

## **Flames of War: 1986 Modern COLD WAR**



## **Cold War Rules Pack**

**v 4.0**

# I Introduction

This supplement is designed to be used with **Version 3 of the Flames of War Core Rules** and a copy of **TROPIC LIGHTNING** is advisable for Helicopter and Gunship rules if you wish to use helicopters. Where there is significant deviation from the FOW rules I have tried to justify the reasoning as some decision or rules might look counter intuitive or just plain wrong unless you understand the period, equipment, tactics and methodologies we are trying to follow and mimic.

## GUIDE

This is a guide and list of rules used to play a modified version of Flames of War (FOW) in the post WWII, modern era of the 1980's specifically 1986. The format has deliberately been kept as close to the format of WWII Flames of War lists as possible. Modern warfare has been portrayed as much as possible using the existing FOW rules mechanisms. Players need a copy of the Flames of War V3 rules to play this game but the change will be relatively easy if you know how to play Flames of War.

This version of the rules designed to more accurately portray the hyper-violence of the late Cold war Conventional battle in the age of the computer and the guided Missile. This supplement is specifically based in 1986, it is designed to reflect the tensions between the Super-powers as President Reagan began to re-arm the US at a frantic rate to exceed the USSR by a considerable margin, using its considerable resources and wealth and technological advantages that would make Conventional War unthinkable. But then Humans never were very good at being rational...

## ORGANISATION

To help basing and organisation it is key to understanding the Command chain. We will be primarily fighting Company sized actions but the extra resources of Regiment, Brigade or Division maybe called upon to assist your Company in their Actions.

UNIT	SOLDIER	TYPICAL COMMANDER
Fireteam	3-5	Fireteam Leader (Junior NCO, PFC, Corporal, Lance Corporal)
Squad/section	8-13	Squad leader (Junior NCO, Corporal, Sergeant)
Platoon	26-64	Platoon leader (Junior Lieutenant, Lieutenant, Captain)
Company	80-225	Company Commander (Captain/Major)
Battalion	300-1,300	Commanding Officer (Lieutenant Colonel/ Colonel)
Regiment/Brigade	3,000-5,000	Regiment / Brigave Commander (Colonel/ Brigadier/ Brigadier General)
Division	10,000-15,000	Divisional Commander (Major General)

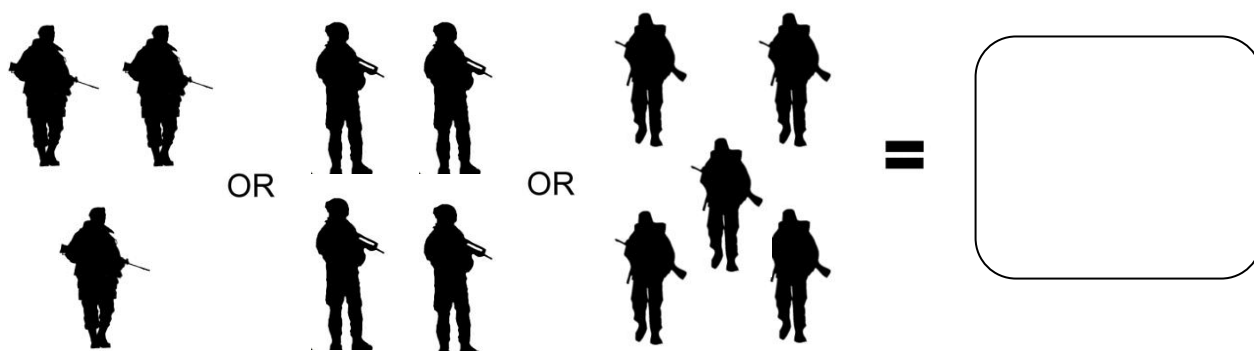
Platoons and Companies organisationally remain relatively unchanged in the 40 years after World War 2. However at the Sub-Platoon level, the development of Fire-team doctrines, combined with Fire and Manoeuvre and the huge increase in squad level firepower meant that infantry organisation was built upon the fundamental concept of a Fireteam.

Fireteams generally consist of Five or fewer soldiers and are usually grouped by two or three teams into a squad or section. They act and fight as a team under the co-ordination of a Fire Team Leader (Usually a Corporal or Lance Corporal or Possibly a First Class Private). Some forces like the British Army were flexible in their Fireteam make up, using a "Gun Group" (usually of 3 men with a GPMG) and a "Rifle / Assault Group" (with Rifles and Grenades). The Concept being the GPMG / LMG in the Gun Group would cover the "Rifle / Assault Group". The British Army also used the Charlie / Delta Fire team of a 4 Man Team, with 2 in every Section. This was relatively flexible and some formations could change as the situation dictated.

Other forces had different organisations but the following basing conventions broadly hold true for the purposes of Wargaming.

### **BASING GUIDE – Modern COLD WAR**

All Infantry Fire teams or HQ's between 3 -5 members should be based on the standard Battlefront Flames of War – Medium bases.



**All fire teams between 3-5 members are to be placed on a Medium sized base**

### **HEAVY SUPPORT WEAPONS & SPECIAL FORCES**

Heavy support weapons such as TOW, MILAN, HMG's, and TRIPOD mounted Sustained Fire Medium Machine guns and Mortars should be mounted on the Small sized Flames of War base. It should also be used for Special Forces Operators such as SAS / DELTA / NAVY SEALS which even within a 4 Man Fire team will operate as a Pair. Therefore a four Man SF team will be divided into 2 x Pairs of Operators rather than Based on a Medium base. Also in the exceptional circumstance of a Platoon HQ being only 2 Personnel (Soviet Lists) they should also be based on a Small base.



**All two man teams, Heavy Weapons and Special forces are to be mounted on small sized ba**

## II MODERN ARMIES (NATO – WARPAC) 1986

The experiences of the Second World War had a dramatic and searing effect on Military organisations around the world. Tactics and capabilities changed dramatically and as technology changed society so did it change the battlefield.

### General Infantry Weapons and Costs guide:

Are in accordance with the Force lists available on the STOPPINGTHEREDTIDE website/ Blog and contains details about their Morale and Training is at the top of the force list.

## III New Supplementary Rules

These rules are to highlight the changes over normal FLAMES OF WAR Version 3 rules to replicate modern battles. If these rules do not work in every circumstance than a reasonable point of view would be to put yourself in the protagonists shoes and work out how you would likely respond to each other's actions. This often gives a better more realistic result, however if in doubt the old fashioned roll off, or dice off can work to keep the game flowing (any significantly broken elements should be e-mailed to me or visit my Blog [www.stoppingtheredtide.com](http://www.stoppingtheredtide.com))

### NATIONAL RULES

None of the Flames of War national rules apply, as modern doctrines and the experiences of the Second World War were quickly learned from and advantages of training were negated by examples of best practice.

### COLD WAR MISSIONS

Not all the V3 FOW Missions are appropriate for a COLD WAR SCENARIO. The Soviets will always be the attacking force unless otherwise stated in the Campaign details.

All of the missions will be used, but with amended Night-fighting rules.

### NIGHTFIGHTING RULES

**NIGHT VISION** - The proliferation of Cylumes, Night Vision Googles, starlight scopes and Infra Red devices means that modern Warfare can continue at night with a fair degree of confidence of success. If your unit or Vehicle has the Night Vision Rule, then you may roll two D6 and pick the highest. Night fighting rules are iaw :-

Each time, you select a platoon to shoot with Roll a Die and consult the Night Visibility table. The result is the maximum distance at the moment that the Platoons can see / shoot at /Range in on Enemy teams within that distance, unless the enemy team have opened fire. Enemy teams which fired are always visible out to the extent / limits of line of sight. Anything further away is considered invisible in the darkness. Before opening fire roll a D6 to determine the visibility Distance.

NIGHT VISIBILITY	
1	10"
2	15"
3	25"
4	30"
5	40"
6	∞ (constrained to LOS)

**NIGHT CONCEALMENT** - Knowing the Enemy is a particular geographic position it is still particularly difficult to pin point individuals or vehicles even on the clearest of nights. All teams count as concealed at night. Night Concealment is not Concealing terrain and therefore ambushing troop's need must deploy the normal distance away from the enemy.

## 1. HQ Units

A Platoon leader must be nominated as the HQ, also another must be nominated from another Platoon to act as 2iC.



NATO is particularly robust to Command changes and the loss of HQ elements does not adversely affect their ability to conduct operations. They are trained to carry on in adverse conditions including when Command elements are destroyed and others will step in up in accordance with Seniority and position in the Command Chain. NATO's strength is dynamism and the ability to co-ordinate in an ad-hoc fashion to exploit local advantages and press home attacks making the most of their initiative.

