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Please refer questions and comments to:

Australian Design Group
PO Box 6253
Los Osos, CA 93412 USA

or

gdg.rex@cityweb.de

AMERICA IN FLAMES: Democracy vs Darkness

Designed by Harry Rowland

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Rules in red are ignored in **America in Flames**.

America in Flames rules in blue are substantially different to the **World in Flames**TM rules.

*“I am become Death,
the destroyer of Worlds”*

- Dr. R. J. Oppenheimer, quoting the
Bhagavad Gita during the Trinity test
at Alamogordo, New Mexico,

16 July 1945

1. Introduction

America in Flames (“AiF”) is Australian Design Group’s strategic level game of an imaginary Invasion of America by the Axis powers, gorged on victory in the Second World War.

America in Flames is a complete game playable either by itself or with **World in Flames**.

In the **America in Flames** campaign game, up to six players will manage the economies and conduct the military operations of the major nations involved in this conflict, either as a member of the Axis (Germany, Italy and Japan) or as one of the Allies (the Commonwealth, France and the USA).

When played with **World in Flames**, the full gamut of decisions required for the successful prosecution of World War II becomes available.

The **America in Flames** Game consists of:

- 2 large (574 x 820mm) full-colour maps of North, Central and South America;
- 840 full-colour counters representing *all* the armies, navies and air forces required to play **America in Flames** (countersheets 26~28);
- this **Rules Book**;
- 1 **World in Flames** production circle;
- 2 x A3 full-colour **World in Flames** Combat charts;
- 3 x **World in Flames** Builds charts;
- 1 x **World in Flames** Terrain Effects Chart;
- 2 ten-sided dice.

1.1 Rules

We have laid out these rules in sequence-of-play order.

To play this game, choose a scenario (see 23, scenario information), and follow the set-up instructions there.

1.2 Scale

Units

A land unit represents an army or corps.

A naval unit represents a squadron of 3 to 6 destroyers attached to either 1 aircraft carrier, 2 battleships or battle cruisers, or 4 heavy or light cruisers.

An aircraft unit represents 500 aircraft. Each counter consists of a variety of types, but with the predominant aircraft being that depicted on each counter. Not all of them would be flying in each mission.

AiF Units in WiF

You can also use the **America in Flames** counters if you are playing **World in Flames**. Add all **AiF** convoy points if desired.

The other **AiF** counters are marked with an “A” on their back. If the “A” is red, the unit is an addition to the **WiF** force pools when available. If the “A” on a naval unit is white, *don’t* use the unit in **WiF**.

If the “A” on a land unit is white, this (heavy) unit replaces the **World in Flames** unit that has the same designation (see 4.1.2).

If the “A” is black, treat it as white if the unit’s background colour is white and as red if the unit’s background colour is red.

Time

Each game turn is two months.

Map

The **America in Flames** maps use the Pacific maps scale (see terrain effects chart). Each hex is approximately 230 km. Colón is on the Caribbean sea area, while Panama and San José are both on the Gulf of Panama sea area.

You can use the **America in Flames** maps when you are playing **World in Flames**. If you do, the blue communication lines connecting the eastern-edge of the Pacific map to the western edge of the America map is 12 (European) hexes long rather than the usual 6.

Example: Any hex-dot on the eastern edge of the Christmas Island sea area is 12 movement points away from every western-edge hexdot in the Clarion and Mendocino sea areas.

There are more factories and resources on the **AiF** maps than the America map that comes with **WiF** (e.g. the USA has 12 red, 28 blue and 5 green factories, 17 oil and 24 other resources). We suggest you just use the extra. The green factories are *not* used in **WiF**.

1.3 Markers

You are not limited by the number of markers. If you run out, just make up some more.

2. General concepts

This section lumps together general wargaming terms that may already be familiar to you. If you have played **World in Flames**, you only need read the **America in Flames** rules. These are printed on a grey background.

2.1 Terrain

Terrain and its effects are summarised on the Terrain Effects Chart. The rule here explains some more general concepts.

2.1.1 Hexes & hex-dots

As in many wargames, the land portions of the maps are divided into hexagons (called “hexes”). Hexes regulate unit location and movement.

A “coastal hex” is a hex which contains both land and sea. We have printed the sea portion of coastal hexes in a lighter shade of blue to distinguish them.

Each hex has six sides (“hexsides”). Certain terrain features (e.g. rivers) conform to hexsides and affect combat, and sometimes movement, across that hexside. An all-sea hexside is a hexside with no land at all.

A unit in a hex that contains both mainland and an island occupies both the island and the mainland.

Unlike other wargames, the hexes stop at the coastlines. Hexes at sea are replaced by hex-dots - each hex-dot is at the centre of what would otherwise be a hex. When moving an aircraft unit across hex-dots, or when counting hexes, just imagine you are moving from hex to hex.

Example:

The use of hex-dots is partly aesthetic but also serves to show that the presence of land units is not permitted.

2.1.2 Sea areas

The seas are divided into areas by dark blue lines (called sea area borders). Each sea area is individually named (e.g. ‘Caribbean Sea’). Each sea area contains a sea-box which regulates movement and combat at sea.

Two sea areas are adjacent if they share a common sea area border.

2.1.3 Off-map areas

Axis units (except for hidden units) start the game, and arrive as reinforcements, in the off-map boxes at the bottom of the South American map.

Allied units cannot enter or leave the maps. Japanese units can move from the Japanese off-map box onto the map, and vice versa, via the western edge of the maps. German and Italian units can move from the German/Italian off-map box onto the map, and vice versa, via the eastern edge of the maps.

2.1.4 The American minimap

Not used in **America in Flames** as the American maps provided in **America in Flames** replace it.

2.2 Zones of control

A zone of control (“a ZOC”) is the effect a land unit has on the hex it occupies and on adjacent hexes. A ZOC affects railroad movement (11.10), land movement (see 11.11), supply (see 2.4), reorganisation (see 11.18.2), retreat after combat (see 11.16.5) and transport of resources (see 13.6.1).

Most land units have a ZOC into their own hex and into all adjacent hexes. Partisans only have a ZOC into their own hex. Units that invade (see 11.14) or paradrop (see 11.15) temporarily lose their ZOC.

ZOCs *don’t* extend:

- into the notional hexes represented by hex-dots; or
- across alpine hexsides; or
- across all-sea hexsides; or
- across lake (except when frozen), or straits, hexsides;
- into a hex controlled by a major power you are not at war with.

Naval and aircraft units don't have a ZOC (even in the hex they occupy).

Example:

The unit does not exert a ZOC into:

*hex (1) because of the alpine hexside;
hex (2) because of the straits hexside; and
hex (3) because it is a hex-dot.*

2.3 Stacking

There is a limit on the number of units that can occupy each hex. This is called the stacking limit of the hex.

2.3.1 Limits

Units that can't co-operate (see 18.1) can't stack together in the same hex. They can stack together in the same sea-box.

Stacking limits are in effect only at the *end* of each stage and step of a game turn. You cannot voluntarily overstack but, if it happens (whether inadvertently or unavoidably), the owner of the hex must destroy enough of the overstacked units to comply with the stacking limits. You must destroy face-up units before face-down units.

Land unit limits

Up to 2 land units can stack in a hex.

Units invading (see 11.14) and paratrooping (see 11.15) have a stacking limit in addition to the defending units' limit.

There is no limit to how many land units being naval transported (see 11.4.5) can stack in a sea-box.

Aircraft unit limits

The stacking limits for aircraft units not flying a mission are:

Minor port hex	2
Major port or city hex	3
Mountain, desert mountain or swamp hex	0
Any other hex	1
Hex with HQ	+1

If several limits apply (e.g. a city in a mountain hex), the highest of them applies.

There is no stacking limit for aircraft units while flying missions.

Naval unit limits

Up to 2 naval units can stack together in a friendly controlled minor port. Every 5 convoy points is 1 naval unit.

There is no limit to the number of naval units that can occupy a friendly controlled major port (**exception:** see 18.2, foreign troop commitments) or a sea-box.

Both sides' naval units can occupy the same sea-box, even in the same section.

Combinations

Stacking limits for land, aircraft and naval units are independent. So, you can have any number of naval units, up to 4 aircraft units and an HQ stacked with another land unit in a major port city.

Off-map stacking

Units that move *from* an off-map box must conform to stacking limits when they start their move. You can freely reshuffle units in the off-map box into any stack before you move them.

A unit that ends its movement off-map must conform to stacking limits there.

For stacking purposes, each stack in an off-map box is assumed to be in a city that is a major port.

2.4 Supply

Units need to be in supply to operate effectively.

2.4.1 When to check supply

You need to check the supply status of a unit before it moves, flies, sails or reorganises units.

Units at sea are *always* in supply.

You also need to check the supply status of land units immediately before you resolve an overrun (both sides), during combat declaration (attacking units) and at the moment of combat (both sides).

Example: You want to move an ARM unit but it isn't in supply. So, you move a nearby HQ first. This puts the ARM in supply when it starts its own move, so it doesn't suffer the effects of being out of supply. During its move, it contacts an enemy unit. You check its supply to see if it can overrun the enemy. Luckily, it's in supply, and can overrun ~ you check the enemy unit's supply status before resolving the overrun. After you finish all your moves, you start your combats. If the ARM is in supply, you can declare an attack with it. You need to check its supply status again when you resolve its combat in case the result of another combat has cut its supply line.

2.4.2 Tracing supply

To be in supply, a unit must be able to trace a supply path back to a primary supply source.

A primary supply source for a unit is:

- any friendly city in the unit's unconquered home country; or
- for a Commonwealth unit, any friendly city in another unconquered Commonwealth home country; or
- any friendly city in an unconquered home country of a major power the unit co-operates with (see 18.1).

Example: Germany has just declared war on Brazil which becomes controlled by the USA. Brazilian units that can trace a supply path to a friendly controlled city in Brazil are in supply (because it is a friendly city in their home country). They are also in supply if they can trace to any US city (because Brazil co-operates with its controlling major power).

If the unit can't trace a supply path to a primary supply source, it can trace it to a secondary supply source instead.

A secondary supply source is:

- an HQ of the unit's nationality or an HQ it co-operates with (see 18.1);
- the capital city of a minor country controlled by the unit's major power; or
- the capital city of a major power, or a minor country, conquered by the unit's major power, or by a major power the unit co-operates with.

A secondary supply source must be able to trace a supply path either to a primary supply source or to another secondary supply source. That other secondary source must also be able to trace a supply path either to a primary source or to another secondary source, and so on. There can be any number of secondary supply sources in this chain but it must end up at a primary supply source of the unit tracing the path.

Example: Suppose Brazil's controlling major power is the USA. Rio is a secondary supply source for US units, in addition to being a primary source for Brazilian units.

A city can only be a supply source for a unit if it has not been controlled by the other side at any time in the turn.

A supply source can supply any number of units.

Supply paths

You trace a supply path from a unit to a supply source.

If you are tracing a path from a secondary supply source to a primary supply source, it is a *railway supply path*.

If you are tracing any other supply path, it is a *basic supply path*.

A supply path, basic or railway, can be up to 4 hexes. Being based on **World in Flames'** Pacific rather than European scale, each American map hex you trace into counts as 2 hexes.

Each desert, or desert mountain, hex your supply path enters counts as 1 extra hex (i.e. counts as 3 on the American map).

This maximum distance will vary in some weather (see 8.2.2). In those cases, you determine the length allowed for each path by the weather in the hex *occupied* by the unit or secondary source you are tracing *from*.

Example:

A US INF in 2844 is 2 hexes away from San Antonio, a US supply source in another weather zone. The unit is in supply if the weather in its hex is fine. The weather in San Antonio's hex is irrelevant.

Railway supply paths

A hex a railway supply path enters, by moving along a railway or road, does *not* count against the 4 hex limit. A hex it enters across a straits hexside also does not count against the limit, so long as the hexes on either side of the straits are railway hexes.

The 4 non-rail hexes can occur anywhere along the path. Although you will mostly use them to trace supply from an HQ to the railhead, they can be handy for re-routing around an enemy unit that's blocking a vital rail link.

Overseas supply paths

Any part of a basic or railway supply path can be traced overseas. You may only trace supply overseas once for each unit attempting to trace supply.

The sea portion of a supply path does not count against the maximum number of hexes permitted in the path. The port hex you trace the overseas supply path *into* does count against your 4 hex limit. However, it always counts as only 1 hex, regardless of what map it is on or what terrain it contains.

To trace a basic supply path overseas, the unit must be in a coastal hex or trace the path via a port. To trace a railway path overseas, the secondary source must be in a coastal hex or trace the path via a port.

From the coastal hex or port, you trace the supply path via any number of consecutive sea areas to a friendly controlled port which is a supply source itself or from which you can continue the supply path overland to a supply source.

You cannot trace a supply path into a sea area that contains:

- an enemy CV, SCS or aircraft unit with an air-to-sea factor;

unless it also contains:

- a surface naval unit, or aircraft unit with an air-to-sea factor, controlled by any major power at war with that enemy unit.

You can't trace a supply path between sea areas if one of your SCS couldn't move between them (see 11.4.4). For example, Axis units can't trace supply between the Caribbean Sea and the Gulf of Panama until the Panama canal is Axis controlled.

An overseas supply path to the Japanese home country can only be traced off the western map edge. An overseas supply path to the German, Italian Portuguese, Rumanian and Spanish home countries can only be traced off the eastern map edge. Assume the supply path from a map edge continues to a port that is a primary supply source for the country.

Example: *Rundstedt is in hex 1017. He traces a railway supply path to 1116 using up 2 of his 4 non-rail hexes and then traces along the railway from there to Asuncion (the capital of recently aligned Paraguay). From there, he traces another rail supply path to Buenos Aires (another friendly capital) and then overseas via the River Plate to the German/Italian off-map box.*

If the River Plate contained an Allied CV, SCS, or aircraft with an air-to-sea factor, you could only trace this supply path through that sea area if it also contained an Axis surface naval unit or aircraft with an air-to-sea factor.

