

The Dark Sands Official Errata as 1/26/19

Rules of Play

10.1.1 Overland Portion (Clarification): When tracing the Overland Portion of the LOS between Map Sections, one hex on the East and West Map Section equals two hexes on the Center Map Section, and vice versa. The same applies when advancing the British Railhead between Map Sections. (23.3.1)

10.1.1 Overland Portion (Clarification) Note that the use of the terms “exclusive” and “inclusive” in this rule means that a unit on road/trail/rail hex doesn't count that hex (“exclusive”) and counts the first hex of the trail/road/rail line reached as part of the Overland Portion (“inclusive”). So an uncontested enemy ZOC in that first trail/road/rail hex does block the LOS and a unit surrounded in adjacent hexes by uncontested enemy ZOCs is always OOS (unless on a Supply Source.) For an example see the Sirte on page 16 of the Playbook.

10.1.1 Overland Portion (Clarification) The Overland Portion may trace through any hex terrain but may not pass through Prohibited hex sides.

11.0 (Clarification) Yes, HQs use the same Range on both maps. Why? Because it works!

11.0 Headquarters (Add to end of 1st Paragraph): If an Action Chit calls for an HQ to activate units, the HQ is also activated.

13.6.2 Creation (Change start of first sentence to read) “Non-OOS 2-step Infantry units or full-strength Italian Infantry divisions (1 or 2-steps) may form...”

13.7.2 Construction (Change second sentence to read) "Construction requires a non-OOS, non-tank, 2-step-unit or full-strength Italian Infantry division (1 or 2 steps)."

19.1.7 Extended Move (Change last sentence): If you decide to end your Extended Move in the first hex of a new Map Section, roll for Disruption under 19.2.2 only, ignoring the roll under 19.2.3.

19.2.2 Map Sections (Change second sentence to read): If it fails the Disruption Check it must move a number of hexes equal to the unmodified Disruption Check die roll, not counting the first hex on the new map, and is marked with a Disruption Marker.

19.2.2 Map Sections (Add final sentence before Exception): If a unit cannot move the full amount rolled (because of enemy units or stacking limits) it must move as far as it legally can and then stop.

20.2.5 (Change) Change “Fractions are ignored” to “Fractions are rounded in favor of the defender.”

Playbook

Scenario 1.3 Axis Set Up: Italian 9 Ber unit is part of the Trieste Division and sets up in 2125

Scenario 1.4 Axis Set Up: Italian 9 Ber unit is part of the Trieste Division and sets up in 2223.

Extended Example of Play:

(page 11 Game Turn 1) Delete the reference to VPs in the second paragraph. Both sides start with zero VPs.

(page 12 **Number 2**) Change die roll from 6 to 2.

(page 13 Chit 6) Change first sentence to read “This is their first allowed Combat Chit...”

(page 16, Chit 6 British Tobruk Falls)) The description of the Tobruk Falls chit is inaccurate. The description on the PAC is correct.

(pages 16-17 Chit 6 Combat Odds) In Combat one the odds against the Babini becomes 4-1 by using the +1 Italian Air here instead of in Combat four. Combat 4 is now a 1-1 which rolls a 6, still giving a DR. Also assume the two British infantry are in 2527, allowing the Marmarica Division to retreat as shown. Combat two is a 3-1 not a 4-1 but the result isn't changed by that. **Note that actually the Tobruk Falls chit only allows the British to Activate TWO Divisions. The example was based on an earlier version of the rule. But for the sake of the rest of the example, just make a note of that and continue on.**

(page 18, Chit 12) Combat two Odds are 4-1 rather than 3-1.

(page 18, Chit 13 British Combefore) Remove the words "without disrupting." As the 7/7 is not using Extended Movement, it could not be Disrupted.

Action Chit Availability Player Aid Card:

There is no Axis Reinforcement Chit on Turns 8, 9, and 10 as there are no Axis Reinforcements.

There are Allied Reinforcement Chits on Turns 14 and 15.

Action Chit Description Player Aid Card:

Tobruk Falls (British and German, add) A player may only get **one Tobruk Falls Event chit or chits** per Turn (each) no matter how many times it may change hands in a single turn. **Change last sentence of Tobruk Falls (German) to read: “Treat these chits as M/C chits.”**

Terrain Effects Chart Player Aid Card

“Defensive Box” should read “Fortified Box.”

Wadi (Clarification): Unlike Ridges, Wadi provide Defense and Anti-Tank effects only if all Attackers are attacking across Wadi hexsides.

Unit Counters:

The British 131/50 Brigade should read 151/50 instead.

The Italian 9th Bersaglieri Regiment should be part of Trieste Division, not the Ariete.