

NATIONS AT WAR

SECOND EDITION



**CLARIFICATIONS AND
CORRECTIONS v2.4**



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INTRODUCTION

Nations at War is a game system that simulates the interactions of detailed units across many different theaters of war.

Contained here are the current rules Clarifications and Corrections for the Nations at War franchise, covering all current games and supplements.

Each product in the series is represented with its own section and is divided up by component for ease of reference.

Clarifications are identified with the red **[Clarification]** in the section title, while corrections are identified with the blue **[Correction]** in the section title.

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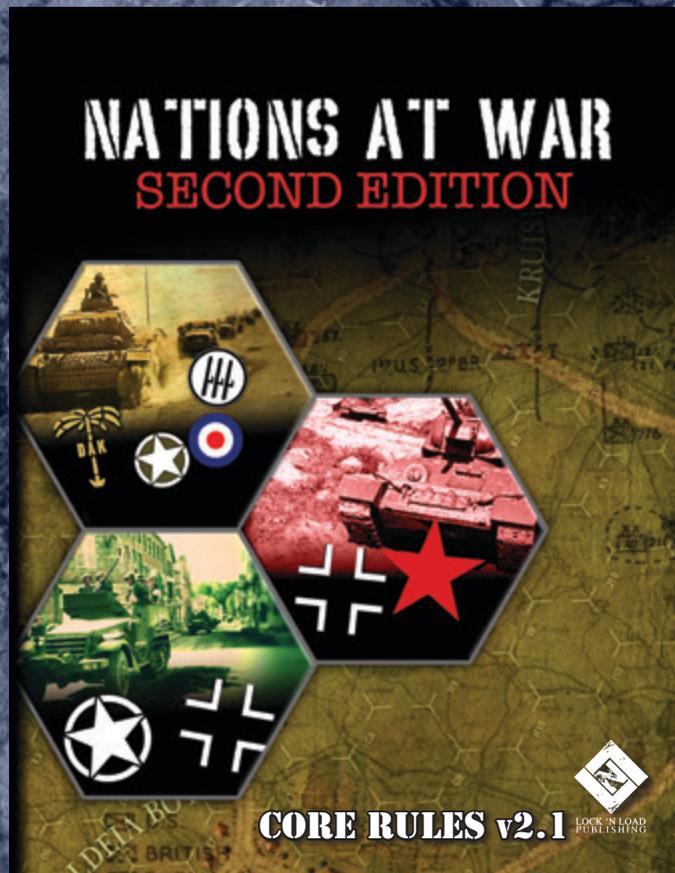
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NATIONS AT WAR CORE RULES



CLARIFICATIONS AND CORRECTIONS v2.4

NATIONS AT WAR CORE MANUAL

Manual Back

No Clarifications or Corrections at this time.

Core Rules

The following sections require Clarification or Correction:

Section 2.5.5 [Clarification] Mortars firing Smoke

The Following rule requires a clarification

Mortars that are on the map board may fire level 1 smoke (some scenarios allow a mortar to fire level 2 smoke).

They may fire directly or indirectly. If they fire directly, they may fire during their formation's activation at any hex within their line of sight.

If the mortar is to fire indirectly, it may only fire during the fire mission phase of its formation's activation and counts as one of the fire missions allowed during that formation's activation.

To fire smoke from a mortar directly select the target hex within LOS of the mortar and conduct the attack using the HE firepower.

Roll the number of dice equal to the mortars HE firepower and compare them to the "to-hit" number. Any successful hits allows one level 1 smoke counter placed into the target hex. If they are all misses, the attack is unsuccessful.

To fire smoke indirectly an eligible HQ or Recon unit may spot for a mortar that is part of the activated formation (see

5.1.6). A mortar unit does not range and uses the HE firepower to conduct the smoke round. The smoke round affects only the target hex and not the surrounding hexes.

Mortars may fire smoke into their own hex.

Mortars may not fire smoke during Opportunity Fire.