You cannot trace an overseas supply path either out of, or into, an iced-in port (see 8.2.10) if the weather in that hex is snow or blizzard.

Limits on supply paths

You can't trace *any* supply path:

- into an enemy ZOC (unless the hex contains a friendly land unit); or
- into a hex controlled by another major power unless it agrees; or
- into a hex controlled by a neutral country; or
- across an alpine hexside; or
- across a lake hexside (except when frozen); or
- across an all sea hexside that isn't a straits hexside (except as an overseas supply path).

2.4.3 Out of supply

Land units

A land unit that is out of supply:

- can't attack;
- must be turned face-down if you move it (even by naval transport or air transport); and
- defends with 1 combat factor if it is a *face-down* division (see 22.4.1) or black print unit, 3 if it is a *face-down* white print unit (face-up units defend with their normal strength).

Out of supply land units still have their normal movement allowance and still exert a ZOC.

Aircraft units

Aircraft units that are out of supply can only fly rebase missions.

Naval units

If you move a naval unit that is out of supply, subtract 1 from its movement allowance (not range) and turn it face-down when you finish its move (even at sea).

2.5 Control

Initial control

At the start of a game, your major power controls all territory within its home country borders. Your major power also controls each aligned or conquered minor country. Minor countries aligned with your major power in 1945 are marked on the map after the countries' names. The scenario information will provide more detail and explain any exceptions.

A major power or minor country may also control some islands and territories. Most of the sea areas are marked as being 'controlled' by a major power or minor country. This means that, in 1945, most of the islands in that sea area were controlled by that major power or minor country.

Changing control

Control of a hex changes when:

- an enemy *land* unit (except partisan or air cav) enters it (the major power entering with the most factors if more than one); or
- an island, territory, minor country or major power is conquered (see 13.7.1); or
- it is a communist Chinese-controlled city entered by a nationalist Chinese land unit or vice versa; or
- during the liberation step, you return control to the original owner (see 13.7.5, reversion).

If you control a hex in a minor country aligned with your major power, that hex is controlled by that minor country. Otherwise, the hex is controlled by your major power.

Units in hexes that change control

Treat any naval and aircraft units in a hex which passes to enemy control as if they had been overrun (see 11.11.6).

2.6 Fractions

These rules frequently require a calculation that produces a fraction. When you have to do this, round to the nearest whole number, rounding halves up.

Example: *The US has 41 production points. Her production multiple is 1.5 (Germany attacked inside the USA this turn), so she has 61.5 build points. This rounds to 62 points.*

Rounding a negative number up moves you closer to zero. For example, if the fraction is -1.5, it rounds to -1.

Round off a number *immediately before*:

- calculating an odds ratio; or
- looking the number up in a table; or
- comparing it to a dice roll or to a fixed value; or
- spending build points.

Example: *In an attack, you have 3 units attacking across a river. Their total strength is 17, which halves to 8.5. In addition, you add in 8.5 factors of shore bombardment. You also commit a CV with an air component of 5 as ground support. Its tactical factors are 2.5. Your total attack strength is 19.5. As you are about to calculate an odds ratio, you round it to the nearest whole number ~ 20.*

2.7 Dice

World in Flames uses 10-sided dice. A roll of 0 is a 10.

2.8 Range

When counting the distance from one hex to another, you count the final hex but not the starting hex. For example, it is 4 hexes from Montevideo to Curitiba.

3. The turn

After you have set up your game (see 23.1), you play a series of two-month turns until the game is over.

Both sides perform a series of activities in every turn. There are 3 stages at the start of the turn that everyone takes part in. Then there is a sequence of impulses that each side performs alternately. After those impulses are over, there are a few more stages for everyone. Then the turn is over and you start a new turn (easy isn't it!?).

3.1 Sequence of play

The sequence of play in a turn is:

- REINFORCEMENT STAGE**
- LENDING RESOURCES STAGE**
- INITIATIVE STAGE**
- ACTION STAGE**

Repeat D1 through D3 until the action stage ends.

D1 Determine weather

D2 First side's impulse

Every major power on the first side performs these steps:

D2.1 Declare war

D2.2 Choose action

Choose either a *pass*, a *naval*, an *air*, a *land* or a *combined* action.

D2.3 Perform actions

The major powers that didn't pass perform these steps in this order (their action choice will limit what they can do ~ see action limits table):

- (a) Port attacks
- (b) Naval air missions
- (c) Naval movement
- (d) Your naval combat
- (e) Opponent's naval combat
- (f) Strategic bombardment

- (h) Ground strike missions
- (i) Rail movement
- (j) Land movement
- (k) Air transport
- (l) Debark land units at sea
- (m) Invasions
- (n) Paradrops
- (o) Land combat
- (p) Air rebases
- (q) Reorganisation

D2.4 End of action

Roll to end the action stage. If it doesn't end, advance the impulse marker the number of spaces shown on the weather chart for the current weather roll. If it ends, move on to stage E - the end of turn.

D3 Second side's impulse

If the action stage didn't end, repeat the steps in D2 for the second side. If the action stage doesn't end after the second side's impulse, go back to D1.

E. END OF TURN STAGE

Both sides perform these steps in this order:

E1 Partisans

E3 Return to base

E4 Final reorganisation

E5 Production

E6 Minor Influence

E7 Peace

E7.1 Conquest

E7.5 Liberation

E7.6 Surrender

E8 Victory check

4. Reinforcement Stage

This is the stage when new units you built in earlier game turns will arrive on the map.

4.1 Force pool changes

You will see when you read the set up rules (see 23.1) that you have to place your units into separate force pools. You build units from your force pools. Having force pools for each of your unit types lets you select the type of unit you want to build. You usually return units that are destroyed to your force pools.

You will add units to your force pools as the game goes on, or as certain events occur.

4.1.1 Annual additions

Add new units to your force pools in the reinforcement stage of the January/February turn of each year.

Also add new entry chits to the common entry chit force pool and new partisans to the partisan force pool at this time.

The units you add are those with the new year marked on their back. For example, in Jan/Feb 1946, you would add all units with “1946” on their back.

4.1.2 *Special additions*

All **America in Flames** units have an “A” on their back. If the “A” on a land unit is white, this (heavy) unit replaces the **World in Flames** unit that has the same designation. Once the **America in Flames** unit is available, you can remove its equivalent **WiF** unit from the game in any production step. When you do so, put the **AiF** unit in the force pool. If the unit you removed from the game was on the map or the production spiral, its replacement only costs *half* its normal cost the first time it is built.

Some military units have a city name on their back rather than an availability date. As soon as you take control of the city, add that unit to your force pool. While you control that city, the unit is treated as any other unit of that type. If you lose control of the city, then whenever the unit is in the force pool, remove it from the game instead. If you retake the city, put the unit back in your force pool, and so on.

The 3 Hispanid Militia are placed in the Italian force pool whenever Italy or Spain control the city specified on the back of the Mil.

4.1.3 *Scrapping*

When a unit is destroyed, you can remove it from your force pools (see 13.6.9).

4.1.4 **Replacement naval units (SiF option 9)**

Ignored in **America in Flames**.

4.2 **Reinforcements**

The production circle has 6 slices, one for each turn in a year.

In this stage of the turn, your units in the current turn’s slice arrive as reinforcements. If the units are face-up naval units, or any other units, put them on the map. If they are face-down naval units, put them in the construction pool.

The side with the initiative from last turn places its reinforcements first.

Where do reinforcements go?

Put your face-down naval units into the construction pool. Put all your other reinforcements on the map.

Put your on-map naval reinforcements into a *port* you control in the unit’s home country or off-map boxes.

MIL must be placed in the city named on the front of the counter. If it could arrive but the city is fully stacked, put the MIL unit back onto the production circle to arrive next turn.

Other on-map reinforcements must go into a *city* you control in the unit’s home country or off-map box.

You can’t put a unit on the map if it would violate the stacking rules (see 2.3). If you can’t fit a unit into any city, put it back on the production circle to arrive in the next turn.

You *can* put a reinforcement in a hex that is in an enemy ZOC.

5. **Lending Stage**

In this stage, you can announce that you are giving resources and/or build points to another major power on the same side.

You cannot give resources to a major power in the same turn as it is giving resources to you. However, you can give resources to a major power in the same turn as *another* major power gives resources to you.

How you transport resources is described later (see 13.6.1 and 13.6.4).

Any resources you give away in a turn are lost to you for the turn, even if you can not meet the promise you made (for example, because your convoy points were destroyed or a railway line cut).

5.1 **Trade agreements**

Ignored in **America in Flames**.

6. **Initiative Stage**

In this stage you work out which side has the initiative. This affects who has the first impulse and who goes first in various other activities. Once you have the initiative, you keep it until this stage of next turn.

6.1 **Determining initiative**

Each side rolls a die. The space the marker occupies on the initiative track will give one side or the other a modifier (except in the middle space).

The side with the higher *modified* roll wins the initiative. If tied, the side that has the initiative from the previous turn loses.

The initiative track will indicate if you can demand a re-roll. If any active major power on a side demands a re-roll, move the marker one space towards the other side’s end of the track. Both sides now re-roll (with the new modifiers). The re-roll stands - there can be no further re-rolls.

Turn the marker to the side that has won the initiative.

Example: You check the initiative track and see that the marker is in the left most column, indicating that the Axis side gets a +2 modifier and that they can re-roll. The Allied die roll is not modified and they won't be able to re-roll.

The Allies roll a 5. The Axis rolls a 3, which is modified to 5. The rolls are tied but, because the Axis has the initiative at the moment (the marker is Axis-side up), the Allies win. Desperate to move first, the Axis demands a re-roll. They move the marker 1 space towards the Allied end (into the Axis +1 space). Both sides re-roll with the Axis now only adding 1 to their die. The Allies roll a 6, the Axis a 5(+1), again a tie. The Allies wrest the initiative from the Axis and you turn the marker Allied-side up in the space it occupies.

6.2 Effect of Initiative

The side that won the initiative now decides which side has the first impulse of this turn. That side is called 'the first side'. Note: who goes first *doesn't* affect who has the initiative.

Usually, you will want to go first because there is always something you 'just have to do immediately'. However, you might let the other side go first if you want to move the initiative marker toward your end of the track ~ if they go first *and* last in the turn, it moves towards you. This can be important if you want to secure the first move in a later turn (e.g. the Axis turn of invasion of the USA itself).

If all players on the side winning the initiative cannot agree as to which side should go first, the major power with the highest production last turn from that side, decides.

7. The Action Stage

The action stage forms the core of the game and will occupy you for most of each turn. There will be a series of impulses, alternating between the two sides. After each impulse, you roll a die to see if it was the last impulse. If it was, you move on to the end of turn stage. If it wasn't, the other side has an impulse.

8. Weather

If you are taking the 1st impulse in each pair of impulses, roll a die to determine the weather for that pair. If the result from the last roll (even if it was from the previous turn), was asterisked, add 1, 2 or 3 to the roll, depending on the number of asterisks.

Cross reference the *modified* roll with the turn on the weather chart. This gives you the weather in each weather zone.

Example: In the 1st impulse of a July/Aug turn, you roll an 8. The weather roll in the last impulse of the May/Jun turn was 1, which has 2 asterisks. Therefore, you add 2 to your die roll, for a modified result of 10. The weather in the Arctic zone is rain and is storm in the northern monsoon zone. The weather is fine in all the other zones. You have an asterisk as well, which will modify the next weather roll by +1.

8.1 Weather zones

The weather zones are marked on the map. They are:

1. The Arctic zone
2. The north temperate zone
3. The south temperate zone
4. The Mediterranean zone (not in **America in Flames**).
5. The north monsoon zone
6. The south monsoon zone

A hex is in the weather zone it lies in. A sea area is in the weather zone its sea-box lies in.

8.2 Weather effects

8.2.1 Deserts & desert mountains

Desert and desert mountain hexes in a weather zone in blizzard suffer the effects of snow instead. In a weather zone in storm, these hexes suffer the effects of rain instead. In a weather zone in rain or snow, they have fine weather instead.

8.2.2 Supply

The supply range from a unit, or from a secondary supply source, in a hex in fine weather is 4 European map scale hexes.

The supply range from a unit, or from a secondary supply source, in a hex in snow is only 3 hexes.

The supply range from a unit, or from a secondary supply source, in a hex in rain, storm or blizzard is only 2 hexes.

Each hex a supply path enters on the America map counts as 2. So, in rain for example, you could only trace supply 1 hex (because that counts as 2 on the America map) .

8.2.3 *Air effects*

Halve the naval, tactical and strategic bombardment factors of aircraft (including carrier planes) in a sea area, or attacking a hex, in rain or snow. If the aircraft is suffering anti-aircraft fire, apply this halving *after* the AA results are applied.

The only mission you may fly to a weather zone in storm or blizzard is a rebase mission.

You may not choose naval air combat in a sea area where the weather is storm or blizzard. Ignore aircraft in such a sea area for all purposes. They may neither search nor be included in naval combat. They must still abort from the sea area if all other units voluntarily abort however (see 11.5.11).

8.2.4 *Naval search numbers*

The weather can affect the chances of finding and surprising naval forces at sea. It does this by altering the search numbers in each sea-box section during port attacks (see 11.2), naval searches (see 11.5.5) and interceptions (see 11.4.6).

Add 1 to the sea-box section's search number if both:

- the weather in the sea area is fine, rain or snow; *and*
- the section contains one of your side's NAVs or a carrier plane.

Add 1 to your search die roll in a sea area in rain, snow, storm or blizzard. This roll can also be decreased by enemy convoys (see 11.5.5).

8.2.5 *Land movement*

Double the terrain cost (see terrain effects chart) of all hexes in rain, storm or blizzard.

