



**Australian Design Group  
World in Flames Collector's edition  
Consolidated errata (12 Apr 2024)**

**Counter errata**

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**CS 1** - The US DB-7B Boston III's availability date is 1940 (not 1942) and the UK equivalent is the Boston I (CS 46). The P-40N may only be lend-leased to the Commonwealth (not China).

**CS 3** – The Soviet Kharkov and Rostov Mil are 'Ge' reserves.

**CS 4** - The Turkish BB *Yavuz/Mecidiye* takes 6 turns each cycle to build (not 5) and the French lend-lease B-26G's availability date is 1944 (not 1941).

**CS 5** - The Me262 A-2A FTR and Hs-129B2 LND are both tank busters (the red has dropped out of the circle, an Illustrator transition error between artwork and printing). The Me-323 and Lufthansa ATRs may not paradrop (the red has dropped out of the circle, again a transition error). The 2<sup>nd</sup> cycle cost of the German 1938 Amph is 4 (not 3).

Note that the loss of red on all the German aircraft on CS 5 means that some immortals have lost their dedications. We will reprint all affected aircraft as part of CS 55 (pls see below).

**CS 6** - The Norwegian I INF corps takes 2 turns to build (not 3).

**CS 20 (SiF CS 3)** - The 1944 CW TRS takes 3 turns each cycle to build (not 4).

**CS 24** - The Finnish CA *Väinämöinen* takes 5 turns each cycle to build (not 6).

**CS 49 (DiF CS 1)** - The US 57 mm MOT AT is available in 1936 and the US 76 mm AT is available in 1940

**CS 50 (DiF CS 2)** - The blue has dropped out of the Soviet 85 mm AAA value (again a transition issue) and the CW 1 ARM Div availability date is 1940 (not 1942).

**CS 52 (SiF CS 7)** - The CX *Aikoku Maru* should have the 1939 setup code [2] on her back (as per 24.4.7 setup).

**CS 54 (SiF CS 9)** - The Finnish CAs *Väinämöinen* & *Ilmarinen* take 5 turns each cycle to build (not 6), The 2<sup>nd</sup> cycle cost of the 1936 German Amph is 3 (not 4), and the Rumanian convoy point has 0 movement points (like all cps).

Even though there are about 60,000 data points on the 4800 counters, these 18 errors are very unfortunate and unacceptable, not worthy of a Collector's edition. Thus in 2018, ADG printed a 100 counter 55th countersheet with these 18 corrected counters, the CS 5 German aircraft missing colour, and the remaining counters of extra units and markers you want to see, or want to see more of (thanks for all your suggestions).

**CS 55** is available free of charge (apart from post and handling) to **World in Flames Collector's edition Classic and Deluxe** customers that do not include these counters (**note the reprint expected June 2024 will include these counters**).

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**Rule Book errata**

**2.1.1, AfA option 1:** The boxed letters I, J, L, N, Q, R, S, & T on the African map are Asian map hexes A2924, A2923, A2921, A2915, A2913, A2912, A2911 & A2910 respectively; and African map hexes 0209, 0308 & 0207 are Asian map hexes A3012, A3011 & A3010 respectively.

**2.1.1,** You may move or attack from an off-map, to an adjacent on-map hex (or vice versa) across any map-edge hexside (e.g. you may move to, or attack, E1851 from E2152 even in fine weather, see 8.2.1).

**2.1.1,** last para, only affects aircraft (not land units) and only when moving between different map *scales* (**note that this rule has moved to 14.1.1 in the revised rulebook available for free download from the [downloads section of our site](#)**).

**2.4.2, Supply paths** - If the unit is adjacent to a primary or secondary supply source, it may always trace to it provided the intervening hexside is not alpine, unfrozen lake, or (non-strait) all-sea.

In the first example, the unit would still be in supply to Kuybyshev in rain (delete the last sentence of the example).

**2.4.2, Supply paths** – When tracing supply via a secondary supply source, if it is out of supply the unit itself is out of supply. Eg in the Syrian example, if DAK was in hex E0510 and Manstein in E0614, DAK would still be in supply in fine weather but would be out of supply in rain (although the rain doesn't affect DAK in the desert, it does cut Manstein's supply).

**2.4.2, Overseas supply paths** (10<sup>th</sup> para, second bullet) - "you" refers to the country tracing supply not necessarily its controlling major power (eg if a German controlled Finland is at war with the USSR while Germany isn't, Finnish units could not trace supply overseas through the Baltic Sea containing a Soviet battleship unless a Finnish (not German) surface naval unit (**option 11: Finnish cp**) was in the Baltic Sea).

