

COLD WAR COMMANDER

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

1st Gulf War, 1991

by Paul Martin (a.k.a. Noshier)

Kuwati Army

| Troops | Arm | Move | Attacks | Hits | Save | Cost | Limit | Notes |
|----------------------------------|-----------|------|----------|------|------|------|-------|------------|
| CO (Command Value 8) | Command | 60 | 3/30 | 6 | 6 | 60 | 1 | - |
| HQ (Command Value 7) | Command | 40 | 2/30 | 4 | 6 | 30 | -/3 | - |
| FAO (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/[1] | - |
| Recce Unit (Scorpion) | Recce | 30 | 3/80 (H) | 3 | 6 | 85 | -/1 | IR/A [#1] |
| Recce Unit (Saladin) | Recce | 25 | 3/80 (H) | 3 | 6 | 65 | -/1 | - |
| Infantry Unit (Conscripts) | Infantry | 10 | 3/30* | 6 | - | 25 | -/- | [#2] |
| Infantry Upgrade (Carl Gustav) | Infantry | - | 5/40 (H) | - | - | 35 | -/- | - |
| Support Unit (HMG) | Infantry | 10 | 4/60* | 5 | - | 50 | -/3 | - |
| Support Unit (ATGW, TOW I) | Infantry | 10 | 6/150 | 5 | - | 160 | -/3 | IR |
| Support Unit (Mortar, 81mm) | Infantry | 10 | 3/120* | 5 | - | 40 | -/3 | - |
| Tank Unit (Chieftain Mk.5) | Armour | 20 | 6/100 | 6 | 3 | 170 | -/- | S2/IR [#3] |
| ATGW Unit (TOW 2, Landrover) | Anti-Tank | 20 | 7/150 | 3 | - | 230 | -/[3] | IR |
| ATGW Unit (TOW 2, M901) | Anti-Tank | 25 | 7/150 | 3 | 6 | 240 | -/[3] | IR |
| Air Defence Unit (SAM, SA-7) | Artillery | 10 | 4/100 | 5 | - | 70 | -/1 | IR |
| Artillery Unit (155mm, AMX/F3) | Artillery | 30 | 4 | 3 | 6 | 80 | -/[6] | - |
| Attack Helicopter Unit (Gazelle) | Aircraft | - | 4/50 | 3 | 5 | 150 | -/[2] | [#4] |
| Aircraft Unit (Mirage F1) | Aircraft | - | 6 | 3 | 4 | 125 | -/[2] | - |
| Transport Unit (M577) | Transport | 25 | - | 4 | 6 | 30 | -/- | A |
| Transport Unit (M113) | Transport | 25 | 2/50* | 4 | 6 | 40 | -/- | A |

Special Rules

- Normal tactical doctrine
- Counter-battery capability
- Air Superiority: -1 modifier to die roll
- You may schedule one ambush before the start of the game (50 points)
- Assets include Artillery HE (max 2 per unit, 10 points each), Artillery Smoke (max 1 per unit, 20 points each), Aircraft Ground Attack (max 1 per unit, 10 points each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max three ATGW units per battlegroup

Note 1. Recce Unit (Scorpion)

- Terrain restrictions as infantry

Note 2. Infantry Unit (Conscripts)

- Conscript: May not use initiative to assault the enemy

Note 3. Tank Unit (Chieftain Mk.5)

- Breakdowns: -1 to CV when using mobile deployment

Note 4. Attack Helicopter Unit (Gazelle)

- 6/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (HOT)

