

COLD WAR COMMANDER

OPTIONAL RULES - RESOURCE BASES & RECOVERY VEHICLES -

Since the launch of the Cold War Commander rules set, many optional rules have been developed either within the rules themselves or as house rules by various players and clubs. These rules are optional and all players participating in games where they apply must agree to their use in advance of starting the game. They can be played to represent specific scenarios or campaigns, or to add additional detail to a game or to create a faster playing game where playing time is constrained.

RESOURCE BASES

Resource Bases can be used to add an extra element of detail to a game or a campaign. They work particularly well in multi-player games, multi-day games or in on-going campaigns, where they can also be used to represent objectives for game scenarios or can allow a force to recover destroyed units between games.

Each Resource Base is represented by a larger base, using models that represent the type of resources being depicted. So, for example a Medical Base might consist of a field hospital or a converted first-aid post; a Repair Base might be depicted with recovery vehicles and an engineering workshop. Supply Depots can be depicted as ammunition dumps or stacks of supply crates or drums of fuel etc.

For smaller scale games (2mm or 6mm) a minimum 60mm x 60mm base is adequate. For middle scale games (10mm or 15mm) a minimum of 90mm x 90mm works well. And for larger scale games (20mm or 28mm) a minimum of 120mm x 120mm is a good guide. These are substantial table-top features and can make very attractive mini-dioramas, so there is no maximum size for any of these bases. In a scenario or campaign game for example, a number of Supply Depots may be used to depict a larger Supply Base.

All Resource Bases are attached to the CO throughout the game, unless they are captured Supply Depots (attached to an HQ) or Mobile Medical Units which can be individually attached to either COs or HQs.

DEPLOYMENT

During Static Deployment the CO may place their Resource Bases anywhere they wish on the table. With Mobile Deployment the Resource Bases are deployed within the army Tactical Doctrine distance of the CO unit when it is deployed. With Airborne Deployment treat them as if they are deployed using Mobile deployment. Mobile Medical Units must be within 1 move of their Command unit at all times. If deployed close to the forward edge of the battle area, Resource Bases will be much more vulnerable but will be able to resupply the front-line troops more quickly.

Resource Bases have no offensive capabilities (no AT or AP or CA stats) and if overrun by enemy units they are automatically captured and count as lost to their original player. Supply Depots and Repair Bases can be utilised by the enemy player who captures them, but not Medical Bases or Mobile Medical Units.

Each Resource Base costs 200pts and when lost will add 4 breakpoints per base against the Battlegroups breakpoint (Mobile Medical Units are an exception – see below).

Resource Bases are generally deployed at a specific point on the table and remain static for the rest of the game. However, Mobile Medical Units are the exception to this, as they will move with their Commander. There are broadly 3 types of Resource Bases:

1. Repair Bases
2. Medical Bases (Field Hospital Bases & Mobile Medical Units)
3. Supply Depots (see below for Fuel Depots)

> REPAIR BASES

A Repair Base is stationary once it is deployed onto the table (either using Mobile or Static deployment). It may only be targeted by enemy AP fire but can also be the target point for air strikes and artillery barrages. It is hit on 6's in all circumstances, has 8 hits, no saves and can be suppressed. If the Repair Base is destroyed all units currently being repaired within it are also considered destroyed.

If the players are using the Recovery Vehicle Optional Rule, then any AFVs or vehicles that are towed to within 5cm of the Repair Base can be taken into the base for repair. It is best to remove these vehicles from the table, place them on a sheet of paper and write next to them which turn they arrived at the Repair Base. This will aid you when dicing for repair.

At the end of the player's next game turn (after the vehicle arrives at the base), roll 2d6 separately for each vehicle under repair within the Repair Base. The player then deducts the total number of vehicles under repair at the base from the dice score, and if

the resulting score is a 6 or more then the vehicle has been repaired and can move and function as normal on the following turn. These individual repaired vehicles do not need to be ordered to move but move as an initiative action, at normal speed to join their previous formation. However, they can be ordered by the CO or their own HQ if so desired in the normal way to speed up their arrival back at their formations.

REPAIR BASE EXAMPLE:

An Italian NATO Commander has 4 assorted AFVs under repair at a Repair Base. At the end of the turn after they first arrived (and after the CO has finished all command orders) the player rolls 4 sets of 2d6 and gets the following scores; 10, 5, 8, 11. As there are 4 AFVs under repair, 4 is deducted from each score leaving scores of 6, 1, 3 & 7 – which means that the vehicles with the scores of 6 and 7 are repaired and can move back to their units in the following Initiative Phase.

If playing a campaign or a multi-day game, at the end of each day's play the CO may also attempt to recover AFVs and other vehicles that were destroyed by enemy fire during the game. The player rolls 1d6:

- A roll of 1 indicates that no repaired vehicles are available.
- A roll of 2-6 indicates the number of repaired/recovered units available to that CO at the beginning of the following days play.

