

# Cold War Commander Reference Sheet

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## Phases

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Scheduled - Initiative - Command - End Phase

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### Scheduled Phase

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- resolve all scheduled artillery and air support

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### Initiative Phase

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- carry out action against nearest visible enemy unit
- engineers carry out engineering tasks
- recce establish communication with command unit

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### Command Phase

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#### Modifiers

- 1 opportunity fire/ATGW evasion/initiative action
- 1 each successive order to the same formation
- 1 per 20cm distance (except roads/recce)
- 1 moving in dense terrain or smoke
- 1 assaulting the enemy

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### Artillery Support

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#### Requesting Support

- +1 if all units are self-propelled (have a move value)
- 1 each successive request made by the FAO
- 1 per additional three artillery units requested
- 1 per additional rocket or naval unit requested
- 1 requesting smoke or special munitions

#### Artillery Deviation

- roll 1 die per 20cm between FAO & target (-1 die if higher, +1 die for rockets) & directional die against aiming point

#### Fire Zone

- 20cm for artillery, 30cm for rockets/naval artillery

#### Resolving Artillery Fire

- total attacks (concentration) or average (barrage)
- roll attacks against each target in the fire-zone

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## Air Support

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#### Requesting Support

- 1 each successive request made by the FAC
- 1 per additional aircraft/helicopter unit requested
- 1 requesting special munitions

#### Aircraft Deviation

- roll 1 die per 20cm between FAC & target (-1 die if higher) & directional die against aiming point

#### Anti-Aircraft Fire

- roll attacks of all AA/SAM units within range/LOS
- hits scored on 5+, roll saves, KO if hits = hits value
- roll one die per hit - abort attack if any score 5+
- attacks reduced by 1 per hit

#### Fire Zone

- 20cm for ground-attack and attack helicopters

#### Resolving Air Attacks

- roll attacks against each target in the fire-zone
- may roll double attacks against single target

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## Firing

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#### Modifiers

- +1 within half range
- +1 firing on enemy flank or rear
- +1 AFV vs unarmoured targets within 20cm
- ? firing on the move (S1/S2)
- 1 helicopter pop-up attack

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## Close Assault

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#### Attack Values

- |    |                        |   |                        |
|----|------------------------|---|------------------------|
| 12 | vehicle flamethrower   | 4 | infantry (not support) |
| 8  | combat engineers       | 3 | AFVs and IFVs          |
| 6  | IFV + mounted infantry | 2 | all other troops       |

#### Modifiers

- +1 assaulting the enemy
- +1 each unit in support (within 10cm and LOS)
- +1 infantry or combat engineers vs open AFV
- 1 suppressed
- 1 fighting to flank or rear (each)

#### Result

- score equal hits, fight another round
- more hits: loser retreats, winner consolidates
- twice as many hits: loser KO, winner consolidates

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## Hit Definitions

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- troops in the open are hit on 4+
- troops in soft or partial cover are hit on 5+
- troops in hard or full cover are hit on 6
- vehicle flamethrowers & snipers hit target on 4+
- fully armoured AFVs are hit on 6 by indirect fire
- open AFVs are hit on 5+ by indirect fire
- command & sniper units are hit on 6
- no hits against hard targets if attacks followed by \*
- no hits against soft targets if attacks followed by #
- suppressive fire hits on 6
- recce units count cover as one category better

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## Suppression

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- roll one die for each hit taken in the current attack
- suppressed if any die equal to/greater than score to hit

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## Fall-Back

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- test only when a unit is already suppressed
- roll one die for each hit taken in the current attack
- total scores & move unit away from nearest attacker

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## End Phase

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- remove all outstanding hits and smoke
- recover suppressed units (active player only)
- check scenario victory conditions

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## Breakpoint

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All units except command, recce, sniper, unarmoured transport, aircraft, helicopter and off-table artillery units count towards the breakpoint.