8.2.6 *Invasions*

You can't invade (see 11.14) a hex in storm, snow or blizzard.

8.2.7 *Land combat*

Land attacks

Reduce the odds in a land attack (see 11.16.5) against a hex in rain by 1 (e.g. 12:1 becomes 11:1, and 3:2 becomes 1:1). Reduce the odds in a land attack against a hex in storm or snow by 2 (e.g. 11-1 becomes 9-1 and 3:1 becomes 3:2). Reduce the odds in a land attack against a hex in blizzard by 3.

If at least half of your attacking land units are MTN units, you can lessen the odds reduction in snow or blizzard by 2 (i.e. snow has no effect and blizzard becomes a -1 odds shift). If you use this power, your *first* loss must be from one of these units (further losses don't have to be from them). These units provide no benefit in rain or storm.

Shore bombardment

Add 1 to a sea-box's *asterisked* shore bombardment (see 11.16.2) modifiers for units in that sea-box bombarding a hex in rain or snow. For example, if the modifier is '0*', treat it as a '1' for units bombarding a hex in rain.

Your units can *not* shore bombard a hex in storm or blizzard.

8.2.8 *Turn length*

The result on the weather chart will also give you a circled number. If your last impulse test die roll (see 12.) doesn't end the turn's impulses, advance the impulse marker that number of boxes on the impulse track.

8.2.9 *Terrain*

Lake hexes are frozen in snow or blizzard. Treat a frozen lake hex as clear. Land and aircraft units on a lake hex when it unfreezes are destroyed immediately.

Lake hexsides are frozen if the hex on each side of the hexside is in snow or blizzard. Treat a frozen lake hexside as a river hexside.

Swamp hexes are treated as forest in snow or blizzard.

8.2.10 *Iced-in ports*

You can't move naval units into or out of iced-in ports if the weather in the port hex is snow or blizzard. When returning to base during the end of turn stage (see 13.4) the weather is the weather during the last impulse of the turn.

You can't transport resources into or out of an *iced-in port* if the last impulse of the turn was blizzard or snow in the port hex.

You cannot trace an overseas supply path either out of, or into, an iced-in port if the weather in that hex is snow or blizzard.

8.3 Variable weather (option 17)

Ignored in America in Flames.

9. Declaring war

In this step, your major powers can declare war on neutral minor countries. Major Powers may not declare war on each other (you start the game at war with every player you are allowed to be at war with).

Interacting with countries you are not at war with

If you're not at war with a particular minor country, your interaction with it is limited.

You can't attack its units.

You can't bomb factories or resources it controls.

You can't enter a hex controlled by a neutral minor country.

9.1 Neutral major powers

Ignored in **America in Flames**.

9.2 How to declare war

Simply announce which minor countries your major power is declaring war on, one at a time. You may only declare war on neutral minor countries (see 19.1).

You may not declare war on a minor country in which you already have any units.

If you declare war on a minor country, move the flag from its present square to the other side's full ally square. If it presently favours a major power on the other side, it becomes a full ally of that major power.

If the flag's present position is on your side of the track or in the 0 square, the major power from the other side with the lowest political cost to control that minor takes control. If equal, the major power (from amongst them) with the most factories takes control.

Example: *The USA declares war on Argentina whose flag is in the "0" square of the political allegiance track. Germany and Italy both have the lowest political cost (3) for Argentina, but Germany has the most factories, so Argentina becomes a German full ally and its flag is moved to the German full ally square.*

If one of your land units enters a minor you are at war with, move its flag to the other side's full ally box, if not already there.

When a minor is declared war on, you set up its units (see 19.4).

If your major power is completely conquered, all minors influenced by you become influenced at half their value (half of 'full ally' is 8) to another major power on your side (see 9.8). Use the above method to work out which major power on your side gains control.

9.3 Compulsory declarations

Ignored in **America in Flames**.

9.4 US entry

Ignored in **America in Flames**.

9.5 Neutrality pacts

Ignored in **America in Flames**.

9.6 Calling out the reserves

Ignored in **America in Flames**.

9.7 Controlling new minors

When you declare war on a minor country, a major power on the other side will take control of it (see 9.2).

The minor country is at war with everyone its controlling major power is at war with, as well as the major powers that declared war on it.

Whoever takes control of the minor sets up its forces immediately (see 19.4).

9.8 Aligning minors

The *Political Allegiance Track* (see map) records the status of the minor countries that have flags. All other minor countries are full allies of their controlling major power (see below).

In this step you may align neutral minor countries who favour your major power at level 11 or higher on the Track. You can only declare one minor aligned with your major power in each impulse.

When the game starts, each minor country flag is in the neutral position (the "0" square). As you influence each minor country, move its flag up or down the track (see 13.6.11). If its flag is towards the red end of the track, it is favouring the Axis. If it is towards the green end of the track, it is favouring the Allies.

Whether the flag is in a square, or above or below it, determines which particular major power it is favouring. If the flag is *in* the square, it favours the USA or Germany. If it is *above* a square, it favours the Commonwealth or Italy. If it is *below* a square, it favours France or Japan. Once a minor favours a particular major power, it can only change its favour to a different major power if its flag first moves into the 0 square.

The number of the square the flag is in (or above or below), tells you the degree of influence your major power has over the minor country:

2, 3 or 4 square (Half Resources): the minor country is neutral but your major power can transport and use half its resources;

5, 6 or 7 square (Full Production): your major power can transport and use all of its resources and factories;

8, 9 or 10 square (May Enter): as well as all the production, any units of your major power can enter the minor. Units of other major powers on your side can *not* enter;

11, 12 or 13 square (Mobilisation): as well as the previous benefits, you may align the minor country simply by announcing it. Set up the minor's units (see 19.4). After you do that, units of other major powers on your side can enter the minor, provided they satisfy the foreign troop commitment rule (see 18.2). Only half the minor's land and aircraft units can leave the minor's home nation. All units that leave can only enter countries and sea areas adjacent to the minor;

14 or 15 square (Active Ally): as well as the previous benefits, its units that can leave the minor are not restricted to adjacent countries and sea areas;

Full Ally square: as well as the previous benefits, major powers that co-operate with the controlling major power are no longer subject to the foreign troop commitment rule in the minor. The minor's flag can never move again until conquered (when you place it in the conqueror's force pool to indicate conquest) or if an atom bomb is dropped (see 10.7(c)). None of the Rumanian, Portuguese or Spanish units need stay in their home country (their home defense forces are not represented in the game).

If at the end of any step, the flag of a minor country you have aligned is below 'Mobilisation', the minor becomes neutral. Remove all its units from the map, repair pool, construction pool, and production spiral. Move all the units any other major power on your side has in the minor to the production spiral to arrive as reinforcements in the next turn.

If your major power has units in a minor country at the end of any step when its flag is below the level where your units could enter it, move those units to the production spiral to arrive as reinforcements in the next turn. If a minor can align with your major power (see 19.7 and 19.8) and is still neutral, you can declare that it is aligning with you.

9.9 Multiple states of war

Ignored in **America in Flames**.

9.10 Japanese occupation

Ignored in **America in Flames**.

10. Choosing Actions

You must choose an action for each major power on your side. Each type of action will affect what that major power can do in the rest of the action stage. You can choose one action type in one impulse and a different type in the next impulse of the same turn.

10.1 Action types

The actions you can choose from are:

- the pass action (good for ending the turn faster); or
- the air action (good for flying aircraft missions); or
- the naval action (good for moving and fighting naval units); or
- the land action (good for moving land units and fighting land combats); or
- the combined action (lets you do a bit of everything).

10.2 Activity limits

What your major power can do in an impulse depends on what action you chose for it. If you picked a pass action, it can't do any further activities this impulse.

If you chose a land, air, naval or combined action, you can do a number of activities depending on the action type. The allowable activities table tells you what activities can be done for each action type.

A tick in a box on the table means you can do an unlimited number of those activities. An empty box means you can't do that activity with the action type you chose.

A letter in the box cross-references to a column on the major power activities limits table. This tells you how many moves, missions and combats you can do.

There are some exceptions to the activity limits set out in the **World in Flames** combat charts:

(a) the USA only has 2 (not 3) naval moves in a combined action;

- (b) the limits of the Commonwealth and France are halved (as they are both incompletely conquered ~ see 13.7.1); and
- (c) each Axis major power has 1 extra air mission each impulse (e.g. Germany gets 3 air missions in a naval action).

What counts against a limit

Every aircraft unit that flies counts as an air mission. Moving a land unit during the land movement (see 11.11), air transport (see 11.12), debarkation (see 11.13), invasion (see 11.14) or paradrop (see 11.15) step counts as a land move. Every aircraft or land unit that moves by rail counts as a rail move. Every task force of naval units that moves counts as a naval move.

The limits on air missions if you choose a land, naval or combined action is a limit on the *total* number of air missions you can fly in the impulse. Which missions you fly is up to you. However, naval air interception, ground support, combat air patrol, escort and intercept missions *don't* count against your mission limits (there is a tick in those boxes).

Example: *Italy picks a naval action, so she can fly 2 air missions. Her first mission is a naval air mission into the eastern Mediterranean. During naval combat she flies some more bombers and FTRs into the sea area but they don't count against her limit because they are naval air interceptions. With her last air mission, she flies a bomber and strategically bombards Lyon. She sends an FTR as escort and another to intercept when the French fly against it. The escort and intercept missions don't count against Italy's limit.*

Everything done by a minor country unit counts against its controlling major power's limits.

11. Implementing actions

Major powers that didn't pass perform the various activities listed at D2.3 in the sequence of play. The order your side does these activities is important, so please follow it carefully.

11.1 Passing

When a major power passes, it can't do anything else during the rest of the impulse (exception: its units will fight if a naval combat occurs but their major power can't try to start a naval combat and they can't fly naval air interception missions into the combat).

Example: *The Commonwealth takes a pass action. It has naval units in the western Mediterranean along with an Italian task force and a US convoy. The Commonwealth units can't start the combat but they would fight if included in a combat the USA or Italy starts.*

If every major power on your side (neutral and active) passes, subtract 1 from your die roll to end impulses when you get to the last impulse test (see 12.).

11.2 Port attack

You use port attack missions to attack enemy naval units in port.

To make port attacks:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to their target port hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. both sides make search rolls;
6. fight any air-to-air combats;
7. surviving bombers suffer anti-aircraft fire from the target ships;
8. surviving air-to-sea factors attack the ships;
9. return all surviving aircraft to base and turn them face-down.

Search rolls

The search rolls determine how many surprise points each side will have. This is similar to normal naval combats (see 11.5.6). Unlike normal naval combats, they do not determine which units take part unless someone (usually the defender) spends enough surprise points to avoid the combat.

Surprise points

You get surprise points equal to:

- the *modified* search number in the *highest* sea-box section containing a unit you have included in the combat; and
- your opponent's *unmodified* search roll.

Land based bombers attacking are treated as being in the 3 section. The defender is in the 3 section if the port is a minor port, and the 5 section if the port is a major port. Carrier planes are in the section their CV is in (whose search numbers can be modified by the presence of NAVs and CVs ~ see 8.2.4). CVs in port do *not* modify the search number.

If your major power or minor country was surprised in this impulse (see 15.), you get a total of *zero* surprise points.

The side with the greater number of surprise points can spend the *difference* in the same ways as in normal naval combats (see 11.5.6) except that you cannot change the combat type (from naval air combat).

If the combat is avoided (by spending 4 surprise points ~ see 11.5.6), all carrier planes and aircraft units are still treated as having flown a mission. So, they count against mission limits and must return to base face-down.

The attack

After any air-to-air combat (see 14.3), your opponent subjects the surviving bombers to anti-aircraft fire from the naval units in the port (see 11.5.9).

Then you attack the naval units with any of your bombers' air-to-sea factors which survived anti-aircraft fire. You do this just like a naval air combat (see 11.5.9) with the exceptions that:

- (a) SUBs in a minor port are automatically included (major ports are assumed to have bomb-proof pens and the owner may choose whether to include them in combat or not); and
- (b) each 'A' (abort) result allows you to turn a face-up target unit, face-down; and
- (c) there is only 1 combat round in a port attack.

11.3 Naval air missions

Naval air missions allow aircraft to patrol a sea area or to return from patrolling a sea area.

Unlike most other air missions, you don't fly a naval air mission against an enemy target. You can fly it into a sea area whether there is an enemy unit there or not. You can also use a naval air mission to move an aircraft already at sea into a lower section of the sea-box or to return it to base.

Only a face-up aircraft can fly a naval air mission. It must be either a FTR or an aircraft with an air-to-sea factor instead of an asterisk.

Carrier planes don't fly naval air missions (of course they are still included in naval air combats in the sea area).

How to fly a naval air mission

To fly a naval air mission *into* a sea area, fly the aircraft from its base to any hex-dot in a sea area. Put the aircraft into a section of the sea-box in that sea area. If it has no movement points left after flying to the hex-dot, it can only go into the 0 section. If it has 1 unused point, it can go into either the 0 or the 1 section. If it has 3 points left (i.e. 1+2), it can go into the 0, 1 or 2 section. If it has 6 points left (i.e. 1+2+3), it can go into the 0, 1, 2 or 3 section. And, if it has 10 or more points left it can go into any section.

Example:

This Japanese aircraft has 12 movement points. It flies 1 hex to the coastal hex and another hex to the hex-dot. This has cost it 4 movement points (each hex on the Pacific map costs an aircraft 2 points), so it has 8 unused movement points. Therefore, it can go into the 0, 1, 2 or 3 section of the sea-box.

To use a naval air mission to move an aircraft into a lower section of the same sea-box, simply put it into any lower numbered section. This does not cost movement points. The unit will be able to return to base further (either in a later mission or in the return to base step) because it starts from a lower section.