Sultan of Oman Army

| Troops | Arm | Move | Attacks | Hits | Save | Cost | Limit | Notes |
|-------------------------------------|------------|-------------|----------------|-------------|-------------|-------------|--------------|--------------|
| CO (Command Value 8) | Command | 60 | 3/30 | 6 | 6 | 60 | 1 | - |
| HQ (Command Value 7) | Command | 40 | 2/30 | 4 | 6 | 30 | -/3 | - |
| FAO (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/[1] | - |
| Recce Unit (Scorpion) | Recce | 30 | 3/80 (H) | 3 | 6 | 85 | -/1 | IR/A [#1] |
| Infantry Unit (Conscripts) | Infantry | 10 | 3/30* | 6 | - | 25 | -/ | [#2] |
| Infantry Unit (Baluchi Mercenaries) | Infantry | 10 | 4/30* | 6 | - | 40 | -/ | [#3] |
| Infantry Upgrade (Carl Gustav) | Infantry | - | 5/40 (H) | - | - | 35 | -/ | - |
| Support Unit (HMG) | Infantry | 10 | 4/60* | 5 | - | 50 | -/3 | - |
| Support Unit (ATGW, TOW I) | Infantry | 10 | 6/150 | 5 | - | 160 | -/3 | IR |
| Support Unit (Mortar, 81mm) | Infantry | 10 | 3/120* | 5 | - | 40 | -/3 | - |
| Tank Unit (M60A1) | Armour | 20 | 5/120 | 5 | 3 | 150 | -/ | S2/IR |
| Tank Unit (Chieftain Mk.5) | Armour | 20 | 6/100 | 6 | 3 | 170 | -/ | S2/IR [#4] |
| ATGW Unit (TOW 2, Landrover) | Anti-Tank | 20 | 7/150 | 3 | - | 230 | -/[3] | IR |
| ATGW Unit (MILAN 2, VAB) | Anti-Tank | 30 | 8/100 | 3 | - | 220 | -/[3] | IR |
| Air Defence Unit (SAM, Javelin) | Artillery | 10 | 5/100 | 5 | - | 80 | -/1 | IR |
| Artillery Unit (105mm) | Artillery | - | 3 | 3 | - | 45 | -/[6] | - |
| Artillery Unit (155mm) | Artillery | - | 4 | 2 | - | 60 | -/[3] | - |
| Artillery Unit (155mm, M109) | Artillery | 30 | 4 | 4 | 6 | 80 | -/[3] | - |
| Aircraft Unit (Jaguar GR1) | Aircraft | - | 8 | 4 | 4 | 180 | -/[1] | - |
| Transport Unit (4x4s) | Transport | 20 | - | 3 | - | 10 | -/ | - |
| Transport Unit (VAB) | Transport | 30 | 1/50* | 3 | 6 | 30 | -/ | - |

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- Air Superiority: -1 modifier to die roll
- You may schedule one ambush before the start of the game (50 points)
- Assets include Artillery HE (max 2 per unit, 10 points each), Artillery Smoke (max 1 per unit, 20 points each), Aircraft Ground Attack (max 1 per unit, 10 points each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max three ATGW units per battlegroup
- Max six artillery units per battlegroup

Note 1. Recce Unit (Scorpion)

- Terrain restrictions as infantry

Note 2. Infantry Unit (Conscripts)

- Conscript: may not use initiative to assault the enemy

Note 3. Infantry Unit (Baluchi Mercenaries)

- Elite: No command penalty for assaulting the enemy and +1 attack in close assault

Note 4. Tank Unit (Chieftain Mk.5)