Section 4.3 [Clarification] Loading/Unloading units with * next to Movement Factor

The Following rule requires a clarification

Units with an * (asterisks) by their movement factor indicates that the unit may dismount or mount their vehicles using only 1 MP for the action. This represents the ease to mount vehicles such as motorcycles or bicycles. This mount/dismount capability is only relevant for the side of the counter in which the unit pays the movement cost.

Example: *A German Motorcycle has a movement of 6* on the mounted side. If the unmounted motorcycle infantry mounts their vehicle, flip the counter over to the mounted side, spend 1 MP to mount and then the unit may move up to 5 more MPs. If that same unit is mounted and it decides to dismount the unit may move its full MPs but when it dismounts the unmounted infantry pays the 3 MPs if there is not an * next to their Movement factor.*

Section 5.1.3 [Correction]

In the second paragraph, the following sentence is incorrect.

“If a unit is already Disrupted or suffers more than one hit, then it also loses a step (see Reduction below).”

It is corrected to the following:

“If a unit is already Disrupted and suffers a hit then it loses a step. If a good order unit suffers two hits the first hit would be a disruption and the second hit would be a step loss (See Reduction).”

SECTION 5.4 [Correction]

“(d) An impassible hex, e.g., a River. If a defender cannot retreat, it is eliminated.”

This entry should read as follows.

“(d) An impassible hex, e.g., a River.

If a defender cannot retreat, it is eliminated.”

It is not part of the previous list entry

SECTION 5.4.4 [Correction]

The following is a correction to the Summary listed in 5.4.4. Number 6 in the list reads as follows:

6. If the Attacker loses, retreat unit back to hex from which the Assault was launched. If Defender loses, retreat a number of hexes equal to its movement allowance.

Section 10.3.1 [Correction]

The Following rule requires a clarification

When the air strike is pulled by either player it must be played by the owning player.

The owning player places the aircraft in the target hex. The selected target can be any hex containing an enemy unit(s) on the Map. There are no LOS restrictions when selecting a target.

