

DESERT BLITZKRIEG

Official Clarifications as of 3/23/26

All content in black was covered in the Pre-Release Clarifications sheet found in your game box. Post-release clarifications are marked in **Bold Blue**.

Equivalent Terms:

- Replacement Units = Unit Upgrades
- Primary Roads = Major Roads

Player Aid:

Note that the Optional Card Draw step on the player aid refers to the Card Draw Phase, during which players may choose to draw a card up to six times per game.

Dice:

As noted in the rulebook, the two six-sided dice (d6) included with the game are only used to track the number of remaining card draws for each side. All other game rolls use the ten-sided dice (d10s), with 0 representing zero, not ten.

Counters:

There is an Interdiction backing printed on the British 000 VP marker and an Aircraft Sortie printed on the back of the 2nd interdiction marker. Neither of these notes affects gameplay, and the correct number of interdiction & sortie counters are included.

Rulebook:

Page 5 clarification to “EXCEPTION: Axis Player Turn 1 Exceptions:”

“The R/R/W Phase occurs last, and Rommel gets his -2 die roll modifier for extra supply in this phase.”

CLARIFICATION – What is meant is that for the first Axis turn, during the R/R/W Phase, Rommel will get a -2 DRM for the single Axis roll for an extra supply unit. The Axis Player will already have decided on the “Rommel bonus” of “Movement” or “Combat” as the first item on the “1st Turn Exception” list. In all other subsequent turns, the Axis Player would need to elect “Supply” as a turn’s “Rommel bonus” (not “Movement” or “Combat”) to get 2 extra

Supply Unit rolls at -2 DRM. Only on the first turn does the Axis Player get this ‘hybrid’ “Rommel bonus”.

7.3.11 – Disregard from “battle is resolved” on.

8.1.1 Stacking – Note that the three options presented here for stacking are meant to give the player more versatility on the battlefield. Always apply the most permissive case. Stacking by division will allow for larger stacks, but players may always use Case #3 to stack 5 combat units from any number of divisions in a given box.

Page 12 – Diagram, 4 & 5 should be 3 & 4, respectively.

9.1.1 – The phrase “It can be adjusted up or down on the Battle Board by the rules below.” Refers to the unit’s Combat Value (CV).

11.2.2 - “....one less than their printed rating.” Should be “....one less than their combat rating.”

11.3.6 (New 3/23/26)

1. Combat Attack/Defense: Rommel gives a +1 CV to all German units until Turn 10 when the Italians can get it as well. This is for the first round of Combat only. See 11.3.2 and 11.3.3.

13.4 Other Variables. – “7)the player gets choice of an extra supply roll at 0-3 OR add 1 VP.”

15.1 – Disregard the card draw bulletpoint beneath the “Note”.

Examples of Play:

Page 32, Image 4 – the three Allied Artillery units should each be marked with “+2 CV” markers. The text is correct.

Page 32, Image 5 – missing a “+1 CV” marker over the Axis 15 Infantry.

Page 33, Image 7 – the “+1 CV” marker on item “A” should be over the Axis 15 Recon, not the 5LT Recon, under “Results” for “A”, should read “The 15 Recon is a 3 (2 +1 FL bonus).....”, and under “Results” for “B”, should read, “The Ariete Infantry is a 3 (2 +1 FL bonus) **and rolls a 3**”.

Page 34, Image 9 – the Ariete Infantry should have a “+2 CV” marker and the Ariete Recon should have a “+1 CV” marker. The “C” results should read “C) results are: Ariete Recon is a 2 (1, +1 CV for Allied 1 Tank having a ‘+1 to Hit’ marker) and rolls a 5.”