An HQ tracing *any* (not just a railway) supply path overseas may only supply units up to its reorganisation value.

**2.5.3,** Enemy supply units *do* change control of hexes.

**4.1.3**, The second Japanese battleship available to be replaced is the BB *Kii* (not the BB *Karyu*)

**4.2.2**, As per 13.6.6, a road may be built, or upgraded to rail, in a hex if the turns (not cost) it took to build was more than the fine weather motorised movement point cost of the hex.

**4.3**, Each major power may voluntarily destroy *any* land or aircraft unit it controls (except partisans, see 13.1) if an enemy unit is in the same country or territory as the unit (**option 35**: or the unit is isolated, see 13.5). Units voluntarily destroyed can't be scrapped. Instead, they must be placed in the force pool in 2 turns (put them on the Production circle with a damage marker to show they arrive in the force pool, not the reserve pool or map). **PiF option 46**: Only when its aircraft is placed in the force pool do you increase your pilot total on the markers track by 1 (see 14.6.3).

**5.1**, *Germany ~ USSR*, Reduce USSR resources to Germany if *any* Axis major power (not just Germany) declares war on, or aligns, the minor country specified on the chart (e.g. Germany would lose a resource from the USSR even if Italy declares war on Yugoslavia).

**10.3**, Replace the table note with “\* ~ Halve the oil cost if the major power's activity limits are halved.”

**11.2**, *Surprise points* - Attacking land-based bombers and any land-based fighter escorts have a search number of 3.

**11.3**, When flying a naval air mission from a sea area the maximum cost for the first hex or *hexdot* entered is 2.

**11.4.4**, restriction 4 - the restriction on naval units moving between the Baltic and North Sea only applies after Germany is active.

**11.4.4**, restriction 8 - should read

8. You may only enter the Sea of Japan with surface naval units if:

- you, or a co-operating major power (see 18), control a port in the Sea of Japan; or
- you are not at war with any major power that does control a port in the Sea of Japan.

**11.5.4**, In the first round, if a sub initiates naval combat then all that side's SUBs must be committed to combat.

**11.5.5**, **Option 28** (Spotting fleets): Each face-down Amph & TRS only counts as 3 cps if in the 0 box during searching.

**11.5.6**, Surprised minor countries also get no surprise points.

**11.5.7**, *The Choice* - change first sentence to

1. You may choose the combat type if you spend 4 surprise points (**option 22**: 5 if your enemy has an aircraft with 18 or more range included in the combat, see below).

**11.5.8**, *Convoys* – In the example the two 'D' results must be applied to the 3 convoy points sinking them as the 4<sup>th</sup> convoy point can't be targeted until all other eligible targets are aborted or destroyed.

**11.5.10**, **ASW Factors chart** - When playing **CliF option 6**, each CA only ever has 1 ASW factor (not 4 in '43 as shown in the chart). The chart on the West Europe map is correct.

**11.8**, **Example** - The defending CW units are in the resource hex NW of Singapore (A0823, Singapore is not a jungle hex).

**11.9**, *Factories* – You may only rail a factory from the same map as the enemy unit *or* *bombarded factory*.

**11.10.6**, **Example** - The unit being overrun should be the 1 Soviet MECH army (not the 1 ARM army, you need more ARM (or Mech if no ARM) than the defender to overrun enemy land units).

**11.15.1**, You may also attack enemy partisans in friendly controlled hexes.

**11.15.5**, Land combat modifiers, -1 if in snow or blizzard half or more defending land units are winterised (see 11.10.2 *Weather*).

**11.17.4**, It does not cost more for an HQ of one Commonwealth home country to reorganise units of another. When providing reorganisation points to a co-operating major power or one of your minor countries you only pay double for the points you contribute (e.g. Jeremy wants to reorganise an Australian and Canadian corps during a CW naval action. This costs 4 reorganisation points. Monty provides 3 and Nimitz provides the 4<sup>th</sup> which requires 2 of Nimitz's 4 points).

**13.1.3**, Partisans are not winterised (see 11.10.2, *Weather*).

**13.3.2**, **US entry options 15 & 27** - While neutral, US convoy points can't be used unless US entry option 32 is chosen (not US entry option 38).

