

Australian Design Group
World in Flames Collector's edition
Consolidated errata (19 Sep 2018)

Counter errata

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).

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 2nd 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 *Väänämöinen* 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 *Väänämöinen & Ilmarinen* take 5 turns each cycle to build (not 6), The 2nd 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 ADG will print a 100 counter (half-size) 55th countersheet with these 18 corrected counters, the CS 5 German aircraft missing colour, and the remaining counters of extra units and markers you would like to see, or like to see more of (thanks for all your suggestions, please download the latest version of CS 55 at <https://www.a-d-g.com.au/pages/downloads>).

CS 55 will be available free of charge (apart from postage) to **World in Flames Collector's edition** customers. It will be free for pick-up at conventions that we support and, if posted, will only require the postage and even then only if not posted with another item to that same customer (eg the free hard-mounted Scandinavian map sent to all First class customers (WiF CE Super Deluxe owners) will include the revised CS 55 and both will be sent together freight free).

Rule Book errata

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).

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

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

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).

11.2, *Surprise points* - attacking land-based escorting fighters are also considered to be in the 3 box.

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

11.5.7, 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).

11.5.10, 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.

11.10.6, Example (bottom of pg 32) - 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.

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 32 - To attack US convoys the Axis unit must be at war with the potential recipient (not just active).

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.

13.6.5, 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].

13.9, 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.

14.8, 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)."

22.1.1, Elite Divisions (DiF option 2) – Divisions with a marine symbol *may* be transported by, and invade from, AMPHs.

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

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).

Terrain Effects Chart (pg 95) - Note 2 applies to Major power capital cities, not major ports (as per the TEC on the Asia map).

Campaign & Players' Notes errata

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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).

24.2.2 - Barbarossa campaign, Special rules (pg 7) - **TiF option 53:** the 5th (Res) Siberian is placed in the Reserve pool (not removed from the game).

24.2.3, Guadalcanal campaign (pg 9) - 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, Fortress Europa Campaign, Initiative (pg 11) – The Axis start with the initiative.

Production (pg 11) - 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, Battle of the Titans Campaign, Maps used (pg 12) - The map also excludes Sweden.

Off-map Production, (pg 12) - **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).

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), pg 13 - The Commonwealth may not declare war on a neutral Finland until the USA is in the war and 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 5th (Res) Siberian is placed in the Reserve pool (not removed from the game).

Special Rules (Axis), pg 13 - 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.

24.3.2, Day of Infamy Campaign, Transfer Pool (pg 16) - Use the Eastern Mediterranean sea area as the transfer pool (its an abstraction) and all on-map British naval reinforcements *other than convoy points* arrive in the transfer pool.

At start production (pg 16) - 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, and the USSR starts with only 9 oil (6 in Siberia and 3 in Iran).

24.3.3, Production (pg 18) - Germany may *not* build or repair two naval units for free each turn (delete last para).

Special Rules (pg 18) - 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 (pg 18) - Ignore Addis Ababa and Baghdad (they are off map).

24.3.4, Rising Sun Campaign, Entry Markers (pg 20) - 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 (pg 20) - 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 (pg 20) - Ignore the Philippines restrictions, see 13.3.2 US entry option 41 above instead.

Transfer Pool (pg 21) - 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 (pg 21) - 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.

24.5.4 - 24.5.6, Patton in Flames Campaigns, Special Rules, 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.

28. (pg 64) A-Bombs take 2 turns to build (see counter).

30. Setups (all setups are available as free downloads from <https://www.a-d-g.com.au/pages/downloads>)

24.2.1, German setup (pg 66) - 1 (not 2) PiF LND2 sets up in the reserve pool.

24.2.2, German setup (pg 66) - The third MIL set up in Germany is Slovakian (not German) and only 1 MIL sets up in Rumania (not 2).

24.2.4, Commonwealth setup (pg 67) - **ClIF option 6:** Scrap the CL *Curlew* (it's already sunk).

German setup (pg 67) - The France and Belgium line should also include the Netherlands.

24.2.5, German setup (pg 68) - A Slovakian Mil also sets up in Germany and only 1 Rumanian MIL sets up (not 2).

24.3.2, US setup (pg 69) - CV *Intrepid* is not available until 1942.

USSR setup (pg 69) - A Para corps also arrives in Mar/Apr 1945.

Commonwealth setup (pg 69) - **DiF option 2:** The GAR div is Indian.

24.3.3, Italian Set up (pg 70) - delete the Ethiopia/It. Somali/Eritrea set up line.

German Set up (pg 70) - delete the WiF FTR3 and instead set up a WiF FTR2.

Commonwealth setup (pg 71) - **ClIF option 6:** Scrap the CLs *Calypso* and *Curlew* (they are already sunk).

24.3.4, Commonwealth set up (pg 71) - **DiF option 2:** The GAR div is Indian.

Chinese Set up (pg 71) - 3/2 Inf (not 4/1), 1 Cav (not 2) and instead of a Gun they receive a GAR division.

Japanese set up (pg 71) - 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*) start on map (not in the repair pool). The BB *Fuso* starts in the repair pool (not on-map). **Option 49:** Japan starts with 5 offensive points.

- 24.4.1, Commonwealth setup** (pg 73) - CL *Carlisle* sets up in Europe. **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, USSR Set up** (pg 73) - Vatutin (**DiF option 2:** and 1 Ski DIV) sets up in Europe. Delete the Sep/Oct INF reinforcement.
Commonwealth Set up (pg 74) - 1 (not 2) ARM corps sets up in the UK. **DiF option 2:** the Singapore Gar div is Indian. **SiF option 5:** the CVL *Unicorn* arrives face-down (not face-up).
German setup (pg 75) - only 1 MIL sets up in Rumania (not 2).
- 24.4.3, US setup** (pg 75) - CV *Intrepid* is not available until 1942.
Commonwealth Set up (pg 76) - **DiF option 2:** the Singapore Gar div is Indian.
- 24.4.4, US setup** (pg 78) - CV *Intrepid* arrives face-down in Nov/Dec (not Sep/Oct).
- 24.4.5, US setup** (pg 80) - CV *Intrepid* arrives face-up in Sep/Oct (not on-map at start).
- 24.4.6, German setup** (pg 81) - You also set up a Rumanian INF in the USSR or Rumania.
- 24.4.7, Commonwealth Set up** (pg 83) - **DiF option 2:** the Singapore Gar div is Indian.
Japanese Set up (pg 84) - **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 Set up** (pg 85) - delete HQ-I *Macarthur* (he's not available until 1938).
USSR setup (pg 85) - **DiF option 2:** delete the Gar div (none are available yet).
China Set up (pg 85) - China starts with 5 (**SiF option 5:** 2) convoy points.
Commonwealth setup (pg 85) - **DiF option 2:** the Gar div is Indian.
Italian setup (pg 85) - Delete the Mtn corps (**DiF option 14:** and the supply unit), none are available yet. Italy starts with 10 (**SiF option 5:** 8) convoy points.
Japanese Set up (pg 85) - delete the GAR corps set-up in Japan/Formosa. Japan starts with 20 (**SiF option 5:** 19) 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 Set up (pg 86) - delete the GAR div (none are available yet).
- 24.5.4, Commonwealth Set up** (pg 88) - **ClIF option 6:** The CL *Tromp* (Ne) sets up in the repair pool (not the Netherlands).

Thank you for your support for our games.

Regards
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ADG

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