

Australian Design Group
World in Flames Collector's edition
Consolidated errata (4 Jun 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).

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 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) and the Rumanian convoy point has 0 movement points (like all cps).

Even though there are about 60,000 pieces of data on the 4800 counters, these 16 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 16 counters corrected and 84 extra counters of units and markers you would like to see or like to see more of (please send an email with your best suggestions asap).

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 attend 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 5 and both will be sent together freight free).

Rule Book errata

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

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

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).

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].

14.8, **Kamikazes (option 48)** – Last sentence should read "Put a "No planes" marker (see **Error! Reference source not found.**) on a kamikaze CV (unless playing **CVPiF option 45**, see 14.4.1)."

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).

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.

24.2.3, 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, Fortress Europa Campaign, 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. Furthermore US production is halved (not thirded) each turn (like Germany and the Commonwealth).

24.2.5, Barbarossa Campaign, Off-map Production (pg 13) – Delete the last paragraph (starting “At the start of any Production step after 1941...”) and replace it with

The UK and USA may build lend lease aircraft for the USSR with their own build points. The build time increases by two turns and they arrive as normal Soviet reinforcements (**PiF option 46:** without a pilot). Germany gets 1 victory point for each delivered aircraft.

30. Setups

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

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

24.3.3, Italian Set up (pg 70) - The Italian CL *Red Sea* flotilla is a WIF (as well as SiF) unit and should be referenced in the WiF (not SiF) naval units' column.

24.3.4, 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 specified to set up in Manchuria/Korea.

24.4.2, Commonwealth Set up (pg 74) - 1 (not 2).ARM corps sets up in the UK

24.4.7, Japanese Set up (pg 84) - **SiF option 5:** The captured Chinese CL *Ping Hai* sets up in the repair pool (not on map)

24.5.4, Commonwealth Set up (pg 88) - The CL *Tromp* (Ne) sets up in the repair pool (not the Netherlands).

Thank you for your support for our games.

Regards
Harry Rowland
ADG