**13.3.2**, **US entry option 28** – The USA may build 4-turn LND from the start of the game (delete this restriction).

**13.3.2**, **US entry option 32** - US convoy points in each sea area may be attacked by any active Axis major power (see 11.5) without it declaring war. If attacked by a major power it is not at war with, the US may decline to commit their CPs to naval combat in that sea area (see 11.5.4) but then US CPs in that area during the production step can't be used to transport resources or build points to any ally this turn (see 13.6.1).

**13.3.2**, **US entry option 41** - While neutral, until you choose this option the only Allied units that may be in the Philippines at any one time are Philippines units, HQ-I *Macarthur*, convoy points, and up to 2 other naval units. Thereafter, there is no restriction.

**13.3.3**, **US entry action 3** – The Japanese may not set up in the Marshall Is, either until this action has been rolled for.

**13.3.3**, **US entry action 37** – The European map excludes the Red Sea for this entry action.

**13.3.3, US entry action 39** – The Norwegian coast is also mined (without requiring a roll) while Norway is Allied controlled.

**13.4**, A unit may only return to a base from which it could reach the sea-box section it currently occupies (option 17: ignoring any enemy units).

**13.6.3, TiF option 59** – Warlords are not eligible for bonus build points, **option 36:** or cadres.

**13.6.4, Foreign aircraft and naval units** – China does not need to play US entry option 1 (see 13.3.2) to be the recipient of foreign units (delete the last paragraph). However a *recipient* major power must be active (and in the case of the USSR, at war with Germany) before it can receive foreign units.

**13.6.5, Air units** - The first time the Lufthansa ATR is built only costs Germany 3 (**PiF option 46:** 1) build points. [*Designer's note:* half the fleet is already built and only needs to be expanded and modified for military use].

**13.6.5, Buying units** - If your major power produced less than 2 build points this turn, you may spend what production it did get (including none) to build 1 GARR or MIL unit.

*Naval units* – You may remove a no planes marker from a CV (see 14.4 *Shot down planes*) in any in-supply major, or home country minor, port you (not a co-operating major power) control.

**13.6.11, Intelligence (KiF option 41)** - Each major power only counts their highest die.

**13.7.1, Complete conquest** - Hexes controlled by a reconquered country change control in the same manner as *Territories*.

**13.7.3**, If a county makes peace and is now not at war with any major power (i.e. neutral), its units in any hex it doesn't control, and any other country's units in its controlled hexes, are removed from the map and placed on the production circle to arrive as reinforcements (see 4) in 2 turns.

**13.7.5, Reversion:** You may only return a hex, territory or minor country to a major power *on your side*.

**13.8**, The example is wrong, facility, factory & oil destruction happens now (not each impulse).

**13.9, Final Victory** - The reference to modified bids is 24.1.2 (not 23.1.2) and in the example ignore the calculations in brackets for working out the modified bids, they are wrong and irrelevant to the example.

**14.4.1, CVPiF option 45:** Rebasing (see 11.16) carrier planes solely within a port costs zero air missions.

**14.6.3**, delete the 3<sup>rd</sup> para ('Subtract 2 pilots from your total whenever you place on the map an aircraft which has an availability year later than the current year.') [*Design note: if playing with pilots you should derive maximum benefit*].

**14.8, Kamikazes (option 48)** - Last sentence should read "Put a "No planes" marker (see 14.4) on a kamikaze CV (unless playing CVPiF option 45, see 14.4.1)."

**17.1**, replace the last paragraph with "Territories and minor countries controlled by France in 1939 and subsequently conquered by the Axis remain conquered by them. All other territories and minor countries controlled by France in 1939 may become controlled by either Vichy or Free France (aligned if a minor country)."

**17.2**, All Allied controlled hexes in Vichy controlled minor countries and territories revert to Vichy control.

**17.3.2**, When Vichy units are destroyed, only Free France (not Vichy) may scrap them (see 13.6.5).

**17.4.3**, While Vichy is neutral, the exception to allow Axis units to enter Vichy controlled hexes only applies to Vichy France itself, not any other Vichy country or territory.

**19.1**, Ignore the reference to US entry option 3.

**19.3**, The reference to US entry option 45 should be US entry option 41.

**19.4.1, When aligning Spain, you set up the Spanish Nationalists.**

**19.4.1, TiF option 54:** Set up all the minor country's territorials *you control* in the territorial's home country (e.g. if the USA were aligning the Netherlands, both the Netherlands *and* US NEI territorials would set up in the NEI).