Recovered vehicles must be placed within 5cm of the Repair Unit, and move to re-join their formations using an initiative action or may be commanded to move by their formation commander or CO.

> MEDICAL BASES

Medical Bases are split into 2 types:

Field Hospital bases are attached to the Battlegroup led by the CO and are static (once deployed). They have 8 hits, are hit on 6's in all circumstances and have no saves.

Mobile Medical Units cost 50pts each and may be attached to the CO or individual HQs. Each Command unit may have 1 attached Mobile Medical Unit. These are represented by an appropriate medical unit model such as a field ambulance, a half-track or truck or wagon designated for the purpose of collecting and treating the wounded. They do not need to be commanded to move, but move automatically with the Commander they are attached to, at the same time and speed as that Command unit. They must remain within a normal move distance of that Commander unit.

These units have 6 hits, are hit on 6's in all circumstances and have no saves. If destroyed they do not count as a loss for army breakpoints. If the Command unit that a Mobile Medical Unit is attached to is destroyed, the Mobile Medical Unit is considered to have retired from the battlefield, but will come back on-table with the replacement Command unit.

Neither of the above Medical Bases can be targeted by enemy fire but can be caught in air strikes, artillery barrages or overrun by enemy units (other than Snipers or Recce units).

If playing a campaign or a multi-day game the Command unit to which the Field Hospital Base is attached may attempt to recover a number of knocked-out INF: units at the end of a game (cavalry units can also be recovered but are recovered as their nearest equivalent infantry unit). As with the Repair Base above, a roll of 1 indicates that no recovered units are available. A roll of 2-6 indicates the number of recovered units available to that Command at the beginning of the following days play.

Recovered units must be placed within 5cm of the Medical Unit and they can either move back to join their formations using Initiative actions or can be brigaded into a new formation under the command of the CO or another HQ. They may move and fight as normal using Commanded movement.

Mobile Medical Units can recover a single destroyed INF: unit each turn, provided the destroyed unit is within Tactical Doctrine distance of the Mobile Medical Unit. The player rolls 1d6 for the designated unit, on a score of 5 or 6 the unit is recovered, but is suppressed. Cavalry are reinstated as their nearest Infantry unit equivalent.

> SUPPLY DEPOTS

Supply Depots are depicted on a standard Resource Base size base. The intention for their use is to try to replicate the impact of supplies (or lack of them) on the battlefield performance of units. Supply Depots are bought in the same manner as other Resource Bases.

Each CO starts with a single Supply Depot and three line-or-resource-indicators (LORIs) – which are included in the points cost for the Supply Depot and are depicted as trucks, wagons, pack trains or any other vehicles used to transport supplies on the battlefield.

Unlike other Resource Bases, Supply Depots can move 10cm per turn but only in good going, and may only move once per game turn using an Initiative move. They may not be targeted by enemy AP or AT fire but may be targeted for off-table artillery fire or air strikes.

They are hit on 6's (or 4+ if the Supply Depot has been designated specifically as a Fuel Depot) in all circumstances, have 8 lives, no saves and may be suppressed, in which case they cannot move. Supply Depots can be overrun by the enemy in which case they are captured and considered lost. Captured Supply Depots can be used by the enemy player that captures them, provided they have additional LORIs available to move supplies. Captured Supply Bases are allocated to the enemy CO unit (but only if it has no Supply Base of his own already), then to the next highest CV HQ or the nearest HQ if all HQ's are of equal CV. LORIs can be targeted by enemy units or assaulted (see stats below).

USING YOUR SUPPLY DEPOTS

Each time the Command unit that the Supply Depot is attached to activates a formation to deploy onto the table or move or fire (this excludes CO ordering an airstrike or off-table artillery strike), the player moves one LORI from the CO Unit to the Supply Base. If all three LORIs are used in one turn and the CO is outside Tactical Doctrine distance of the Supply Depot, then the next activation rolls and any subsequent activations of any HQ's under the command of that CO (in the next game turn) are at an additional -1CV on all command rolls and will suffer a command blunder on a roll of 11 or 12.

The example below shows that forces entering the table by Mobile Deployment are not significantly affected by supply issues until they have moved further onto the table and the distance from the CO to the Supply Depots increases. During Static Deployment CO's may place their supply base anywhere they wish (depending upon the scenario they are playing), this might be ahead of their initial deployment area or even as far ahead as the opposite table edge if desired.

However, in standard Encounter games it is not advisable to place your Supply Depots beyond the table half-way line. Supply Depots close to the forward edge of the battle area will be much more vulnerable but will be able to resupply the front-line troops more quickly.

