

**Australian Design Group**  
**World in Flames Collector's edition**  
**Consolidated errata (4 Sep 2020)**

**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). The P-40N may only be lend-leased to the Commonwealth (not China).

**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 *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 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 ADG has printed 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 want to see, or want to see more of (thanks for all your suggestions).

[CS 55](#) is available free of charge (apart from postage) to **World in Flames Collector's edition** customers.

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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*.

**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, 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).

**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.

**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.

**11.4.4,** 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.

**11.5.5, 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.

**11.8, Example (top of pg 31)** - 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 (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.

**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*).

**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 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.

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

**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, 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.

**13.7.3**, If a major power makes peace and is now not at war with anyone, any units illegally stacked (eg in an allied major power's country) are placed on the production circle to arrive as reinforcements in 2 turns.

**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)."

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

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

**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.

**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).

**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.

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## Campaign & Players' Notes errata

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**24.1.1** (pg 2) - the Optional Rules Manifest is on page 95 of the Rules book.

**24.1.2** (pg 3) - In the example Braddles victory point total required is 23 (22+1) and mine is -2 (5+1-8).

**24.1.5** (pg 4) – The only *named* naval units you are not allowed to scrap before set-up irrespective of availability date are CV (**SiF option 5: CVL**), BB, CA and CL.

**24.1.6** (pg 5) - **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.

**24.2.2 - Barbarossa campaign, Special rules** (pg 7) - **TiF option 53**: the 5<sup>th</sup> (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). **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)**, pg 13 - 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)**, 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 (it's an abstraction) and all on-map British naval reinforcements *other than convoy points* arrive in the transfer pool.

**Production** (pg 16) – US halves all her build points, she doesn't also halve her factories and resources (delete the 3<sup>rd</sup> paragraph).

**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, Mare Nostrum campaign, 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.

**24.5.2 - 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).

**24.5.4 - 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).

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**30. Setups** (the latest setups are all available as free downloads from [ADG's website](#))

**24.2.1 - 24.4.7, German setups** – The first ATR3 specified to be set up is any available Ju-52 (chosen randomly).

**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) – in the **Sep/Oct line**, delete the WiF FTR3 and instead set up a WiF FTR2.  
**Commonwealth setup** (pg 71) - 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, 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*) 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 set up** (pg 71) - **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 set up** (pg 72) – The Vichy Indo-Chinese Mil sets up in the Reserve box.  
**Commonwealth setup** (pg 73) - 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 setups** - The “Europe (except Rumania and Mediterranean ports)” line should also exclude Bulgaria.
- 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. 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** (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.  
**German setup** (pg 76) – CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.  
**Commonwealth Set up** (pg 76) - 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 an Australian NAV3 set up in Australia. **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). **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, German setup** (pg 79) – CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.  
**US setup** (pg 80) - CV *Intrepid* arrives face-up in Sep/Oct (not on-map at start). **Clif option 6:** CL *Juneau* is in the force pool (not the Pacific).
- 24.4.6, German setup** (pg 81) - You also set up a Rumanian INF in the USSR or Rumania. CA *Väänämöinen* sets up in the WiF (not SiF) naval units column.  
**US setup** (pg 82) - **Clif option 6:** CL *Juneau* is in the force pool (not the Pacific).
- 24.4.7, Commonwealth Set up** (pg 83) - **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 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 (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 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).

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

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

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 since 4 July 2020

Thank you for your support for our games.

Regards

Harry Rowland

ADG

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