COLDWARCOMMANDER

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
Recce 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
Recce 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
Remove Infantry Upgrade (M72 LAW) and Infantry Upgrade (M72 LAW, Impr.). Add Infantry Upgrade (Carl Gustav) from the British Army list on page 106. 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 recce unit

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