**NATO COMMAND CHAIN** *"When the HQ/CO or the 2iC get killed then the NATO player may, (subject to the Company Morale test being passed) nominate another Platoon leader or Unit Leader to become the new 2iC with the Old 2iC now becoming the CO."*



WARPAC is robust from a different point of view, in that the Operations are meticulously planned and executed in accordance with strict timings and adhered to without question. Local issues, advantages or initiative is strongly discouraged if not actively stamped upon. Officers will carry out their orders and no more, they will not take risks or initiative or do anything for which they have not received orders. In this regard the WARPAC are extremely effective in large co-ordinated actions, however they are unable to react with speed alacrity to dynamic situations. Without firm robust Leadership the RED ARMY Troops return to do little or nothing and become sheep or automatons and effectively stop or withdraw.

**WARPAC WAR SYSTEM** *"When the HQ/CO gets killed then the WARPAC player must roll the company morale check, if successful, the 2iC must then roll a Morale Check if this is successful the assault continues as per normal. If unsuccessful then the whole attack stalls for a turn whilst the flustered 2iC assumes command and try's to co-ordinate the units now under his command. The WARPAC Forces cannot move for a turn, but can fire their weapons and conduct any other action other than moving"*



## 2. Revolutions in Small Arms and Anti-Tank systems

The experiences of World War II and conflicts since have changed the damage potential of the modern Infantry Platoon massively, to the point where a modern Squad almost has more Firepower than a World War II era Platoon. The creation of the Semi automatic/ Assault rifle based on the Stumgwher 44 brought about weapons such as the infamous AK-47 and the M-16. Further developments brought about the Squad Automatic Weapon, a compact weapon used by infantry squads to lay down considerable firepower at very close ranges, this combined with reliable MMG's such as the M60, FN MAG, RPD, RKD allowed infantry platoons to lay down extremely concentrated and deadly volumes of fire compared to their WWII forebears.



Further developments such as 40mm Grenade Launchers and Grenade Machine Guns allowed Infantry sections a capability they had lacked even if they were equipped with a primitive (though no-less effective) Rifle Grenades. Equally the advent of the man portable Rocket Projectiles in the form of the US Bazooka and German Panzerschreck combined with the Shaped charge of the PIAT and the Panzerfaust showed the way and with improvements and refinements the Anti-Tank capability of infantry improved greatly and did away with AT Guns and other heavier weapons.

Therefore due to all of these changes there are significant modifications made to Small arms Rules with Flames of War:-

### INFANTRY SMALL ARMS

All infantry Fire teams are classed as one of the following three Small Arms teams:-

**SMG Team / RIFLE Team / SAW Team**

All other weapons carried by the Fire team is considered a Fire team Support Weapon and can be fired independently of the rest of the team at any valid target. A fire team may only every have one Support Weapon.



## SUPPORT WEAPONS

Every fireteam can take a Single Support Weapon, the support Weapon will be detailed in the Infantry notes of the Force list and is different depending on Faction and Nation as well as organisation and equipment.

Light AT Weapons such as RPG's and LAW etc also have a Higher Tank Assault Value for attacking Tanks in Close Combat. Weapons such as MAW / Carl GUSTAV and DRAGON whilst man portable are much more unwieldy in close combat compared to their lighter cousins and so have a lower Tank Assault Value.

AT Launchers marked as (\*) in the table below should be treated exactly like Panzer-Shrecks or Bazooka's in the Flames of War rules.

Weapon	Range	ROF	AT	Firepower	Notes
SMG's Team	8"	3	0	6+	
Rifle Team (5.56mm / 7.62mm)	16"	1	0	6+	
SAW Team	16"	2	0	6+	
<b>FIRETEAM SUPPORT WEAPONS</b>					
Grenade Launcher (40mm M203 etc)	12"	1	2	5+	
51mm Mortar	12"	1	1	5+	
GPMG / M60/ RPD / PKM / RPK	16"	4	1	6+	
60mm Mortar	20"	2	0	5+	
LAW *	6"	1	12	5+	(Tank Assault 6), HEAT Round
Pzr FAUST 44 / Pzr FAUST 3 *	6"	1	12	4+	(Tank Assault 6), HEAT Round
MAW / CARL GUSTAV *	12"	1	13	4+	(Tank Assault 4), HEAT Round
M47 DRAGON *	20"	1	13	4+	(Tank Assault 4), HEAT Round
RPG-2, RPG-7 *	6"	1	12	3+	(Tank Assault 6), HEAT Round
RPG-22, RPG-26, RPG-27 *	6"	1	12	3+	(Tank Assault 6), HEAT Round
RPG-16, RPG-18 *	12"	1	12	3+	(Tank Assault 6), HEAT Round

A fire team will fire as an SMG, RIFLE or SAW Team. Any support weapons within the fire team, are fired separately and can target other valid targets within range, allowing a Rifle Fire team with a Grenade Launcher to fire their Rifles at the Infantry and the Support Weapon Grenadier to fire at their softskin transport. Equally a Rifle Team with a GPMG can choose to fire the GPMG at another target or the same target as the situation dictates.

Example 1:-

*A US SAW Team with a Grenadier M203 as a support Weapon, decide to engage a Soviet Mechanised BTR70 Rifle Squad. The player decides to fire the team at the infantry, and the Support Weapon Grenadier to fire at the BTR70. So he throws 3 Dice for the SAW Team, then a single dice to see if the Grenade hits the BTR70.*

*He could have equally fired the Grenade at the enemy infantry or at any other valid target within range.*



Example 2 :-



*A British Rifle Team with a GPMG as a support Weapon decide to engage a Soviet BDRM with an attached Scout Squad. The Rifle team fires at the Scout Squad, the GPMG gunner can choose to shoot his 4 shots at the infantry or the BDRM. Knowing his GPMG is unlikely to defeat the Armour on the BDRM, the player decides to shoot the Scout Squad with the GPMG.*





## CREW SERVED WEAPONS

Most large Calibre Weapons are too heavy to be operated by one man, and require a dedicated team of soldiers to carry, maintain, load and operate the weapon system.

They are often organised into Weapons Platoons at the Company or Battalion level, they add serious punch and heavy firepower to Infantry battalions and Mechanised Infantry Battalions.



NATO – CREW SERVED WEAPONS				
	RANGE	ROF	AT	FP
Grenade Machine Gun Team	24"	3	3	4+
HMG / 0.50cal	24"	3	3	5+
81mm Mortar / 82mm PM-41	50"	2	5	4+
AA Stinger / Javelin / Blowpipe	36"	1	1	5+
MILAN	30"(min 6")	1	14	4+
TOW	40"(min 6")	1	18	3+
WARPAC – CREW SERVED WEAPONS				
AGS 17 / MK 19	24"	3	3	4+
DSkh / 6P50/ NSV-12 - 12.7mm	24"	4	3	5+
DSkhM 14.5mm Team	24"	3	4	5+
AA STRELA	24"	1	1	5+
AT-7 Saxhorn	10"	1	13	4+
AT-3 Sagger	24"	1	14	4+
AT-4 Spigot	24"	1	14	4+

**All Crew served Weapons are to be considered MAN-PACKED GUNS.**



## MISSILE TEAMS / AA /ATGM

Infantry guns rapidly disappeared post World War 2 in modern military forces, as rocket and missile technology improved, as well as the design of recoilless systems and more sophisticated warhead design. Smaller Crew served Missile systems were much more efficient than larger Anti-tank Guns and could be used at greater ranges and were more easily concealed.

Finally the advent of the Silicon Transistor and Mass produced micro electronics/sensors and servo's brought about the Guided Missile which has made Infantry, Mechanised Infantry, Helicopters and any vehicle which could mount them, very potent against Infantry Fighting Vehicles and Tanks. But this was also applicable to Man portable Anti-aircraft systems such as the Stinger Missile System.



NATO – AT WEAPONS				
MILAN	30”(min 6”)	1	14	4+
SWINGFIRE	40”	1	14	4+
HOT	40”	1	15	4+
TOW	40”(min 6”)	1	18	3+
HELLFIRE (Air launched only)	∞	1	20	2+
WARPAC – AT WEAPONS				
AT-3 Sagger	24”	1	14	4+
AT-5 Spandrel	24”	1	14	4+
AT-6 Spiral	48”	1	16	4+
AT-8 Songster	40”	1	17	4+
AT-9 Spiral II	∞	1	18	3+
AT-10 Stabber	40”	1	14	4+
AT-11 Sniper	48”	1	17	4+
AT-12 Swinger	48”	1	18	4+

**All AA/ ATGM missile Teams that are not vehicle mounted are to be considered CREW SERVED WEAPONS and are therefore MAN-PACKED GUNS.**



This applies equally to Manportable Air Defence Systems (MANPADS) such as Stingers / Blowpipe etc. The Heavy weight of these systems and ammunition usually requires a team of 3, Commander, Aimer and Assistant.

The Rules for AA is covered in the Anti-Air Section number 7 of these Rules.

Manportable Air defence systems all hit on a 5+ with a FP 5+ but only have a 36” range.

All infantry carried AA missile systems such as Redeye, Stinger, IGLA, and Blowpipe, are classified as MANPADS

### 3. Revolutions in Armoured Warfare

Post World War II the development of armoured vehicles continued apace, with even the most basic mechanised formation having complete armoured transports or Infantry fighting vehicles. NATO and WARPAC main battle tanks became ever more powerful, ever faster and with longer range weapons.

