

COLD WAR COMMANDER

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

Soviet Airborne, Cold War/Soviet-Afghan War (46-90)

Troops	Arm	Move	Attacks	Hits	Save	Cost	Limit	Notes
CO (Command Value 9)	Command	60	3/30	6	6	90	1	-
HQ (Command Value 8)	Command	40	2/30	4	6	45	-/3	-
FAO (Command Value 6)	Command	30	-	4	6	15	-/[1]	-
FAC (Command Value 7)	Command	30	-	4	6	30	-/[1]	-
Recce Unit (Scouts)	Recce	10	2/30*	6	-	35	-/1	-
Recce Unit (BMD-1)	Recce	30	3/50 (H)	3	6	75	-/1	[75+] IR/A [#1]
Infantry Unit (Naval/Air Assault)	Infantry	10	4/30*	6	-	40	-/-	[#2]
Infantry Upgrade (RPG-16)	Infantry	-	6/40 (H)	-	-	40	-/-	[70+]
Support Unit (RR, 73mm)	Infantry	10	4/60 (H)	5	-	55	-/3	[70+]
Support Unit (RR, 82mm)	Infantry	10	3/40 (H)	5	-	40	-/3	[55-75] [#3]
Support Unit (RR, 105mm)	Infantry	-	5/40 (H)	4	-	55	-/3	[55-75]
Support Unit (ATGW, Sagger)	Infantry	10	4/150	5	-	120	-/3	[65-80] IR
Support Unit (ATGW, Spigot)	Infantry	10	5/100	5	-	130	-/3	[75+] IR
Support Unit (ATGW, Saxhorn)	Infantry	10	6/50	5	-	135	-/3	[80+] IR
Support Unit (Mortar, 82mm)	Infantry	10	3/120*	5	-	40	-/3	[<70]
Support Unit (Mortar, 120mm)	Infantry	-	4/200*	4	-	70	-/3	-
Support Unit (Mortar, 120mm, BMD)	Infantry	30	4/200*	4	6	95	-/3	[70+] A [#4]
IFV Unit (BMD-1)	IFV	30	3/50 (H)	3	6	55	-/[9]	[70+] IR/A [#5]
IFV Unit (BMD-1)	IFV	30	3/50 (H)	3	6	85	-/[9]	[70+] IR/A [#6]
IFV Unit (BMD-2)	IFV	30	3/60	3	6	65	-/[9]	[85+] IR/A [#7]
IFV Unit (BMD-2)	IFV	30	3/60	3	6	105	-/[9]	[85+] IR/A [#8]
ATG Unit (57mm)	Anti-Tank	-	2/60	4	-	35	-/3	-
ATG Unit (85mm)	Anti-Tank	5	3/60	4	-	50	-/3	[<70] [#9]
SPAT Unit (ASU-57)	Anti-Tank	25	2/60	3	6	35	-/3	[57-75] R/O [#10]
SPAT Unit (ASU-85)	Anti-Tank	20	3/60	3	6	50	-/3	[62+] R/IR [#10]
ATGW Unit (AT-1 Snapper, 4x4s)	Anti-Tank	20	2/100	3	-	85	-/[3]	[60-74] IR
ATGW Unit (Spigot, 4x4s)	Anti-Tank	20	5/100	3	-	160	-/[3]	[75+] IR
Air Defence Unit (AA, 23mm)	Artillery	-	1/40	5	-	15	-/1	-
Air Defence Unit (SAM, SA-7)	Artillery	10	4/100	5	-	70	-/1	[68+] IR [#11]
Artillery Unit (85mm)	Artillery	-	2	4	-	35	-/[3]	-
Artillery Unit (RL, RPU-14/M1975)	Artillery	-	6	3	-	70	-/[1]	[70+]
Attack Helicopter (Mi-8 Hip)	Aircraft	-	4/50	3	5	75	-/[3]	[70+] [#12]
Attack Helicopter (Mi-24 Hind D)	Aircraft	-	4/50	4	5	130	-/[3]	[75+] [#13]
Attack Helicopter (Mi-24 Hind E)	Aircraft	-	5/50	4	5	190	-/[3]	[80+] [#14]
Aircraft Unit (Su-25 Frogfoot)	Aircraft	-	8	4	4	180	-/[1]	[80+]
Transport Unit (Truck)	Transport	20	-	3	-	10	-/-	-
Transport Unit (BTR-D)	Transport	30	2/50*	3	6	45	-/9	[75+] A
Transport Unit (Heli, Mi-10 Harke)	Transport	-	2/50*	3	6	50	-/-	[60+] [#15]
Transport Unit (Heli, Mi-6 Hook)	Transport	-	2/50*	4	6	70	-/-	[60+] [#16]

Transport Unit (Heli, Mi-8 Hip)	Transport	-	2/50*	3	6	40	-/-	[66+] [#17]
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Special Rules

- Normal tactical doctrine
- No counter-battery capability
- Air Superiority: +1 modifier to die roll
- Infiltration: +2 to command value for flank deployment
- You may schedule two ambushes before the start of the game (50 points each)
- Assets include Artillery HE (max 2 per unit, 10 points each), Artillery Smoke (max 1 per unit, 20 points each), Artillery Illumination (max 1 per unit, 20 pts each), Aircraft Ground-Attack (max 4 per unit, 10 pts each), Aircraft Thermobaric (max 1 per unit, 30 pts each), Aircraft Chemicals (max 1 per unit, 30 pts each), Aircraft Air Assault (max 2 per unit, 50 pts each)

Battlegroup Selection

- Max one recce unit per 1000 points
- Max three RR/ATGW support units per 1000 points
- Max three mortar/heavy mortar support units per 1000 points
- Max nine IFV units per battlegroup
- Max three ATG/SPAT units per 1000 points
- Max one air defence unit per 1000 points
- Max three attack helicopters per battlegroup

Note 1. Recce Unit - BMD-1

- Air-portable via parachute

Note 2. Infantry Unit - Naval/Air Assault

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

Note 3. Support Unit - RR, 82mm

- Slow Moving: May only carry out one move action per turn

Note 4. Support Unit - Mortar, 120mm, BMD

- Air-portable via parachute

Note 5. IFV Unit - BMD-1

- Air-portable via parachute

Note 6. IFV Unit - BMD-1

- 4/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-3 Sagger)
- Air-portable via parachute

Note 7. IFV Unit - BMD-2

- Air-portable via parachute

Note 8. IFV Unit - BMD-2

- 6/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-5 Spandrel)
- Air-portable via parachute

Note 9. ATG Unit - 85mm

- Equipped with own engine and driving controls from 1953

Note 10. SPAT Unit - ASU-57/ASU-85

- Air-portable via parachute
- Small target: Always count cover as one category better

Note 11. Air Defence Unit - SAM, SA-7

- May fire without dismounting when transported in BTR/BMD/BMP

Note 12. Attack Helicopter - Mi-8 Hip

- Carrying capacity of 2 spaces

Note 13. Attack Helicopter - Mi-24 Hind D

- 3/100 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-2 Swatter)
- Carrying capacity of 1 space

Note 14. Attack Helicopter - Mi-24 Hind E

- 6/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-6 Spiral)
- Carrying capacity of 1 space

Note 15. Transport Unit - Helicopter, Mi-10 Harke

- Carrying capacity of 8 spaces

Note 16. Transport Unit - Helicopter, Mi-6 Hook

- Carrying capacity of 8 spaces or one towed artillery unit up to 122mm

Note 17. Transport Unit - Helicopter, Mi-8 Hip

- Carrying capacity of 4 spaces or one FAO