
COLD WAR COMMANDER

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

Errata (1st Print, 2006)

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 112. West German Army, Cold War/Modern

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

Page 120. Soviet Army, Cold War/Modern

Tank Unit (T-80, ERA, ATGW) is missing the ATGW attacks from the notes section. This should read: 6/150 attacks against armour, guns, soft-vehicles, helicopters and constructions using ATGW (AT-8 Songster). The cost should be 230 points.