

Desert Rats

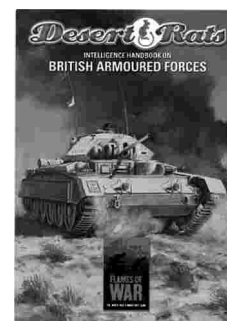
Flames Of War has moved on since the first printing of *Desert Rats*. Since we were re-printing *Desert Rats* we thought we would update it to keep it consistent with our latest books, incorporating the many suggestions that players have made.

Obviously we don't want to make all our British Armoured Forces players go out and buy a new book, so we gathered up the few changes we made

to *Desert Rats* into a file that you can print out and paste in to your existing copy of *Desert Rats*.

The changes are fairly minor and are mostly clarifications rather than outright changes.

You only need this update if your copy of *Desert Rats* looks like the one pictured, with the tank occupying the whole width of the cover.



Armoured Car Platoons, page 19

- Replace one Marmon Harrington armoured car with a Daimler Mk I armoured car for +15 points, or an AEC Mk I for +30 points.

3 Humber Mk II or III **105 points**

- Replace one Humber armoured car with an AEC I armoured car for +20 points.

3 Daimler Mk I **135 points**

- Replace one Daimler armoured car with a Daimler Dingo scout car for -15 points.
- Replace AA MG on the Daimler Dingo scout car with 0.5" AA MG for +5 points.

3 AEC Mk I **170 points**

Instructions

Print this file at the highest quality that you can. You may want to take it to a specialist print shop if you do not have a high-quality printer.

Carefully cut out one item at a time with sharp scissors. Check the position and size of the item in your book, then once you are satisfied, apply a light coating of glue to the back and place it in the book. Repeat until you have finished updating your copy of *Desert Rats*.

Anti-tank Platoons, page 16

- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 points per team



Armoured Squadron, page 11

You may have up to **one** Support Platoon attached to your company for each Light or Heavy Armoured Platoon that you are fielding.

Tank teams, page 30

Autocar 75mm SP Half-tracked 1 0 0 75mm field gun, AA MG.

Vehicle weapons, page 30

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
0.5" MG	16"/40cm	3	4	6	ROF 1 if other weapons fire.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft.
0.5" AA MG	16"/40cm	3	4	6	Self-defence anti-aircraft.

Vehicle weapons, page 30

75mm field gun	24"/60cm	2	9/2	3+/6	Close-support artillery, Smoke.
Short 75mm tank gun	32"/80cm	2	9	3+	Smoke.
75mm tank gun	32"/80cm	2	10	3+	Smoke.
3" tank howitzer	24"/60cm	2	5/2	3+/6	Close-support artillery, Smoke.
105mm howitzer	24"/60cm	1	9/3	2+/4+	Artillery, Smoke.

Gun teams, page 31

Name	Range	ROF	Anti-tank	Firepower	Notes
3" mortar	32"/80cm	-	-/1	3+/6	Mortar, Smoke, Man-packed, Small gun.
Bofors 40mm gun	32"/80cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
2 pdr gun	24"/60cm	3	7	5+	Gun shield, Turntable, No HE, Small gun.
6 pdr gun	24"/60cm	3	9	4+	Gun shield, No HE, Small gun.
17/25 pdr gun	32"/80cm	2	13	3+	Gun shield, Turntable, No HE, Immobile.
25 pdr gun	24"/60cm	2	9/3	3+/6	Gun shield, Turntable, Artillery, Smoke.

Anti-tank Platoon, Royal Artillery, page 21

- Equip all Rifle teams, Gun teams and Portees with Sticky Bombs for +5 points per team.

The Cauldron, page 61

The battle ends when:

- The attacking player starts any turn from turn 3 holding either objective, or

Sticky Bombs, page 28

Infantry and Gun teams using Sticky Bombs have an Anti-tank rating of 3 in assault combat against tanks. However, if a team using Sticky Bombs rolls a 1 to hit in an assault combat, the team scores an 'own goal' and is destroyed.

Death or Glory Squadron, page 63

1 to 3 Valentine Armoured Platoons

Platoon	
3 Valentine III	175 points
<p>You must have at least as many Valentine platoons as Crusader platoons in your force. You may not have more than four Valentine or Crusader Armoured Platoons in a squadron.</p>	

1 to 2 Crusader Armoured Platoons

Night Fighting, page 55

Fighting at night is a confusing and problematic affair. It is hard to see anything, and rocks and trees look like tanks, and tanks like houses.

MOVEMENT AT NIGHT

Moving at night without lights is slow. It is hard to see anything, and rocks and trees look like tanks, and tanks like houses.

Teams may not move further than 8"/20cm or move At the Double at night. Additionally vehicles must reroll successful bogging rolls when moving through Rough Terrain.

At night the enemy looms out of the darkness, only to vanish as quickly when the moon disappears behind a cloud.

SHOOTING AT NIGHT

Each time you select a platoon to shoot with, roll a die and consult the Night Visibility table.

Night Visibility	
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

Time of Day, page 53

Dawn

In a mission being played at dawn, the game starts in darkness, with the night fighting rules in effect. At the start of the defenders turn three, roll a die. On a score of 5+, morning has broken. If the roll is unsuccessful, at the start of turn four the attacker rolls two dice. If it is still dark at the start of the defenders next turn, they roll three dice, and so on until morning breaks on any roll of 5+. The turn that morning breaks, the night fighting rules are no longer used, and it is daylight for the remainder of the game.

Dusk

In a mission being played at dusk, the game starts in daylight. At the start of the defenders turn three, roll a die. On a score of 5+, night has fallen. If the roll is unsuccessful, the attacker rolls two dice at the start of turn four. If it is still dark at the start of the defenders next turn, they roll three dice, and so on until morning breaks on any roll of 5+. The turn that night falls, the night fighting rules come into effect for the remainder of the game.

The result is the maximum distance at that moment that the platoon's teams can see targets that did not shoot. The platoon can only shoot at or range in on teams within that distance unless the target team fired its weapons. Enemy teams that fired in their Shooting step are always visible out to the limits of line of sight. Anything further away is invisible in the darkness. Roll to determine the visibility distance before you select your target.

Concealment

Even on a clear night it is tricky to accurately pinpoint the enemy. All teams count as Concealed at night.

Night is not concealing terrain, so ambushing troops must deploy at least 16"/40cm from the enemy when in the open.

The concealment of night does not allow reconnaissance troops to use Cautious Movement (see page 14 of Stars & Stripes). They must be concealed by terrain.

NO AIR SUPPORT

Air support is only available once day breaks. Aircraft cannot attack in darkness.

Desert Terrain, page 64
Treat flat, hard desert as Road for movement. Place a 2"/5cm ball of cotton wool behind each vehicle for every 12"/30cm or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it staying on the same side of the vehicle, even if it changes direction (you can't hide in your own dust!) Vehicles moving 4"/10cm or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.