The development of Infantry Fighting Vehicles such as the BMP and BRADLEY coupled with Anti-tank missile technology made armoured Warfare ever more deadly and vast forces could move hundreds of kilometre a day.



**Vehicles Multiple Main Weapons** – When using a vehicle with several main weapons you must elect what main weapon they are firing per turn. The following rules apply:-

Missile Firing cannot be combined with Co-Ax MG fire or any other weapon system as the Missile needs to be targeted, launched and guided to target without interference from other weapon systems including Co-Ax mounts. A Main Gun system can fire with its Co-Ax MG with the FOWv3 normal penalties. AA Machine Guns count as an extra Co-Ax MG if firing at a ground target.

For Example:-

*An AH-64 Apache can elect to:-*

- a, Fire a Single HELLFIRE Missile with a high AT and low FP at an Armoured Vehicle (good against Tanks).*
- b, Fire a Salvo of Hydra 70mm Missiles at a group of dug in Troops to pin them and use the superior FP to help neutralise their dug in status (good against Dug in infantry or anything you need pinned).*
- c, Fire the 25mm Chain gun 4 times with a reasonable AT value. (Good at neutralising groups of lighter vehicles)*

*It can only fire one of its main weapons (as denoted on the vehicle stats table per turn).*



## Infantry Fighting Vehicles (IFVs)

Most modern armies have infantry fighting vehicles designed to deliver troops and specialists across Combat zones to allow them to perform their duties with a degree of protection. These vary from simple Transports with a Basic armament, to well armed Recce units and C2 elements to full blown Combat vehicles with Gun systems, Missile systems and the ability to take out Tanks and carry a small infantry squad.



- Infantry Fighting Vehicles (IFVs) are classed as tanks, not transports for morale, shooting and assault purposes.
- Where an IFV or any vehicle has two or more main Weapon system systems only one may be used per turn (as per Vehicle with Multiple Main Weapons above)
- An Infantry fighting Vehicle can separate from its platoon and both elements then become separate platoons, so 50% or below for either element will force a morale check for that Element only. It is entirely possible for the IFV to carry on, with its Infantry Platoon lost and the same with its Infantry Platoon if its vehicles are lost.
- Platoons can reform if they close to Command Distance and the player declare this at the start of his turn. From then on, they are considered one Platoon and cannot separate again.

## Detachable / Deployable Weapon Systems

Some weapons systems on vehicles can be detached from their Transports. This allows the vehicles to be sent to the rear and the weapons system to be retained on the battlefield and dug in defensively. Such weapons will be noted in their stat line, and they will become a Crew Served Weapon of the vehicle mounted weapon. This can only be done before the battle, and the vehicles must be sent to the rear and take no part in the battle.

For Example:-

*An M125 Vehicle:-*

*a, Can detach its 81mm Mortar from firing internally to a Crew Served Weapon.*

*An M113 Vehicle:-*

*a, Can detach its 0.50cal Heavy Machine gun to a Crew Served Weapon.*

**VEHICLE SMOKE LAUNCHERS** - Vehicles can launch their own smoke screens, this is done by declaring at the start of their shooting turn and then rolling a skill check, if successful the you can place a Smoke screen 1" from the vehicle in an arc 90 degrees either side of the front of the vehicle. This smoke lasts a single turn, vehicles can fire through their own smoke, which adds concealment +1 Penalty to hit.



**IR / THERMAL SIGHTS** – These allow vehicles fitted to see through smoke screens and fire at targets within or behind a smoke screen and ignore the normal Concealment +1 Penalty to hit.

**FIRE CONTROL COMPUTER (FCC)** – These allow vehicles or Crew Served Weapons so fitted, to fire on the move accurately or engage targets at range accurately. This allows them to ignore the +1 to hit for being over 16" range.

The use of laser range finders, Gyro Stabilisers, ballistic computers and sensors allows the computation of many variables which can then be taken into account and adjustments made to the "Fire Solution" in order that the shot land as close the intended point of aim as possible.

## SPECIAL TANK ROUNDS

- **HESH Round** – (High Explosive Squash Head) Is a highly specialised form of shaped charge primarily used for destroying Buildings. Any unit firing this round should be considered to have the "Bunker Buster Rule" but only when firing this particular round.
- **HEAT Round** - (High Explosive Anti-Tank) Is a round which uses a clever shaped explosive charge to form a jet of molten metal lancing through enemy Tank armour. Targets do not receive +1 armour for being over 16".
- **CANNISTER Round** – Any Infantry unit assaulting a Vehicle Platoon which is equipped CANNISTER Rounds must pass a Skill check followed by a Morale Check as the effect of this weapon is intimidating.



## SPECIAL ARMOUR

Modern armoured fighting vehicles have changed their armour more by type than thickness. Some armour is specifically designed to defeat chemical energy Heat rounds (for game purposes, HEAT is also taken to include other chemical energy rounds such as HESH).



**Reactive Armour** - Also known as ERA. Any Reactive armoured vehicle which is hit by a HEAT/HESH or other HE round from the front may avoid the effects of a HEAT/HESH/HE penetration on a roll of 5+. Friendly infantry teams on or within one inch of the vehicle are considered to be hit by the explosion, roll for a hit normally e.g Teams take their normal infantry or gun save.



## 4. Revolutions in Close Air Support – The Helicopter

The advent of the helicopter early in the Cold War proved a game changer and the shift from Paratroops from “Airborne” to “Airmobile” forces able to move swiftly around the battlefield. Once the technology matured and was coupled with Cannons, Rockets and Anti-tank missiles the Helicopter Gunship became a potent battlefield presence. The doctrine for the use of battlefield helicopters was well established on both sides of the Cold War and its impact was designed to be decisive.

### HELICOPTER TYPES

There are Four Key types of Helicopters, Observation, Transports, Gunship and Hybrid Helicopters.



#### Observation Helicopter Platoons

Only Observation Helicopter Platoons can call Artillery or Airstrikes. They always have the OBSERVATION HELICOPTER Rule in their Stat line and are classed as Observers. These Helicopters are designed as Command and Control assets, surveying the landscape and detecting enemy units and movements across a wide area. They keep low, and stay low, flying knap of the earth and hide behind terrain or use it to mask their presence, they use their observational sensors and radios to maximum effect.

#### Transport Helicopter Platoon

Only Transport Helicopter Platoons can Land and drop off or recover Troops, they will always have the TRANSPORT & PASSENGERS Rule in their Stat line. These Helicopters are designed to move troops quickly and effectively around the Battlefield and keep units in supply and perform casualty evacuation. They are valuable and will not hang around once they have delivered their loads.



#### Gunship Helicopter Platoon

Only Gunship Helicopter Platoons can attack targets directly, they will always have the GUNSHIP Rule in their Stat line. These Helicopters are designed to support by directly attacking with ATGM's, precision Cannon Fire, or rocket Bombardments against enemy infantry, Armour or specific targets. They stalk the battlefield and seek to surprise enemy formations and inflict maximum damage in hit and run or pop up attacks.

#### Hybrid Helicopters

Some helicopters like the Mi-24 HIND are both Gunships and Transport Helicopters. In such cases multiple rules will be in the stat line and the controlling player can decide each turn, if the Helicopter Platoon will act as a Transport or a Gunship. Once decided the entire platoon must act as one, so as to avoid one member of a Platoon acting as a Gunship whilst another acts as a Transport, they must attack, or land together as a Platoon. They do not leave the Battlefield after delivering their cargos but offer aerial support as a Gunship.



## **HELICOPTER RULES**

### **COMPLETE THE MISSION**

All pilots are Officers or Warrant Officers. If the Platoon Command team of a Helicopter Platoon is Destroyed, appoint another helicopter from the same platoon as the new platoon command team.

### **MOVING HELICOPTERS**

Helicopters do not have a movement distance; simply place the helicopter where you want it to be in the movement step. Remember helicopters operating in Platoons must remain in Command distance when moving.

### **SHOOTING HELICOPTERS**

Helicopters are shot at like vehicles in the opponents Shooting step, rather than being shot at like aircraft in the owning players shooting step.

Only AA Weapons and HMG Teams can shoot at Flying Helicopters.

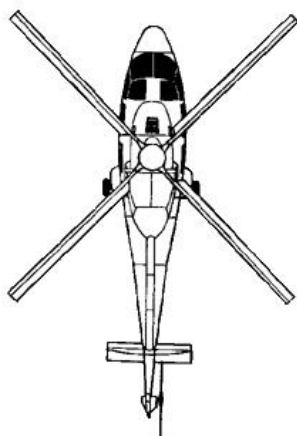
Any Weapon can shoot at a Landed Helicopter.

Infantry and Man-packed Anti-aircraft guns firing at a Flying helicopters determine their line of Sight treating the helicopter as a vehicle. This allows them to shoot at a helicopter flying above them in a wood for instance (it will of course, be concealed).