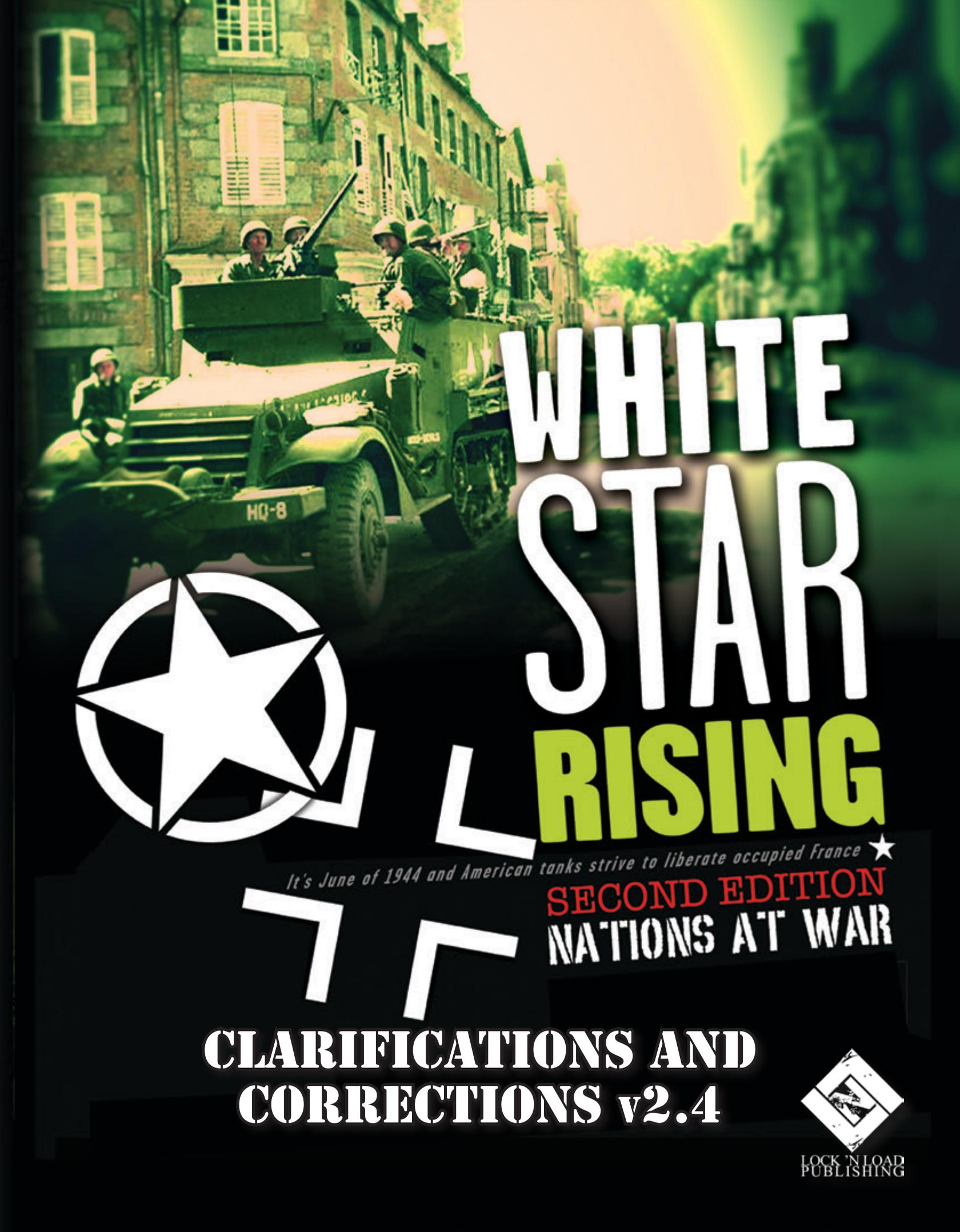
Section 5.1.7 [Clarification] Augmented Abilities

The Following rule requires a clarification

Some units can have one or more Augmented Abilities. An Augmented Ability can be a unit's HE Firepower, AP Firepower, Armor Save Factor, and/or Assault Factor. Such units are designated by a “+” following any of those abilities. Units with an Augmented Ability may re-roll any one die rolled as a result of the owning player using that ability.



NOTE: Some units may have the “+” next to the To-Hit Value in a group rather than the Firepower or Armor Save, Assault Factor. There is no difference due to the placement of the + symbol.



WHITE STAR RISING

It's June of 1944 and American tanks strive to liberate occupied France ★

SECOND EDITION
NATIONS AT WAR

**CLARIFICATIONS AND
CORRECTIONS v2.4**



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WHITE STAR RISING

Player Aids

The TEC and Turn Record Track Player Aid Cards for White Star Rising 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

White Phosphorus, [Correction] **Enemy moral check paragraph**

- » **Change** “subtracting the number of hits” **to** “adding the number of hits”

Scenarios

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

Scenario [Correction]: Tutorial: No Bridge too Far

- » American OOB, the HQ, 1 Infantry, and 76mm Gun start on N4.
- » Walkthrough, Step 10, Change M4 to N4
- » Walkthrough, Step 16, last sentence, change “needing 5’s to hit.” to “needing 6’s (note to fire at extended range the to-hit number is increased by 1) to hit.”
- » Walkthrough, Step 19, Change M4 to M4/105
- » Walkthrough, Step 26, Change to “If the Half-track survives continue movement to K5 (cost of 2 Movement Points) and then unload the German infantry. Flip the Half-track counter over to its Infantry paying 3 MP from the infantry side of the counter.”

