

# All Bridges Burning Official Errata & Clarifications

Updated 10/19/2020

Despite the best efforts of the development team, the following errata are present in the published game (changes in blue):

Note that the supplied pieces are hexagonal. The printed spaces on the map for these pieces are octagonal. There is no gameplay impact.

Also, note that the included gray cylinder is incorrectly listed in the components as embossed; the cylinder should not be embossed.

## Rules

- Add Rule case 1.2.4 (Borders): **Borders**. Each space is considered to have a separate border with each space they touch (e.g. for the purposes of placing Sabotage, 4.2.3).
- Rules Section 3.2.4 (Attack), under CASUALTIES, the passage should have "Troops and" added to it as follows:
  1. Engagement. Beginning with removal to Available first, the Attacker removes Defending Cells to Available and then the Prisoners of War box, alternately; **Troops and Administrations** go to Available; or
- Rules section 3.3.2 (Message): under CAPTURE, the rule should read in part: "From among the selected spaces, choose the space with the most Active Cells of a single enemy Faction -- and within that, choose the space closest to the News **or** Personality's starting location." (omit the phrase "Into which the Cell and News and/or Personality move")
- Rules section 6.5.5 (Senate Conscription), there is a reference to section "10.3" which is not present in the rules. Also the term "Full Scenario" is unnecessary as there is only one scenario. The first paragraph of the section 6.5.5 should read as follows:

6.5.5 Senate Conscription. If this is the first Propaganda Round **(6.0)**, place the ten Senate Cells from Out of Play into the Senate Available Forces box.
- Rules section 7.3 (Victory After the Final Propaganda Round) there is no ruling on the (extremely rare) situation in which the players lose collectively and the Germans and Russian have a non-zero tie in the Vassalage levels. Therefore, the last sentence of the

last bullet of section 7.3 should read as follows:

The higher Vassalage Power wins, **or if a tie**, nobody wins.

- The index is missing one entry:
  - News: Marker that Moderates may pick up, move, and make use of (3.3.2).

## Non-player Rules

- Section 8.1.4 (Non-player Sequence of Play): change point (3), second bullet, to read in part: “If the die roll is less than **or equal to** two times the number...”
- Section 8.3.4 (Non-player Reds Terror): Change point (4) to read: “Terror in random **(8.6)** spaces, including possibly in the Political Display to remove a **random** cube there.”
- Section 8.3.6 (Non-player Reds March): Change point (4) to read in the indicated part: “If Senate Controls **four** or more Population...”
- Section 8.4.1 (Non-player Senate Rally): Change sub-bullet (1) to read in the indicated part: “If the game is in Phase I (2.4) and 1d6 rolls **1 or 2**...”
- Section 8.4.3 (Non-player Senate Activism): The first paragraph should instruct the player to “**conduct Activism** per below” not Rally.
- Section 8.4.5 (Non-player Senate Attack): Change point (4) to read in the indicated part: “Attack with each above selected group that is in a Town space or able to Attack a Town with **Reds** cells.”
- Section 8.5.1 (Non-player Moderates Rally):
  - Change point (2) (2) to say “If there are Moderates cells in **exactly one Town**, place one Moderates...”
  - The asterisk below point (3) should say “On **1-2**, evaluate the priority (b) before (a)...”

## Setup

- On the back of the rules of play, in the Markers section, there are two errata:
  - Replace “Oppose + Bases” with “**Oppose + Admins**”.
  - Replace “Issues + Networks” with “Issues + Networks + **1**” (the last “+1” is missing).

## Map

- In the Sequence of Play printed on the Map, the “Reset” box of the Propaganda Round track says “Flip Cells?”. There is no such step of the Reset Phase of the Propaganda Round, and this should be ignored.
- In the Russian Troops box printed on the Map, the parenthetical text refers to “USSR Vassalage”. As the USSR did not exist in 1917-1918, this should read “[Russian Vassalage](#)”.
- In the Prisoners of War box printed on the Map, “Support Phase” should read “[Reset Phase](#)”. The rulebook is correct.

### Player Aid Card

- Reds Player Aid Card:
  - Activism:
    - Cost should read: “1 Resource for each selected space.”
  - Terror:
    - [Clarification] Purpose should read: “Remove enemies, increase Polarization, [remove Political cubes](#).”
    - Cost should read: “1 Resource for each selected space [and Political Display](#).”
- Senate Player Aid Card:
  - Activism:
    - Cost should read: “1 Resource for each selected space.”
  - Terror:
    - [Clarification] Purpose should read: “Remove enemies, increase Polarization, [remove Political cubes](#).”
    - Cost should read: “1 Resource for each selected space [and Political Display](#).”
- German Actions:
  - In the Summary section of the German Actions page of the Player Aid Card, it states that the Germans conduct their turn before the Factions on a die roll of 1-3, and after the Factions on a die roll of 3-4. [The Germans should act after the Factions on a die roll of 4-6](#). The flowchart on the German Actions page is correct.