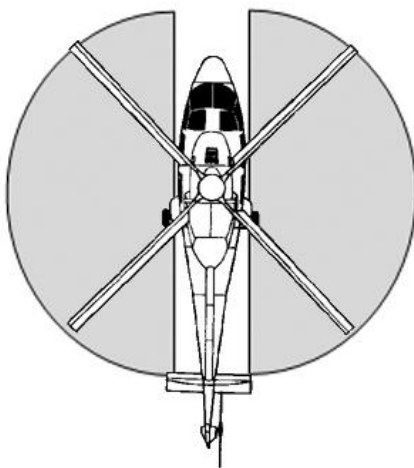
### **ARMoured HELICOPTER**

Some helicopters are resistant to AA fire (such as the Mi-24 or the AH-64), with armour in such cases the Armour value is noted in the Stat line and the AT Value should be used when hit to resolved if the hit has penetrated. A Helicopter if bailed, makes a Crash Landing and is considered Captured, a Helicopter if killed outright is considered destroyed.

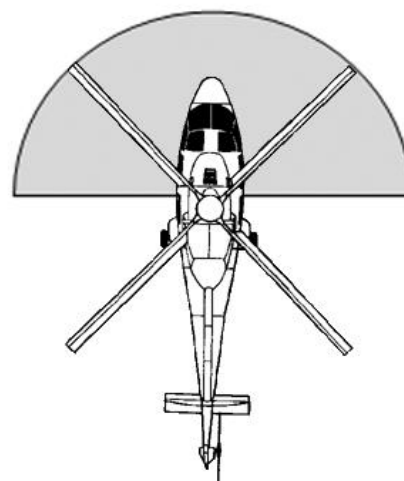
### **HELICOPTER FIRING ARCS**



**OBSERVATION  
HELICOPTER**



**TRANSPORT WITH  
DOOR GUNNERS**



**GUNSHIP**

1. Observation Helicopters cannot attack targets.
2. Only Transport Helicopters with Door Gunners in the Stat-line can engage targets.
3. Gunships can only engage targets within the 180 frontal arc as drawn across the centre of the Rotor head.

## 5. Revolutions in Communications – The Transistor

The advent of sophisticated communication systems lead to individual Platoon commanders and Company Commanders the ability to communicate directly with Support assets without the need of specialists. From here on in, Battlegroup Commanders could call, Artillery strikes, Air-strikes or Helicopter Pop-up attacks. Equally with target designators they could highlight exact positions or targets for striking by other units or assets.

Specialists were available for Commanders for large and complex operations who could act as Control nodes for Air and Artillery and allow a Commander to delegate key tasks, whilst still retaining the option for Platoon leaders and Battlegroup Commanders to call for fire if necessary.



### OBSERVERS (ARTILLERY & TACTICAL AIR CONTROLLERS)

Advances in radio, microwave and other communications systems make it possible to link even a platoon leader with higher echelon units, like artillery, and aircraft. The key individuals on the Battlefield with a high degree of skill in this art would be :-

- FO – Forward Observation (Artillery Spotter)
- FOO – Forward Observation Officer (Artillery Spotter)
- FAO – Forward Artillery Observer (Artillery Spotter)
- MFC – Mortar Fire Controller (Mortar/Artillery Spotter)
- TAC – Tactical Air Controller (Airstrike Co-ordinator)
- FAC – Forward Air Controller (Airstrike Co-ordinator)





## RULES

- An Observer or Observer helicopter must forgo their shooting to call in Artillery or Airstrike E.g. A Tank Platoon Commander must not fire but can call in support, the rest of the Platoon however can carry on firing merrily.
- Any Company Commander or Platoon Commander, Sniper team may act as an observer for Air Support or Artillery indirect fire in accordance with the table below.
- All NATO units take advantage of the command net.
- WARPAC units do not have a Command Net and proceed in accordance with previously written orders or plans regardless of events on the ground. All command elements or observer teams can call down fire but with the penalties below to show the handicap of not being able to directly liaise with their gunners.
- All Airpower / Artillery is resolved as per the FOW v3 Rules.

	<b>NATO AIR</b>	<b>NATO ARTILLERY</b>	<b>WARPAC AIR</b>	<b>WARPAC ARTILLERY</b>
IC	No Penalty	No Penalty	No Penalty	No Penalty
2iC	No Penalty	No Penalty	No Penalty	No Penalty
Platoon Leader	No Penalty	No Penalty	-1	-1
FO/FOO/ FAO /MFC	No Penalty	+1	-1	No Penalty
TAC / FAC	+1	No Penalty	No Penalty	-1
SNIPER Team	No Penalty	No Penalty	-1	-1
Observer Helo	+1	+1	No Penalty	No Penalty



### ATTACK HELICOPTERS & TAC / FAC

An Attack Helicopter can fire independently identifying it's own targets, however a TAC / FAC may assist the Helicopter in nominating and engaging targets and may give the Helicopter +1 to hit if they forgoe their shooting or other Artillery spotting to nominate a vehicle for a Helicopter strike. They perform a skill check, if successful then all friendly helicopters get +1 to hit on that target for that turn. It is not cumulative with other TAC / FAC.

### LASER DESIGNATORS vs SMOKE

TAC's and FAC's use Laser Designators hence the +1 to Hit, however Smoke Screens from Artillery or Vehicles smoke screens affect Laser Reflections and means that TAC/FAC ignore their Normal +1 Bonus and roll with a -1 to Hit Penalty to reflect the interference with the Laser Designator by particulates in the Air dispersing the Laser Beam.





## 6. SUPPLEMENTARY ARTILLERY RULES

**HE** – As per FOW v3 Rules

**ROCKET BOMBARDMENT** – As per FOW v3 Rules unless it is MLRS see below.

**SMOKE** – As per FOW v3 Rules



### OFF-BOARD ARTILLERY

- Players may opt to leave Platoons rated as artillery (guns or vehicles with guns noted as Artillery) off the board.
- Specialist Observers such as FAO teams, are still deployed on the board as normal and guns are assumed to be in range of any point on the board.
- Platoon Leaders may also call Artillery fire in accordance with the Observers rules on page 8.
- Artillery deployed OFF-BOARD does not count towards the number of platoons in your force in any way for Morale tests.
- Artillery deployed ON-THE-BOARD may fire as normal, with the exception of MLRS systems which can only ever fire their Rockets from the OFF-BOARD position. (This is to simulate the minimum engagement range of MLRS systems, convention artillery can engage over open sights in an emergency but a MLRS cannot).
- Note that 82mm mortars and below may not use this rule, Mortars with a Calibre Greater than 81mm can deploy and fire OFF-BOARD.

## ADVANCES IN ARTILLERY



World War II saw huge advances in rocketry, the next 50 years saw precision attack artillery systems with extreme range and missiles begin to take to the fore.

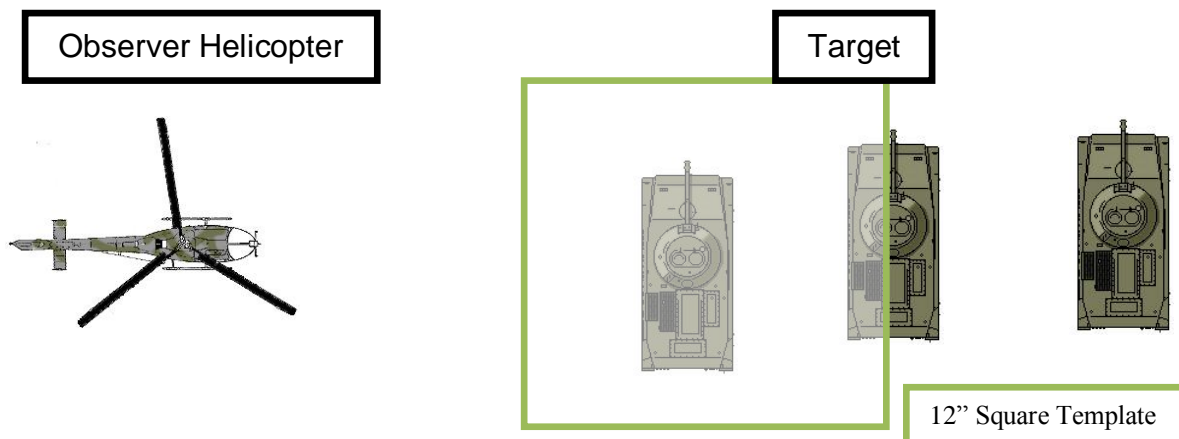
### MULTIPLE LAUNCH ROCKET SYSTEMS - MLRS

The ability to strike vast areas with cluster munitions, or devastate smaller areas with a high density strike, gave Commanders the ability to use their Divisional and Corps Artillery as a Personal "Shotgun". Able to lay down incredible levels of devastating firepower, the key to survival was not to give away their position, and if compromised to keep on moving, staying still in the modern battlefield was a death sentence.

