

# COMMANDO ADDENDA

As of September 1979

## MAPS

If the players wish to use the map co-ordinates as rangefinders (see Case 8.11), they should trim the excess white paper so that the co-ordinates are as close to the edge as possible. Alternately, players may wish to use a ruler, remembering that one quarter of an inch equals of distance of one (1). Thus, a range of 9.25 inches equals 37.

## RULES

[4.0] (*omission*) A line is missing after the fifth paragraph of the second column of this page. It should read "**Task Points:** Each action a man performs in *Commando* requires the expenditure of *Task Points*..."

[13.16] (*clarification*) There is no Case 13.16.

[38.37] (*omission*) Unless stated otherwise in the scenario listings, defending reinforcements enter from the map edge(s) or parts thereof directly opposite from the commando entry squares.

[42.2] (*clarification*) After the two-case pileup is sorted out, the text should read as follows:

### [42.41] Suggested Optional Rules

None.

### [42.42] Necessary Optional Rules

**Horses and Camels** (Section 19.0): The Arabs begin with eight hobbled camels and a mule (see special rules). Arabs are considered Cossacks for purposes of controlling mounts.

[42.43] (*clarification*) **The Mule:** If the mule receives a panic result indicating "Move", it instead falls prone.

## CHARTS AND TABLES

[7.39] (*correction*) Last line: (+ 4) = When moving from Elevation Level Zero to Negative One (- 1).

[14.41] (*correction*) The last entry should read "The two modifiers are non-cumulative; the *second* modifier supercedes the other."