

NATIONS AT WAR COMPENDIUM



CLARIFICATIONS AND CORRECTIONS v2.3

COMPENDIUM VOL 1

Compendium Back

No Clarifications or Corrections at this time.

Maps

No Clarifications or Corrections at this time.

Compendium Articles

No Clarifications or Corrections at this time.

Counters

The following Counters require Correction or Clarification:

1/16 PG Formation Marker [Correction]:

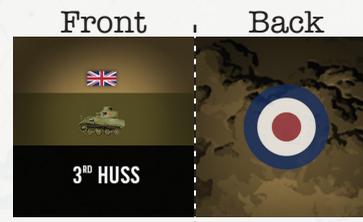
The German 1/16PG Formation Marker has a typo on it. It should read as 1/26 PG. Where ever a scenario requires the use of the 1/26 PG, use the 1/16 PG Formation Marker.

We have also included an image below for you to print out and either mount on a section of chipboard or card stock, or on top of the front of the 1/16 PG counter itself.



3rd Hussar Formation Marker [Correction]:

The British 3rd Hussar Formation Marker was not included in the counter mix. We have included an image below for you to print out and either mount on a section of chipboard or card stock..



6pdr ATG [Correction]:

The 6pdr ATG does not have a healthy image, and it should have a truck printed on its reverse side.

We have included images below for you to print out and either mount on a section of chipboard or card stock, or on top of the front of the 6pdr ATG and Truck (attached) counter themselves.



Scenarios

The following scenarios have incorrect entries. Please use these Scenario entries in place of the ones found in the scenario booklet.

Scenario [Correction]: Jubilee

The German forces are incorrect. The 1/16 PG should read as the 1/26 PG. In addition, the 1/16 PG Formation marker from White Star Rising Second Edition has a typo, and should read 1/26 PG

Please see 6.5 below for a copy of the replacement counter image.

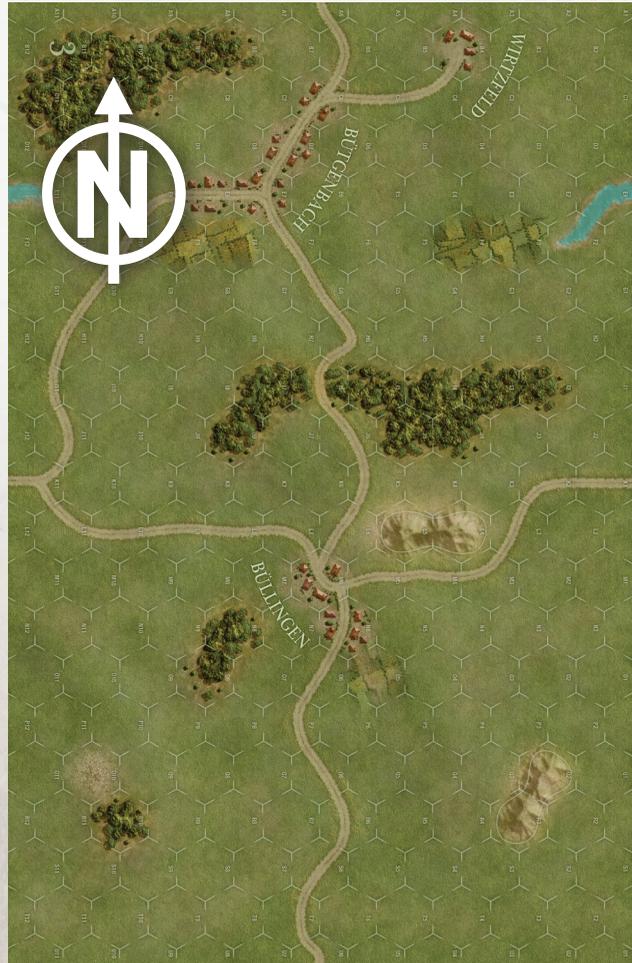
Scenario [Correction]: Drive to Stolberg

Rotate the Map 90 degrees clock wise so hexrow Axx is north:



Scenario [Correction]: You Shall Not Pass

Rotate the Map 90 degrees clock wise so hexrow Axx is north:



The Victory Conditions should read:

- » “To win, the French player must exit three counters via the north edge of the Map 3 the end of Turn 9. Any other result is a German victory. “