WARPAC used their MLRS in massed numbers to overwhelm positions, NATO uses their MLRS systems in a Shoot & Scoot methodology. Both systems are used in the same way during the Game.

MLRS	Observer	Observer	Observer
Is already deployed off-board	Skill checks for Strike availability	Ranges in for Rocket Bombardment	Resolve as per Cluster munitions rule

In order to use MLRS it must be off board (Therefore does not count towards your Platoon Numbers for Morale Checks) your nominated Observer needs to perform a Skill Check this is in order to see if an MLRS Strike is available. If passed they can move onto Ranging in as per an Artillery Rocket bombardment.



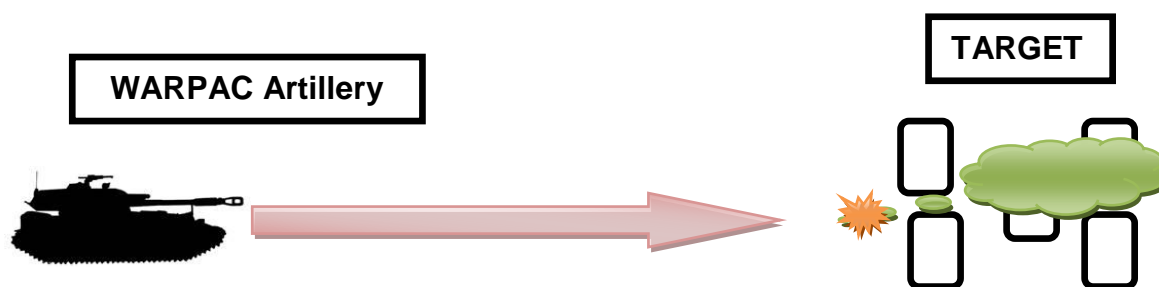
*The PT-76 unit is spotted by a Gazelle Observation Helicopter which successfully calls in an M270 MLRS Strike on them hitting 2 within the 10'' template!*

**CLUSTER MUNITIONS** – An Area 12" by 12" is hit with any vehicle or infantry stand under this taking automatically taking an AT – 1 FP 5+ hit. Ranging in as per a Rocket launcher e.g 3 dice simultaneously. (Cluster Munitions **DO NOT PIN**, a Strike is over in less than 3-4 seconds but is still overwhelming)

## CHEMICAL ROUNDS (WARPAC only)



A WARPAC Commander can opt to use Chemical Weapons in a Bombardment against NATO Targets. Any unit hit with a Chemical Weapon takes no injuries but is immediately pinned and is required to do a skill check to perform any action, from shooting, to movement. NATO had good NBC kit in the main, but it massively degraded their ability to fight and react to WARPAC aggression. The effect lasts only one turn.



*The attack from the WARPAC Artillery hits a British Infantry Unit who follow their "Survive to Fight Drills" as the cloud drifts over the whole unit, and degrades the British Infantry performance before the WARPAC Attacks!*

**CHEMICAL WEAPONS** can be a very strong tactic for WARPAC making enemies, even in prepared positions, extreme vulnerable and degrading their ability to fight!



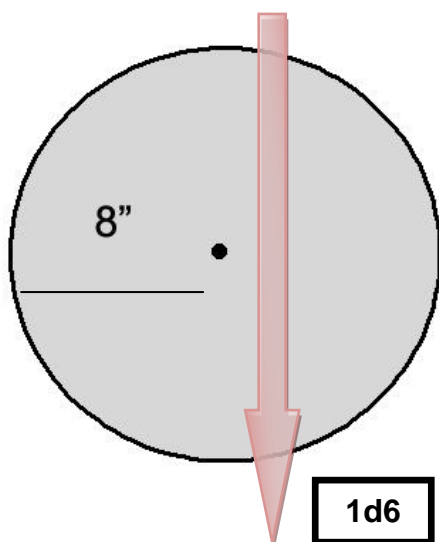
## MINE LAYER ROUNDS (NATO only)



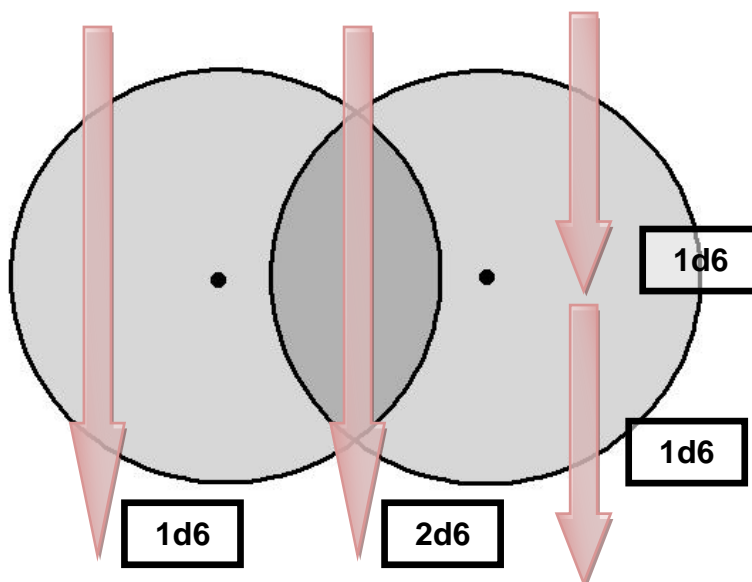
The M109 155mm is capable of firing **M483A1 HE DPICM**, this shell is able to deliver a variable payload from anti-personnel rounds to Anti-tank rounds but is also able to deliver Mine's to a part of the battlefield. This gives NATO a tactical advantage in being able to deny area's to the enemy without risk to their assets.

When firing an Observer team nominates a position on the board, and marks it. He then proceeds to range in, if successful then an area 8" in radius around this point is considered Mined. Any enemy vehicle passing through this area, or even just touching this area must roll a D6 and on a roll of 6 it takes a AT10 FP4+ hit on it's side armour. If a vehicle cannot make it through this area in one move, it must roll another D6 on it's next turn. Multiple overlapping areas's then a vehicle only rolls a D6 as it enters in to the area of influence them. If two Mine Layer rounds are layered on the same position, then the player rolls 2D6 for every vehicle in the area, 3D6 for 3 layered minefields in the same position a position cannot be mined more than 3 times.

### ONE MINEFIELD



### OVERLAPPING MINEFIELD



**AREA DENIAL** can be a very strong tactic for NATO forcing enemy forces into Killzones when they are moving for objectives. Of course the Enemy may choose the Minefield over the Killzone depending how brave or reckless they are!



## 7. ANTI AIRCRAFT

The advent of Missile Technology, and the miniaturisation of Radar Technology combined with Computers allowed the creation of Radar Controlled Gun systems with incredible speed, and tracking ability. Further developments of Man-portable Air Defence systems such as the US “Stinger” or SOVIET “Igla” changed the scope and nature of Close Air Support. Equally developments of Local Area Air Defence (LAAD) allowed armoured battlegroups to take their own defence systems to combat Fighter-bomber attack and the new deadly Helicopter Gunships which prowl the battlefield.



### MANPADS

Manportable Air defence systems all hit on a 5+ with a FP 5+ but only have a 36” range.

All infantry carried AA missile systems such as Redeye, Stinger, IGLA, and Blowpipe, are classified as MANPADS

### ANTI-AIRCRAFT FIRE

All Anti-Aircraft-Artillery is denoted as AAA in the Stat-line.

AA missiles are relatively weak and have small warheads and so have high FP values, but do significant amounts of damage to unarmoured aircraft.

### GUIDED GUN

Is a system that is guided by a combination of manual inputs, hardware and the skill of the Gunner. It requires a 6 to hit aerial targets, but fires a large volume of fire. Guided Guns can be used on Ground based Infantry, soft skin or Light armoured targets and hit as per a normal vehicle against a vehicle or Infantry. The 6 to hit applies only to aerial vehicles in flight, not to Helicopters that have landed which can be engaged as a normal vehicle.



Examples such as the M163 Vulcan ADS & BTR-ZD are Guided Guns.



### RADAR CONTROLLED GUN

Is a system that in a fully autonomous mode, allocates air targets, tracks, engages and corrects its own fall of shot using Radar. It is a very accurate system and requires only 4+ to hit. Radar Controlled Guns cannot be used on Ground targets.

Examples such as the GEPARD / SHILKA and TUNGUSKA are Radar Controlled Guns.

### SAM (Surface-to-Air-Missile)

SAM units are Area Air Defence units, which carry significantly larger missiles than their smaller MANPAD cousins. They are heavier but have greater range and firepower, but require a launcher unit to launch and acquire targets. They hit targets that are within Range on a 4+. SAM Units cannot fire on ground targets including landed helicopters.

Examples such as Tracked Rapier, Chaparral, Tunguska, Gecko's are SAM units.



