

Cold War Commander Korean People's Army (North Korea)

by Jonathan Ely

Troops	Arm	Move	Attacks	Hits	Saves	Cost	Limit	Notes
CO (CV9)	Command	60	3/30	6	6	90	1	
HQ (CV8)	Command	40	2/30	4	6	45	-/3	
FAO (CV7)	Command	30	-	4	6	30	-/1 [3]	
FAC (CV7)	Command	30	-	4	6	30	-/ [1]	
Scouts	Recce	10	2/30*	6	-	35	-/1	
Motorcycles	Recce	25	2/30*	3	-	30	-/1	
BRDM	Recce	20	2/50*	3	6	45	-/1	
PT-76	Recce	15	3/50	3	6	60	-/1	[60+], A
PT-85	Recce	20	3/50	3	5	75	-/1	[85+], A #1
Conscript Infantry	Infantry	10	2/30*	6	-	20	-/-	#2
Regular Infantry	Infantry	10	3/30*	6	-	30	3/-	
Elite Infantry	Infantry	10	4/30*	6	-	40	-/3 [9]	#3
Type 69 (Infantry Upgrade)	Infantry	-	4/30 (H)	-	-	25	-/-	[85+]
Type 89 (Infantry Upgrade)	Infantry	-	6/30 (H)	-	-	35	-/-	[00+]
HMG (Infantry Support)	Infantry	10	4/60*	5	-	50	-/3	
73mm RR (Infantry Support)	Infantry	-	3/30 (H)	5	-	30	-/3	
82mm RR (Infantry Support)	Infantry	-	3/40 (H)	5	-	35	-/3	
107mm RR +4x4s (Infantry Support)	Infantry	20	5/40 (H)	3	-	70	-/3	
Sagger ATGW (Infantry Support)	Infantry	10	4/150	5	-	120	-/1	[75+], IR
Spigot ATGW (Infantry Support)	Infantry	10	5/100	5	-	130	-/1	[80], IR
82mm Mortar (Infantry Support)	Infantry	10	3/120*	5	-	40	-/3	
82mm Mortar on MT-LB (Infantry Support)	Infantry	30	3/120*	3	6	75	-/3	A
120mm Mortar (Infantry Support)	Infantry	-	4/200*	4	-	70	-/1	
120mm Mortar on MT-LB (Infantry Support)	Infantry	30	4/200*	3	6	105	-/1	A

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Combat Engineers	Engineers	10	4/30*	6	-	60	-/3	
PT54/55 Mine Clearer	Engineers	20	4/60	4	4	110	-/2	[75+], IR, A
BMP-1	IFV	30	3/50(H)	3	6	55	-/ [9]	
T-55	Armour	25	4/60	4	4	95	-/9	[60+], R/S2/IR
Type 59-I	Armour	30	4/80	4	4	100	-/9	[68+], R/IR
T-62	Armour	25	5/80	5	4	120	-/9	[65+], R/S2/IR
Ch'onma Ho	Armour	30	6/80	5	4	165	-/9	[92+], R/S2/IR #4
Pokpung Ho	Armour	30	6/100	6	4	180	-/9	[02+], R/S2/IR #5
HJ-9 ATGW	Anti-Tank	25	8/200	3	6	290	-/3	[05+], IR/A #6
100mm ATG	Anti-Tank	-	4/80	3	-	60	-/3	
SU-100 (SPAT)	Anti-Tank	25	4/80	4	5	80	-/ [3]	
M1954 (130mm Towed)	Artillery	-	4	2	-	50	-/	#7
M-1974 (152mm SPG)	Artillery	25	5	3	6	80	-/ [3]	A #8
M-1975 (130mm SPG)	Artillery	25	4	3	6	80	-/3	#9
M-1977 (152mm SPG)	Artillery	25	5	3	6	90	-/3	A #10
M-1978 (170mm SPG)	Artillery	20	6	3	-	100	-/ [1]	O #11
M-1981 (122mm, SPG)	Artillery	25	3	3	6	65	-/	#12
M-1989 (170mm SPG)	Artillery	25	6	3	6	120	-/3	#13
M-1991 (122mm SPG)	Artillery	30	3	3	6	80	-/	#14
M-1992 (130mm SPG)	Artillery	30	4	3	6	90	-/	#15
M-1985 (122mm RL Unit)	Artillery	20	5	3	-	70	-/ [3]	#16
M-1985 (240mm RL Unit)	Artillery	20	6	3	-	85	-/ [3]	#17
ZSU-57-2 (SP AAA)	Artillery	25	2/60	3	6	55	-/1	O
ZSU-23-4 (SP AAA)	Artillery	25	4/40	3	6	105	-/1	[65+], IR