- » Walkthrough, Step 28, Change M4 to M4/105
- » Walkthrough, Step 34, Change “result of a 6” to “result of a 6 (Morale Value of the US 2/16th)”
- » Walkthrough, Step 35, Change M4 to N4

Scenario [Correction]: Objective Verville

- » Change all instances of 507th PIR to 507th AB
- » Remove the “4x Fate Points” entry in the American Support OOB
- » SSR 3: Replace “panzergrenadiers” with “German Armored Infantry (Arm Inf)”

Scenario [Correction]: Swap Meet

- » German OOB StuG IV should be StuG III
- » American OOB AA unit should be M16 (Attached)

Scenario [Correction]: Hill of Death

- » Map 1 should be rotated 180 degrees. Rivers should connect. North is still correct.

Scenario [Correction]: Clash at the Cross Roads

- » Scenario Date should read April 23rd, 1945

Scenario [Correction]: Ambush with a Surprise



- » Americans setup second

Scenario [Correction]: Clash at the Crossroads

Elements of 4-51

- » Change entering Road hex via K10 to “K11”

Under Victory Conditions

- » Change E6 to E7

Scenario [Correction]: Erasing the Bulge

- » American Reinforcements arrive on Turn 3 through hex A6 western map edge of Map 1.
- » German OOB, Aufkl.ABT4: “2 x Arm Inf” should be “2x Arm Inf (SSR 5.0)”
- » There should be a 5th SSR, with the following content: 5. Arm Inf from the Aufkl.ABT4 are also engineers and have all the abilities of engineer units (see 10.6)

Scenario [Correction]: Just Beyond the Trees

- » The German forces should include Germans: - 1x 81mm Mortar

Scenario [Correction]: Objective Vierville

Under Playable Area.

- » Where it says Map B - Should Read Map 2

Replacement Scenarios

The the following scenarios have been adjusted, and have been included in their entirety for clarity below.

Please Note: The Scenario “Frozen and Tired was not included in the Module and Scenario Booklet.

ROOSEVELT'S BUTCHERS

June 13th, 1944

The 17th SS Panzergrenadiers and elements of the 6th Fallschirmjäger Regiment attacked the US 2nd Battalion of the 506th Parachute Infantry Regiment (PIR) on the outskirts of Carentan. After repulsing the German attack, the 2nd Battalion counterattacked, but made little progress. Enter the Combat Command A (CCA) formation of the 2nd Armored Division. The Americans broke the German defenses, and were dubbed "Roosevelt's Butchers" by the retreating German formations.



- Ralph Ferrari



Americans

Set up second or enter as follows:

507th AB: Set up in or within one hex of Hubermont and/or Nadrin R5 on Map 1.

- » 1 x HQ
- » 8 x Para Infantry
- » 1 x 57mm ATG
- » 1 x 60 mm Mortar
- » 1 x HMG
- » 1 x Bazooka
- » 1 x **507th AB** Formation Marker

Elements of CCA: Enter Turn 1 on the road on the East edge of Map 1.

- » 1 x HQ
- » 2 x M4A1
- » 1 x M4A3E8
- » 1 x **CCA** Formation Marker

Support:

- » 2 x 4³ HE Fire Missions
- » 3 x Fate Points



Germans

Set up first as follows:

Elements of SS Kampfgruppe Dauer:
Set up in or within one hex of Survie.

- » 1 x HQ
- » 3 x Arm Inf
- » 1 x Stug III
- » 1 x Panzerschreck
- » 1 x HMG
- » 1 x **Dauer** Formation Marker

Fj.Abt3: Set up in or within one hexes of Saint-Pierre-la-Riviere.

- » 1 x HQ
- » 4 x FSJG
- » 1 x HMG
- » 1 x Panzerschreck
- » 1 x 75mm ATG (attached)
- » 1 x **Fj.Abt3** Formation Marker

Elements of SS Kampfgruppe Dauer:

Enter on Turn 3 on the West edge road on Map 2 : These elements are always in command

- » 1 x Arm Inf
- » 1x Panther

Support:

- » Arm Inf and Pioneer have Unit Placed Smoke Capabilities (7.5)
- » 1 x 3⁴ HE Fire Missions
- » 2 x Fate Points

Scenario Essentials

Playable Area

Use Maps 1 and 2; hexrow Axx on both Maps is the north edge.