# Modern FOW (COLD WAR)

## NATO – MBTS (TANK TEAMS)

Name	Mobility	Front	Side	Top	Notes
Weapons	Range	ROF	AT	FP	
<b>M1 ABRAMS</b> <i>M68 105mm Gun</i>	Standard Tank 36"	15 2	10 16	1 3+	AA .50cal, Cupola MG, Co-ax MG, Wide tracks, Protected Ammo, FCC, IR / Thermal sights
<b>M1A1 ABRAMS</b> <i>M256 120 mm Gun</i>	Standard Tank 40"	15 2	10 18	1 3+	AA .50cal, Cupola MG, Co-ax MG, Wide tracks, Protected Ammo, FCC, IR / Thermal sights
<b>M60A3 PATTON</b> <i>M68 105mm Gun</i>	Standard Tank 36"	12 2	8 16	1 3+	AA .50cal, Co-ax MG, FCC, IR / Thermal sights
<b>M48A3 PATTON</b> <i>M41 90mm Gun</i>	Standard Tank 36"	11 2	7 15	1 3+	AA .50cal, Co-ax MG,
<b>M551 SHERIDAN</b> <i>MGM-51 Shillelagh</i> <i>M81 152mm Gun</i>	Light Tank 40" 24"	4 1 1	3 14 7	1 4+ 1+	AA .50cal,  <i>Bunker Buster,</i>
<b>M41 BULLDOG</b> <i>M32 76mm Gun</i>	Standard Tank 36"	10 2	7 11	1 4+	AA .50cal, Co-ax MG,
<b>M41 DK1</b> <i>M32 76mm Gun</i>	Light Tank 36"	10 2	8 12	1 4+	AA .50cal, Co-ax MG,
<b>CENTURION 2DK</b> <i>L7 105mm Gun</i>	Slow Tank 36"	12 2	8 16	1 4+	AA .50cal, Co-ax MG, Wide tracks
<b>LEOPARD 1</b> <i>L7A3 105mm Gun</i>	Standard Tank 36"	11 2	8 16	1 3+	AA MG, Co-ax MG, Wide tracks,
<b>LEOPARD C1</b> <i>L7A3 105mm Gun</i>	Standard Tank 36"	13 2	9 16	1 3+	AA MG, Co-ax MG, Wide tracks, Protected Ammo, FCC, IR / Thermal sights
<b>LEOPARD 1A4</b> <i>L7A3 105mm Gun</i>	Standard Tank 36"	13 2	9 16	1 3+	AA MG, Co-ax MG, Wide tracks, FCC,
<b>LEOPARD 2</b> <i>Rheinmetall L55 120mm</i>	Standard Tank 40"	14 2	9 18	2 3+	AA MG, Co-ax MG, Wide tracks, Protected Ammo, FCC, IR / Thermal sights
<b>CHIEFTAIN Mk9</b> <i>L11A5 120mm Gun</i>	Slow Tank 40"	13 2	9 17	2 3+	AA MG, Co-ax MG, Wide tracks, HESH Rounds, FCC Protected Ammo,
<b>CHALLENGER 1</b> <i>L11A5 120mm Gun</i>	Standard Tank 40"	15 2	10 18	2 3+	AA MG, Co-ax MG, Wide tracks, Protected Ammo, FCC, HESH Rounds, IR / Thermal sights
<b>KANONEN Jagdpanzer</b> <i>90mm Cannon</i>	Standard Tank 36"	7 2	5 14	1 4+	Wide Tracks, FCC

## NATO - IFV (TANK TEAMS)

<b>M2 BRADLEY IFV</b> <i>M242 25mm</i> <i>TOW Missile</i>	Light Tank 30" 40"	6 4 1	3 7 18	1 4+ 3+	Passengers, Wide tracks, FCC, IR / Thermal sights
<b>M3 BRADLEY CFV</b> <i>M242 25mm</i> <i>TOW Missile</i>	Light Tank 30" 40"	6 4 1	3 7 18	1 4+ 3+	Passengers, Wide tracks, FCC, Recce, IR / Thermal sights
<b>MARDER 1A2</b> <i>MK20 20mm</i> <i>MILAN</i>	Light Tank 24" 30"	7 4 1	4 6 14	1 5+ 4+	Passengers, Wide Tracks, FCC, IR / Thermal sights
<b>FV510 WARRIOR</b> <i>30mm Rarden Cannon</i>	Light Tank 36"	7 3	4 8	1 4+	Co-ax MG, Passengers, FCC
<b>YPR-765</b> <i>M242 25mm</i>	Light Tank 30"	4 4	2 7	1 4+	Passengers,
<b>Dragoon AFV</b> <i>.50cal HMG</i>	Wheeled 24"	2 3	2 4	0 5+	Co-ax MG, Passengers
<b>AAV-7A1</b> <i>.50cal HMG</i> <i>Mk19 GMG</i>	Half tracked 24" 24"	4 3 3	2 4 3	1 5+ 4+	Amphibious, Passengers,
<b>FV432</b> <i>L7A2 GPMG</i>	Half tracked 16"	4 3	2 1	0 6+	Passengers,
<b>FV103 SPARTAN</b> <i>L7A2 GPMG</i>	Light Tank 16"	4 3	2 1	0 6+	Passengers,
<b>M75</b> <i>.50cal HMG</i>	Half tracked 24"	2 3	1 4	0 5+	Passengers
<b>M113</b> <i>.50cal HMG</i>	Half tracked 24"	2 3	1 4	0 5+	Amphibious, Passengers, Detachable Weapon System

# Modern FOW (COLD WAR)

## NATO RECCE

Name	Mobility	Front	Side	Top	Notes
Weapons	Range	ROF	AT	FP	
<b>JEEP SCOUT</b>	Jeep	0	0	0	Recce
.50cal HMG	24"	3	4	5+	
<b>HMMWV (HMG)</b>	Jeep	0	0	0	Passengers, Recce
.50cal HMG	24"	3	4	5+	
<b>M113 C&amp;R / LYNX</b>	Half tracked	2	1	0	Amphibious, Passengers, Recce, Detachable Weapon System
.50cal HMG	24"	3	4	5+	
<b>M3 BRADLEY CFV</b>	Light Tank	6	3	1	FCC, Recce
M242 25mm	30"	4	7	4+	
TOW Missile	40"	1	18	3+	
<b>LAV-25</b>	Wheeled	4	2	1	Co-ax MG , AA MG, Recce
M242 25mm	30"	4	7	4+	
<b>SPz 11-2 KURZ</b>	Half tracked	3	1	1	Recce
MK20 Rh202 20mm	24"	4	6	5+	
<b>LUCHS</b>	Jeep	5	3	1	Amphib, Co-ax MG, Recce
MK20 Rh202 20mm	24"	4	6	5+	
<b>TPz FUCHS</b>	Jeep	3	2	0	Amphibious, Passengers, Recce
MG3 7.62mm	16"	3	1	6+	
<b>LANDROVER WMIK</b>	Jeep	0	0	0	Passengers, Recce
.50cal HMG	24"	3	4	5+	
L7A2 GPMG	16"	3	1	6+	
<b>FV107 SCIMITAR</b>	Light Tank	5	2	1	Co-ax MG, Recce
30mm Rarden	36"	3	8	4+	
<b>FV101 SCORPION</b>	Light Tank	5	2	1	Co-ax MG, Recce
76mm L23A1	24"	2	8	4+	

## NATO AT & SPECIALIST VEHICLES

Name	Mobility	Front	Side	Top	Notes
Weapons	Range	ROF	AT	FP	
<b>HMMWV (TOW)</b>	Jeep	0	0	0	FCC
TOW Missile	40"	1	18	3+	
<b>M113 TOW</b>	Half tracked	2	1	0	Amphibious, Passengers, Wide Tracks, FCC, Detachable Weapon System
TOW Missile	40"	1	18	3+	
<b>M901 ITV (TOW)</b>	Half tracked	2	1	0	Amphibious, Wide Tracks, FCC
TOW Missile	40"	1	18	3+	
<b>LAV-AT</b>	Wheeled	4	2	1	Amphibious, FCC,
TOW Missile	40"	1	18	3+	
<b>TPz FUCHS AT</b>	Jeep	4	2	0	Amphibious, FCC,
TOW Missile	40"	1	18	3+	
<b>Jaguar TOW</b>	Half tracked	7	5	1	Wide Tracks, FCC
TOW Missile	40"	1	18	3+	
<b>FV102 STRIKER</b>	Light Tank	4	2	0	FCC,
SWINGFIRE	40"	1	14	4+	
<b>FV105 SULTAN</b>	Light Tank	4	2	0	Command Vehicle,
L7A2 GPMG	16"	3	1	6+	
<b>Dragoon Patrol Vehicle</b>	Wheeled	2	2	0	Co-ax MG,
0.50 cal HMG Turret	24"	5	4	5+	
<b>M577 COMMAND</b>	Half tracked	2	1	0	Command Vehicle,
<b>AAVC-7A1</b>	Half tracked	4	2	1	



