When playing **Nations at War** we have experimented with play balance through the adjustment of Headquarter values. We have included some of these headquarter cards as an extra give away within all of the titles in Nations at War. The changed values on some of the headquarter cards can make it more difficult or easier for new players to Nations at War or just plain ole fun with experimentation.

In White Star Rising we have included a CCA sHQ card with an increased command radius, range, d6 and the ability to return to play if destroyed. You may use this card if you want to make it easier for a player controlling the US CCA formation and or more difficult for whomever plays the opposing side. In addition the original US CCA HQ card was missing from the original deck, and is included in the replacement cards.





Within *Stalin's Triumph* we have included 2 extra HQ formations cards, the German 505th Hvy Pz and the 9th Pz. Both of the new HQ cards are adjusted so to increase their morale levels and maintain their command radius when reduced.





Within *Desert Heat* we have included 2 HQ formations the UK's 7th RTR and Italy's 7th Armor. The UK 7th RTR HQ has an increased morale level and Italian HQ 7th ARM maintains its d6 value when reduced.





Within the *Nations At War Compendium Volume 1* we have included 2 HQ formations the French 12' RDC and Zouaves. The French 12' RDC Command added a reduced command radius and leadership modifier. The French Zouaves morale, command range has been increased.



We hope you enjoy these additional cards included in the game to experiment and enhance your Nations at War game-play.