Length

Ten turns. Use two End Turn markers in the cup.

Victory Conditions

To win, the Americans must control at least 10 hexes of Saint-Pierre-la-Rivière. Any other result is a German victory.

Special Rules

1. The River hexes on both Maps do not exist; treat them as the other terrain in the hex.
2. The German Armored Infantry are without transports. They cannot switch to their mounted side, their Firepower is not Augmented (5.1.7), and they are not replaced with a Wreck when destroyed.



FROZEN AND TIRED

December 19th, 1944

One of the small towns that anchored the outer defenses of Bastogne was Noville. Defended by a mixed armor-infantry team commanded by Major William Desobry and the 1st Battalion of the 506th Parachute Infantry the Americans withstood attacks from the German 2nd Panzer Division for over 36 hours.

- Mark Walker



Americans

Set up first as follows:

Elements of **507th AB**: Set in any woods hex within 2 hexes of K8

- » 1 x HQ
- » 2 x Para Inf
- » 1 x 60mm Mortar
- » 1 x Bazooka
- » 1 x M18 (Attached)
- » 1 x 57mm ATG (Attached)
- » 1 x **507th AB** Formation Marker

Elements of **CCA**: Set up on or west of hex row M

- » 1 x HQ
- » 1 x M4A3E8
- » 2 x M4A1
- » 2 x Arm Inf
- » 1 x HMG
- » 1 x M5A1
- » 1 x 81mm Mortar (Attached)
- » 1 x **CCA** Formation Marker

Support:

- » Four Fate Points



Germans

Set up second as follows:

Elements of **Kampfgruppe Beck**: Set up on or east of hex row Q

- » 1 x HQ
- » 2 x PZ IV
- » 2 x Panther
- » 3 x Arm Inf
- » 1 x HMG
- » 1 x **Beck** Formation Marker

Elements of **Kampfgruppe Beck Bravo - section 1**: Enter as per SSR

- » 1 x sHQ
- » 1 x Tiger 1
- » 1 x StuGIII
- » 1 x Arm Inf

Support:

- » One fate point

Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 1; hexrow xx1 is the north edge.

Length

Eight turns. Use two End Turn markers in the cup.

Victory Conditions

German must control all hexes of HUBERMONT to win. Any other result is an American victory.

Special Rules

1. Kampfgruppe Beck Bravo- section's entry point is randomly determined. Whenever Kampfgruppe Beck activates the German player can roll 1D6. Four Bravo-section's entry. If the die roll is 1-2 Bravo enters on J1, K1, or L1, If 3-4 - J12, K11, L12, If 5 - U6, or 6-Bravo section doesn't enter on this roll but the owner can try again on another Kampfgruppe Beck activation.
2. The M18 Platoon can either fire and then use 3 movement points or expend 3 movement points and then fire. When doing so raise the M18 platoons hit number by 1.
3. Medium Snow conditions are in place (10.7).



AW, NUTS

December 25th, 1944

After hearing the German terms for the 101st Airborne's surrender, General McAuliffe laughed and said "aw, Nuts." This never-give-up attitude and determination was carried onto the battlefield. Hunkered down in foxholes, cold, surrounded, and low on supplies, members of the 101st Airborne felt they had the Germans right where they wanted them. On Christmas Day in 1944, elements of the US 101st Airborne prepared for the impending attack from elements of the German 15th Panzergrenadier. - Ralph Ferrari



Americans

Setup between hex rows K and M inclusive:

Elements of **507th AB:**

- » 1 x HQ
- » 6 x Para Inf
- » 1 x 60mm Mortar
- » 2 x HMG
- » 1 x 57mm ATG (Attached)
- » 1 x **507th AB** Formation Marker

Support:

- » 4 x Improved Positions
- » The 60mm Mortar has smoke capability



Germans

Enter on Turn 1 via the east edge of the Map:

Elements of **Kampfgruppe Beck:**

- » 1 x HQ
- » 1 x Tiger
- » 1 x Pz-IV
- » 5 x Arm Inf
- » 1 x HMG
- » 1 x 81mm Mortar (Attached)
- » 1 x **Beck** Formation Marker

Support:

- » 3 x 4⁺ HE Fire Missions
- » The Tiger platoon has Unit Placed Smoke Capability (7.5)
- » The 81mm Mortar has the Factor-2 Smoke Capability (7.5)

Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 1; hexrow xx1 is the north edge.

Length

Ten turns. Use two End Turn markers in the cup.

Special Rules

1. Hills and Rivers do not exist; treat them as clear terrain in the hex.
2. KG Beck begins the game with the first Formation marker selection.
3. Medium Snow conditions are in place (10.7).

Victory Conditions

To win, the Germans must exit more than two units via the west edge of the Map (HQs count as an exited unit but the **HMG does not**; Reduced units count as a half) and eliminate three American units (Reduced units do not count). Any other result is an American victory.



THE TIGERS STILL HAVE TEETH

March 29th, 1945

Combat Command A (CCA) drove into the German countryside after a series of airstrikes. They found the supposedly destroyed German Tigers in their path still very much alive and kicking. – Jim Snyder



Americans

Enters west edge of Board 2:

Elements of CCA:

- » 1 x HQ
- » 4 x M4A1
- » 1 x M4A3E8
- » 2 x M5
- » 1 x M-10 (Attached from 73rd Recon)
- » 1 x CCA Formation Marker

Reinforcements: Enters on turn 4 on the west edge of Board 2, in command on turn of arrival.

Elements of CCA:

- » 1 x sHQ

Attached

- » 1 x M26
- » 1 x M36
- » 1 x M18

Support:

- » 3 x Fate Points
- » 1 x P47 close air support mission (Add to the cup at the start of turn 5)
- » 1 x 3⁴ HE fire mission
- » 1 x Smoke fire mission
- » M4A1 and M4A3E8 tanks have smoke capabilities



Germans

Set up first in any hex of Saint-Pierre-la-Rivière:

Pz. Abt. 501:

- » 1 x HQ
- » 3 x Tiger
- » 1 x Wirbel (Attached)
- » 1 x Pz Abt 501 Formation Marker

Reinforcements: Enter on Turn 4 via hex U6 on Map 2; platoon is In Command on arrival turn.

Attached to Pz. Abt. 501:

- » 1 x JPNthr

Support:

- » 3 x Fate Points
- » All tanks have Unit Placed Smoke Capability (7.5)

Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 2; hexrow xx1 is the north edge.

Length

Ten turns. Use two End Turn markers in the cup. Add a Chaos marker to the cup at the beginning of Turns 4 and 8 only.

Special Rules

1. The American player can choose the first Formation marker, before any marker is placed in the cup.
2. The American M18 was one of the quickest tank destroyers fielded in World War 2. To reflect this, the M18 platoon does not reduce its FP when performing a fire-and-move or move-and-fire actions (4.1), but it does raise its To-Hit number by one for AP and HE attacks.
3. Light Snow Conditions are in place (10.7)

Victory Conditions

Victory Points (VPs) are earned as follows:

- » Each German AFV platoon eliminated: 2 VPs
- » Each American AFV platoon eliminated: 1 VP
- » HQs/sHQs, Wirbel, and P-47 eliminated: 0 VPs
- » Each American full or reduced AFV platoon exited via the east edge of the Map: 2 VPs
- » Each German full or reduced AFV platoon exited via the west edge of the Map: 1 VP

The winning side must have at least 5 VPs.