### NATO – LIGHT TRANSPORTS

<b>JEEP</b>	Jeep	0	0	0	Passengers,
<b>HMMWV (MG)</b>	Jeep	0	0	0	Passengers,
<i>M60 7.62mm</i>	<i>16"</i>	<i>3</i>	<i>1</i>	<i>6+</i>	
<b>HMMWV (Mk19)</b>	Jeep	0	0	0	Passengers
<i>Mk19 GMG</i>	<i>24"</i>	<i>3</i>	<i>3</i>	<i>4+</i>	
<b>LANDROVER</b>	Jeep	0	0	0	Passengers
<b>HEMTT TRUCK</b>	Wheeled	0	0	0	Passengers
<b>M35 TRUCK</b>	Wheeled	0	0	0	Passengers
<b>BEDFORD TRUCK</b>	Wheeled	0	0	0	Passengers
<b>MD JUPITER TRUCK</b>	Wheeled	0	0	0	Passengers,
<b>UNIMOG TRUCK</b>	Wheeled	0	0	0	Passengers,
<b>STALWART TRUCK</b>	Wheeled	2	2	2	Passengers
<b>SAXON</b>	Wheeled	2	2	0	Passengers
<b>YP-408</b>	Wheeled	2	1	0	Passengers,
<i>0.50 cal HMG</i>	<i>24"</i>	<i>5</i>	<i>4</i>	<i>5+</i>	
<b>TPz FUCHS</b>	Wheeled	4	2	0	Amphibious, Passengers,
<i>MG3 7.62mm</i>	<i>16"</i>	<i>3</i>	<i>1</i>	<i>6+</i>	

### NATO – ARTILLERY

<b>M108 Howitzer</b>	Half tracked	4	2	1	Cupola .50cal, Bombardment,
<i>M103 105mm</i>	<i>∞</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>HE, Smoke Bombardment, Mine Layer Rounds*</i>
<b>M109 Paladin</b>	Half tracked	4	2	1	Cupola .50cal, Bombardment,
<i>M126 155mm</i>	<i>∞</i>	<i>-</i>	<i>5</i>	<i>2+</i>	<i>HE, Smoke Bombardment, Mine Layer Rounds*</i>
<b>M110 Howitzer</b>	Half tracked	4	2	1	Bombardment, BTG
<i>M201A1 203mm</i>	<i>∞</i>	<i>-</i>	<i>6</i>	<i>1+</i>	<i>HE</i>
<b>M270 MLRS</b>	Half tracked	4	2	1	Armoured Rocket Launcher
<i>M269 Launcher</i>	<i>∞</i>	<i>-</i>	<i>5</i>	<i>3+</i>	<i>HE, Smoke Bombardment,</i>
<b>FV433 Abbot</b>	Half tracked	3	2	1	Bombardment, Smoke, Direct-fire HEAT
<i>L13A1 105mm</i>	<i>∞</i>	<i>-</i>	<i>4</i>	<i>4+</i>	<i>HE, Smoke Bombardment</i>
<b>FV432 Mortar Carrier</b>	Half tracked	4	2	0	Turntable, Bombardment,
<i>L16 81mm Mortar</i>	<i>48"</i>	<i>-</i>	<i>1</i>	<i>4+</i>	<i>HE, Smoke Bombardment,</i>
<b>M125 Mortar Carrier</b>	Half tracked	2	1	0	Turntable, Bombardment, Detachable Weapon System
<i>M29 81mm Mortar</i>	<i>48"</i>	<i>-</i>	<i>1</i>	<i>4+</i>	<i>HE, Smoke Bombardment,</i>
<b>M106 Mortar Carrier</b>	Half tracked	2	1	0	Turntable, Bombardment,
<i>M30 107mm Mortar</i>	<i>60"</i>	<i>-</i>	<i>3</i>	<i>3+</i>	<i>HE, Smoke Bombardment,</i>
<b>NDV MTW 2 GE120</b>	Half tracked	2	1	0	Turntable, Bombardment,
<i>Tampella 120mm Mortar</i>	<i>70"</i>	<i>-</i>	<i>3</i>	<i>3+</i>	<i>HE, Smoke Bombardment,</i>

### NATO – AAA

Name	Mobility	Front	Side	Top	Notes
Weapons	Range	ROF	AT	FP	
<b>FlaRakRad - ROLAND I</b>	Slow Wheeled	2	2	0	AAA
<i>Roland I Missile</i>	<i>80"</i>	<i>1</i>	<i>4</i>	<i>5+</i>	<i>SAM,</i>
<b>FlakPz - ROLAND II</b>	Half tracked	5	3	1	AAA
<i>Roland II Missile</i>	<i>80"</i>	<i>1</i>	<i>5</i>	<i>5+</i>	<i>SAM,</i>
<b>FlakPz – GEPARD</b>	Half tracked	5	3	1	AAA
<i>2x 35mm Oerlikon KDA</i>	<i>40"</i>	<i>8</i>	<i>4</i>	<i>4+</i>	<i>Radar Controlled Gun</i>
<b>Tracked RAPIER</b>	Half tracked	2	1	0	AAA
<i>Rapier Missile</i>	<i>60"</i>	<i>1</i>	<i>3</i>	<i>4+</i>	<i>SAM,</i>
<b>M48 – Chaparral</b>	Half tracked	2	2	0	AAA
<i>MIM-72E Missile</i>	<i>48"</i>	<i>1</i>	<i>3</i>	<i>4+</i>	<i>SAM,</i>
<b>M163 Vulcan ADS</b>	Half tracked	2	2	0	AAA
<i>M168 Vulcan 20mm</i>	<i>25"</i>	<i>6</i>	<i>6</i>	<i>5+</i>	<i>Guided Gun</i>

**NATO HELICOPTERS**

<b>GAZELLE OH (UK)</b>	Helicopter	-	-	-	Observation Helicopter,
<b>ALLOUETTE III OH</b>	Helicopter	-	-	-	Observation Helicopter,
<b>OH-6 CAYUSE</b>	Helicopter	-	-	-	Observation Helicopter,
<b>UH-1N</b>	Helicopter	-	-	-	Observation Helicopter,
<b>OH-58 KIOWA</b>	Helicopter	-	-	-	Observation Helicopter,
<b>AH-1 KIOWA</b>	Helicopter	-	-	-	Gunship, Rocket Bombardment
<i>Hydra Rocket 70mm</i>	∞	-	2	3+	
<b>AH-1 LYNX</b>	Helicopter	1	1	0	Gunship,
<i>TOW Missile</i>	∞	1	18	3+	
<b>SA341 GAZELLE</b>		-	-	-	Gunship,
<i>HOT Missile</i>	∞	1	15	4+	
<b>Bo105</b>	Helicopter	-	-	-	Gunship,
<i>HOT Missile</i>	∞	1	15	4+	
<b>AH-1 COBRA</b>	Helicopter	1	1	0	Gunship, Chin Mounted Turret,
<i>M134 Minigun</i>	∞	6	3	6+	
<i>M234 Grenade</i>		4	2	5+	
<i>TOW Missile</i>	∞	1	18	3+	
<b>AH-64 APACHE</b>	Helicopter	2	2	0	Gunship, Chin Mounted Turret, Rocket Bombardment,
<i>HELLFIRE Missile</i>	∞	1	20	2+	
<i>Hydra Rocket 70mm</i>	∞	-	2	3+	
<i>M242 25mm</i>	∞	4	7	4+	
<b>LYNX UH1</b>	Helicopter	-	-	-	Transport Helicopter, Passengers
<b>S-58CHOCTAW/WESSEX</b>	Helicopter	-	-	-	Transport Helicopter, Passengers
<b>WS1 SEA KING</b>	Helicopter	-	-	-	Transport Helicopter, Passengers
<b>SA330 PUMA</b>	Helicopter	-	-	-	Transport Helicopter, Passengers, Door Gunners
<b>CH-135 Twin Huey</b>	Helicopter	-	-	-	Transport Helicopter, Passengers
<b>OH-6 CAYUSE</b>	Helicopter	-	-	-	Transport Helicopter, Passengers
<b>UH60 BLACKHAWK</b>	Helicopter	-	-	-	Transport Helicopter, Passengers, Door Gunners
<i>M134 Minigun</i>	∞	6	3	6+	
<b>CH-46 SEA KNIGHT</b>	Helicopter	-	-	-	Transport Helicopter, Passengers, Door Gunners
<b>CH-47 CHINOOK</b>	Helicopter	-	-	-	Transport Helicopter, Passengers, Door Gunners
<i>M134 Minigun</i>	∞	6	3	6+	
<b>CH-53 SEA STALLION</b>	Helicopter	-	-	-	Transport Helicopter, Passengers, Door Gunners
<i>M134 Minigun</i>	∞	6	3	6+	

