DAK

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

MODULE BOOKLET v3.0

NOTES

1.0 INTRODUCTION

The continent of Africa was brought into World War 2 in June 1940 when Italian forces located within Libya attacked British positions held in Egypt. Initially the Italians made great gains and it looked like their vast numbers of troops would handily subdue the British forces. That quickly was turned around by the growing ability of the British to supply themselves daily with armaments. The Italian's ability to make war dwindled as each engagement left them more depleted and in chaos.

In Germany, Hitler had an eye on the developments in Africa and made the decision to send a force, the Afrika Korp, led by General Erwin Rommel, to North Afrika. In February of 1941 the Afrika Korp landed and what followed would be some of the greatest battles known to history, such as El Alamein, Tobruk and Kasserine pass.

Desert Heat is a platoon-level simulation of combat in North Africa during World War 2 (1941-1943) between the Axis forces of Germany, Italy and Vichy France against the British, their Commonwealth Allies from Australia, South Africa, and New Zealand, the United States and Free French. The game is played through scenarios each depicting combat actions between platoons of soldiers and tanks. Inside this booklet are all of the scenarios to play the game.

All rules outlined below are numbered for the place they would occupy in the Core Rules Manual. They should be read as if part of the section designated in the Core Manual.

1.1 Support

If you have any game questions or if you are just looking for other gamers to chat with you can post comments on our forums at: http://forums.lnlpublishing.com.

If any parts of this game are damaged or you have any other support needs please open a support ticket on our Support Tickets section at: http://support.lnlpublishing.com.

You can also find additional game resources such as scenarios, counters, special rules and other community design resources in our Resource section: http://forums.lnlpublishing.com/resources.

2.3 Desert Heat Unit Colors

German Units

Italian Units

Free/Vichy French Units

American Units

British Units

10.7 Nationality Special Abilities

Each country that fought in World War 2 had unique abilities. These abilities are derived through their training or through doctrines developed by their military.

Germans

Rommel Unit – Field Marshal Erwin Rommel was a legend within his own time and regarded as a brilliant military tactician known to all who fought with or against him. The Rommel unit is a tactical platoon with Headquarters' abilities. The unit is assigned through a scenario and can operate as an independent unit.

It can activate with any friendly Formation drawn from the cup and is always In Command. The Rommel unit can only activate once per turn. If the Rommel unit moves or provides a bonus to a unit during its activation the Rommel unit becomes Ops Complete.

Its Ops Complete marker can only be removed during the Marker Removal Phase of a turn (3.3). If it is Disrupted and has performed an action that turn it cannot rally or activate during another friendly Formation activation conducted in the same turn.

If the Rommel unit is Disrupted it can automatically become Good Order in the rally phase of a Formation's turn

provided it has not performed any actions that turn. Once activated by a Formation, any unit within its Command Range can benefit from Rommel's special abilities.

- A unit within Rommel's Command Range can reroll one failed AP Firepower d6.
- A unit within Rommel's command can reroll one failed HE Firepower d6.
- A unit within Rommel's Command Range can automatically rally to Good Order.

Any one of these abilities can only be used once per turn by a unit. (The Rommel unit can only ever provide one bonus to one unit per turn.)

The Rommel unit's bonus cannot be used if the Rommel unit is Ops Complete or Disrupted. Mark the Rommel unit Ops Complete if a Rommel bonus is used or if it has moved.

The Rommel unit does not count against stacking.

If stacked with armor units the Rommel unit cannot be targeted directly by an AP attack.

Mobile Assault – German Armored Infantry were highly trained in engaging in close quarters. German Armored Infantry loaded within their vehicle can unload (see 4.3.2) and then on a 1d6 roll of a 3 or higher can move to an adjacent hex (ignoring terrain costs). This is a Mobile Assault. The Armored Infantry can engage in Close Assault using a Mobile Assault. Arm Inf units that are Disrupted cannot conduct a Mobile Assault.

British

Headquarters – British units had strong command structures. To reflect this, HQ units that are destroyed in an attack and before their removal, make a Morale Check (2.11.1). If passed, the HQ unit is still removed as normal but is not Reduced when it comes back into the game on the following turn.

Cruiser Tanks – The British cruiser tanks, Crusader and Mark IV, were highly mobile, and thus can move one more hex than their printed Movement Factor provided the additional hex is into Clear terrain. Cruiser tanks cannot use this bonus when entering a Clear hex that is occupied by a Wreck, AT Ditch, Wire or Improved Position.

Cruiser tanks cannot leverage this ability if they are Disrupted.

This rule applies to all British Crusader and Mark IV tanks.

2-Pdr Portees – 2-Pdr Portee were trucks mounted with a 2-Pdr Anti-Tank Gun. These trucks were valuable to anti-tank combat. 2-Pdr Portees can operate independently and are always considered In Command. Additionally, the Portees only reduce their Movement Factor by 1 (not half) when conducting a move-and -fire action.

Americans

Fire and Maneuver – US Infantry armed with the Browning Automatic Rifle (BAR, a very light machine gun that could be operated by a single soldier) were very effective in their mobility in combat. This weapon integrated with an Infantry squad could maintain a high rate of fire while on the move.

A US Infantry unit does not suffer any penalty when conducting a Move-and-Fire action. They cannot move over half of their MF to conduct this action.

Italians

Rapida Avanzata – The Italians learned valuable lessons from WW1 such as the speed needed to conduct a breakthrough of enemy defenses. Mobility was part of military doctrine and their leaders recognized the speed needed to clear enemy positions while attacking. Before an Italian Infantry unit moves, it can roll 1d6. On a result of 4+, that unit does not pay the +1 MP cost to enter into a Close Assault.

10.8 Module Specific Rules

Dust – In desert warfare, dust was an ever present factor and part of a soldier's life in this harsh climate. Every step a soldier took or foot a tank or truck moved threw up dust and sand. The effects of dust on vehicles and weapons affected their accuracy and effectiveness.

In all *Desert Heat* scenarios a Dust marker is placed into the opaque cup.

At the beginning of each turn, a Dust marker is placed in the cup with the other markers. When this marker is selected, Dust is in effect. When the Dust marker is drawn in a subsequent turn, the effects of Dust go away. When Dust is in effect, it affects play as follows:

When firing at a unit that is marked Ops Complete, or firing at a unit where the LOS goes through a hex of a unit that is marked Ops Complete, the firing unit suffers a +1 to its To-Hit Number. If the firing unit's native To-Hit number is a 6 then reduce the AP or HE Firepower number by 1 instead of adding the +1 penalty to the To-Hit Number.

If this reduces the unit's AP or HE Firepower number to 0 that unit cannot fire at its intended target. If the firing unit is stacked with a unit that is Ops Complete, it is not affected by the effects of Dust.

If a LOS is traced through two separate hexes where units are Ops Complete in each hex, that LOS is blocked.

The Dust marker is not the equivalent of a Formation marker and does not necessitate the need to withhold an End Turn marker if the Dust marker is not pulled during a turn.

It remains in the cup for the next turn during the Marker Removal Phase (3.3).

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WHY WE DO WHAT WE DO
We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

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