- Breakdowns: -1 to CV when using mobile deployment

Qatar Army

| Troops | Arm | Move | Attacks | Hits | Save | Cost | Limit | Notes |
|--|------------|-------------|----------------|-------------|-------------|-------------|--------------|--------------|
| CO (Command Value 8) | Command | 60 | 3/30 | 6 | 6 | 60 | 1 | - |
| HQ (Command Value 7) | Command | 40 | 2/30 | 4 | 6 | 30 | -/3 | - |
| FAO (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/[1] | - |
| Recce Unit (4x4s) | Recce | 20 | 1/30* | 3 | - | 30 | -/1 | - |
| Infantry Unit (Regulars) | Infantry | 10 | 3/30* | 6 | - | 30 | -/- | - |
| Infantry Upgrade (M72 LAW) | Infantry | - | 4/20 (H) | - | - | 20 | -/- | - |
| Support Unit (ATGW, MILAN 2) | Infantry | 10 | 8/100 | 5 | - | 190 | -/3 | IR |
| Support Unit (Mortar, 81mm) | Infantry | 10 | 3/120* | 5 | - | 40 | -/3 | - |
| IFV Unit (AMX-10P) | IFV Unit | 30 | 2/80 | 3 | 6 | 60 | -/- | IR/A |
| Tank Unit (AMX-30) | Armour | 25 | 5/100 | 5 | 5 | 115 | -/- | IR |
| ATGW Unit (MILAN 2, VAB) | Anti-Tank | 30 | 8/100 | 3 | - | 220 | -/[3] | IR |
| Air Defence Unit (SAM, Rapier Tracked) | Artillery | 10 | 5/100 | 5 | - | 100 | -/1 | IR |
| Artillery Unit (155mm, AMX/F3) | Artillery | 30 | 4 | 3 | 6 | 80 | -/[6] | - |
| Attack Helicopter Unit (Gazelle) | Aircraft | - | 4/50 | 3 | 5 | 150 | -/[2] | [#1] |
| Transport Unit (4x4s) | Transport | 20 | - | 3 | - | 10 | -/- | - |
| Transport Unit (VAB) | Transport | 30 | 1/50* | 3 | 6 | 30 | -/- | - |

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- Normal tactical doctrine
- Counter-battery capability
- Air Superiority: -1 modifier to die roll
- You may schedule one ambush before the start of the game (50 points)
- Assets include Artillery HE (max 2 per unit, 10 points each), Artillery Smoke (max 1 per unit, 20 points each), Aircraft Ground Attack (max 1 per unit, 10 points each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max three ATGW units per battlegroup
- Max six artillery units per battlegroup

Note 1. Attack Helicopter Unit (Gazelle)

- 6/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (HOT)

Saudi Army

| Troops | Arm | Move | Attacks | Hits | Save | Cost | Limit | Notes |
|-----------------------------------|------------|-------------|----------------|-------------|-------------|-------------|--------------|--------------|
| CO (Command Value 8) | Command | 60 | 3/30 | 6 | 6 | 60 | 1 | - |
| HQ (Command Value 7) | Command | 40 | 2/30 | 4 | 6 | 30 | -/3 | - |
| FAO (Command Value 6) | Command | 30 | - | 4 | 6 | 15 | -/[1] | - |
| Recce Unit (AML-H90) | Recce | 25 | 4/100 | 3 | 6 | 95 | -/1 | IR |
| Infantry Unit (Conscripts) | Infantry | 10 | 3/30* | 6 | - | 25 | -/- | [#1] |
| Infantry Upgrade (Carl Gustav) | Infantry | - | 5/40 (H) | - | - | 35 | -/- | - |
| Support Unit (HMG) | Infantry | 10 | 4/60* | 5 | - | 50 | -/3 | - |
| Support Unit (ATGW, TOW 1) | Infantry | 10 | 6/150 | 5 | - | 160 | -/3 | IR |
| Support Unit (Mortar, 81mm) | Infantry | 10 | 3/120* | 5 | - | 40 | -/3 | - |
| Support Unit (Mortar, 81mm, M125) | Infantry | 25 | 3/120* | 3 | 6 | 70 | -/3 | - |
| Tank Unit (AMX-30) | Armour | 25 | 5/100 | 5 | 5 | 115 | -/- | IR |
| ATGW Unit (TOW 2, V150) | Anti-Tank | 25 | 7/150 | 3 | 6 | 240 | -/[3] | IR |
| Artillery Unit (155mm) | Artillery | - | 4 | 2 | - | 60 | -/[3] | - |
| Artillery Unit (155mm, AMX/F3) | Artillery | 30 | 4 | 3 | 6 | 80 | -/[6] | - |
| Aircraft Unit (F5-E) | Aircraft | - | 5 | 3 | 5 | 90 | -/[1] | - |

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Battlegroup Selection

- Max one recce unit per 1000 points
- Max three 81mm mortar support units per 1000 points

Note 1. Infantry Unit (Conscripts)

- Conscript: may not use initiative to assault the enemy