

COLD WAR COMMANDER

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

Errata (1st Print, 2006)

Page 29. Special Munitions

All special munitions require assets, even if they are requested during the game. The request is still subject to the -1 command penalty for requesting special munitions.

Page 30. Anti-Aircraft Fire

When two or more aircraft are attacking simultaneously, each command and AA unit may fire at one aircraft only.

Page 32. Transport Helicopters

Use the command modifiers for air support on page 30 when requesting air assaults.

Page 34. Close Assault

AFVs may not initiate close assaults against other AFVs. Suppressed troops cannot support an assault.

Page 39. Weather

Treat moonlit night as poor weather and night as extreme weather when fighting at night.

Page 42. Objectives

Only three infantry units in total are required to hold an objective, rather than three infantry units per 1000 points.

Page 50. Ambush

Only the defender may place ambushes.

Page 55. Tactical Doctrine

Rece units, AA units and unarmoured transport units are excluded from the rigid tactical doctrine rule.

Page 66. Israeli Army, Arab-Israeli Wars/Modern

Increase the limit of Tank Unit (Centurion Sho't) from 3/Battlegroup to 9/1000. Increase the attacks of Aircraft Unit (A4 Skyhawk) from 3 to 6 (125 points).

Pages 69, 77, 78, 84, 94, 100, 116, 122 & 124

Rece Unit (PT-76) should not be restricted (cost 60 points).

Page 74. American Army, Vietnam War

Please use the CO (Command Value 9) and HQ (Command Value 8) from the American Army list on page 102. Add the LVTP-5 from the same list. Add Centurion, 20pdr from the British Army list on page 106 - this is for ANZAC battlegroups only, not US battlegroups. You may substitute ANZAC infantry for US Conscripts for the minimum required units when creating ANZAC battlegroups.

Page 77. North Vietnamese Army, Vietnam War

Infantry Unit (NVA/VC Regulars) should have a limit of 3/-

Page 78. Indian Army, Indo-Pakistan Wars

Tank Unit (Centurion, 105mm) should be Tank Unit (Centurion, 20pdr) - 4/100 attacks, 135 points.

Page 82. South African Army, Angolan War

Reduce the hits value of IFV Unit (Ratel) to 3 (50 points). Increase the move value of Transport Unit (Ratel 20) to 25cm (35 points).

Page 89. Mujahideen, Soviet-Afghan War

Assets include Booby Trap AP (max 6 per battlegroup, 25 points each) and Booby Trap AT (max 3 per battlegroup, 50 points each).

Page 92-93. Iranian Army, Iran-Iraq War

ATGW Unit (AT-2 Swatter) should have 3/100 attacks for 120 points. The special rule for ambushes should read "*You may schedule one ambush before the start of the game*".

Page 94. Iraqi Army, Iran-Iraq War

ATGW Unit (AT-2 Swatter) should have 3/100 attacks for 120 points.

Page 106. British Army, Cold War/Gulf Wars/Modern

Remove the IFV Unit (Warrior) with ATGW attacks - this is for export sales only and not used by the British Army.

Page 112. West German Army, Cold War/Modern

Increase the save value of the Leopard 2A5 to 3 (240 points).

Page 114. NATO Army, Cold War

Ignore the date restrictions for infantry (Conscript and Elite).

Page 120. Soviet Army, Cold War/Modern

Tank Unit (T-80, ERA, ATGW) and Tank Unit (T-80, ERA) should be the other way round - cross out ATGW on the first line and add it to the line below. The stats and notes are correct.

Concealed Troops

Troops on foot that move to the edge of cover that were previously out-of-sight can only be seen:

- if they open fire, or move along, or out of the cover
- an enemy unit is within 10cm
- they are the target of a recon unit

All other troops gain the same benefits as troops on foot, except they will be seen within 20cm.