**22.1, Reforming (DiF option 2)** – When breaking down or reforming Commonwealth divisions, at least one of the divisions must be a unit of that nationality, while the second must be either:

(a) another division of that nationality; or

(b) any CW division if the corps is British, or a British division if not.

**22.1.1, Elite Divisions (DiF option 2)** – Divisions with a marine symbol *may* be transported by, and invade from, AMPHs. **The Soviet NKVD divisions, although not MTN units, may paradrop in the same manner as the CW 51<sup>st</sup> airlanding division and the Soviet 5 Gd MECH division is marine capable (like the Schwimmpanzer).**

**22.4, Guards Banner Divisions (DiF option 2)** - Guards banner divisions (only) may also reform into available Guard Banner armies.

If a campaign starts after Germany and Russia are already at war, GBA that would be available in the reserve box are available for (random) setup. Remaining available GBA not setup are placed in the reserve pool.

**22.7, Territorials (TiF option 54)** - Territorials from a Territory (eg the CW's Hong Kong TERR) have the same benefits and penalties as if their territory was a home country (eg can't leave the territory until active, penalised if fighting outside the territory etc).

**22.10**, If frogmen are attacking at sea, both sides roll as in a normal naval search (see 11.5.5).

**22.11**, In the first example, the cost of building ahead an on-map MOT HW corps by one year is 7 (2+5), not 5, and if not on-map 10 (5+5), not 8.

**22.13**, While upgraded, also ignore the SSq in Frogmen attacks (see 22.10).

**2 Die 10 table**, a modified dice roll of 17 on the Blitz table is a ‘†x/R’ result (not ‘†/R’)

## Campaign & Players’ Notes errata

### Contents

24.5.2	Operation Star Spangled Banner (AiF): Jan/Feb 47	47
24.5.3	America in Flames: May/Jun 1945 ~ ?	47
24.5.4	Patton in Flames (PatiF Europe): 1948~1953	49
24.5.5	Eagle vs the Bear (PatiF World): 1945~1948	49

**24.1.1** - the Optional Rules Manifest is on page 95 of the Rules book.

**24.1.2** - In the example Braddles victory point total required is 23 (22+1) and mine is -2 (5+1-8).

**24.1.5** – In addition to those naval units whose availability date makes them ineligible to be scrapped, the only other *named* naval units you are not allowed to scrap before set-up are CV (**SiF option 5: CVL**), BB, CA and CL not yet sunk.

**24.1.6 - CoiF option 7:** If ASW set-up on map and there are no cps in that location, the cp reductions may come from anywhere on-map. **Each ASW set up *face up* on the Production Circle at the *start* of the campaign (not those you build, repair or complete) may only arrive as a reinforcement in a port (see 4.2) if you reduce the cps there by 3. If not, the ASW must remain on the production circle until the following turn.**

**24.2.1 - Victory in the West, Special rules** - If Germany declares war on Belgium or the Netherlands it must align with the Commonwealth.

**24.2.2 - Barbarossa campaign, Special rules - TiF option 53:** the 5<sup>th</sup> (Res) Siberian is placed in the Reserve pool (not removed from the game).

**24.2.3 (24.3.4\*), Guadalcanal campaign** - is in fact a 2 map, not 1 map campaign (indeed 3 map if you include the Americas map). It’s just a very small 2 map campaign (only 5 turns and very few units).

**24.2.4 (24.2.3\*), Fortress Europa Campaign, Initiative** – The Axis start with the initiative. **Now 24.3.3.**

**Control** - the United Kingdom is the Netherland’s home country.

**Production** - Delete the first paragraph (starting “The production multiple of the US is 0.50 while neutral,...”), it’s just standard as per 13.6.3 Production multiples.

**24.2.5 (24.2.4\*), Battle of the Titans Campaign, Maps used** - The map also excludes Sweden.

**Entry Markers** – US entry option 30 is automatically played in the Nov/Dec 1941 US entry step.

**Off-map Production, - Germany:** only has 14 off-map other resources (not 17), and her total other resources at the start of the campaign is 22 (not 25). **TiF option 30: The Commonwealth and USA each receives 5 off-map oil every turn.**

**USSR:** Delete the last paragraph (starting “At the start of any Production step after 1941...”) and replace with “The CW and USA may build lend lease aircraft for the USSR with their own build points. The build time increases by one turn and they arrive as normal Soviet reinforcements (**PiF option 46:** without a pilot). Germany gets 1 victory point for each aircraft paid and delivered this way.”