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SA-6 Gainful (SAM Unit)	Artillery	20	4/200	3	6	105	-/1	IR
SA-7 Grail (SAM Unit)	Artillery	10	4/100	5	-	70	-/1	IR
SA-13 Gopher (SAM Unit)	Artillery	25	5/200	3	6	120	-/1	IR
SA-14 Gremlin (SAM Unit)	Artillery	10	5/100	5	-	80	-/1	IR
SA-16 Gimlet (SAM Unit)	Artillery	10	6/100	5	-	90	-/1	IR
SA-17 Grizzly (SAM Unit)	Artillery	25	6/200	3	6	135	-/1	#18
Mi-24 Hind Attack Helicopter	Aircraft	-	4/50	4	5	130	-/ [1]	(1space)
MiG-23 Flogger	Aircraft	-	5	3	4	105	-/ [2]	
Harbin H5 Mascot	Aircraft	-	3	3	4	65	-/ [2]	#19
Sukhoi Su- 25 Frogfoot	Aircraft	-	8	4	4	180	-/ [1]	
Shenyang J5	Aircraft	-	3	3	4	65	-/ [2]	#20
Shenyang J6	Aircraft	-	4	3	4	75	-/ [2]	#21
Nanchang Q5	Aircraft	-	4	3	4	75	-/ [2]	#22
Chegdu F7B/MiG-21 Fishbed	Aircraft	-	4	3	4	85	-/[2]	#23
BTR-80	Transport	25	3/60	3	6	45	-/	A
BTR-60	Transport	25	2/50*	3	6	35	-/	A
BTR-50	Transport	20	1/50*	3	6	25	-/	O/A
VTT-323/ Type 63	Transport	30	2/50*	3	6	40	-/	A #24
Type 77	Transport	25	2/50*	3	6	35	-/	A #25
BTR-152	Transport	20	1/50*	3	6	20	-/	O
Truck	Transport	20	-	3	-	10	-/	
Mi-2 Hoplite Helicopter	Transport	-	2/50*	3	6	35	-/ [2]	(2 spaces)
Harbin Z-5 Helicopter	Transport	-	2/50*	3	6	40	-/ [2]	(3 spaces) #26
Mi-8 Hip Helicopter	Transport	-	2/50*	3	6	45	-/ [2]	(4 spaces)

Special Rules

- Rigid tactical doctrine
- Counter-battery capability
- Dismounted Assault: Infantry must dismount transport (unarmoured transport, armoured transport and IFVs) when assaulting, so response fire is against the infantry not the transport.
- Air superiority: -2 modifier to die roll
- Self-propelled artillery units may be deployed in any scenario
- Infiltration: +2 to command value for flank deployment
- Assets include;
 - Artillery HE (max 8 per unit, 10 points each)
 - Artillery Smoke (max 2 per unit, 20 points each)
 - Artillery Illumination (max 2 per unit, 20 points each)
 - Artillery Chemicals (max 2 per unit, 30 points each)
 - Aircraft Ground-Attack (max 4 per unit, 10 points each)
 - Aircraft Napalm (max 1 per unit, 30 points each)
 - Aircraft Air Assault (max 1 per unit, 50 points each)

Battlegroup Selection

Max one recon unit per 1000 points.

Max nine elite infantry per battlegroup.

Max three HMG and RR support units per 1000 points.

Max three medium mortars per 1000 points.

Max one heavy mortar per 1000 points.

Max one ATGW support unit per 1000 points.

Max two mine-clearing unit per 1000 points.

Max nine IFV units per battlegroup.

Max nine tank units per 1000 points.

Max three SPAT units per battlegroup.

Max three heavy SPG (M-1974 or M1978) per battlegroup.

Max three rocket launching (RL) artillery units per battlegroup.