To fly a naval air mission *from* a sea area, take the aircraft unit from its section of the sea-box and put it on any hex-dot in the sea area. Fly it back to any friendly controlled hex and turn it face-down. Reduce its range by the same number it would have cost to enter the section it came from (i.e. 10 from the 4 section, 6 from the 3 section, and so on).

Unlike all other air missions:

- (a) your opponents can't fly any aircraft in response to your naval air mission;
- (b) naval air missions don't result in an immediate combat (although naval combat could occur during the naval combat step ~ see 11.5 and 11.6); and
- (c) at the end of the mission, you don't return the unit to base. Instead, it stays at sea until you abort it in combat, return it to base in another naval air mission, or return it to base in the return to base step.

11.4 Naval movement

Naval moves allow naval units to move through, or patrol, sea areas and to enter, or leave, ports. Only naval units can make naval moves.

11.4.1 Definition of 'naval move'

Each group of units you move is called a *task force*. A task force can contain any number of surface naval units or any number of SUBs. You *can't* have surface naval units and SUBs in the same task force.

You make 1 "naval move" with surface naval units every time you:

- (a) move a task force of *face-up* surface naval units (plus, of course, any units they are transporting) from *one* port, to any *one* destination (either to one other port or to the *same* section of a sea-box); or
- (b) move a task force of *face-up* surface naval units from *one* section directly to *one* lower section of the same sea-box; or
- (c) return a task force of *face-up* surface naval units from *one* section of a sea-box to *one* port.

Example: *It would count as 1 naval move if you moved 6 ships from the USA to the 0 section of the Caribbean sea but as 2 moves if, instead, you put 3 of them into the 0 section and 3 into the 1 section.*

You make 1 “naval move” with SUB units every time you:

- (a) move a task force of *face-up* SUB units from *one* port, to any number of destinations (ports or sea-box sections, even in different sea areas); or
- (b) move a task force of *face-up* SUB units from *one* section of a sea-box to any number of lower sections of the same sea-box; or
- (c) return a task force of *face-up* SUB units from *one* section of a sea-box to any number of ports.

Example: *It would count as 1 naval move if you moved 3 SUBs from Martinique to the Mouths of the Amazon and put 2 into the 3 section and 1 into the 2 section. It would count as 2 naval moves to move them back again (because they start in different sections). If you only returned the 2 SUBs in the 3 section to base, that would be 1 naval move, even if they returned to different ports.*

A task force *can't* start a naval move in one sea area and end its move in another.

If the moving units belong to a *neutral* major power, each *unit* you move (not each task force) counts as 1 naval move.

Each naval unit can only make 1 naval move in an impulse.

11.4.2 Moving naval units

You can move your naval units through a series of adjacent sea areas and ports.

Each naval unit has a range and a movement allowance. The range determines how far the unit can move; the movement allowance determines how effective it will be when it patrols a sea area.

How do units move?

You can only move a naval unit if it is *face-up* in a sea-box or in a port.

You can move your naval units individually or in a task force. To move naval units in a task force, they must all start in the same port or sea-box section.

You can split a moving task force in any sea area or port it passes through. Each time you split a task force from the main force, you use a separate naval move (**exception:** SUB task forces ~ see 11.4.1). The task force you split off can't move any further.

Example: *2 Commonwealth SCS sail together from Kingston, Jamaica to the Caribbean Sea. It is not possible for one to move into the Mouths of the Amazon while the other enters the East Coast sea area. One could stop in the Caribbean while the other continues on to either of those adjacent sea areas. That would then count as 2 naval moves. Alternatively, you could move them separately to the Mouths of the Amazon and the East Coast. That would also count as 2 naval moves.*

Into and out of port

When you move a unit out of a port, you must spend its first point to move it into a surrounding sea area (e.g. naval units in Veracruz must move directly into the Gulf of Mexico).

Similarly, a naval unit can only move into a port from the surrounding sea area. It could continue moving but, if it ends the naval move in port, turn it face-down (for convoy points, use a “CP used” marker instead).

There are two one special cases. Although Panama is a port city on the Gulf of Mexico, you may also move naval units directly to Panama from the Caribbean sea area provided you control Colon as well.

Similarly, although Colón is a port city on the Caribbean Sea, you may also move naval units directly to Colón from the Gulf of Mexico sea area provided you control Panama as well.

Sea areas

When a moving unit or task force enters a sea area, it can either stop there and patrol or, if it has enough movement points and range, it can continue moving into an adjacent port or an adjacent sea area.

How far can units move?

A unit must stop moving when you have spent its entire movement allowance or it has reached the limit of its range, whichever happens first.

You spend 1 point of a unit's *range*:

- for each sea area and port it moves into.

You spend 1 point of a unit's *movement allowance*:

- for each sea area and port it moves into;
- if it starts the movement out of supply;
- if it starts the impulse in a port with naval units controlled by another major power; and
- for each point of the (unmodified) search number of the section you put the unit into.

Example: *The Maryland (with both a movement allowance and a range of 4) starts its move in Norfolk with a Commonwealth TRS. They move 3 areas - Caribbean, Martinique (where the TRS drops off) and Mouths of the Amazon. This costs the Maryland 4 movement points (1 for each sea area and port entered and 1 for starting with a Commonwealth naval unit). It can't move any further even though it still has 1 point of its range unused.*

Off map movement

It takes 2, 3 or 4 points of a naval unit's movement allowance and range to enter a sea area from an off-map box and vice versa. The number is marked along the map edge for each sea area.

Units that move *to* an off-map box must end their move there.

How does a unit patrol?

When a naval unit stops in a sea area, it is patrolling. To show this, you must put it into that area's sea-box. You can put it in any section of the sea-box which has a (unmodified) search number less than or equal to the unit's unused *movement allowance*. [This is different from the system used for naval air missions.]

A unit can only be in one section of a sea-box at a time. Other units could be in the same or different sections of the sea-box.

Example:

The Vittorio Veneto (with a movement allowance of 5 and a range of 2) starts its move in La Spezia. It moves 2 sea areas. This costs it 2 movement points and 2 range (1 for each sea area). Because its range is used up, it can't move any further even though it still has 3 points of its movement allowance unused. It can use its remaining movement allowance to go into the 0, 1, 2 or 3 section.

Convoy points can only 'patrol' in the 0 section of the sea-box, even if they have unused movement points.

If a unit started its naval move out of supply (see 2.4.2), turn it face-down when it reaches a sea-box section.

11.4.3 Task forces (SiF option 20)

Ignored in **America in Flames**.

11.4.4 Naval movement restrictions

You can only move naval units between the Gulf of Panama and the Caribbean Sea if:

- Panama is neutral; or,
- your side controls both Panama and Colón.

11.4.5 Naval transport

Transport capacity

A face-up TRS may transport 1 aircraft or 1 land unit when it moves. Embarking and transporting land or aircraft units does *not* count against limits on the activities of land or aircraft units.

Embarking

You can only embark a unit if it is face-up.

A TRS can embark face-up units it starts the impulse stacked with, or it can embark them when it moves through the port they're in.

Alternatively, a TRS with unused transport capacity can end its move in a sea area and immediately embark face-up land or aircraft units. They must be in a coastal hex in that sea area.

If a unit you embark is out of supply, immediately turn it face-down. This means it can't debark at sea or invade (see 11.13 and 11.14).

Debarking in port

If a TRS ends its move in a port, any cargo debarks automatically at the end of its naval movement.

The cargo debarks face-down if:

- it is already face-down; or
- the TRS moved into the port during the *action segment* and started the step at sea.

All other cargo (including that debarked during the return to base step) debarks face-up.

Debarking at sea

Face-up land units can debark from a *face-up* TRS at sea during the land movement step (see 11.13). Face-up aircraft units can debark from a *face-up* TRS at sea during the aircraft rebase step (see 11.17).

The TRS is then turned face-down.

11.4.6 *Interception*

Interception is a way of bringing enemy naval units to combat before they end their move. You can try to intercept a task force of enemy naval units as soon as it *enters* a sea area containing at least one of your face-up naval or aircraft units.

You can't try to intercept:

- a SUB task force; or
- aircraft units flying into or through the sea area; or
- units moving from one section into a lower-numbered section of the same sea-box; or
- a task force only containing naval units you are not at war with.

How to intercept

If you want to try to intercept, announce whether you are committing your SUBs to the attempt. This is an all or nothing choice - you commit all your SUBs or none at all. Your aircraft and surface naval units are always committed to every interception you attempt.

You must now turn a unit (except a convoy) face-down. If you can't turn a unit face-down, you can't intercept. You can turn a SUB face-down even if you don't intend to commit your SUBs.

As long as that face-down unit remains in the sea-box, you can make further interception attempts in that sea area during the same naval movement step without having to turn over another unit. If that unit is in the sea-box during naval combat, it also allows you to attempt to start a naval combat there without having to turn another unit face-down (see 11.6). If the face-down unit aborts or is destroyed, you would have to turn over another unit to make another interception attempt or to start a combat in that sea area.

To find out if your interception succeeds, roll a die and compare it to the search number in the highest section containing units you committed to the interception. Some weather will modify the search numbers, as will the presence of carrier planes and NAVs (see 8.2.4)

You succeed if you roll the modified search number, or less, of the *highest* section that contains one of your committed units. If your roll is higher than that modified search number, your interception attempt fails.

Interception attempt fails

If the interception attempt fails, the moving force continues as if nothing had happened.

Successful interception

If the interception attempt succeeds, the moving player has 2 choices:

- (a) stop the move in that sea area; or
- (b) try to fight through.

Any units which stop, go into the sea-box like any other naval move (see 11.4.2). There is no interception combat, but there may be naval combat in that sea area in the naval combat step (see 11.5).

Fighting your way through

If you want to fight your way through, put your task force into *one* section of the sea-box (as if it was ending a move there).

Now start the normal combat sequence (see 11.5.1). The only differences are in the first round:

- your opponent's interception roll counts as his/her search roll; and
- your opponent has already announced whether his/her SUBs were committed; and
- although you determine which of your units take part by making a search roll as usual, the units in the task force are *always* included (even if there are other units in their sea-box section which aren't).

After the first round, the combat continues *exactly* like any other combat. It is quite possible for your moving task force to be excluded from later combat rounds.

End of interception

The interception combat ends as soon as either side has no units in any section of the sea-box, or the search rolls fail to produce a combat.

You can then either leave the task force where it is, or move it, or part of it (splitting it would be an extra naval move ~ see 11.4.1) with its remaining range and movement allowance.

Reduce the task force's remaining movement allowance (not its range) by the (unmodified) search number of the section you put them into (to fight through).

Example:

A Commonwealth SUB and several surface naval units are in the North Sea at the start of an Axis impulse. Heinz wants to slip his German fleet into the Atlantic past this Allied blockade, so selects a naval action for Germany and moves the fleet out of Kiel into the North Sea.

The weather is storm, so the search roll will be increased by 1 and carrier planes and NAVs have no search benefit.

Jeremy declares an interception attempt, turns a unit face-down and commits his SUB to combat. He rolls a '2'. Therefore, his units in the 3 and 4 section are included. Those in the 0, 1 and 2 sections (including the SUB) fail to intercept and are ignored for now.

Heinz decides to fight through, hoping to be able to continue moving after the interception combat, and places his task force into the 2 section. There are already other German ships in the 2 and 3 sections that Heinz moved in a previous impulse.

Both sides could normally fly naval air interception missions now. However, it's a storm, so that's out.

Heinz rolls a '5'. The other units in the sea-box are not included in the first combat round, so only the moving units will fight.

The players now fight a combat round. After the round, both sides again make search rolls to see which units will be included in the next round.

In the second round, Heinz rolls a 2 so that only the German ship in the 3 section is included (i.e. the intercepted units are excluded).

In the third round, both sides fail to find each other. The interception combat is over and the intercepted units can continue moving. Their movement allowance is reduced by 3 (1 to move into the sea area and 2 to be placed into the 2 section). Their range is only reduced by the 1 spent to reach the sea area.

Instead of moving them on, Heinz could choose to leave his fleet in the North Sea, in which case they would stay in the 2 section of the sea-box. If they do this, they could fight again in the naval combat step.

11.5 Naval combat

11.5.1 Combat sequence

After you have made all your naval moves, you can, if you wish, initiate naval combat. A side can only try to initiate combat *once* in each sea area each naval combat step (there can be any number of interception combat attempts during naval movement).

You can't try to initiate naval combat at all if you chose a land or pass action. However, your units can take part in any combat that another major power initiates.

Choose a sea area and initiate a combat there. You can only choose an area if it contains at least one unit from *each* side that are at war with each other.

Combat sequence

The combat sequence has these steps:

1. Both sides (active side first) fly aircraft to the area (naval air interception).
2. Both sides (active side first) commit SUBs
3. Search for the enemy. If neither side finds the other, the combat is over.
4. Determine type of combat (air, surface or submarine).
5. Resolve combat.
6. Both sides can abort the combat (active side first).
7. If both sides remain, start again from step 1. If not, the combat is over.

If the combat ends, go on to the next sea area.

11.5.2 Initiating a combat

Point to a sea area and announce that you will initiate combat there. If you chose a naval or combined action, you need to have any unit there. If you chose an air action, you need to have an *aircraft* unit there. You don't need to have moved a unit into the sea area in the impulse. You can still pick an area even if you fought an interception combat there.

To initiate a combat, turn any one of your units in the area face-down (not a convoy). If you have no face-up units in the area (except convoys), you can't initiate a combat there. You can't choose the cargo on a ship but, if you choose a ship carrying cargo, turn its cargo face-down as well. You can turn a SUB face-down, even if you don't intend to commit them to the combat.

You only need to turn a unit face-down to *initiate* the combat, not to fight each round in the combat.

11.5.3 Naval air interception

Once combat is initiated in a sea area, each side (active side first) can fly aircraft units into it. You can only fly units that could fly a naval air mission into that sea area (see 11.3).

