

# THE FOG OF WAR

A GEOFF ENGELSTEIN GAME

## Errata and FAQ

### PROVINCE CARDS:

The colors for Victory Points & Production Points are reversed compared to the game board. Victory Points should be yellow and Production Points should be red.

### OPERATION WHEEL:

If there are no Operations on your Operation Wheel at the start of your turn you do not need to rotate it. But you can, if it makes you feel better and helps you to remember to do it in the future.

You can launch as many operations as you would like in a single turn, assuming they are not in one of the two 'no launch' spaces on the wheel.

### GAME SETUP DIAGRAM, PAGE 4:

The arrow pointing to the USSR box, last sentence, should read:

The USSR cards, including the Urals Resource card, are placed in the Urals space. (eliminate the words 'remainder of')

### PRODUCTION:

When selecting which new cards you produce from the Loss stack, you may look freely and choose the cards you want.

Political Entry happens after Production. So when, for example, when the Balkans join the Axis at the end of the 1940 turn its resources cannot be used that turn.

### ATTACKING A PROVINCE WITH ZERO DEFENSE STRENGTH:

If the defender has zero strength:

- The Attacker automatically wins, assuming they have at least 1 strength
- The Attacker must place a card of at least strength 1 into the Win pile.

Remember, this is after all adders. So if the Attacker is invading an empty province, it has 4 strength, not 0. So 8 would be needed for a win, at least 4 to force a Quagmire. Also remember that any cards that can't participate in a battle – like Dummies or Naval cards in a Ground battle – are discarded before the battle is resolved, so they can't be chosen by the Attacker as their discard.

### INTEL TOKENS:

Intel tokens are refreshed (flipped back over) at the end of each year. They are never permanently lost.

## NEUTRAL COUNTRIES:

Whenever a minor neutral country is attacked and not defeated right away, it is IMMEDIATELY controlled by the other player. So if the battle results in a Quagmire, Defeat, or Rout, place the Province card in the defender's tableau.

If the Province card is located on the Operation Wheel, that Operation must be disbanded, and the Province card added to the defender's tableau. Note that this only needs to be done if the attacker doesn't win immediately. If the Attacker does win, then the Operation doesn't need to be disbanded.

*Example 1: The Axis launch an operation against Turkey, from the Balkans. The battle results in a Quagmire. The Allies mark Turkey with a Control token, and retrieve the Turkey card from their Province Deck and place it in front of them to show they control it. They may add cards to the Quagmire on their turn as normal.*

*Example 2: Same as example 1, except that this time the Allies were also planning an operation against Turkey, from the Levant. They must disband the operation so that they may place the Turkey card in front of them. All cards in the Allied operation are placed into Discards.*

*Example 3: Same as example 2, except this time the Axis has enough forces to win the battle and immediately take control of Turkey. The Allies do NOT have to disband their operation, and may launch the attack against the Axis controlled province on a future turn.*

If a province in the USSR is attacked, all provinces, not just the province that is attacked, immediately becomes controlled by the other player.

## UNITED KINGDOM:

The conquest of the UK is a one-time event, similar to the conquest of France. If London is lost by the Axis and then reconquered, Egypt does not change hands.

## ADVANCED RULES:

### 2. Sea Supply and Naval Interdiction:

Cards placed into a Quagmire by EITHER the attacker or defender may be subject to Naval Interdiction if they trace supply through an enemy-controlled Sea Province. This applies to the new cards that are entering the battle.

*Example: The Axis invade Britain from the North Sea, which results in a Quagmire. On their next turn, the Allies attack and take the North Sea, and have 1 card that survives the attack and is placed in the Province Defense box.*

*On their next turn the Axis wants to add additional cards to the Quagmire. However, now they have to trace through an enemy controlled Sea Zone, the North Sea. They decide to commit a 3-strength Ground card, and a Dummy from their hand to the Quagmire. The Allies reveal their 1 Naval card in the North Sea box, and randomly draw one card. Unfortunately they draw the Dummy, which is sent to the discards instead of the Loss stack (since Dummies never go to the Loss stack), and the 3-strength Ground card safely makes it to Britain.*

## **BACK COVER: SPECIAL COUNTRY/PROVINCE RULES:**

USA enters at the start of 1942, not 1941 (it is correct on the board).

## **MAP:**

Ruhr and Scandinavia are adjacent by land. This is stated in 9.6 in the rules, but it is a FAQ. You may attack from Ruhr into the North Sea, but not vice versa.

## **REFERENCE CARD:**

The ACTIONS card should have an additional action listed: Perform Intel for 2 tokens

## **EXTRA BLANK WHITE CARDS:**

The game comes with many blank white cards. This is due to the manufacturing process, and is not a mistake. They are not required for the game.