**Special Rules (Allies)** - The Commonwealth may not declare war on a neutral Finland until the USA is in the war **and, from 1941 onwards**, the USSR no longer needs to mandatorily scrap any units. Instead, from Jan/Feb 1943 onwards, the USSR loses 1 build point every production step [Designer’s note: to allow a slow build up on the Pacific front].

**TiF option 53:** the 5<sup>th</sup> (Res) Siberian is placed in the Reserve pool (not removed from the game).

**Special Rules (Axis)** - Mandatory scrapping of German units occurs at the start of the German first impulse of each turn (not the reinforcement step). If the Soviets *final* (modified) initiative roll is 4 or more higher than Germany’s then they choose the *first* unit to be scrapped this turn. Otherwise if the Soviets won the initiative this turn they choose the *second* unit (if any) to be scrapped. The German player chooses in all other cases.

In all cases, the Soviet player may not scrap a German HQ-I or HQ-A.

**Example:** In Jan/Feb 1944 Initiative is at 0. Anna rolls a 10 while Heinz rolls a 2. Heinz, fearful of what unit Anna will remove, demands a re-roll. The initiative marker moves to +1 to the Allies. Anna rolls a 7 modified to 8 while Heinz rolls a 4. Anna says the Axis move first and at the start of Heinz’s impulse Anna scraps the I SS Panzer corps. Heinz then scraps an obsolete Bf-109E1, sighs and thinks happy new year.

**24.3.1, Fascist Tide campaign, Entry Markers** - The US receives an additional US entry marker each US entry step (see 13.3.1) from Nov/Dec 1941 due to the Japanese declaration of war on the USA.

**Off map production** – Soviet off map production is 8 factories (not 7) and 12 other resources (not 11), oil is unchanged.

**Special rules** - Hex E0114 and hex E0112 are connected by an off-map rail line. **Scrap the Mongolian CAV and all off-map Soviet MIL (TiF option 54: and off-map Soviet TERR).** Soviet factories may be shipped off-map for 2 (not 3) rail moves each.

**24.3.2, Day of Infamy Campaign, Control** - The Commonwealth has also conquered Iraq.

**Production** - US halves all her build points, she doesn't also halve her factories and resources (delete the 3<sup>rd</sup> paragraph).

**Transfer Pool** - Use the Eastern Mediterranean sea area as the transfer pool (it's an abstraction) and all on-map British naval reinforcements *other than convoy points* arrive in the transfer pool.

**At start production** - Free France starts with only 1 resource (New Caledonia), the CW with 1 extra oil in British Guiana and an additional resource in each of British & Dutch Guiana, the USSR starts with only 9 oil (6 in Siberia and 3 in Iran) and the USA starts with a PM of 0.5 (not 0.75).

**24.3.3, Mare Nostrum campaign, Control** - The United Kingdom is the Netherland's home country.

**Production** - Germany may *not* build or repair two naval units for free each turn (delete last para).

**Special Rules** - You are not forced to scrap the New Zealand naval units, (**DiF option 2:** the Commonwealth (other than Canadian) AA and Flak units), nor the German LND2 aircraft. The Free-French also don't scrap any TERR (TiF option 54) or CBV (TiF option 55).

**Victory Conditions** - Ignore Addis Ababa and Baghdad (they are off map).

**24.3.4 (24.3.5\*), Rising Sun Campaign, Entry Markers** - The 1939 entry markers are available from the start of the campaign and US entry actions are rolled for as normal except US Entry action 10, Japanese occupies Chinese city (see 13.3.3), which only costs 2 (not 4) in 1937 and 1938. The US starts automatically receiving chits in 1940 (not 1939).

**Production** - The Commonwealth production multiple is 0.25 until the end of 1938. The US pm is 0.1 until the end of 1938 (in the example the total is 2.5 rounded up to 3).

**Special Rules** - Ignore the Philippines restrictions, see 13.3.2 US entry option 41 above instead.

**Transfer Pool** - Use any area off-map to represent the transfer pool and all on-map British naval reinforcements *other than convoy points* arrive there. The value for 1941 is 1.0 (not 0.3). However the turn after the Commonwealth and Japan first come to war the CW conducts a special check with a value of 0.3. This replaces the usual check for that turn, if any (the example is still correct as historically the Japanese declared war in Nov/Dec 1941 so the value in Jan/Feb 1942 would be 0.3, rather than 1.0).

