

# CONSOLIDATED ERRATA (as of April 1974)

## Desert War

As a result of post-publication play testing, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

This errata follows the sequence of the *Desert War* rules folder.

[5.0] *Simultaneity of Combat (Omission)*:

### APPLICATION OF COMBAT RESULTS

The application of Combat Results depends on the Phase that the results are inflicted.

Results inflicted on the Combat Execution Phase (these are due to Direct Fire) are applied at the end of that Phase. These results do not affect the execution of Direct Fire plotted for that Phase. All plotted Direct Fire must be executed as plotted. These rules do, however, take effect before the Movement Execution Phase and will prevent the execution of operations plotted for that Phase. An H Fire attack made on the Combat Execution Phase will still affect units on the immediately following Movement Execution Phase regardless of any combat result suffered by firing unit on that Combat Execution Phase.

A unit that suffers a Combat result on the Movement Execution Phase (due to H Fire, Opportunity Fire and Overruns) will complete any movement plotted for that Phase and have the result applied at the end of the Movement Execution Phase, unless the Combat results in the elimination of a unit, in which case the unit is eliminated in the hex it suffers the eliminating result and does not complete that Game-Turns plotted movement.

A Pinned result suffered on a Movement Execution Phase (due to Opportunity Fire, Overruns and Counterattacks against Overruns) is treated as "no effect."

[7.18] *(Clarification)*: The presence of a unit in a hex never obstructs the Line of Sight/Line of Fire traced through that hex.

[7.21] (B) *(Clarification)*: H-Fire attacks (both direct and indirect) against units which are in the impact hex during the Fire Combat Execution Phase are resolved during that Phase and subsequently also attack units entering the impact hexes during the Movement Execution Phase. A unit which is plotted to move but which is in an impact hex during the Fire combat Execution Phase can be affected by the H-Fire attack during the Fire Combat Execution Phase. If the unit receives a Combat result, it is applied immediately (the affected unit does not execute its Movement Plot).

[7.21] (C) *(Clarification)*: It is possible that a unit might move through more than one of the hexes affected by a loose pattern H-Fire attack during a Movement Execution Phase. If so, it is attacked (soft targets only) and a separate attack is made and resolved for each attacked hex it enters.

[7.36] *(Omission)*: Off Map "H" Fire has an unlimited range. Because it must be plotted one Game-Turn ahead, it may never be executed on the First Game-Turn.

[7.38] *(Correction)*: If a unit panics on the Game-Turn it was to execute Indirect Fire, the fire is not executed and the plot is treated as through it had never been written: If a unit is disrupted on the Game-Turn in which it was to execute Indirect Fire, the fire is executed regardless of the Combat result suffered by the firing unit.

[7.5] *(Omission)*: H-Fire is not affected by Weapons Effectiveness.

[7.5] *(Omission)*: If a British 87mm Howitzer is attacked on a Game-Turn in which it is executing a change of weapon type, the counter which was on the map at the time the operation was plotted is used to resolve the combat. *Note*: The new counter is placed on the map at the end of the Mine Effects Phase (assuming the unit was not affected by the attack).

[7.6] *(Clarification)*: Because infantry and artillery units have attached transport vehicles, wrecks are created when *any* unit is destroyed in a hex.

[7.72] *(Clarification)*: In order to overrun a hex a unit must have sufficient Movement Points to pay the Movement cost to enter the hex in which the overrun will be executed *and* to pay the cost to enter the hex following the hex in which the overrun occurs *and* two additional Movement Points paid for executing the overrun attack itself.

[7.76] *(Omission)*: Each unit being overrun may counterattack one of the unit's over-running it (Counterattacker's choice). An Attack Superiority of -2 is always used in resolving a counterattack against an overrun, ignoring all other considerations including entrenchments. The counterattack is made after the overrun attack is resolved and any Combat result is applied to the overrunning unit in the hex in which its movement is ended. *Note*. A "Pinned" result on the overrunning unit is treated as "no effect."

[7.78] *(Clarification)*: An envehicled unit may execute its plotted movement regardless of the enemy's intention to overrun the hex in which it begins the Movement Execution Phase. An infantry unit which is not envehicled and is plotted to be overrun may only move (according to its Movement plot) if the overrunning unit(s) is unable to make the overrun due to a Combat result or is unable to completely execute its full plotted movement as in [6.14]

[7.82] *(Correction)*: This explanation should have been labeled, "How to Undisrupt units."

[9.21] *(Clarification)*: Units plotted to execute an Overrun have a Panicked Movement Plot substituted for their original Movement Plot.

[10.34] *(Omission)*: Armored Personnel Carriers are Hard Targets. Players should, therefore, bracket the APC Defense Strength of "3" on the unit counters.

[10.35] *(Omission)*: An envehicled unit is considered one unit for overrun calculations.

[12.3] *(Correction)*: When playing this Scenario using an early 1943 German AT Minefield Defense Force (only), all of the Defender's units except the infantry unit on hex # 2505 and the two Marder III units (which cannot be

entrenched) must be entrenched at the start of the game.

[12.4] *(Correction)*: The Initial Disposition instructions for this scenario have transposed the requirements for the Attacker and the Defender.

[12.72] *(Omission)*: The German Infantry Defense force should include two (2) 50mm AT.

[12.81] *(Correction)*: The Pz III G units should have been designated as Pz III J.