
FUTURE WAR COMMANDER

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

Errata (1st Print, 2008)

Page 54. Tactical Doctrine

AA units and unarmoured transport units are excluded from the rigid tactical doctrine rule. Swarm tactical doctrine has an initiative distance of 20cm.

Page 56. Target Designators

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

Page 60. Andrayadan Army

The Dropship Unit (Drop Pod) is expendable, so increase the points cost to 50.

Page 67. European Federation Army

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

Page 88. Khazari Clan

Add one FAO (CV6) to the list for 15 points.

Page 104. Colonial Union Defence Force

Add one FAO (CV7) to the list for 30 points.

Page 110. Hunter-Scavenger Mob

The limit for HQs should be ≤ 3 , i.e.: 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.

Page 123. Tech Upgrades

Massive units cannot use Teleport. Recce units include the cost of their assault value when calculating the points cost.