



COLDWARAEROSPACE CKAN

Cold War era parts- cockpits, engines, vehicles and more! Just put "ColdWarAerospace" folder inside Kerbal Space Program/"Gamedata" folder. Read INFO.pdf file for requirements.

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	License: Information about license: read description below and I...		Author: LockOn
	Game Version: 1.11.2		Mod Website: Forum Thread
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OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

[Information](#)[Changelog](#)[Stats](#)

ColdWarAerospace

READ "INFO.PDF" !!!

Dependencies:

- **BDAnimationModules** <https://github.com/raidenick/BDAnimationModules/releases>
- **Firespitter** (only plugin and sounds are necessary, you can delete rest from Firespitter folder) <https://github.com/snjo/Firespitter/releases>

ModuleManager

BDAnimationModules and Firespitter are used by many parts with cool animations.

Recommended:

- **TweakScale** (this old version should work without issues) <https://github.com/net-lisiás-ksp/TweakScale/releases/tag/RELEASE%2F2.4.2.0>

- **B9 Aerospace ProceduralWings** <https://github.com/Rafterman82/B9-PWings-Fork/releases>

Many parts are created with TweakScale in mind. It's not cheating, some parts are even underpowered when upscaled. Get B9 Aerospace ProceduralWings for cool wings.