### Sequence of Play Card

- In the Sequence of Play graphic, Execute Limited Command Only after Execute Command with Special Activity should be [\[c\] not \[d\]](#). The Sequence of Play on the map is correct.

### Solitaire Player Aid Card

- Sequence of play point 3 is unclear, the +2 Reds should be added to twice the number of Capabilities that they hold.

## Solitaire Cards

- Reds Card # 49:
  - In the Green box at top, the first checkmark should say "Phase I and 1d6 > **Active** Reds on map" - the rulebook is correct.
  - In the second action point, there should be a red box (b) which says "**(b) last at Active Opp**"
- Reds Card #50:
  - In the second action point, in the red box (b): change word "lone" to "last"
- Reds Card #53:
  - In the third action point, add a red box saying "(b) least Opp" below the "(a) most Pop" box.
- Senate Card #54:
  - Make point (5) into point (6) and insert new (5): "(5) Where Senate already"
- Senate Card #55:
  - In the third white action point, add the same clause as in the second action point in a blue box: (a) ≈ Reds
- Senate Card # 56:
  - In the Green box at top, the first checkmark should say "Phase I and 1d6 > **Active** Senate on map" - the rulebook is correct.
- Senate Card #59:
  - In the Green Box at top:
    - The second checkmark should say "**No** 3+ Senate with Reds/Russians? OR"
    - The third checkmark should say "**No** 4+ Senate with Train adjacent to Reds/Russians?"
  - In the March instruction:
    - #5 should read: "≈ To Town w/o Senate Control"

In each case, the rulebook is correct.
- Moderates Card #62:
  - "Message" preliminaries should read: "Message (8.5.3) with up to 3 Cells. Never last 3 from Personality, last 2 from Network, last 3 where no Network yet. **With lone cell first, Active first.**" The rulebook is correct.

## Playbook:

There are several minor errors in the tutorial:

- The image on page 13 shows 2 Reds Cells in Karelia (above the German flag) **which should not be there.**
- In the “Transitional Pivotal Event Red Revolt!” section, there are a few mistakes:
  - Add another bullet point: **“Place two Reds Cells in Karelia”**
  - Modify the bullet point on **Helsinki**: **“...Then add one Moderates Cell to bring the total to two Moderates Cells and the Personality marker.”**
  - In the final bullet point, card #35 Home Front is mentioned twice. The deck should consist of the following cards, bottom up: **Propaganda, #35 Home Front, #45 Fate in Balance with #31 German Invasion of Hanko face up as the next event.** At the bottom of the left column of page 14, instead of discarding #35 Home Front, discard #31 German Invasion of Hanko.
- On Page 14, **Reds Rally should reduce Resources from 2 to 1, not 1 to 0. The following Political Event Special Activity should increase Reds Resources from 1 to 5, not 0 to 4.**
- On Page 17, the Senate gains a Resource it should not have. **It spends 4 Resources, moving from 5 to 1, not 6 to 1.** This has no further effect in the Example.
- Also on Page 17, the next to last paragraph should begin “The total Resource cost of this Attack Command comes to **five**: one Resource must be paid for executing the Command, and **four** additional Resources to boost the Attack Strength.”
- [Clarification] On Page 19, the Reds Terror should indicate that due to the increase in Polarization, any further Terror ops will remove 2 enemies, not this one.
- On Page 19, in the Politics Phase section, the Moderates should place a **red Resolved Issue**, not a white one.
- On Page 19, in the Resources Phase, **Polarization should be at 7, not 6, and the Moderates should earn 4 Resources, not 3.**
- [Clarification] On Page 20, in the Prisoners of War section, the Senate could free Prisoners, but chooses not to.

There are several minor errors in the Non-player Example of Play:

- On Page 23, the Moderates Rally should consider Varsinais-Soumi, Karelia, and **Viipuri** as possible locations.
- On Page 26, during the NP Propaganda Round, **the Moderates should only get 2 Resources instead of 3.**
- On Page 27, during the NP Support Phase, the Reds only raise 2 Opposition, so the Oppose + Admins marker should move from 3 to 5.