Max twelve artillery units per battlegroup, excluding RL units.

Max one air-defence unit per 1000 points.

Max one Mi-24 *Hind* or SU-25 *Frogfoot* aircraft per battlegroup.

Max two aircraft units per battlegroup.

Max two transport helicopters per battlegroup.

Notes

Note 1; A PT-85 is essentially an updated PT-76, and can be represented by the same model.

Note 2; Conscripts may not use initiative to assault the enemy.

Note 3; Elite infantry have no command penalty for assaulting the enemy and gain +1 attack in close combat.

Note 4; A *Ch'onma Ho* is a locally produced main battle tank, developed from a variety of sources. It may be represented on the battlefield by a T72 (or derivative).

Note 5; A *Pokpung Ho* is a locally developed main battle tank, developed from a variety of sources. It may be represented on the battlefield by a T80 or a T90.

Note 6; A HJ-9 is a Chinese third generation anti-armour missile, normally found mounted on a WZ-550 ATGM carrier. These could easily be represented by a BRDM-3 or similar vehicle.

Note 7; A locally produced towed artillery piece that could easily be represented within the game by a Soviet D30 field gun.

Note 8; A North Korean version of the 2S3 *Akatsiya*.

Note 9; A bastardised marriage between a 130mm field gun and a locally produced chassis, this self-propelled gun can be represented by a 2S1 *Gvozdika*.

Note 10; An updated version of the M-1974, and again may be represented by a 2S3 *Akatsiya*.

Note 11; An open turret, 170mm self-propelled gun of local construction that is visually similar to both the M-107 and M-110 US self propelled guns. The M-1978 could easily be represented by either of these weapons.

Note 12; A Chinese-produced 122mm self-propelled gun that has found itself in North Korean service. Yet again, in the absence of an accurate model, this vehicle could be represented by the 2S1 *Gvozdika*.

Note 13; An updated version of the M1978 (see Note 11), and can be represented by the same models.

Note 14; Another bastardised marriage between a 122mm field gun and a locally produced chassis, this self-propelled gun can again be represented by the ubiquitous 2S1 *Gvozdika*.

Note 15; Another bastardised marriage between a 130mm howitzer and a locally produced chassis, this self-propelled gun can again be represented by the ubiquitous 2S3 *Akatsiya*.

Note 16; A truck-mounted multiple rocket launcher (MRL) firing up to forty 122mm unguided rockets. This may be represented in-game by the Soviet BM-21 system.

Note 17; A truck-mounted multiple rocket launcher (MRL) firing up from 12 to 22 240mm unguided rockets. This may be represented in-game by the Soviet BM-21 system.

Note 18; The SA-17 *Grizzly* Surface-to-Air Missile system is visually similar to the older SA-11 *Gadfly* system, and the models can be interchanged without little issue.

Note 19; The Harbin H5 *Mascot* is an extremely old aircraft, considered obsolete by many other air forces. It could be represented by a suitable, first generation jet such as a Hawker *Hunter* or a Supermarine *Scimitar*.

Note 20; The Chinese Shenyang J-5 is a direct copy of the Soviet MiG-17 *Fresco*, and a suitable model can represent either. For the purposes of CWC, they are mechanically identical.

Note 21; The Chinese Shenyang J-6 is a direct copy of the Soviet MiG-19 *Farmer*, and a suitable model can represent either. For the purposes of CWC, they are mechanically identical.

Note 22; The Chinese Nanchang Q-5 is a version of the Soviet MiG-19 *Farmer*, optimised for ground attack, although a suitable model can represent either. For the purposes of CWC, they are mechanically identical.

Note 23; The Chinese Chengdu F7B is a direct copy of the Soviet MiG-21 *Fishbed*, and a suitable model can represent either. For the purposes of CWC, they are mechanically identical.

Note 24; The Type 63 is an older generation Chinese APC that has seen much use around the world. A suitable APC such as an M113 could be substituted in its place.

Note 25; The Type 77 is a Chinese armed tractor unit, primarily used for towing gun units, and can easily be substituted by an MT-LB.

Note 26; The Harbin Z-5 is a Chinese copy of the Soviet Mi-4 *Hound*, and the models are interchangeable. It is also visually similar to the Westland *Wessex*, and could be substituted if required.