You *can't* fly naval air interception missions if you chose a pass action.

An aircraft flying a naval air interception mission flies it like a naval air mission except that:

- (a) the aircraft flies with only half its range; and
- (b) a naval air interception mission doesn't count against your air mission limits.

You can fly an aircraft into any sea-box section it has the range to reach, even a section that doesn't already contain friendly units.

11.5.4 Committing units

You must commit every non-SUB unit in the sea area to combat. You have a choice whether or not to commit your side's SUBs. If you decide to do so, you must commit *all* your side's SUBs in the area. The active side decides whether to commit SUBs first.

11.5.5 Searching

Each side rolls a search die and compares the result to the search numbers in the sea-box sections its committed units occupy.

Example: *If you have an SCS in the 4 section and a TRS in the 2 section, you would compare your die roll to the 2 section and the 4 section. If you also had a SUB in the 3 section, you would compare your roll to that section but only if you committed your SUBs to the combat.*

Subtract 1 from your search roll for every 10 enemy convoy points (or part) in the sea area. This modifier does *not* apply to interceptions, port attacks or during storm or blizzard.

Add 1 to your search roll in a sea area in rain, snow, storm or blizzard.

The search numbers can be modified (see 8.2.4) by +1 if the weather in the sea area is fine, rain or snow, *and* the section contains one of your side's NAVs or undamaged CVs with a carrier plane.

If each side's modified search roll is higher than the highest modified search number in the sections occupied by one of its committed units, there is no naval combat. Go on to the next sea area.

If either side's modified roll is less than or equal to the modified search number of a section occupied by one of its committed units, then a naval combat will occur.

If a combat occurs, each of your committed units is included if your modified search die roll was less than or equal to the modified search number of the section it is in.

Example: *It is raining in the Gulf of Panama. You have a battleship in the 1 section, a NAV in the 3 section and a cruiser in the 4 section. You roll to find the enemy (whose force includes 5 convoy points). The number in the 3 section increases by 1 because you have a NAV there, so it ends up as a 4. Your search roll will be reduced by 1 because of the enemy convoy points in the sea area but increased by 1 because of the rain. So, you have to roll a 4 or less for your units in the 4 and 3 sections to be included in the combat. The battleship in the 1 section is only included if you roll a 1.*

Only one side succeeds

If only your side gets to include units, then you must pick at least one (or more if you prefer) section containing committed enemy units. Only those enemy units are included in the combat.

Just because you choose to include the enemy units in a particular section in the combat doesn't mean that your own units there are also included. They must have been included by your own search roll.

Example:

US and Japanese units are in the Marianas sea area where the weather is fine. During the Allied naval combat step, Jay decides to initiate combat there, turning a US unit face-down. The players go into the combat sequence.

Kasigi rolls a 7, so no Japanese units trigger combat. Jay rolls a 3 and so would normally include his units in the 3 & 4 sections only. However, he also includes the units in section 2 (because of the undamaged CV in the 2 section, the search number there is 1 higher for the Allies).

Jay must now include the committed Japanese units in one or more sections and decides to include only those in sections 0 & 1, thus including all the Japanese units (except the uncommitted SUB) in those two sections (but not the US units in section 1). If Kasigi had rolled, say, a 2, the combat would have been fought between the Japanese units in section 3 and the US units in sections 2, 3 and 4.

11.5.6 Surprise points

Your search rolls will also determine the number of surprise points you have available. You can spend surprise points to improve your chances of success in the combat, or even to avoid combat entirely.

You get surprise points equal to:

- the *modified* search number in the *highest* section of the sea-box that contains a unit you have included in the combat; and
- your opponent's *unmodified* search roll

Add these together to work out your total surprise points. If your major power was surprised in this impulse (see 15.), you get no surprise points.

Work out the difference between your surprise points and your opponent's. Whoever has the most can spend that difference. If there is no difference, or if you have the least, you can't spend any points.

Example: *Jeremy's Commonwealth fleet occupies the 3 and the 0 sections of the Western Mediterranean. There is a Commonwealth convoy and CV in the 0 section and the weather is rain. Maria has sailed an Italian cruiser into the 4 section of that sea area and now turns it over to initiate a combat. Jeremy rolls a 7, Maria rolls a 3. Jeremy has no units included but Maria chooses to include the Commonwealth forces in the 0 section. Jeremy has 4 surprise points. That is 0 for the highest section number containing any included Allied units (+1 for the CV) and 3 for Maria's search roll. Maria has 11 surprise points. That is 4 for the highest section number containing any included Axis unit and 7 for Jeremy's search roll. Maria can spend the 7 point difference.*

Spending surprise points

You can spend your excess surprise points in these ways:

Benefit	Cost
Avoid combat	4
Choose combat type	4
Select enemy target	3 per target
Increase your column on naval combat chart	2 per column
Decrease your opponent's column	2 per column
Increase your air-to-air combat value	2 per point
Decrease your opponent's air to air combat value	2 per point
Increase your anti-aircraft fire	2 per column
Decrease your opponent's anti- aircraft fire	2 per column

If you have 4 or more points and want to avoid combat, announce it now. The combat will be over and you can go on to the next sea area.

You can spend points on the other benefits as you go. For instance, when you get to combat type, you would announce whether you wanted to spend points on choosing the type, when you get to combat, announce how many points you want to spend shifting columns, and so on.

If you spend 3 points to select a target, you can only select a unit that was included in the combat (you can't select a cargo separately from its TRS). You can spend these points at any time before the die is rolled against this target.

You can only spend points to modify air-to-air combat values at the *start* of the naval air combat (not during each air-to-air combat round).

11.5.7 Choosing combat type

Determine the type of naval combat you will fight this round. A naval air combat involves each side's aircraft fighting each other, then attacking the opposing ships or SUBs. A surface action pits each side's surface ships and SUBs against the other in a gunnery/ torpedo duel. A submarine combat pits one side's SUBs against the other's escorts and convoys.

You can have one type of action in one combat round and a different type in the next.

The choice

Both sides will fight the same type of combat. You make the choice according to this priority:

1. You can choose the combat type if you spend 4 surprise points. You can even choose a combat type not normally allowed (e.g. SUB combat even if no enemy convoy points are included);
2. You can choose to make it a naval air combat (active side decides first) if you have an aircraft unit or undamaged CV with a carrier plane included *and* the weather in the sea area is neither storm nor blizzard;
3. If it is not a naval air combat, you can choose to make it a submarine combat (active side decides first) if you have a SUB included and your opponent has any convoy points included; or
4. If it is neither a naval air combat nor a submarine combat, it is a surface combat.

You can choose a combat type that won't produce a combat. For example, you can choose a naval air combat (priority 2 above) even if you only have an FTR and your opponent has no aircraft present. You might do this to prevent an unfavourable combat type occurring.

11.5.8 Surface naval combat

To determine the combat results, work out the total attack factors of each side's surface naval units and SUBs included in the round.

Find your own total in the surface row of the naval combat chart. That will determine the column where you find the results you inflict on your opponent.

You can *increase* your column by spending 2 surprise points per column. You can *decrease* your opponent's column by spending 2 surprise points per column. You can't move off the right-hand end of the naval combat chart. If you are moved off the left-hand end, you inflict no result on your opponent.

Cross reference the final column with the row containing the number of ships your opponent has taking part in the round. A *ship* is a naval unit, or 5 convoy points, included in the combat.

Combat results

The combat results are:

Result	Effect
X	The unit (and any cargo on it) is immediately destroyed.
D	The unit is damaged. Put a damage marker on the unit. If the unit is already damaged, it is destroyed instead. A damaged unit only has half its printed attack, AA and ASW factors. Its defence factor is 1 higher. Its range and speed are <i>not</i> affected. A damaged CV can not fly carrier planes (see 14.4). At the end of combat in this sea area (not each round), all damaged units must abort.
A	Your unit aborts. At the end of the combat round, return it to the nearest friendly port (measured in sea areas) at which it (and any cargo) can stack. If several such ports are equally near, you can choose which. The abort follows the return to base rules (see 13.4.1). Turn the aborted unit (and any cargo) face-down.
1/2 A	No effect unless the same unit suffers two '1/2 A' results in one round of combat. Two '1/2 A' results become an 'A' result.

Cross referencing the column and the row gives you your combat results. There may be a number of 'A' results, some 'D' results and some 'X' results as well.

The combat is simultaneous - both sides should work out the results they inflict before anyone implements them.

You must implement all 'X' results first, then all 'D' results and, finally, all 'A' results.

For each combat result you inflict, *the owner* selects a target to suffer that result. For every 3 surprise points you spend, you can select the target instead of your opponent (see 11.5.6).

You can choose the same unit to suffer more than one result, unless it is already destroyed or has suffered an 'A' result.

Roll a die for each target. If you roll the target's defence value or less, it suffers the result. If you roll more than its defence value, it suffers the next worse result - an 'X' becomes a 'D'; a 'D' becomes an 'A' and an 'A' becomes a '1/2 A'.

Damage results can carry over from round to round (use the damage markers to indicate the affected units). All '1/2 A' results lapse at the end of each round (damage control parties have fixed the problem).

'X' and 'D' results happen immediately.

However, you only implement 'A' results (including unsuccessful 'D' results and double '1/2A' results) at the *end* of this *round* of combat. All units aborting to the same port can abort together if you wish. If an aborting unit was damaged, put it into the damage pool after it successfully aborts. Put any cargo on a damaged and successfully aborted TRS, onto the production circle to arrive as a reinforcement in the next turn.

Example: *It's a surface naval combat in the Caribbean. Jay has 2 US battleships and a cruiser included in the combat, totaling 20 attack factors. Heinz has a battle cruiser and a light cruiser totaling 7 factors. They are with 5 convoy points.*

Heinz inflicts 1 'D' and 2 'A' results. Jay applies the 'D' result to one of his battleships. He rolls above the ship's defence factor, so the result becomes an 'A'. He applies an 'A' result against the other battleship and rolls above its defence factor too, so its 'A' result becomes a '1/2 A'. He applies the last 'A' result against the cruiser. Its roll is not so lucky and it suffers its 'A' result. Jay aborts the battleship and the cruiser to Norfolk. The '1/2 A' result on the battleship lapses - it will be untouched for the next round.

Jay inflicts 1 'X' result and 1 'A' result. Heinz applies the 'X' result to his battle cruiser - good choice as he rolls above its defence factor and the 'X' becomes a 'D'. He puts a damage marker on the battle cruiser. The cruiser suffers the 'A' result and hightails it for Martinique.

The next round's search rolls produce no combat and that combat ends. The damaged German battle cruiser must abort. Heinz returns it to Martinique and then puts it into the damage pool. The German convoy points are all alone, just waiting for the next US sortie to finish them off.

Convoys

Every 5 convoy points counts as a ship for resolving combat. The defense value of all convoy points is '5' (you only use the printed values in **Ships in Flames**). An 'X' result destroys 5 convoy points, a 'D' result damages 5 points and an 'A' result aborts 5 points.

11.5.9 Naval air combat

In blizzard or storm there is no naval air combat. If you have spent surprise points to choose a naval air combat in blizzard or snow (see 11.5.7), go directly to step 6 of the naval combat sequence (voluntary aborts ~ see 11.5.1).

In other weather, the first step in a naval air combat is to separate your FTRs and carrier planes into bombers and fighters.

Then you resolve air-to-air combat (see 14.3). For every 2 surprise points you spend, increase your air-to-air combat value by 1 or decrease your opponent's by 1. This modification lasts for the whole naval-air combat.

Example: *If your air to air strength was 7 and your opponent's was 4, your air-to-air combat value would be +3 and your opponent's -3 (see 14.3.2). You have 4 surprise points. For 2 of them, you could increase your air-to-air combat value to +4, or decrease your opponent's to -4. To increase yours as well as decreasing your opponent's value would cost all 4 surprise points.*

You decide to spend only 2 surprise points to increase your air-to-air combat value by 1. Luckily, you shoot down your opponent's front fighter and your opponent misses. Your opponent's new air-to-air strength is only 3, so your modified air-to-air combat value is now +5, which, sadly, gives you no extra benefit. You can't spend more surprise points now to modify either side's air-to-air combat value, so must hope that you will again benefit from your +1 modifier in a future air-to-air combat round in this naval-air combat.

After any air-to-air combat, bombers which get cleared through resolve the air-to-sea combat. This consists of anti-aircraft fire first and then an air-to-sea attack.

Anti-aircraft fire

You only resolve anti-aircraft fire during port attacks and naval air combats.

Total the target units' anti-aircraft factors. Locate this total on the anti-air row of the naval combat chart. This determines a column. You can increase or decrease this column by 1 for each 2 surprise points you spend.

Cross-index the final column with the number of enemy bombers that were cleared through. The result will be in the form " $\pm X/Y$ ". Y is the number of dice you roll. X is the number of dice that count. If X is positive, you count the highest of the dice. If X is negative, you count the lowest.

Example: *Kasigi has 4 Japanese land based bombers and 2 carrier planes cleared through against Jay's fleet. Jay has 67 anti-aircraft factors and decides to apply 6 surprise points to anti-aircraft fire, giving 3 right shifts. This moves it to the 119-142 column. Cross-referencing that column with the 6-7 bombers row, he gets a "2/4" result. So, he rolls 4 dice and adds up the best 2 of them. If there were only 2 shifts, the result would have been "-3/4" in the 99-118 column. He would then roll 4 dice and total the lowest 3 of them.*

For every 10 points in the total, the owner may choose to:

- (a) destroy 1 land-based bomber; or
- (b) destroy 2 carrier planes; or
- (c) destroy 1 carrier plane and abort 1 land-based bomber.

If there are 5 points left, the owner may choose to:

- (a) abort 1 land-based bomber; or
- (b) destroy 1 carrier plane.