**At start production** - The USSR has only 6 oil in Siberia (not 8).

**24.4.1 - 24.4.6, Four-map campaigns, Special rules** - Just to clarify, half the available French land and aircraft units are scrapped *after* set-up and the remainder placed in the Free French force pools.

**24.4.2, Entry markers** - Japan and the USSR do not start with an entry chit on their respective borders.

**24.4.3, Entry markers** - The USSR starts with 3 defensive entry chits on the Japanese border and Japan may not choose an entry marker on the first turn.

**24.4.4, Entry markers** - The USSR starts with 6 defensive entry chits on the Japanese border. Japan starts with 3 on the Soviet border and may choose an entry marker on the first turn.

**24.4.5, Entry markers** - The USSR starts with 9 defensive entry chits on the Japanese border and Japan may not choose an entry marker on the first turn.

**24.4.6, Entry markers** - The USSR starts with 9 defensive entry chits on the Japanese border. Japan starts with 9 on the Soviet border and may choose an entry marker on the first turn.

**24.4.4 - 24.4.6, Control** - the United Kingdom is the Netherland's home country.

**24.5.1, Days of Decision, Special Rules** - All Soviet reserves with 'Ge' on their back may also be called out when the USSR is at war with the USA.

**24.5.2 - 24.5.6, PiF option 4:** After set-up, where aircraft costs and turns to build are different to *Planes in Flames* (eg the Vampire in *America in Flames* and the MiG-15 in *Patton in Flames*), use the *Planes in Flames* values.

**24.5.2, Operation Star Spangled Banner** - All reserves have been called out (only relevant to divisions).

**At start production** - Mexico and Chile only have 1 factory each, and Canada only 6 (see map), while Germany only starts the campaign controlling 34 resources (the Peruvian resource is Japanese controlled).

**24.5.3, America in Flames Grand campaign** - All reserves have been called out (only relevant to divisions).

**At start production** - Canada only has 6 factories (not 7, see map).

**24.5.4, Patton in Flames WWII in Europe, At start production** - The USSR has 38 factories (5 in Poland) and 14 oil (4 in the USSR).

**24.5.5, Patton's Dream, Control** - Vietnam replaces Indo-China and is a Japanese *conquered* minor country.

**24.5.4 - 24.5.6, Patton in Flames Campaigns:**

**Special Rules** - **FiF option 40:** The Chinese specialisation facility (see [CS 55](#)) is Communist Chinese.

**KiF option 41:** (Intelligence) The Soviet Union receives 2 free intelligence rolls each turn (not 1) and Bletchley Park is no longer operational (nice one Burgess, Philby and Maclean!). The Chinese Intel marker is Communist Chinese which receive 1 free intelligence roll per turn. The Nationalist Chinese cannot gain intelligence, however they are still eligible to benefit from allied major power intelligence gathering, see 13.6.11.

**At start production:** Venezuela is not necessarily providing 3 oil resources to the Commonwealth and the USA at the start of the game (buying influence levels, see **PatiF** 2.6, might change that).

