

Soviet Airborne, Cold War (1987)

| <u>Quantity</u> | <u>Troops</u> | <u>Arm</u> | <u>Move</u> | <u>Attacks</u> | <u>Hits</u> | <u>Save</u> | <u>Cost</u> | <u>Notes</u> |
|-----------------|-----------------------------------|------------|-------------|----------------|-------------|-------------|-------------|--------------|
| 1 | CO (CV9) | Command | 60 | 3/30 | 6 | 6 | 90 [90] | |
| 3 | HQ (CV8) | Command | 40 | 2/30 | 4 | 6 | 45 [135] | |
| 3 | Recce Unit (Scouts) | Recce | 10 | 2/30* | 6 | - | 35 [105] | |
| 5 | Infantry Unit (Naval/Air Assault) | Infantry | 10 | 4/30* | 6 | - | 40 [200] | #1 |
| 5 | Infantry Upgrade (RPG-16) | Upgrade | - | 6/40H | - | - | 40 [200] | |
| 4 | Support Unit (HMG) | Infantry | 10 | 4/60* | 5 | - | 50 [200] | |
| 3 | Support Unit (RR, 73mm) | Infantry | 10 | 4/60H | 5 | - | 55 [165] | |
| 5 | Support Unit (ATGW, Spigot) | Infantry | 10 | 5/100 | 5 | - | 130 [650] | IR |
| 3 | Support Unit (Mortar, 120mm) | Infantry | - | 4/200* | 4 | - | 70 [210] | |
| 9 | IFV Unit (BMD-2) | IFV | 30 | 3/60 | 3 | 6 | 105 [945] | #2 IR/A |
| 4 | SPAT Unit (ASU-85) | Anti-Tank | 20 | 3/60 | 3 | 6 | 50 [200] | #3 R/IR |
| 2 | Air Defence Unit (AA, 23mm) | Artillery | - | 1/40 | 5 | - | 15 [30] | |
| 1 | Air Defence Unit (SAM, SA-7) | Artillery | 10 | 4/100 | 5 | - | 70 [70] | #4 IR |
| 3 | Artillery Unit (85mm) | Artillery | - | 2 | 4 | - | 35 [105] | |
| 1 | Artillery Unit (RL, RPU-14/M1975) | Artillery | - | 6 | 3 | - | 70 [70] | |
| 3 | Transport Unit (Truck) | Transport | 20 | - | 3 | - | 10 [30] | |

* No hits vs hard targets, # No hits vs soft targets, H: Howitzer, R: Restricted, O: Open, S: Stabilised, SL: Search Lights, IR: Infra-Red, TI: Thermal Imaging, A: Amphibious

Tactical Doctrine

- Normal tactical doctrine (20cm initiative distance)

Special Rules

- No counter-battery capability
- Air Superiority: +1 modifier to die roll
- Infiltration: +2 to command value for flank deployment
- Airborne Battalion: HQ, Recce, Mortar, RR/ATGW, SAM, 3 Companies each MG, 3 Platoons of 3 Squads in helicopters

Assets

- 6 x Artillery HE (60 points)
- 3 x Artillery Smoke (60 points)
- 3 x Artillery Thermobaric (90 points)

Note 1. Infantry Unit (Naval/Air Assault)

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

Note 2. 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 3. SPAT Unit (ASU-85)

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

Note 4. Air Defence Unit (SAM, SA-7)

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

Summary

- Breakpoint 19
- 3615 points spent of 3500 points available (3500 points selected)
- Add 115 to your casualty points at the end of the game

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