Decisive: 6 or more VPs than opponent

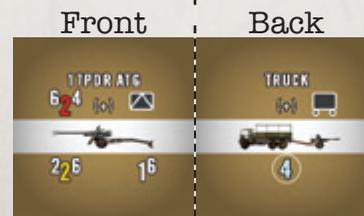
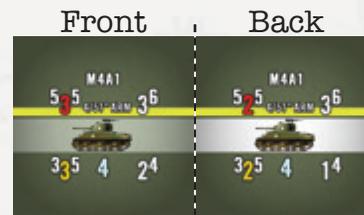
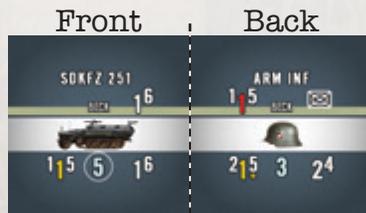
Marginal: 3 or more VPs than opponent

Draw: All other scores



Replacement counters

A number of counters from the previous edition of White Star Rising 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.





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 v2.4**

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

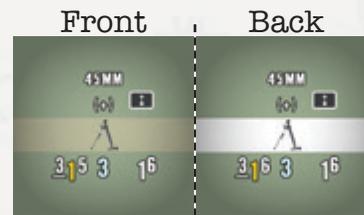
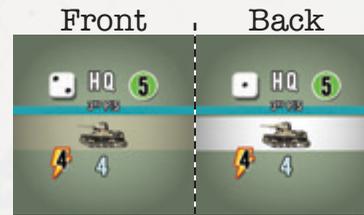
- » Victory Conditions, N6 should be N9.

[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.







STALIN'S TRIUMPH

The iron men of the soviet union fight for their homeland in 1943 

NATIONS AT WAR

CLARIFICATIONS AND CORRECTIONS v2.4

STALIN'S TRIUMPH

Box Back

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

- » 6x 8.5 x 11 Player Aid Cards
- » 5x Counter sheets
- » 6x Geomorphic Maps
- » 1x Color Core Game System V2 Manual
- » 1x Color Module Game Manual
- » 2x D6 Dice

Player Aids

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Chaos Table: [Clarification]

The Berserk entry on the chaos table has a clarification:

- » ***Berserk!** – The asterisk by the name Berserk has no meaning. The line in the second paragraph where it says “If the unit is disrupted during their movement are unaffected by the effects of disruption” Should read “If the unit is disrupted they are marked disrupted but do not suffer the effects of being disrupted”

Chaos Table: [Correction]

The “Russian Anti-Tank Dogs” entry on the Chaos Table is incorrect. It reads as follows:

- » Where it says “Conduct a 24 Close Assault against German Armor” The

4 in 24 should be superscripted as 24

Terrain Effects Chart [Correction]

The Following entries are incorrect. They read as follows:

- » **Hill** - Under Movement Cost should read “+1 if entered from ground level”
- » **Wooded Hill** - Should read “1 for ST, 2 for HT, +1 if entered from ground level”
- » **Wrecks** - under movement cost should read “+1 for HT”

Module Rules

Clank Shock [Correction]

- » The Morale Check DRM for each hit scored should be +1 and not -1

Rockets - Stalin's Organ! [Correction]

- » The Morale Check DRM for off target rockets should be +1 and not -1

Scenarios

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

- » **25th Panzer Grenadier:** All entries for “6x Mtr Inf” or “6x Infantry” of “6x Mtr Inf/Truck” are the same, but they should read “**5x Mtr Inf**”
- » **3rd Tank:** All entries for T/34 tanks greater than 6 should be 6x T/34
- » **6th Tank:** All entries for T/34 tanks greater than 6 should be **6x T/34**
- » **320th Infantry:** All entries for Infantry greater than 5 should be **5x Infantry**
- » **M39mm AAG:** All entries should read **37mm AAG**
- » **85mm ATG:** All entries should read **76mm ATG**

The following scenarios have incorrect Information. They should read thus:

Tutorial [Correction], Heavy Iron Cross

- » The Compass Rose should be pointing towards Row U on Map 8

The victory conditions for the Scenario “Heavy Iron Cross” are incorrect. They read “occupy hex j4 inside the town of Bilda”. That is incorrect. They should read as follows:

- » The German Player must occupy the bridge on hex N5.