28. (pg 64) A-Bombs take 2 turns to build (see counter).
30. **Setups** (the latest setups are available as free downloads from [ADG's website](#))
- 24.2.1 - 24.4.7, **German setup** – The first ATR3 specified to be set up is any available Ju-52 (chosen randomly).
- 24.2.1, **German setup** - 1 (not 2) PiF LND2 sets up in the reserve pool.
- 24.2.2, **German setup** - The third MIL set up in Germany is Slovakian (not German) and only 1 MIL sets up in Rumania (not 2).
- 24.2.4 (24.2.3\*), **Commonwealth (CW) setup - CliF option 6:** Scrap the CL *Curlew* (it's already sunk).  
**German setup** - The France and Belgium line should also include the Netherlands.
- 24.2.5 (24.2.4\*), **German setup** - A Slovakian Mil also sets up in Germany and only 1 Rumanian MIL sets up (not 2).
- 24.3.1, **French setup - SiF option 5:** CVL *Commandante Teste* sets up in Europe (note 2).
- 24.3.2, **US setup** - CV *Intrepid* is not available until 1942.  
**USSR setup** - A Para corps also arrives in Mar/Apr 1945.  
**CW setup - DiF option 2:** The GAR div is Indian.
- 24.3.3, **Italian setup** - delete the Ethiopia/It. Somali./Eritrea set up line.  
**German setup** – in the Sep/Oct line, delete the WiF FTR3 and instead set up a WiF FTR2.  
**CW setup** - Do not set up the NAV4 and pilot in Nov/Dec. Instead, set up a NAV2 and pilot in Sep/Oct. **CliF option 6:** Scrap the CLs *Calypso* and *Curlew* (they are already sunk).
- 24.3.4 (24.3.5\*), **CW setup - DiF option 2:** The GAR div is Indian.  
**Chinese setup** - 3/2 Inf (not 4/1), 1 Cav (not 2) and instead of a Gun they receive a GAR division.  
**Japanese setup** - delete the GAR set-up in Manchuria/Korea and the 3rd INF set-up there is Manchukuo. The BB *Kongo* (SiF option 5: and CA *Mikuma*) starts on map (not in the repair pool). The BB *Fuso* (SiF option 5: and CA *Furutaka*) starts in the repair pool (not on-map). **Option 49:** Japan starts with 5 offensive points.
- 24.4.1, **USA setup** – USA set up line includes Honolulu. **DiF option 3:** 1 flak sets up on the east coast and only 2 (not 3) guns set up; **TiF option 54:** 1 Terr sets up in Manila.  
**German setup** – The Vichy Indo-Chinese Mil sets up in the Reserve box.  
**CW setup** - CL *Carlisle* sets up in Europe. The CA *Kent* should be in note 2, not note 5. **DiF option 2:** the Gar div is Indian. **SiF option 5:** The CAs *Kenya* and *Mauritius* arrive face-up (not face-down) and the CA *Trinidad* is in the construction pool. **CliF option 6:** Scrap the CLs *Calypso* and *Curlew* (they are already sunk).
- 24.4.2 - 24.4.6, **German setup** - The “Europe (except Rumania and Mediterranean ports)” line should also exclude Bulgaria.
- 24.4.2, **USSR setup** - Vatutin (**DiF option 2:** and 1 Ski DIV) sets up in Europe. Delete the Sep/Oct INF reinforcement.  
**CW setup** - 1 (not 2) ARM corps sets up in the UK. The Sep/Oct NAV3 is Australian. **DiF option 2:** the Singapore Gar div is Indian. **SiF option 5:** the CVL *Unicorn* arrives face-down (not face-up).  
**German setup** - only 1 MIL sets up in Rumania (not 2).
- 24.4.3 - 24.4.6, **German setup** – Note 1: A German *controlled* land unit must be next to each Soviet start line hex.
- 24.4.3, **US setup** - CV *Intrepid* is not available until 1942.  
**German setup** – CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.  
**CW set up** - The CA *Girg. Averoff* (Gr) should be in note 1, not note 3. The NAV3 (**PiF option 46:** and pilot) set up in the UK is instead Australian, and set up in Australia. **DiF option 2:** the Singapore Gar div is Indian.
- 24.4.4, **CW setup – CliF option 6:** Note 3: Delete the CL *Neptune* (sunk 19 Dec 1941)  
**US setup** - CV *Intrepid* arrives face-down in Nov/Dec (not Sep/Oct). **SiF option 5:** CVL *Cabot & Langley II*, and BB *California* are face-down on the production circle (not face-up). **CliF option 6:** CL *Juneau* sets up in the Pacific and the CL *Biloxi* and *Oakland* set up in the Construction Pool.  
**German setup** (pg 78) – CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.
- 24.4.5, **Japan setup** – **SiF option 5:** The replacement CV *Ise* arrives as a face-up reinforcement in Sep/Oct and the replacement CV *Hyuga* arrives as a face-up reinforcement in Nov/Dec.  
**German setup** - CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.  
**CW setup - CliF option 6:** Note 3: Delete the CLs *Hermione* (sunk 16 Jun 1942) and *Neptune*  
**US setup** - CV *Intrepid* arrives face-up in Sep/Oct (not on-map at start). **CliF option 6:** Delete the Brazilian CL *Floriano* (scrapped 1936) and the CL *Juneau* is in the force pool (not the Pacific).
- 24.4.6, **Japan setup** – **SiF option 5:** The 3 air component CV *Shinano* replacement arrives as a face-up reinforcement in Nov/Dec. Note 2: Set up the replacement CVs *Hyuga* and *Ise*.  
**Italian setup** – the BB *Conte Di Cavour* and CL *Taranto* are **SiF/CliF**, not **WiF**, naval units.