SUPPLY BASES EXAMPLE:

An Iranian Revolutionary Guard Tank Regt (CO - CV8) enters the table using Mobile Deployment. The CO, HQ's, FAOs/FACs, Recce units and Supply Depot are all placed on the table edge, along with 3 LORIs attached (within 5cm) to the CO.

The CO rolls a 4 on his first Command roll and in his first activation moves one Battalion of Type-59 Main Battle Tanks (MBTs) onto the table. At the same time a Truck (Transport) model (LORI marker) moves (up to 20cm) from the CO to end within 5cm of the Supply Depot.

The CO unit then decides to continue and rolls a 2 (a Command Bonus) so can move 2 Battalions of Type-59 onto the table this turn, but only needs to move one truck model to within 5cm of the Supply Depot. Next order he rolls a 5 and this time moves a supporting Infantry Battalion in trucks on to the table and moves the remaining LORI marker to the Supply Depot.

He rolls again and this time scores 8 and fails this command roll, so must therefore halt his advance. The fact that he has used all 3 of his LORIs has no effect (this turn) as he is within Tactical Doctrine distance of the Supply Depot. However, he can move up to 60cms at the end of his turn if he wants to.

At the end of the player's move all Command units move and the LORIs at the supply Depot are returned to within 5cm of the CO. In the player's next game turn, his CO has moved forwards to be 40cm away from the table edge and the Supply Depot. The Supply Depot however can move 10cm forward in the Initiative phase, which it does. This turn the CO unit rolls a command roll of 8 to bring on a unit of 75mm infantry guns. His CV is 8 but he gains a -1 modifier to his command roll as all of the units under command are carrying out a single action (Rigid Tactical Doctrine).

One LORI unit is dispatched towards the Supply Depot, but as the truck only has a 20cm move and the base is 30cms away from the CO, it will take it 2 game turns to get to the Supply Depot.

The Iranian CO makes 2 more successful command orders and 2 more LORIs are despatched on their way to the Supply Depot.

When the CO's 3rd game turn comes around all 3 LORIs are in transit to the Supply Depot, so all HQs (but not FAOs or FACs) under the CO's command, and the CO, will suffer a +1 penalty for ordering any troops in this move. However, the Supply Depot can move 10cm nearer to the CO (& the LORIs) which will have reached the Supply Depot and so next time the CO unit makes an order it will be up to full Command strength again.

As long as the CO and Supply Depot remain within Tactical Doctrine distance of each other, the CO is fully supplied at all times, but LORI units must still be despatched to the Supply Depot. However, as the CO will have to move to stay in Command distance of its troops, the LORIs will eventually have to start travelling longer distances to reach the Supply Depot from the CO and the impact upon the orders available to the CO and the HQs will become more regular.

It is likely to take a few games using Resource Bases (especially Supply Bases) to fully integrate them into your game play, but experience has shown that once you get to understand how they work they can add a whole new dimension to your games.

ARMoured RECOVERY VEHICLES

In a game where players are using the **Hits Stay On** Optional Rule, if a player has bought Armoured Recovery Vehicles (see stats below) and an ARV is within the Initiative range of a vehicle with at least 50% or more hits on it, at the end of an Opponent's game turn the ARV can be used to repair that vehicle.

If the damaged vehicle is not suppressed, it can make a move to the ARV as an Initiative action. Once at the ARV, the ARV can either make repairs on the spot and this will take a full game-turn to remove all hits from the damaged vehicle. Or, the ARV can tow the damaged vehicle out of LoF from the enemy, and will then take the players next game turn to complete the repairs.

If the damaged vehicle is Suppressed, the ARV will use its own Initiative move to move up to the damaged vehicle. It can then either conduct repairs on the spot, or be ordered to tow the damaged vehicle away.

An ARV that starts a move in contact with or within 5cm of a damaged vehicle, can use its Initiative move to tow that vehicle, if desired.

If an ARV comes under enemy direct fire whilst making repairs on a vehicle, the vehicle being repaired will be the target and will take any casualties and suppression. If the vehicle being repaired is Knocked Out, then the ARV is automatically suppressed.

If the ARV and the vehicle it is repairing are subject to area fire, both can take hits and both can be suppressed independently, treating each as separate armoured vehicles in the open.

Engineers									
Heavy ARV (eg. M88)	40	ENG:AFV	20	1/30	-	4	5	-/1	R Independant
Light ARV (eg. M578)	20	ENG:AFV	25	1/30	-	3	6	-/1	R Independant

All ARV's are classified as Independent units, so have no command distance penalty to be ordered. They can be targeted by direct LoF shooting, but cannot be the specific target for area fire weapons.

Typically, it is logical to assign an ARV unit to an HQ that is specifically commanding an Armoured or Mechanised command group, especially in a Fixed Formation game. However, ARVs can be commanded by either a CO or HQs.

This Optional Rule probably works best in a game where the scale of play is more aimed at a 1:1 representation, but it obviously can work at a higher level of abstraction as well.