

Australian Design Group
World in Flames Collector's edition
Countersheet 55 (11 July 2018)

Explanatory Notes

Red or white dot on left-hand side – replacement counters (47).

New units and markers (53)

All Territorials and city-based volunteers (4)

HQ supply markers (2, DiF option 14)

Intel markers & Bletchley park (9, KiF option 41)

Shipyards (15, FiF option 40)

Factory specialisations (18, FiF option 40)

Gift of Destroyers marker (1, US entry option 16)

BB~*Archangelsk* (1)

French Choc commandoes (1. same capabilities as the Brandenburgers)

USA Classic Amph (1, to increase their invasion capacity when not playing with **Ships in Flames**)

Japan Classic Amph (1, so you can set up the Days of Decision campaign without **Ships in Flames**.)

All the other units are replacements (the British DB-7B replaces the DB-7 and the CA *Braunschweig* replaces the *Brunswick*). Note that all the values on CS 5 are fine, but all the German aircraft with any red in them (not other units oddly) lost their red after proofing and are being reprinted. We also included German orange-rated aircraft so we could increase the highlight colours against their background.

Shipyards (FiF option 40, 13.6.10)

You can now play Shipyards without playing **Factory in Flames**. When built, place them on a major port (maximum 1 per port). Once built, the first reinforcing unit(s) must be placed on a shipyard of that type, your choice for each shipyard if more than one.

They gain the same benefit as stated in the rules. CV shipyards may be used to help build CVs, (**CoIF option 7**: CVEs) and CVLs. SCS shipyards may be used to help build BBs, CAs, (**CoIF option 7**: CXs, DEs) and CLs. TRS shipyards may be used to help build TRSs, AMPHs, (**CoIF option 7**: tankers) and convoy points. SUB shipyards may be used to help build SUBs (**SiF option 51**: and Frogmen).

Factory Specialisation (FiF option 40, 13.6.10)

You can now play Factory specialisation without playing **Factory in Flames**. When built, place them on a factory (maximum 1 per hex). The next reinforcing units (after shipyard placement) must be placed on a specialisation of that class. They gain the same benefit as stated in the rules.

Example: There is a US shipyard in Washington, another in Los Angeles and a naval specialisation in Seattle. The US receives 2 CVs and 3 CAs on-map reinforcements this turn. 1 CA must set up in Washington, the next in Los Angeles (Jay's choice which of his CAs go where) and the next naval unit placed on Seattle. The other 2 units could go on any port in the USA including those with units already placed.

Gift of Destroyers (13.3.2 US entry option 16)

Place the marker on the 10 space of the Markers track when US entry option 16 is chosen, and reduce it as the points are used to help build Commonwealth naval units.

HQ Supply markers (DiF option 14, 2.4.2)

Place on an HQ that has expended a supply unit to show it has supply for the rest of the turn. The obverse is if you need to show out of supply units.

Thank you for your support for our games.

Regards

Harry Rowland

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