**German setup** - You also set up a Rumanian INF in the USSR or Rumania. CA *Väinämöinen* sets up in the WiF (not SiF) naval units column. **CoIF option 7:** Germany starts with one De ASW (not 2).

**France setup - PiF option 4:** Delete the French LND2 and replace it with a LND3.

**CW setup – SiF option 5:** setup 7 (not 8) extra pilots on any maps if playing **PiF option 46** and the *Warrior* in the construction pool is a CVL (not CA). **ClIF option 6:** Note 3: Delete the CLs *Spartan* (sunk 29 Jan 1944), *Hermione* and *Neptune*

**US setup - ClIF option 6:** Delete the Brazilian CL *Floriano* (scrapped 1936) and the CL *Juneau* is in the force pool (not the Pacific).

**24.4.7, CW setup - DiF option 2:** the Singapore Gar div is Indian. **ClIF option 6:** The setup is correct (The *Ajax* and *Durban* set up code should be an A, and the *Dauntless* and *Despatch* should be an E, rather than an M).

**Japanese setup - ClIF option 6:** The captured Chinese CL *Ping Hai* sets up in the repair pool as stated on the counter (not on map as specified in the set-up).

**24.5.1, US setup** - delete HQ-I *Macarthur* (he's not available until 1938).

**USSR setup - DiF option 2:** delete the Gar div (none are available yet).

**China setup** - China starts with 5 (**SiF option 5:** 2) convoy points.

**CW setup – CA *Erebus*** sets up in the construction pool. **DiF option 2:** the Gar div is Indian. **SiF option 5:** CA *Terror* sets up in Asia/Australia (note 3).

**Italian setup** - Delete the (not yet available) Mtn corps (**DiF option 14:** and the supply unit). Italy starts with 10 (**SiF option 5:** 8) convoy points. **PiF option 4:** Ethiopia/It. Somali row should be a Lnd3 (not Lnd2).

**Japanese setup** - delete the GAR and MAR corps set-up in Japan/Formosa. Set up the Manchukuo INF in Manchukuo/Korea. Japan starts with 25 (**SiF option 5:** 22) convoy points. The CV *Akagi* and BB *Kongo* (**SiF option 5:** and CA *Furutaka*) start in the repair pool (not on-map). **SiF option 5:** the BB *Kirishima* starts on-map (not in the repair pool).

**German setup** - delete the GAR div (none are available yet).

**24.5.2, Japanese setup - SiF option 5:** Note 1: Set up the 6 air component CV *Shinano* replacement.

**24.5.3, CW setup – Note 2:** The *Howe* is a BB not a CA.

**Japanese setup - SiF option 5:** The 6 air component CV *Shinano* replacement arrives as a face-up reinforcement in Sep/Oct.

**24.5.4, CW setup - ClIF option 6:** The CL *Tromp* (Ne) sets up in the repair pool (not the Netherlands). Note 2: Delete the CLs *Hermione*, *Neptune* and *Spartan*

**24.5.5, CW setup – Note 3:** Delete the CLs *Hermione*, *Neptune* and *Spartan*.

**USA setup - ClIF option 6:** Delete the Brazilian CL *Floriano* (scrapped 1936).

**24.5.6, French setup – France starts with 10 (SiF option 5: 7) convoy points.**

**Terrain Effects Chart:** Note 2 applies to Major power capital cities, not major ports (as per the TEC on the Asia map).

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**Asia map:** Christmas Island (A0717) is Commonwealth, not Australian.

**Pacific map:** Wallis & Futuna Is (P0915) is French, not Commonwealth.

**Terrain Effects chart (Asia map):** Note 1: applies only to aircraft (not land units).

Note 3: The jungle modifier is -1 to the die roll, not odds column and the combat exception (not movement) includes white print Marine & Australian infantry class units as well as Japanese (see 11.15.5, Land combat modifiers table).

**Combat Chart, 10.2 Allowable Activities Table:** Note 3 applies to Air and Land actions (not Naval).

Blue lined text, errata from 8 June 2018 to 7 Dec 2019

Purple lined text, errata from 8 Dec 2019 to 3 July 2020

Brown lined text, errata from 4 July 2020 to 3 Sep 2023

Red lined text, errata from 4 Sep 2023

\* ~ 24.2.3 Guadalacanal campaign moved to two map campaigns (24.3.4) and other campaigns renumbered as required.

Thank you for your support for our games.

Regards

Harry Rowland

ADG (www.a-d-g.com.au)