For every remaining point in the total, 1 further air-to-sea factor does not press the attack.

Example: *Jay is rolling 4 dice and picking the best 2. He rolls 2, 3, 6 and 10. The best 2 total 16 points. Kasigi decides to destroy 1 of the land based bombers with the first 10 points. With the next 5 points, he aborts another land based bomber. The last point simply stops one of the remaining factors from pressing the attack.*

Normally the owner chooses which aircraft will be destroyed or aborted. However, for every 3 surprise points the opponent spends (see 11.5.6), the opponent can select the (legal) target instead of the owner.

Example: *In the previous example, if Jay has 3 surprise points, he could spend them to pick a carrier plane as one of the Japanese aircraft to be destroyed. Kasigi would then either abort a bomber or destroy another carrier plane to satisfy the first 10 points of his losses.*

Anti-aircraft fire is affected by surprise (see 15.1).

The air-to-sea attack

The air-to-sea factors that survive anti-aircraft fire press the attack using the air-to-sea row of the naval combat chart. With this change, you then determine the outcome in the same way as you do for surface combat (see 11.5.8).

In the air-to-sea attack, both sides alternate picking targets to suffer a result. The attacking player has first pick.

For every 3 surprise points you spend, you can select the target instead of your opponent (see 11.5.6).

11.5.10 Submarine combat

Submarine combat allows you to attack enemy convoy points. Either side can also spend surprise points to pick a submarine combat even if there are no SUBs or convoy points included (see 11.5.7).

In a submarine combat, each side's SUBs (not any other units) will fight the opposing side's included non-SUB units. If each side has both SUBs and other targets, there will be 2 separate combats.

For each submarine combat, add up the non-SUB side's ASW factors:

- 2 for each SCS included;
- 1 for each CV included;
- 1 for each air-to-sea factor included (including those on CVs that aren't damaged);
- 2 for every full 5 *Axis* convoy points included in a combat; and
- 3 for every full 5 *Allied* convoy points included in a combat;

The non-SUB side uses these factors to attack the SUBs. You do this in the same way as a surface naval combat except that you use the ASW row of the naval combat chart and only count the SUBs as targets.

The SUBs also attack in the same way as a surface naval combat except that they use the SUB row of the naval combat chart and *only* the convoy points count as ships (1 ship per 5 convoy points). If no convoy points are included (only possible if you spent surprise points to choose a submarine combat ~ see 11.5.7), you fight on the '0' ships row.

Losses inflicted by the non-SUB side can only be taken on the SUBs that attacked them (owners choice). For every 3 surprise points you spend, you can select the target SUB instead of the owner (see 11.5.6).

Losses inflicted by the SUB side can only be taken on convoys (unless someone spends 3 surprise points to inflict them on another target). If convoy points can take no further losses, ignore any remaining losses (unless you spend surprise points to select another target).

Example: *It is fine weather and Heinz has gained 10 surprise points in a naval combat. He has spent 4 of them to choose a submarine combat. He has 3 SUBs included, totaling 8 attack factors. Jay has 10 convoy points, an SCS and a 2 air-to-sea factor NAV included. Jay attacks with his 10 ASW factors (2 for the SCS, 2 for the NAV and 6 for the convoys) against 3 enemy "ships". He gets 1 'X' result and 1 'A' result. Heinz rolls against his SUBs' defence factors to determine the outcome.*

Then he attacks the convoys with 8 attack factors against 2 ships (remember, the escorts don't count). He gets 2 'D' and 3 'A' results. Jay rolls a 5 for the first damage die against a convoy. One of the convoys is damaged. Heinz spends 3 surprise points to roll the second damage die against the same convoy. Jay rolls a 3, sinking it. Heinz spends his last 3 surprise points to inflict the first 'A' result on the SCS. Jay rolls against the SCS unit's defence factors to see if it suffers the result. The second 'A' result is applied successfully against the remaining convoy. The last 'A' result cannot be applied because there are no convoys that can suffer further results and Heinz has run out of surprise points.

11.5.11 Multiple naval combat rounds

After each round of naval combat, either or both sides can abort the action with all their units in that sea area (the active side deciding first). Do this just like the units are returning to base (see 13.4).

If you abort after a combat round, you must abort every surface and air unit you have in the sea area that is at war with at least one other major power in the sea area. You only have to abort your SUBs if you committed them to that round.

Put damaged naval units that abort into the repair pool. Put any cargo on a damaged TRS onto the production circle to arrive as a reinforcement in the next turn.

If both sides remain with any units, go back to step 1 in the combat sequence (see 11.5.1) and run through the sequence again. This continues until one side is destroyed, aborts with all remaining units, or until the combat search rolls don't produce another combat round.

11.6 Opponent's naval combat

After you have resolved combat in all the sea areas you selected, your opponent can try to initiate combat in any *other* sea areas you moved a non-SUB unit into (not through) in your naval air missions step or your naval movement step. Your opponent can't pick an area that you already selected.

Your opponent simply points to areas, one by one, and, in each of them, turns a unit face-down and follows the sequence in 11.5.1. If a unit your opponent turned face-down during the naval movement step in an interception attempt, is still in the sea area (see 11.4.6), he or she can attempt to start a naval combat there without turning another unit over.

Example: *Jeremy has finished all the naval combats he wanted to start. He didn't try to start a combat in the Mouths of the Amazon where Maria's Italian fleet is at an advantage against an escorted TRS Jeremy moved there during his naval movement step. Maria turns the Vittorio Veneto face-down in an attempt to exploit her advantage. Triumphant, she rolls a 1 and starts the combat. Despondently, Jeremy reaches for another lager.*

11.7 Strategic bombardment

Strategic bombardment missions allow aircraft to attack enemy production and resources.

Carrier planes can't strategically bombard.

To strategically bombard:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers attack the target hexes;
7. return all remaining aircraft to base and turn them face-down.

Target hexes

A target hex can be any hex that contains an enemy controlled *usable* factory. A factory is usable if the controlling side could transport a resource to it and, if they did, it would produce a production point (see 13.6.1).

A target hex could instead be an enemy controlled oil resource hex. You can't fly a strategic bombardment mission against a hex that only contains other resources.

The bombing

After any air-to-air combat (see 14.3), total the strategic factors of all surviving bombers. These may be affected by weather (see 8.2.3).

Locate the total on the strategic bombardment table and roll a die. The result is the number of points lost by the target hex.

If the target is an oil hex, that number of oil resources is lost from the hex for the turn.

If the target is a factory hex, that number of production points will be lost from the factory owner's production point total for the turn (see 13.6.3).

You can't lose more production points in a turn than there are usable factories in the hex or more oil than there are oil resources there.

If the target is both a factory and an oil hex, lose the production points first, and apply any excess result to the oil.

Ignore asterisks in the standard game.

Example: *4 Commonwealth bombers with 20 strategic bombing factors attack Lille which is functioning as a German factory. The die roll is a 8. On the 19-24 column of the strategic bombardment table, this produces a result of 4*. So, 4 points are lost, which in this case is 1 production point (since the hex has only 1 functional factory. The spare points are lost unless there are any saved build points there.*

11.7.1 V-weapons and atomic bombs (PiF option 23)

Optional in **America in Flames**. If playing with V-Weapons and A-bombs, there are no limits on the number of atom bombs and any 4-turn aircraft, V-2 or V-3 may carry one.

If you drop an atom bomb on a minor country it immediately becomes a full ally of a major power on the other side as if you had declared war on it (see 3.2) even if that minor is currently on your side (this is the only way you can move the flag out of your full ally square while unconquered).

If you drop an atom bomb on a minor country or major power home nation, all partisans there consider you the aggressor and are controlled by the other side *even* if it is your home country or a minor you control. They remain opposed to you until the other side drops an atom bomb there.

11.8 Carpet bombing (option 32)

Ignored in **America in Flames**.

11.9 Ground strike

Ground strike missions allow bombers to attack enemy land units and aircraft units on the ground. If you are successful, the enemy units will be more vulnerable to attack by land units.

To ground strike:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;

4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers attack the target units.
7. return all remaining aircraft to base and turn them face-down.

The strike

After any air-to-air combat (see 14.3), *each* bomber attacks *each* face-up enemy land or aircraft unit in the hex.

Roll 1 die for each attack. If the result is less than or equal to the aircraft's tactical factors, the ground strike is successful. Turn the target unit face-down. Offensive chits (see 16.), weather (see 8.2.3) and terrain (see 14.5) may affect an aircraft's tactical factors.

Example: *Two of Kasigi's Japanese CVs, the Ryujo and Soryu, launch a ground strike against a British corps and an HQ in Panama. The weather is rain. The carrier planes have 2 and 3 tactical factors respectively. These are halved for rain and halved again for jungle, leaving 2/4 and 3/4 factors. Both carrier planes round to 1. Kasigi rolls two dice against the corps but neither is a 1. One of the dice he rolls against the HQ is a 1 so he turns the HQ face-down.*

When the defending units are surprised (see 15.), roll 2 dice for each attack instead of 1. If either is less than or equal to the aircraft's tactical factor, the ground strike succeeds.

11.10 Rail movement

Rail movement lets you quickly move land and aircraft units and factories over long distances.

How to rail move

You can rail move a unit or factory if it is at a station. A *station* is any city hex, port hex or hex with an HQ. An HQ is its own station, so it can rail to or from *any* rail hex, even one that is not a port or city.

You can move the unit or factory from one station to any other station, over any distance. However, you can only move along railway lines (i.e. each hex you enter must be connected by a railway line to the hex you leave). Your side must control each hex you enter.

Your rail move can only enter or leave a hex in an enemy ZOC if there is a friendly land unit in that hex both before and after the rail move. Its move must stop when it enters an enemy ZOC.

A unit can rail move across a straits hexside if there is a rail line in the hex on either side of the straits. Only 1 unit a side can rail move across each straits hexside in a *turn*.

Units

You can only rail move a unit if it is *face-up*. After ending its rail move, turn the unit face-down.

Factories

You can rail move any blue or green factory you control in your home country. You *can't* rail move a red factory.

Factories must always end their rail move at a city hex in their home country. You can never end with more than 2 blue factories in one city.

Use the factory markers to show the removal of factories at one place and their arrival at the other.

The railed factory is not available for production until the 2nd turn after it finishes its move. For example, if you move it in Jan/Feb, it starts producing again in May/Jun.

Limits

If you chose an air action, you can only rail move aircraft units. If you chose a land action, you can only rail move land units and factories. If you chose a combined action you can rail move factories, land units and/or aircraft units.

Each land or aircraft unit moved counts as 1 rail move. Each factory moved counts as 2 rail moves.

Rail moves do *not* also count as a land move or an air mission.

11.11 Land movement

Land movement is the normal way land units move around the maps. Only *face-up* land units can make a land move.

Each land move allows you to move 1 land unit. You can only move a unit once in each land movement step.

11.11.1 How to move land units

You can move your land units one by one, or stack by stack, as you choose. You must finish moving the unit(s) you are moving before you can start moving another unit.

If you move a stack of land units together, each unit in the stack uses up 1 land move. You can drop units off from the stack in any hex it enters but you can't pick up other units as you go.

A unit making a land move moves from its starting hex to an adjacent hex. Then it can move to another adjacent hex, and so on until it runs out of movement points.

Each unit has its movement points printed on its counter. Each hex it enters will use up 1 or more of those points depending on:

- which map it is on;
- what the terrain is in the hex, and sometimes on the hexside it crossed to enter it, (see the terrain effects chart);
- what the weather is in the hex (see 8.2.5); and
- whether the unit is motorised or not (see 11.11.2).

Sometimes a unit will have unused movement points but not enough to enter the next hex. You can always move the unit into that next hex but you must then turn it face-down.

You can move a unit which starts its move out of supply but you must turn it face-down when you finish moving it.

A unit must always end its move when it *enters* an enemy ZOC (exception: it can continue moving if it then overruns a land unit in the *next* hex ~ see 11.11.6). You *can* move a unit which starts its move in an enemy ZOC directly into another enemy ZOC (even a ZOC of the same unit).

11.11.2 Terrain

The movement point cost for a land unit to enter a hex and cross certain hexsides is listed on the terrain effects chart. All units pay the leg movement costs.

Optional: HQ-A, ARM, MECH and MOT use the motorised cost on the terrain effect chart to enter each hex. All other land units use leg movement costs.

All terrain and weather effects are cumulative.

Hexes and hexsides

Land units (except MTN) can not cross an alpine hexside. MTN units can cross an alpine hexside at the cost of +1 movement point, but can not trace supply lines across them.

Land units (except MAR) can only move across an all-sea hexside if it is a straits hexside. They can only cross a lake hexside if it is frozen (see 8.2.9). MAR units can cross an all-sea or lake hexside at the cost of +1 movement point, but can not trace supply lines across them (except at straits hexsides).

MTN units pay 1 less movement point to enter mountain hexes.

Japanese infantry class units pay 1 less movement point to enter a jungle hex.

Land units pay 1 less movement point to enter a hex when they move along a railway.

These reductions occurs *after* you apply any weather effects.

11.11.3 Enemy units

You can only move a land unit into a hex containing a unit from the other side if you do so by paradrop (see 11.15), invasion (see 11.14), or overrun (see 11.11.6).

11.11.4 Neutral major powers

Ignored in **America in Flames**.

11.11.5 Active major powers

You can move a land unit controlled by an active major power into any hex controlled by:

- that major power; or
- another active major power on the same side (or by its controlled minor countries); or
- a major power or minor country it is at war with.

There are some exceptions:

- units can't enter the home country of a non co-operating major power on the same side unless they satisfy the foreign troop commitment rules (see 18.2); and
- minor country units can't enter a hex controlled by another minor country aligned with their side unless they satisfy the foreign troop commitment rules.

11.11.6 Overruns

Land units can sometimes destroy enemy units during movement. They do this by entering the enemy hex and declaring an overrun.

