

COLD WAR COMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, 1946+

Frequently Asked Questions

1. How do I calculate the deviation roll for scheduled air support if I don't have an FAC?

Measure the distance between the target point and the nearest command unit with LOS of the target. If there is no command unit within LOS of the target point, measure the shortest distance between the target point and your own table baseline.

2. Can a unit carry out an opportunity action and evade ATGW in the same turn?

No - evasion from ATGW counts as an opportunity action.

3. What nations can use FASCAM?

America, Britain, France, NATO, West Germany and the Soviet Union can use FASCAM from 1980.

4. When in communication, is deviation measured from the FAO/FAC or the recce unit?

In this instance, measure the distance between the recce unit and the target point.

5. Can two recce units communicate with the same command unit if this is the nearest command unit to both of the recce units?

No, a command unit can only be in communication with one recce unit in a turn. You may choose which recce unit communicates with the command unit. The remaining recce unit can communicate with the nearest command unit beyond the nearest one.

6. Can counter-battery artillery fire be requested by the CO or an HQ for those nations with the Fire Support special rule?

No, counter-battery fire can only be requested by an FAO.

7. How do I calculate the attacks when the fire-zones are different sizes?

You should resolve each type of artillery separately. In effect, naval artillery, rocket artillery and normal artillery cannot combine their attacks against a single target.

8. What is the purpose of horse transport if guns can be man-handled 10cm per action?

Guns may only be man-handled once per turn. If you wish to move them further, you should use a transport unit, which includes horse transport. Note that horse transport is not fast moving cavalry, but draught animals moving at walking pace as the gun crews often had to walk alongside.

9. Do recce units need LOS to the nearest enemy unit in order to be able to communicate?

No, just measure the distance between the recce unit and the nearest enemy unit. Recce units are not necessarily spotting enemy units, merely detecting their presence in the area. This can be done by listening for enemy activity or observing dust clouds created by the passage of vehicles, etc.

10. Is it possible to drop units from a formation when issuing orders?

Yes.

11. Is it possible to add units to a formation when issuing orders?

No.

12. Are command units hard targets?

The question is irrelevant as command units can only be affected by artillery and air strikes. They are hit on sixes.

13. Can a command unit be transported in a helicopter?

Yes, a transport helicopter can carry one command unit and the command unit doesn't occupy any spaces.

14. ATGW fired from helicopters are too powerful as they can hit every unit in the fire-zone.

ATGW fired from helicopters can only target a single unit in the fire-zone and they do not double their attacks when doing so.