

Official World in Flames Errata

Annual 2008 (April 2008)

2007 Mech in Flames Countersheet Rules

1. Guards Banner divisions: Guards Banner (see **WiF 22.4.14**) divisions are the only units that may breakdown Guards Banner Armies. Guards Banner divisions breakdown a Guards Banner Army in the same manner as ordinary divisions (see **WiF 22.4.1**). They may also enter play by promotion (see **WiF 22.4.14**) but *not* by normal production (see **WiF 13.6**). When destroyed, they are placed back into their force pool and are available to be promoted or to breakdown other Guards Banner Armies in future.

2. All Commonwealth Set Ups: Where any **World in Flames** set-up (see **WiF 24**) instructs the Commonwealth to set up a C-47, they instead set up any available ATR (chosen randomly).

3. City based volunteers: All units with the name of a city on their back are city based volunteers (see **WiF 22.4.8**)

4. MiF Ships: All naval units are available to be built from the year they become available. The Japanese replacement carriers are alternatives to those provided in **Ships in Flames**. Japan can replace the Japanese battleships with either the **SiF** or **MiF** (historical) version, not both.

The Commonwealth World War I monitors (*Roberts* if playing **Classic WiF**, or the *Terror* and *Erebus* if playing with **Ships in Flames**) set up in the United Kingdom in all scenarios involving the Western European map. They are removed from play in all other scenarios. Furthermore in all scenarios starting after Sep/Oct 1941, the *Terror* is no longer available (this was the turn she was sunk). The other 2 monitors are placed in the construction pool in Western European scenarios commencing the calendar year following the monitors available date, and on the map in the United Kingdom in all Western European scenarios commencing two or more calendar years after.

Factories in Flames counter errata

The back of the German Inf Spc. and Sub spc are transposed. The Sub spc. is available from 1940 and the Inf Spc. from 1941.

2d10 Land Combat Chart (WiF option 43, 11.16.6)

Halve the attack bonus of all divisions (e.g. ARM/MECH armor divisions give +0.5, not +1 in attack). Rivers halve the blitz bonus of all units. This is cumulative (e.g. an ARM division's blitz bonus attacking across a river is quartered).

Aircraft rebasing (WiF 11.17)

CVPiF & SiF option 56: During the aircraft rebase step, you may rebase CVPs within a hex (i.e. from one CV to another, and/or from a CV to land) for no action limit cost.

Reorganization of ships at sea (WiF 13.5)

Ships and aircraft at sea are always in supply and may always reorganise (see **WiF 2.4.1**). If playing with oil (**WiF option 13.5.1**), they still consume oil, but they do not have to trace to it.

Oil (AfA option 48, WiF 13.5.1)

Co-operating major powers may freely use each other's oil, provided the oil's owner consents.

Transporting Resources (WiF 13.6.1)

Apart from the Japan-US agreement, you may only transport your own resources and, if you are active, resources for other active major powers on your side.

Transporting Lend-Lease (WiF 13.6.4)

The amount of Lend-Lease that can be transported to the capital, a city, or a factory is the total amount that can be received there, not the amount that can be sent by any particular major power.

Marker Reinforcements (WiF 13.6.5)

When placing a *marker* as a reinforcement, you may place it in any hex you or one of your aligned minor countries control.

Completely Conquered Minors (WiF 13.7.1)

Roll for the capture of completely conquered minor country ships in the same way as incompletely conquered ones.

Militia on reverting to neutrality (WiF 13.7.3)

When a major power reverts to neutrality, any on-map MIL are placed in the reserve pool instead of the force pool, and thereafter treated as regular reserves.

USSR-Japan peace (WiF 13.7.3), add to WiF option 50

The USSR may surrender at any time during its first war with Japan. In addition to hexes given up per the existing surrender rule, all hexes on the Pacific Map are surrendered to Japan. Japan may surrender at any time to the USSR during their first war. In addition to hexes given up per the existing surrender rule, Japan also cedes Manchuria to the USSR.

Surrender (WiF 13.7.6)

Halve the US Entry effect of the conquest of a country that surrendered. Furthermore, any factories that are completely isolated (have no friendly-controlled adjacent hexes) count as enemy controlled when determining if you own less than half your factories for surrender.

Back up fighters (WiF 14.3.2, replaces WiF option 55)

Back-up fighters in any air combat add 1/10th their air-to-air strength instead of 1 per unit.

Offensive Chit on a Naval Action (WiF 16.2)

If you use an offensive in a Naval impulse on an HQ in a port, any naval or aircraft units that start stacked in that port that initiate a naval combat may require one or both sides to roll extra dice in any round of naval combat this impulse.

After naval movement but before any combats, place numbered production markers in each sea zone containing one or more units that started stacked with the HQ. The total value of markers placed may not exceed the HQs reorganization value.

In each round of naval combat, immediately after any roll (search, air-to-air, anti-aircraft, or defense) by either side is made, the player conducting the naval offensive may reduce a marker's value by 1 to demand a re-roll. Re-rolls may be re-rolled. Any markers left in the sea area after the end of naval combat there are destroyed.

***Example:** Nimitz is in Pearl Harbor stacked with 3 SCS and a P-38G FTR. Jay plays a naval offensive on Nimitz at the start of his naval action. Jay flies the Lighting into the 4 box of the Hawaiian Islands, and moves the 3 SCSs into the 4 box of the Marshalls sea area. At the end of naval movement, Jay places a '1' marker in the Hawaiian Is. and a '2' marker in the Marshalls. During naval combat Jay initiates a search in the Marshalls. Jay rolls a 4 and decides to keep it. Kasigi then rolls a 2. Jay demands a re-roll and Kasigi rolls a 9. Jay decides to save his additional marker for a subsequent search, but the remaining Japanese ships abort after the first round of combat. The remaining marker is destroyed.*

Vichy France (WiF 17.1)

Vichy may not be declared if the USA and Germany are at war.

Foreign Troop Commitment in Vichy (WiF 18.2)

Axis units are also destroyed if they cannot satisfy foreign troop commitment in Vichy administration groups.

Aligning Minors (WiF 19.2)

China may not align any minor country in any **World in Flames** scenario (*exceptions: DoD and PatiF*).

Breaking down into Divisions (WiF 22.4.1)

Minor country corps/armies may not breakdown or reform. Major Power units may not breakdown into, or reform from, minor country divisions.

Promoting GBA (WiF 22.4.14)

You may only promote a division into a GBA division (not army).

DoD/PatiF: The USSR may also promote GBA in combat against US land units.

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