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# Cold War Commander Reference Sheet

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## Command Bonuses *(double one scored)*

Command Roll: two actions may be carried out by each unit  
Artillery Support: don't roll for artillery deviation  
Air Support: don't roll for air support deviation

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## Direct Fire Artillery

Light Artillery (up to 85mm, 25pdr) 3/100H  
Medium Artillery (100-122mm) 4/100H  
Heavy Artillery (Larger) 5/100H

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## Command Blunder *(double six scored by CO or HQ)*

- 1 or 2 **CEASE FIRING!** Roll one die and the command unit takes this number of attacks from firing. The command unit will be hit on 4+ in all situations. Roll for suppression as normal and if suppressed, the command value of the command unit is reduced by one for the duration of the players next turn.
- 3 or 4 **PULL-BACK!** All unsuppressed units in the open half-move directly away from the nearest visible enemy unit. Troops may move round obstacles and impassable terrain as long as they don't move closer to a visible enemy unit. Units forced into enemy units, suppressed friendly units, impassable terrain or off-table are knocked-out. Units forced into unsuppressed friendly units, halt, and both are suppressed.
- 5 or 6 **CROSS-FIRE!** Roll two dice and the three units nearest the command unit each take this number of attacks from firing to their front. No need to roll for suppression for units that have already been issued orders during the turn as this is removed at the end of the turn, but roll for fall-back if a unit is already suppressed.
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## Artillery Support Blunder *(double six scored by FAO)*

- 1 or 2 **INCOMING!** Roll one die and the FAO takes this number of attacks from firing (hit on 4+).
- 3 or 4 **COUNTER-BATTERY!** Roll one die & each requested artillery unit takes this number of attacks. Towed artillery will be hit on 4+, self-propelled artillery will be hit on 5+ and naval artillery will be hit on 6.
- 5 or 6 **FRIENDLY FIRE!** All requested artillery units target the nearest friendly unit to the aiming point. Roll for deviation from the unit, then resolve the fire as an artillery concentration.
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## Air Support Blunder *(double six scored by FAC)*

- 1 or 2 **STRAFING!** Roll one die and the FAC takes this number of attacks from firing (hit on 4+).
- 3 or 4 **ENEMY FIGHTERS!** Roll one die & each requested unit takes this number of attacks (hit on 4+).
- 5 or 6 **TAKE COVER!** All requested aircraft units target the nearest friendly unit to the aiming point.
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## Fall-Back

- troops are knocked-out when falling back further than 10cm in one fall-back result (except recce or guerrillas)
  - dug-in troops & deployed guns are knocked-out when falling back further than 10cm, otherwise they hold
  - troops are knocked-out when falling back into enemy units, impassable terrain, non-dummy minefields, or off-table
  - infantry and unarmoured transport units are knocked-out when falling back into wire
  - troops falling back into friendly troops halt, suppressing them
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## Assault

- AFVs may only assault units in the open unless carrying infantry or engineers, but excluding infantry support
  - IFV may assault units in any terrain that they can enter when carrying infantry
  - troops dismount transport on contact with the enemy and any hits taken during the assault remain with the troops
  - any unit with an attack value (except command, recce and sniper units) can support an assault within 10cm & LOS
  - troops may only assault across an obstacle when they begin their move in base contact with that obstacle
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## Retreat

- units retreating into enemy units, impassable terrain, non-dummy minefields or off-table are KO
  - units retreating into suppressed friendly units, in which case *both* units are knocked-out
  - retreating unlimbered guns, dug-in AFVs, or units in fortifications are knocked-out
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## Testing For Casualties

1. take the attack value of each unit attacking the same target
  2. apply any modifiers to the attack value of each unit, then roll this number of dice, grouped by the score to hit
  3. one hit is achieved for each score equal to or greater than the score required to cause hits (see [Hit Definitions](#))
  4. roll one die for each new hit taken - one hit is saved for each score equal to or greater than the save value
  5. if the total number of hits against the target is equal to or greater than its *hits* value, it is knocked-out
  6. unless the unit was knocked-out, roll one die for each hit taken in the current attack
  7. the unit will become suppressed if any die score equal to or greater than the score required to cause hits
  8. if already suppressed, total the scores and move the unit this distance directly away from the nearest attacking unit
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