



DESERT HEAT

The Axis and Allies Armies struggle for control of North Africa ★

SECOND EDITION
NATIONS AT WAR

PLATOON-LEVEL COMBAT IN WORLD WAR TWO

**CLARIFICATIONS AND
CORRECTIONS v2.3**

DESERT HEAT

Box Back

The components listed on the back of the box are incorrect. They are the following:

- » 7x 8.5 x 11 Player Aid Cards
- » 5x Counter sheets
- » 4x Geomorphic Maps
- » 1x Color Core Game System V2 Manual
- » 1x Color Module Game Manual
- » 2x D6 Dice

Player Aids

The TEC and Turn Record Track Player Aid Cards for Desert Heat have been updated and are available in the Lock 'n Load Publishing resource section for download at this link:

<https://forums.lnlpublishing.com/resources/categories/nations-at-war-series.7/>

Module Rules

The following rules requires Clarification or Correction.

10.6.3 Dust [Clarification]

Dust is generated by vehicles and units that have vehicles whether they are mounted or dismounted DUST can be caused by the following units

- » Armored vehicles
- » Mechanized Infantry
- » Motorized Infantry
- » AT Gun units

Scenarios

The the following scenarios have been corrected from the Module and Scenario Booklet.

Scenario [Correction]: Tutorial: Not and Inch of Ground

- » Walkthrough, Step 25: Change to read “If the Half-track survives continue movement to J8 and then unload the German infantry. Flip the Half-track counter over to its Infantry side. The cost to unload is taken from the unloaded infantry side of the counter.”

Scenario [Correction]: No Time To Be Disorganized

- » AXIS OOB, Change the Support entry to:
Support:
 - » 1 x Folgore 202 (place in cup on Turn 3)
 - » Pioneers have Unit Placed Smoke

Scenario [Correction]: Outflank Trap

- » Playable Area change to read” Use Maps 12 & 13. Map 13 is above Map 12; hexrow A of Map 12 matches hexrow U of Map 13; hexrow A of Map 13 is the north edge.

Scenario [Correction]: Partners Advance

- » The Commonwealth Setup, Change to read “Set up first within the Town on Map 11.”
- » Rotate map 11 180 Degrees so Hexrow xx12 is North.

Scenario [Correction]: Steel Beasts on Aslagh Ridge

- » Victory Conditions, Map 11 should be Map 12.

Scenario [Correction]: First Come First Defense

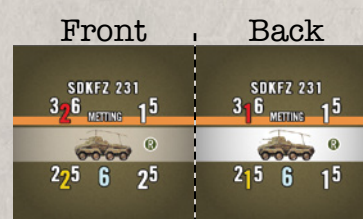
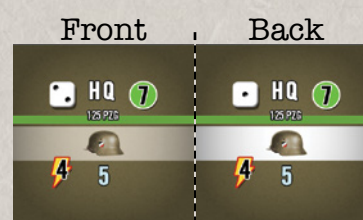
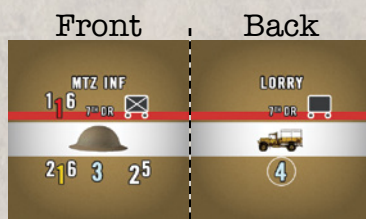
- » Victory Conditions, N6 should be N9.

[Correction] The following force amounts and weapon entries are incorrect and should read thus:

- » **Pz-IV G:** All entries with more than 4 required units IE: 6 x Pz-IV G, are reduced to 4 required units and should read 4 x Pz-IV G.

Counters

A number of counters from the previous edition of Desert Heat are in error. Please use the following images to either print on a sticker sheet, and then cover the front and back of the existing counter with the new image, or use the image to create an entirely new counter by sticking those images to a sheet of card stock or chipboard.



Front		Back	
TIGER PZ ABT 501	7 3 3 4	TIGER PZ ABT 501	7 2 3 4
5 3 3 2 4		4 2 5 3 1 4	

Front		Back	
TIGER (+)	7 3 3 4	TIGER (+)	7 2 3 4
5 3 3 2 4		4 2 5 3 1 4	

Front		Back	
MARDER II (+)	6 3 1 5	MARDER II (+)	6 2 1 5
3 2 6 4 1 4		3 1 6 4 1 5	