You can only conduct an overrun with a single unit, or with a single stack of units that started the land movement step together.

Overrunning land units

A unit can only overrun a *land* unit if it is in supply *both* when it starts moving *and* in the hex just before it overruns.

You can only overrun land units that are in a clear or desert hex that is not a city hex (ports are OK). Overrunning across a river, canal or straits hexside halves the overrunning units' attack factors as normal.

At least one of the overrunning units must be an ARM, MECH or HQ-A unit.

If the defending units include an ARM or HQ-A unit, you can only overrun them if you have more ARM or HQ-A units.

If the defending units do *not* include an ARM or HQ-A unit but do include a MECH unit, you can only overrun them if you have either:

- an ARM or HQ-A unit; or
- more MECH units.

You can only overrun if you have odds of at least 7:1 at the moment of overrun. These odds can be affected by weather, supply, hexside terrain and offensive chits (see 16.3) like ordinary combats. Your final odds are always 7:1 if you are overrunning units with a total of 0 factors (e.g. partisans).

Overrun odds are not affected by aircraft (aircraft units can not fly ground support in an overrun).

Units overrunning enemy land units pay double the normal terrain cost to enter the hex being overrun (*after* weather effects). Turn them face-down if they exceed their movement allowance.

You can continue moving the units after they overrun but, if they are in an enemy ZOC, they can only do so by further overrunning.

Example:

These 8 and 9 factor German ARM units want to overrun the face-down Soviet ARM unit in snow. They can overrun one ARM unit because both of the overrunning units are also ARM units. The Soviet unit is black print and out of supply in a clear hex, so its combat factor is only 1. Because it's behind a river hexside, the German units are halved to 8.5, rounding to 9. The overrunning units have odds of 7:1 (9:1, down 2 odds because of snow). The Soviet ARM is destroyed and the German units move into its hex. The hex costs them 2 movement points (1 doubled for the overrun). If they don't have that many points left, they would turn face-down in that hex. If they have more, they can keep moving (and overrunning).

Overrunning aircraft units

If a land unit from the other side moves into a hex containing your aircraft units (either through overrunning any land units in the hex, or because there were no land units in the hex in the first place):

- destroy all your face-down aircraft units; and
- rebase your face-up aircraft units (see 11.17) and turn them face-down. **Exception:** even face-up aircraft units are destroyed if the overrunning units have surprised your major power or minor country (see 15.)

Overrunning naval units

If a land unit from the other side moves into a port containing any of your naval units, they must rebase. Before they do, roll for each face-down or surprised naval unit there.

If you roll a '5' or higher, you keep control of the unit. If you roll a '1', the enemy major power takes control of it until destroyed (partisans scuttle naval units instead of taking control ~ see 13.1). On a roll of '2' ~ '4', it is scuttled (destroyed).

With the units from the overrun hex that you keep control of, you must immediately make a return to base naval move (see 13.4.1) to the nearest friendly port they can base at within stacking limits (see 2.3.1) via the shortest number of sea areas, and turn them face-down. They can be intercepted as they rebase and must attempt to fight through from the '0' box if intercepted. If they can't reach such a base within *double* their range, destroy them instead.

Example: *Soviet naval units based in Leningrad will often be unable to rebase if Leningrad falls because they won't be able to leave the Baltic Sea. So they will usually be destroyed.*

You only pay the normal terrain cost to overrun a hex containing only naval and/or aircraft units.

11.12 Air transport

Air transport missions allow you to transport some land units to a friendly hex, by air.

To fly an air transport mission:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly your selected ATRs and escorting fighters to the target hexes;
3. pick up the units being transported. Alternatively, a unit may start with an ATR and fly with it to a target hex (*not* to a hex-dot);
4. your opponent flies intercepting fighters to the target hexes;
5. you fly intercepting fighters to the target hexes;
6. fight any air-to-air combats;
7. surviving ATRs can unload their cargo at the target hexes;
8. return all remaining aircraft to base and turn them face-down;

9. your opponent flies intercepting fighters to the hexes where your ATRs returned to base;
10. you move intercepting fighters to the return-to-base hexes;
11. fight any air-to-air combats;
12. any cargo still on an ATR now unloads;
13. return all remaining intercepting fighters to base and turn them face-down.

An ATR flying an air transport mission can only pick up a unit to transport from the target hex if it could stack there.

Each air transport mission you attempt counts as 1 land move as well as 1 aircraft mission.

Aircraft that returned to base at step 8 can only take part in step 11 air-to-air combat if they are ATRs.

The transport

An ATR can carry either:

- 1 PARA; or
- 1 MTN.

You can unload the cargo either at the target hex, or keep it with the ATR and unload it when the ATR returns to base.

Turn the ATR face-down after completing the mission. However, only turn the cargo face-down if it commenced the impulse out of supply or the ATR was aborted in either air combat.

Example: *Jeremy's Commonwealth has launched an offensive and cut supply to a Japanese MTN unit in Calgary. In the Axis air transport step, Kasigi tries to extricate his unit by flying his L2D 6 movement points to Calgary, to pick up the MTN. Jeremy flies a Mosquito to intercept it and Kasigi then flies in his Zero as an intercepting fighter. The ATR is aborted by the air-to-air combat and Kasigi returns it (and the MTN unit) to base at Edmonton and turns both of them face-down.*

11.13 Debarking land units

Face-up land units in a sea area (being naval transported ~ see 11.4.5) can debark into friendly controlled coastal hexes in that sea area. They can also debark into hexes occupied by a partisan unit they co-operate with.

Each unit which debarks counts as 1 land move.

A debarking unit must end its move in the hex it debarks in. If that hex costs it more movement points than it has, turn the unit face-down. Otherwise, it debarks face-up. Turn the TRS face-down when a unit debarks from it.

Debarking units are *always* in supply in the impulse they debark.

11.14 Invasions

Invasions allow land units to attack enemy held coastal hexes in a sea area you have transported them to.

You may only invade an enemy controlled coastal hex that has at least 1 all-sea hexside. You can only invade with *face-up* land units on TRSs in the sea area. The TRS must be in the 1, 2, 3 or 4 section of the sea-box. Only infantry class units can invade.

You can't invade a hex in storm, snow or blizzard.

To invade, move your land units from their TRS into the invasion hex. Put part of each invading unit over the all-sea hexside it is attacking across.

Each unit which invades counts as 1 land move.

Invading units are in supply for the rest of the impulse they invade.

Invading units have no ZOC into the invaded hex until it is empty of enemy (including notional) units. They have no ZOC into adjacent hexes for the *impulse* of invasion. Thereafter, they have a normal ZOC.

Turn the TRS face-down when a unit invades from it.

Invasion combats

Invading units must attack the invasion hex in the land combat step (see 11.16). They can attack together with other land units that are not invading.

If you retreat or destroy all defending land units, the invasion is successful. Otherwise, the invading units are destroyed.

If a successful invasion leaves you occupying a hex containing enemy aircraft or naval units, then they have been overrun (see 11.11.6).

Invading MAR units have their normal combat factors. Halve the combat factors of other invading units.

Each hex defends against an invasion with a notional land unit, in addition to any actual land unit in the hex. The notional unit is the same nationality as any major power or minor country with a real unit in the hex. If there are no real units, it is the same nationality as the major power or minor country that controls the hex.

The notional unit has 1 combat factor, modified by:

- +1 if it is a city hex;

- +1 if the hex is in *the* home country of the major power that controls the hex;
- +1 if it is *not* stacked with a land unit, but is in the ZOC of a friendly *corps or army*;
- + the shore bombardment modifier for each invading unit;
- -1 if it is out of supply; and
- -1 if surprised (see 15.).

The shore bombardment modifier applies to *each* unit that invades. Use the modifier from the section of the sea-box the unit invades from (remembering the effect of weather ~ see 8.2.7).

These modifications are cumulative but the notional unit can never have less than 0 combat factors.

Add the notional unit's combat factor to those of any land units in the hex. Then, modify their total combat factors for terrain and weather.

Resolve the combat normally except that *notional units are always face-down*.

Any combat result (other than '-') destroys the notional defending unit. It *doesn't* count as a loss towards satisfying the combat result.

Example: *Japan declares war on the Commonwealth and attempts to invade the mountain hex north-west of Vancouver with a 5-factor MAR from the 2 section and a 5 factor INF from the 3 section in the Gulf of Alaska. Only the Commonwealth notional unit is defending, but Vancouver is occupied by a Commonwealth INF. The weather is rain.*

The notional unit is usually worth 1, but you add 1 for the adjacent corps, 2 because a land unit is invading from the 2 section (the 1 shore bombardment modifier becomes 2 because of the rain), 1 because a land unit is invading from the 3 section +1 for home country. This total of 6 doubles to 12 for the mountain.*

The invading INF's factors are halved, so Japan's total combat factors are $2.5+5=7.5$. After adding 7.5 factors of shore bombardment and 4.5 factors of ground support, the invading total is 19.5 combat factors (rounding to 20). This results in odds of 3:2 (20:12). The rain drops the final odds 1 level to 1:1 (+1 due to the notional unit being automatically face-down). Kasigi regrets not invading from a closer port, allowing an invasion from a higher section of the sea-box (if they had all invaded from the 4 section, the odds would have been 2:1 (20:6, less an odds level for the rain).

At the end of the attack declaration step (see 11.16), you can state that your notional unit is to be ignored [you might do this to prevent breakthroughs by units attacking in conjunction with an invasion]. If you do (and there are no other friendly land units in the hex), there is no attack, and the attacker occupies the hex as if debarking onto a friendly hex (see 11.13).

An invading unit must end its move in the hex it invades. If the hex costs it more movement points than it has, turn the unit face-down *after any combat* (even if you got an asterisk result).

11.15 Paradrops

PARAs are land units but have the additional ability of flying into an enemy hex without having to move by land through the intervening hexes.

PARAs can only fly a paradrop mission if they start their move in supply and stacked with an ATR.

If they fly the mission, they are in supply for the rest of the *impulse*.

To fly a paradrop mission:

1. your opponent flies combat air patrol to *any* hexes.
2. you fly all your selected ATRs, the PARAs they start with, and escorting fighters to the target hex;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving PARAs drop into the target hex.
7. return all remaining aircraft to base and turn them face-down.

Each attempted paradrop counts as 1 air mission *and* 1 land move (and, usually, a land combat as well).

PARAs can't drop into a lake hex (unless frozen ~ see 8.2.9).

Paradropping units have no ZOC into the target hex until it is empty of enemy units (including notional units). They have no ZOC into adjacent hexes for the rest of the *impulse*. Thereafter, they have a normal ZOC.

Paradrop combats

A unit which paradrops into an enemy controlled hex must attack the defending land units (even if only a notional unit) in the land combat step (see 11.16). It can attack together with land units that are not paradropping.

If you retreat or destroy all defending *land* units, the paradrop succeeds. Otherwise, the paradropping units are destroyed.

If a successful paradrop leaves you occupying a hex containing enemy aircraft or naval units, then they have been overrun (see 11.11.6).

Like invasions, each hex you paratroop into defends with a notional land unit in addition to any actual land unit in the hex. The notional unit has 1 combat factor, modified like invasions (see 11.14). The rules applying to notional units during invasions also apply to notional units in paratroops.

Resolve the combat normally (remember that notional units are always face-down).

After any air-to-air combat (see 14.3), a surviving paratrooping unit ends its move in the hex it drops into. If the hex costs it more movement points than it has, turn it face-down *after any combat* (even if you got an asterisk result).

Example: *Heinz flies an ATR and a 5 factor PARA to Dallas which is US controlled but contains no land units. It does contain a face-down US LND and is not adjacent to any US land units. Jay intercepts with a fighter and Heinz intercepts it with a fighter from Houston. The ATR is cleared through during air-to-air combat and the PARA makes its drop.*

The PARA must attack the notional unit in Dallas during land combat. The notional unit is worth 3 factors (1 +1 for the city +1 for home country). The German '7' factor INF west of Dallas also attacks. Heinz adds 3 factors of ground support and Jay flies in a 1 factor bomber and a fighter. They resolve an air-to-air combat. Both side's bombers are cleared through. The combat odds are 3:1 (15 factors to 4).

Jay chooses the assault table and Heinz rolls a 4 modified to 5 (as notional units are always considered face-down), giving a '1/1' result, destroying his INF and the US notional unit. The PARA lands and destroys the face-down LND in the hex. The PARA is face-down because there was no asterisk on the combat result.

11.16 Land combat

After you have finished any paratroops, your land units can attack enemy land units they are adjacent to. Combat is not compulsory (except if you are invading or paratrooping).

The land combat sequence is:

1. declare all attacks, (the defender announces whether any notional units are to be ignored);
2. add offensive shore bombardment;
3. fly and resolve ground support missions;
4. choose combat table then resolve land combats, one by one.

Each land attack allows you to attack 1 stack of enemy land units. There is no limit on the number of units that can take part in each attack. Overruns are *not* land attacks.

If you attack a hex with units from several major powers, each of those major powers has made a land attack.

11.16.1 Declaring combats

You declare all your attacks now. To declare an attack, point to the defending hex and identify every land unit that will attack it. If you are attacking 0 factor land units (e.g. Partisans or notional units), you always have 10:1 regardless of your factors, terrain and weather (provided you are in supply, of course).

The target hex must contain an enemy land unit - you can't attack aircraft and naval units in land combat (they can only be overrun ~ see 11.11.6).

Eligible land units

You can only attack a hex with face-up land units that are adjacent to the hex (or invading or paratrooping into it).

A land unit can only attack if it has 1 or more combat factors.

You can attack with some units that are eligible and not with others - it's up to you. 1 land unit in a hex could attack one hex, while the second unit in the hex attacks a different hex.

Supply

Units can't attack if they are out of supply when you declare the combat.