# Modern FOW (COLD WAR)

## WARPAC – TANK (TANK TEAMS)

Name	Mobility	Front	Side	Top	Notes
Weapons	Range	ROF	AT	FP	
<b>T-55A</b>	Standard tank	12	8	1	14.5 mm Cupola HMG, Co-ax MG,
100mm Gun	36"	2	13	5+	
<b>T-62M</b>	Standard tank	13	8	1	14.5 mm Cupola HMG, Co-ax MG, Fast Tank, Wide tracks
115 mm Gun	36"	2	15	4+	
<b>T-64BM</b>	Light tank	13	10	1	14.5 mm Cupola HMG, Co-ax MG, Fast Tank, Wide tracks
125mm Gun	40"	2	16	4+	
AT-8 Songster	40"	1	17	4+	
<b>T-72A</b>	Light tank	14	10	2	14.5 mm Cupola HMG, Co-ax MG, Fast Tank, Wide tracks, ERA
125mm Gun	40"	2	16	4+	
<b>T-72B</b>	Light tank	15	10	2	14.5 mm Cupola HMG, Co-ax MG, Fast Tank, Wide tracks, ERA
125mm Gun	40"	2	16	4+	
AT-11 Sniper	48"	1	17	4+	
<b>T-80B</b>	Light tank	14	11	2	14.5 mm Cupola HMG, Co-ax MG, Fast Tank, Wide tracks, FCC, ERA
125mm Gun	40"	2	16	4+	
AT-8 Songster	40"	1	17	4+	

## WARPAC – IFV (TANK TEAMS)

<b>BMD-1</b>	Half tracked	2	2	1	Passengers,
73mm Gun	30"	2	12	5+	
AT-3 Spigot	24"	1	14	4+	
<b>BMD-2</b>	Half tracked	2	2	1	Passengers, FCC
30mm 2A42 Cannon	24"	3	7	4+	
AT-5 Spandrel	24"	1	14	4+	
<b>BMP-1</b>	Half tracked	4	2	1	Passengers,
73mm Gun	30"	2	12	5+	
AT-3 Sagger	24"	1	14	4+	
<b>BMP-2</b>	Half tracked	4	2	1	Passengers, FCC
30mm Cannon	24"	3	7	4+	
AT-5 Spandrel	24"	1	14	4+	

## WARPAC RECCE

<b>BRDM-1</b>	Jeep	2	1	0	Recce
14.5mm HMG	24"	3	3	6+	
<b>BRDM-2</b>	Jeep	2	1	0	Recce
14.5mm HMG	24"	3	3	6+	
<b>MTLB-RPM</b>	Half tracked	5	3	1	Recce
<b>BRM-1 (BMP-R)</b>	Half tracked	4	2	0	Co-ax MG, Wide Tracks, Amphibious, Recce
73mm Gun	30"	2	8	5+	
<b>PT-76</b>	Standard Tank	4	2	0	Co-ax MG, Wide Tracks, Amphibious, Recce
76.2mm Cannon	36"	2	10	5+	

## WARPAC – AT & SPECIALIST VEHICLES

<b>BTR-RD</b>	Half tracked	2	1	0	FCC, Wide Tracks,
AT-5 Spandrel	24"	1	14	4+	
<b>BRDM-2</b>	Jeep	2	1	0	FCC
AT-5 Spandrel	24"	1	14	4+	
<b>BRDM-9P148</b>	Jeep	1	1	0	FCC
AT-3 Sagger	24"	1	14	4+	
<b>MTLB 9P149</b>	Half tracked	5	3	1	FCC
AT-6 Spiral	48"	1	16	4+	
<b>BMP-1KSh</b>	Half tracked	4	2	1	Command Vehicle
73mm Gun	30"	2	12	5+	
<b>BTR-80K</b>	Wheeled	3	2	0	Command Vehicle
<b>MTLB RKhM</b>	Half tracked	5	3	1	Command Vehicle



### WARPAC – LIGHT TRANSPORTS

<b>UAZ-469</b>	Jeep	0	0	0	Passengers
<b>URAL 375 Truck</b>	Wheeled	0	0	0	Passengers
<b>URAL 4320 Truck</b>	Wheeled	0	0	0	Passengers
<b>GAZ-66 Truck</b>	Wheeled	0	0	0	Passengers
<b>BTR-50</b>	Wheeled	3	2	0	Passengers
7.62mm PKM	16"	4	1	6+	
<b>BTR-60</b>	Wheeled	3	2	0	Passengers,
14.5mm HMG	24"	3	3	6+	
<b>BTR-70</b>	Wheeled	3	2	0	Passengers,
14.5mm HMG	24"	3	3	6+	
<b>MTLB Rhk</b>	Half tracked	5	3	1	Passenger
7.62mm PKM	16"	4	1	6+	
<b>OT-62</b>	Half tracked	4	2	1	Passengers
14.5mm HMG	24"	3	3	6+	
<b>OT-64</b>	Wheeled	5	3	1	Passengers
14.5mm HMG	24"	3	3	6+	
<b>BTR-152</b>	Wheeled	2	1	0	Passengers,
12.7mm Dshk	24"	3	4	5+	

### WARPAC - ARTILLERY

Name	Mobility	Front	Side	Top	Notes
<i>Weapons</i>	<i>Range</i>	<i>ROF</i>	<i>AT</i>	<i>FP</i>	
<b>ASU-85</b>	Standard Tank	6	2	0	Co-ax MG
2A15 -85mm Gun	36"	2	14	4+	
<b>2S1</b>	Half tracked	4	2	1	Bombardment,
122mm Howitzer	∞	-	4	4+	HE, Smoke Bombardment
<b>2S3</b>	Half tracked	4	2	1	Bombardment, Chemical Rounds
152.2mm Howitzer	∞	-	5	3+	HE, Smoke Bombardment
<b>2S5</b>	Half tracked	4	2	1	Bombardment, Chemical Rounds
152.2mm Howitzer	∞	-	5	3+	HE, Smoke Bombardment
<b>2S7</b>	Half tracked	4	2	1	Bombardment,
203mm Howitzer	∞	-	6	2+	HE, Smoke Bombardment,
<b>BM21 GRAD</b>	Wheeled	3	2	0	Bombardment,
122mm Rocket	∞	-	3	4+	HE,
<b>BM27 URAGAN</b>	Wheeled	3	2	0	Bombardment, Chemical Rounds
220mm Rocket	∞	-	3	2+	HE
<b>2S4</b>	Half tracked	3	2	0	Bombardment,
82mm Mortar	∞	-	3	4+	HE, Smoke Bombardment,
<b>2S9 NONA</b>	Half tracked	4	2	1	Bombardment,
2A60 120mm Mortar	∞	-	3	3+	HE, Smoke Bombardment,
<b>2S23</b>	Wheeled	3	2	0	Bombardment,
2A60 120mm Mortar	∞	-	3	3+	HE, Smoke Bombardment,
<b>2S31 Vena</b>	Half tracked	4	2	1	Bombardment,
2A60 120mm Mortar	∞	-	3	3+	HE, Smoke Bombardment,
<b>MTLB Mortar</b>	Half tracked	5	3	1	Bombardment,
2A60 120mm Mortar	∞	-	3	3+	HE, Smoke Bombardment,

### WARPAC - AA Artillery Vehicles

<b>BTR-ZD</b>	Half tracked	2	1	0	AAA
2 x 23mm 2A7	25"	4	3	5+	Guided Gun
<b>ZSU 23-4 Shilka</b>	Half tracked	4	2	1	AAA
4 x 23mm 2A7	25"	6	3	5+	Radar Controlled Gun
<b>2S6 Tunguska</b>	Half tracked	4	2	1	AAA
2 x 30mm 2A38M	25"	6	4	4+	Radar Controlled Gun
9M31M	40"	1	1	5+	SAM,
<b>SA-6 Gainful</b>	Half tracked	3	1	0	AAA
3M9M	∞				SAM,
<b>SA-8 Gecko</b>	Wheeled	3	2	0	AAA
9M33M2	∞	1	1	5+	SAM ,
<b>SA-9 Gaskin (BRDM-2)</b>	Jeep	1	1	0	AAA
9M31M	40"	1	1	5+	SAM,
<b>SA-13 Gopher (MTLB)</b>	Half tracked	3	1	0	AAA
9M31M	40"	1	1	5+	SAM,

### WARPACS HELICOPTERS

<b>MI-2 HOPLITE</b>	Helicopter	-	-	-	Observation Helicopter,
<b>MI-8 HIP</b>	Helicopter	-	-	-	Transport Helicopter, Rocket Bombardment
B-8V-20 Rocket 57mm	∞	-	2	5+	
<b>MI-24 HIND-D</b>	Helicopter	3	2	0	Gunship & Transport Helicopter, Chin Mounted Turret,
AT-6 Spiral	∞	1	16	4+	Rocket Bombardment, Armoured.
B-8V-20 Rocket 57mm	∞	-	2	5+	
JakB-12.7 Rotary Gun	∞	6	3	5+	
<b>MI-24 HIND-F</b>	Helicopter	3	2	0	Transport Helicopter, Rocket Bombardment, Armoured.
AT-6 Spiral	∞	1	16	4+	
B-8V-20 Rocket 57mm	∞	-	2	5+	
30mm Gsh-30-2	30"	4	7	4+	
<b>MI-26 HALO</b>	Helicopter	-	-	-	Transport Helicopter