



# Desert Tracks

ISSUE 1.0

**Introduction:** The first desert HASL modules has experienced anticipated, and some unexpected growing pains. Here we clear some of the vehicle dust to enhance your enjoyment of RUWEISAT RIDGE. The materials in this first issue of DESERT TRACKS can also be found in its entirety on the Clarifications page at [www.CriticalHit.com](http://www.CriticalHit.com).

## Map:

For some reason one of the playtest groups renumbered the map using a letter/number system. This crept into the final draft by God knows what form of evil. We caught it and thought it was corrected prior to print. But it is in there so we explain. The lettering begins with hex A1 in the upper NW corner (EX: 0101 is "A1".) hexrow 2 is "B" Hexrow, 3 is "C", etc. Hexrow SS was cut off the map for printing purposes.

## Firefight Errata:

### Alamein #1 ROMMEL IS AT THE GATES

Note that small target-sized Guns may be moved between trench hexes on Pt. 63 (as per FSR #2) if the Allied Player chooses to place his trenches on Pt 63.

### Alamein #3 BREAKING LAAGER:

FSR #15 is NA for this scenario (i.e., CRAG is not concealment terrain for setting up a radio/phone). Also note that FSR #15 only applies if the SMC is granted HIP by FSR or CG Purchase.

### Alamein #5 ROMMEL'S SUNSET

Change the entry requirements for the NZ reinforcements entering on Turn 3 to read 4408 or 4417.

## Charts and Tables:

Table A9 - Delete the word 'Truck'.

## Counter Card:

Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix.

## FSR And CG Errata:

1. In the Initial Allied OB change the entry hexes to read, "enter on/ between 4422 and 2327."
2. In the Italian OB change the location of the AP6/AT2 Minefield to read, "from 2226 to 2923."
4. Change FSR #7 EXC. to read, "EXC: 4410-4413 are NA."
5. FSR #15 only applies if the SMC is granted HIP by FSR or CG Purchase.
6. Use as examples for FSR #1 the Terrain Key below:

## TERRAIN KEY FOR RUWEISAT RIDGE:

### OPEN GROUND (F1.) HEXES:

0424, 1622, 3708, 1714, etc. The slight variation in tones (EX: between hexes 1125 and 2325) are just that, variations in tone of the hand made map. They do not signify any terrain change.

### LEVEL 0:

Note: A crest line runs from 0118-1123-1222-1323-1422-1523-1524-2127 with the listed hexes on Level 1 (EX: 0118 is Level 1 and 0119 is Level 0).

EX: 0226

### LEVEL 1:

0121-0122-0123; 0221-0222-0223; 0322-0323  
1224-1225; 1324-1325

### LEVEL 2:

EX: 1315

### LEVEL 3:

EX: 2013

### SAND (F7.) HEXES:

Note: In RR SAND is depicted as a brown terrain. The only SAND on the RR map is in hexes with Sand Dunes (F7.5) on at least one hexside (EXC: 1618).

0102; 0201-0202; 0302; 1902-1903; 2002-2003; 2103; etc.

### SAND DUNES (F7.5):

The dark brown hexside terrain.

Hexsides 0102/0202; 0202/0201; 0201/0302; 0302/0202; etc.

### SCRUB (F2.) HEXES:

0504, 0803, 0804, 0806, 0823, 0824, 1010, 1424, 1605, etc.

### CRAG (B17.) HEXES:

Please also be aware that hex 2112 contains Crag. It came out very dark in the final print.

0208, 0222 (also sand), 1024, etc.

### HAMMADA (F3.) HEXES:

0724, 1722, 3020, 2407, etc.

### DEIR (F4.) HEXES:

The confusion arises in the Dier depictions as the LIP is depicted with an 'eyelash' and brown edge artistic rendition of its Lip hexes (F4.2).

0101-0102-0103-0104; 0201-0202-0203; 0301-0302-0303; 0401-0402; 0212; 0312-0313; 0412-0413;

### POINT 63 HEXES:

The seven hexes of Pt 63 are 2012, 2013, 2112, 2113, 2212, 2213, and 2313.

## NUTMAIL ANSWERS:

**Q.** Where is the rest of the Italian force for scenario #5, "The Italian Turn"? They have 5 trucks but no infantry/guns to carry.

**A.** The Italian OB in Alamein #5 consists of a truck column, a leader and radio. You may use the truck column as you see fit, such as carrying German 4-6-8 squads. You are supposed to get a little creative so we are not going to give away the best strategy for these units in this scenario. The OB is correct.

**Q.** In scenario #3 the Brits have 2 phones and 1 radio, shouldn't this be 2 LMGs and 1 radio?

**A.** No. The OB is correct and allows you to set up a number of different platoon-sized command posts (not a game term, just referencing the idea of placing a platoon of men, a couple of officers, a phone/radio, maybe a gun or a Bren for support in a chosen position) that can call down the 88mm OBA.

**Q.** Do the AFV received as part of German RG A4 and Italian RG A4 (Captured AFV Platoon) suffer Captured Use Penalties?

**A.** No. We reviewed this decision with our in house armor expert, Adam Geibel (Associate Editor, Journal of Military Ordnance and author of "Italian Tanks - Iron Coffins" and other books on the subject as well as numerous magazine articles) and he agreed the penalties as detailed in ASL are too severe. With the opportunity assumed for these crews to acclimate themselves to the AFVs, gun laying and machine-gun use is assumed to be normal. In North Africa, captured weapons, ammunition and food stores common.