



WHITE STAR RISING



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

SECOND EDITION
NATIONS AT WAR

**CLARIFICATIONS AND
CORRECTIONS v2.3**



LOCK 'N LOAD
PUBLISHING

WHITE STAR RISING

Player Aids

The 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 4⁴ 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.

