery | - | 6 | 8 | 3 | 100 | -/[3] | - |
| Aircraft Unit (Il-10 Shturmovik) | Aircraft | - | 4 | 4 | 5 | 85 | -/[2] | [<70] |
| Aircraft Unit (Mig 15 / J-4) | Aircraft | - | 3 | 3 | 4 | 65 | -/[2] | [50-69] |
| Aircraft Unit (Mig 19 / Q-5 Fantan) | Aircraft | - | 4 | 3 | 4 | 85 | -/[2] | [70+] |
| Transport Unit (Truck) | Transport | 20 | - | 3 | - | 10 | -/- | - |
| Transport Unit (Type 63) | Transport | 30 | 2/50* | 3 | 6 | 40 | -/- | [70+] A |
| Transport Unit (Type 77) | Transport | 25 | 2/50* | 3 | 6 | 35 | -/- | [77+] A |
| Transport Unit (Heli, Mi-4 / Zhi 5) | Transport | - | 2/50* | 3 | 6 | 35 | -/[3] | [65+] (2 spaces / FAO) |
| Transport Unit (Heli, Mi-6 Hook) | Transport | - | 2/50* | 4 | 6 | 70 | -/[1] | [75+] (8 spaces) |

Special Rules

- Rigid tactical doctrine
- Counter-battery capability
- No air superiority
- Stockpile: +2 to random points modifier (only for buying infantry units)
- Wave Assault: Ignore the command penalty for assaulting the enemy
- Infiltration: No command penalty for flank deployment (1949 - 1964)
- Night fighting: No command penalty for infantry fighting at night (1949 - 1964)
- You may schedule one ambush before the start of the game (50 points each)
- Assets include Artillery HE (max 8 per unit, 10 points each), Artillery Smoke (max 2 per unit, 20 points each), Artillery Illumination (max 2 per unit, 20 points each), Aircraft Ground-Attack (max 2 per unit, 10 points), Aircraft Air Assault (max 1 per unit, 50 points each)

Battlegroup Selection

- Max one recon unit per 1000 points
- Max three RR/ATGW support unit per 1000 points
- Max three mortar support units per 1000 points
- Max one heavy mortar support units per 1000 points
- Max three ATG/SPAT/ATGW units per 1000 points
- Max one air defence unit per 1000 points
- Max six artillery unit per battlegroup (excluding RL)
- Max three RL units per battlegroup
- Max two aircraft units per battlegroup
- Max three transport helicopter units per battlegroup

Note 1. Infantry Unit - Conscripts

- Conscript: May not use initiative to assault the enemy

Note 2. Infantry Unit - Elites

- Paratroopers - Marines: +1 attack in close assault

Note 3. Tank Unit – Type 69 II, Air Defence Unit Type 80

- Only for export.

Note 4. Tank Unit Type 69 III / Type 79, Tank Unit Type 88

- In service only with PLA