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# FUTURE WAR COMMANDER

*Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, The Future*

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## Errata (1st Print, 2008)

**Page 54. Tactical Doctrine**

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

**Page 56. Target Designators**

The heading of the second column in the box should read *Dice*, not *Deviation*.

**Page 67. European Federation Army**

The second IFV Unit (Tassigny) should link to note 5.

**Page 110. Hunter-Scavenger Mob**

The limit for HQs should be  $-/3$ , ie: max. 3 per 1000 points.

**Page 118. The MacGregor Clan**

The command units are missing their command values (none too useful). The CO has a command value of 9, the HQ a command value of 8 and the FAO a command value of 8.