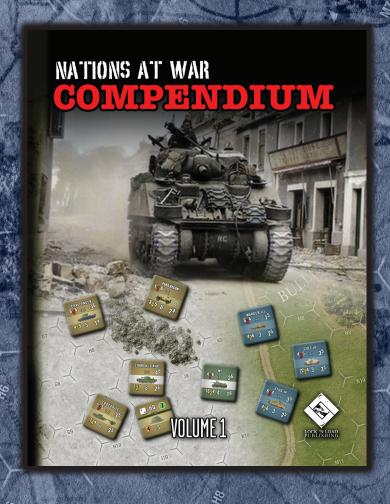
# NATIONS AT WAR COMPENDIUM



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."

#### Nations at War Replacement Counters Sheet 01/01 Front

5,5 M4A1 5,5 5,4 36 3,5 4 24	5 <sub>8</sub> 5 <sub>4/51-ARM</sub> 36 3 <sub>8</sub> 5 4 24	5 5 5 4 24	5 5 4 24	1 <sub>1</sub> 6 <sub>7708</sub>	125 PZG 125 PZ	1/26 PG	734 505° HWY PZ 34 635 3 24
7 <sub>8</sub> 4 <sub>505-1977</sub> , 34 6 <sub>3</sub> 5 3 24	7 <sub>3</sub> 4 <sub>555</sub> HWP2 34 6 <sub>3</sub> 5 3 24	SS PZ.ABT.101	≯K 3™ HUSS	6PDR ATG 436 (+) ☑ 326 1 16	426 (+) ☑ 316 1 16	HQ (5)	7 <sub>3</sub> 3 (+) 34 5 <sub>3</sub> 5 3 24
7 <sub>3</sub> 3 FIGER 34 535 3 24	73 <sup>3</sup> PLASISI 34 535 3 24	7 <sub>3</sub> 3 <sub>DISPRECH</sub> 3 <sup>4</sup> 5 <sub>3</sub> 5 3 2 <sup>4</sup>	7,3 DISPRICE 34 535 3 24	733 TIBER 733 TUTBKOFF 34 535 3 24	733 TIGER 733 TUTEMOPE 34 535 3 24	733 TIBER 733 TOTEMORE 34 535 3 24	SDKFZ 251 AURILABI4 16 215 5 15
SDKFZ 251 AURICARTA 16 215 5 15	SDKFZ 251 BEEK 16 215 5 15	SDKFZ 251 BEDK 16 215 5 15	SDKFZ 251 BECK 16 2 15 5 15	SDKFZ 251 BEEK 16 215 5 15	SDNFZ 251 BEEK 16 215 5 15		

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