Scenario [Correction]: Brechen die Zeile!

- » Germans setup is listed as Map 6 but it should read Map 8
- » All components listed as the 72nd GDS should read as the 52nd GDS

Scenario [Correction]: Boots on the Ground

The victory conditions for the Scenario “Boots on the Ground” are incorrect. They Used to Read:

- » 1. Exit at least 6 full-strength units via the south edge of Map 9—two reduced units count as one full-strength unit while HQs and Support Weapons do not count.
- » 2. The Germans cannot take more than 15 steps of losses to tanks/assault guns.

They should read as follows:

- » 1. The Germans must control 5 contiguous railroad hexes on board 7
- » 2. The Germans cannot take more than 15 steps of losses to its forces

Scenario [Correction]: Clash of Steel

- » All components listed as the 72nd GDS should read as the 52nd GDS
- » Map 5 should be rotated 180 (degrees)

NOTE: the railroad hexes should connect.

Scenario [Correction]: Hill 247

- » Under Playable Area it should read Map 9 and NOT Map 10.

Counters

A number of counters from the previous edition of Stalin’s triumph 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.





Unit Cost Tables

The point cost and name for the Me 109 on the German Unit Cost player aid is incorrect. The ME 109 should be labeled as ME-109, and cost 62 points.

The Soviet Unit Point Cost Table player aid is missing the SU-152 Tank. The point value for this tank is 44 Points.

NATIONS AT WAR COMPENDIUM



CLARIFICATIONS AND CORRECTIONS v2.4

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.

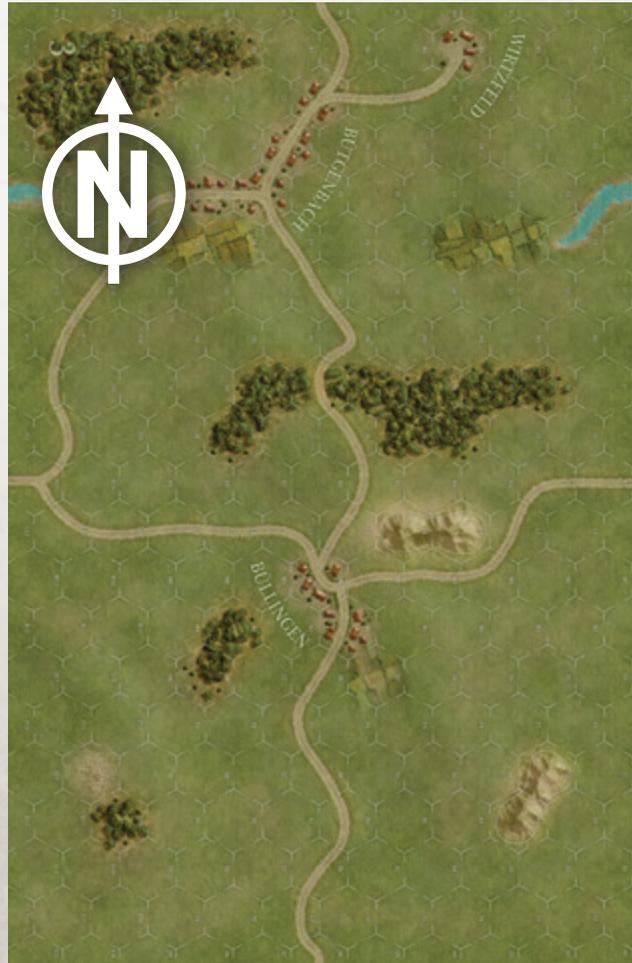
Scenario [Correction]: Drive to Stolberg

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. “

Nations at War Replacement Counters Sheet 01/01 Front



Nations at War Replacement Counters Sheet 01/01 Back