Defending units that are out of supply defend with their full combat factors if they are face-up.

If they are out of supply *and* face-down, they have:

- 3 combat factors if they are white print units; and
- only 1 factor if they aren't.

Terrain

Halve the combat factors of a MTN unit that attacks across an alpine hexside. No other land unit can attack across an alpine hexside.

MAR units are halved attacking across a lake or all-sea hexside. No other land units can attack across a lake or all-sea hexside (except at straits).

All land units are halved attacking across a river or canal.

MAR units' factors are not affected by attacking across a straits hexside or by invading. All other land units are halved attacking across a straits hexside or invading.

A PARA that drops into a hex is not attacking *across* any hexside. Therefore you don't halve its factors due to a river or canal hexside.

Triple the combat factors of MTN units defending in mountain hexes. Double the combat factors of other units defending in mountains.

Double the combat factors of units defending in swamp hexes.

If the defending units are in a jungle hex, reduce the odds ratio by 1 level (e.g. 2:1 becomes 3:2 and 20:1 becomes 19:1). Ignore this effect if *all* attacking land units are Japanese controlled.

11.16.2 Shore bombardment

Shore bombardment lets you support a land attack with your SCS. You can shore bombard a coastal hex with any face-up SCS in the sea area.

Only the attacking side can use shore bombardment.

Shore bombarding SCS add their bombardment factors to an attack. Reduce the bombardment factor of each SCS by the bombardment modifier in its section of the sea-box (see weather effects on bombardment ~ 8.2.7). You can't bombard with SCS in the '0' section (note the 'none' there).

Example: *Recife is being attacked by the Commonwealth in fine weather. Three Commonwealth SCS are in the '2' section of the Mouths of The Amazon, and can shore bombard Recife. The ships have shore bombardment factors of 5, 4 and 2. The shore bombardment modifier of the 2 section is '-1*'. Since the weather is fine, the modified shore bombardment factors are 4, 3 and 1 respectively.*

You can't bombard any hex in storm or blizzard.

Halve the (reduced) bombardment factors if the hex is a forest, jungle or swamp hex.

You ignore any shore bombardment factors (*after* any reduction and halving) that exceed the total (modified) combat factors of the attacking land units. For instance, if you bombard with 5 shore bombardment factors but units totaling 7 factors are attacking across a river, you would only count 3.5 of the bombarding factors.

After taking part in shore bombardment, turn the bombarding units face-down. They remain in the sea area and could take part in future naval combats.

11.16.3 HQ support (option 39)

Ignored in **America in Flames**.

11.16.4 Ground support

Ground support permits you to support a land attack with bombers. Both sides can fly ground support into the same combat.

To fly ground support:

To ground strike:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly your selected attacking bombers, escorting fighters and combat air patrol to potential target hexes;
3. your opponent flies intercepting fighters or both bombers and *escorting* fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. add the tactical factors of surviving bombers to their side's combat value in the land attack;
7. return all remaining aircraft to base and turn them face-down.

Support

An aircraft's tactical factors may be reduced by the weather (see 8.2.3) and terrain (see 14.5) in the target hex.

You ignore any tactical factors (after modification) flown by the attacking side that exceed the total (modified) combat factors of the attacking land units. Similarly, you ignore any (modified) tactical factors on the defending side that exceed the total (modified) combat factors of the defending land units.

Return all aircraft to their bases *before* you resolve the land attack.

11.16.5 Resolving attacks

Add up the attacking units' (modified) combat factors, shore bombardment and ground support. Round the total to the nearest whole number (round halves up).

Total the defending units' factors in the same way.

Choosing combat tables

You must now select one of the two land combat results tables ~ blitzkrieg or assault. The blitzkrieg table allows retreats and leaves the attacker face-up more often. The assault table will generally increase the casualties for both sides.

The attacker chooses the table if:

1. the defending hex is a non-city hex in clear, forest or desert; *and*
2. either:

- the attacker has *more* ARM and HQ-A units than the defender; or
- the attacker has *more* MECH units than the defender *and* the defender has *no* ARM or HQ-A units.

In *every* other case, the defender chooses the table.

Odds ratios

Compare the attacker's total to the defender's total and work out the basic ratio between them. Round the ratio to a whole number. *Always* round in favour of the defender. For example, 19:5 rounds to 3:1, not 4:1.

Reduce the ratio for the effects of jungle (see 11.16.1) and weather (see 8.2.7).

Rolling dice

The attacker now rolls a die. Add 1 to the roll for each *face-down* land unit defending in the hex. Subtract 1 from the roll for each odds level below 1:2.

Example: *The odds are 1:5 but both defending units are face-down. You add 2 for the face-down units but subtract 3 for the odds levels. The net modifier is '-1'.*

Results

Cross-reference the (modified) roll with the final odds column. For odds less than 1-2, use the 1-2 column. For final odds of more than 7-1 (blitzkrieg) or 10-1 (assault), use the right-most column.

The result is expressed as 'X/Y'. If X is a number, destroy that number of attacking land units. If Y is a number, destroy that number of defending land units. The owning player always chooses losses in a land combat.

Retreats

If the result includes an 'R', the *attacker* retreats all surviving defending land units 1 hex (even if face-down).

You retreat units individually and you can retreat them into different hexes.

You can't retreat a unit into a hex it couldn't move into.

If a unit could retreat into several hexes, you must retreat it according to these priorities:

1. a hex not in an enemy ZOC and not causing over-stacking.
2. a hex not in enemy ZOC and causing over-stacking.
3. a hex in an enemy ZOC *but containing a friendly land unit* and not causing over stacking.
4. a hex in enemy ZOC *but containing a friendly land unit* and causing over stacking.

Destroy a unit if it can't retreat under any of these priorities.

If the unit ends in a hex which is still to be attacked, or where it is overstacked, continue retreating the unit according to the same priorities (or destroy it if this is not possible).

Shatter

If the result includes an 'S' (shatter) or a 'B' (breakthrough), put each surviving defending land unit on the production circle if they could have retreated. These units will arrive as reinforcements next turn. Destroy any units that could not have retreated.

The *attacker* can choose to treat an 'S' or a 'B' result as a retreat result ('R') instead. You decide this *after* you get the result (but before the next combat).

Advancing after combat

If the combat leaves the target hex empty of enemy land units, you can advance any of your attacking units into the hex. Defending units can never advance.

Turn an advancing unit face-down if the terrain cost of the hex exceeds the unit's movement allowance.

If the result included a 'B', you may be able to advance some attacking units a second hex (unless you converted the 'B' into an 'R' result).

The first hex of the advance must be the defending hex. If the defending hex only cost 1 movement point (including weather effects), you can advance each attacking HQ-A, ARM and MECH unit a second hex. You can also advance MOT and CAV units a second hex *if they start and end* the advance stacked with the same HQ-A, ARM or MECH unit. Turn an advancing unit face-down if the cost of the second hex is 2 or more movement points.

You *can* conduct an overrun in the second hex.

Ignore all enemy ZOCs (but not enemy land units) in an advance after combat.

Example:

Heinz attacked some Soviets in a clear hex on a European map. Hex A was emptied by a 'B' result. Heinz advances his 6-4 INF into hex A. He advances the 7-6 MECH into hex A and then on into hex B. It ignores the ZOC of the CAV unit in hex C.

He also advances his 8-6 ARM 2 hexes, this time to hex C. The 7-5 MOT accompanies it, and together they overrun the CAV there. The advance into hex A costs 1 movement point but hex C costs 2 movement points (1 for clear terrain, doubled for the overrun). Therefore, Heinz has to turn the ARM and MOT face-down. The MECH stays face-up because hex B only cost it 1 movement point.

Facing

Turn all attacking units face-down after the combat *unless the result was asterisked*.

Turn all the defending units face-down if they retreated or if they took *more* losses than the attacker.

Combat example

In snow, 17 factors of Japanese land units attack 7 Soviet factors in Nikolayevsk across a river. A successful ground strike earlier in the impulse turned the Soviet MIL face-down. They are being kept in supply by the Soviet ship in the 1 section of the sea box.

The Japanese have 8.5 factors after halving for the river.

Three SCS with modified shore bombardment factors of 5, 4 and 2 are also available to Kasigi. He chooses to use only the first two ships. Of their 9 shore bombardment factors, only 8.5 can be included. These 2 SCS are turned face-down so can't be used for shore bombardment for the rest of the turn. The remaining SCS is still available for shore bombardment.

Three bombers with printed tactical factors of 3, 2 and 2 are also available to the Japanese. Their total halves to 3.5 because of the snow. The attack factors are thus $8.5+8.5+3.5=20.5$. This rounds to 21. The odds ratio is 21:7 or 3:1. This reduces to 3:2 for the snow.

The attacker and defender only have one MECH unit in the combat each, so Boris has choice of combat table. Trying to save his MECH, Boris picks the blitzkrieg table. The die roll is a 10, adding 1 because of the face-down defending unit, giving a modified 11. This is a result of '/1B' in the 3:2 column. Boris destroys his MIL and moves the MECH (which could have retreated) onto the production circle to arrive next game turn.*

Kasigi takes no losses and, as the result was asterisked, his land units stay face-up. Therefore, they can continue moving and fighting in future impulses. The MECH unit can't advance two hexes (even though it was a breakthrough result) because the first hex costs 2 movement points. He advances them into Nikolayevsk where they stop.

Boris smiles - he made the right decision. If he'd picked the assault table, he'd have lost his MECH too. Kasigi smiles too - that idiot Boris. If he'd picked the assault table, the Japanese units would've been turned face-down. Now they will be able to destroy the face down ARM unit next impulse (after the Imperial navy has despatched the Soviet cruiser, of course).

11.17 Aircraft rebases

You use rebase missions to move aircraft units from place to place.

To fly a rebase mission, simply move the rebasing aircraft up to *double* its printed range to any friendly controlled hex. You can rebase bombers with extended range up to *quadruple* their printed range.

An aircraft can rebase up to *triple* its printed range (or 6 times its printed range if it has extended range), if it only flies over friendly controlled hexes, and sea-dots in sea areas that don't contain an enemy aircraft, undamaged CV with carrier plane, or SCS unit.

Aircraft units flying a rebase mission can't be intercepted.

Rebasing units *stay face-up* after completing their mission.

Aircraft units on a TRS at sea can 'fly' a rebase mission into any friendly controlled coastal hex in the sea area and end their rebase there. This represents unloading aircraft in shallow coastal waters and short stay visits to port.

11.18 Reorganisation

In the reorganisation step, you can turn some face-down units face-up. This will permit them to move and attack again in later impulses of the turn.

11.18.1 Air supply

An air supply mission allows you to turn a unit face-up by flying an ATR to its hex. Any aircraft with a white range circle can fly an air supply mission, even if it is not an ATR.

To fly air supply:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected ATRs and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;

6. surviving ATRs provide air supply;
7. return all remaining aircraft to base and turn them face-down.

Air supply

Each surviving ATR gives you 1 reorganisation point you can use to turn over units in the target hex.

11.18.2 HQ reorganisation

A *face-up* HQ can reorganise units in the HQ's zone of control. Supply and enemy ZOCs don't affect reorganisation.

An HQ has as many reorganisation points as its reorganisation value.

Turn the HQ face-down after it reorganises.

11.18.3 TRS supply

A *face-up* TRS at sea has 1 reorganisation point it can use for units on a coastal hex in the sea area. The TRS can't be carrying any cargo.

Turn the TRS face-down after it reorganises.

11.18.4 Reorganising

You can only reorganise a unit that started the step face-down. This means you can't reorganise an ATR that flew an air supply mission in this step.

In an *air action*, it costs 1 reorganisation point to reorganise an aircraft unit. It costs 2 points to reorganise any other unit type.

In a *naval action*, it costs 1 reorganisation point to reorganise a naval unit or a carrier plane on a CV. It costs 2 points to reorganise any other unit type.

In a *land action*, it costs 1 reorganisation point to reorganise a land unit. It costs 2 points to reorganise any other unit type.

In a *combined action*, it costs 2 reorganisation points to reorganise each unit.

You can *never* reorganise an HQ (except during final reorganisation ~ see 13.5).

You can never reorganise aircraft or naval units at sea - they must be in a hex.

You can reorganise units using reorganisation points from units of co-operating major powers and minor countries. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a co-operating major power or minor country.

12. Last impulse test

After you have finished your impulse, roll a die.

If every major power on your side chose a pass action, subtract 1 from your die roll.

If the modified die roll is less than or equal to the current impulse end number on the impulse track, impulses are over and you go on to the end-of-turn stage.

If not, advance the impulse marker the number of spaces determined by current weather ~ see 8.2.8 (unless the impulse marker is already in the last box). Your opponents now have their impulse. If they are the second side, they repeat stage D2 of the sequence of play (see 3.1). If they are the first side, they repeat stages D1 & D2 of the sequence of play.

If impulses end and your side had *both* the first and last impulse in the turn, move the initiative marker 1 space towards your opponent's end of the initiative track.

Example: *The initiative marker is in the Axis '+1' space. The Axis went first in the turn. After their 3rd impulse, they have to roll a 3 or less to end the action stage. They roll a '2'. You move the impulse marker to the '0' space because the Axis has taken the first and last impulses in the turn.*

13. End of Turn Stage

The end of turn stage involves a little bit of tidying up before you start the next turn. More importantly, this is the stage where you build more units as reinforcements for later turns.

When you have completed this stage, the turn is over and you can proceed to the next turn.

13.1 Partisans

Partisans are units that appear in countries you have conquered (and in some you are still fighting). Some countries can have partisans no matter who controls them.

Partisans can attack, block movement and occupy hexes.

Getting partisans

At the start of this step, roll a die and locate the result on the partisan table (see map). This will specify 5 countries eligible for partisan activity in the turn.

Each of those countries named is eligible if it has been conquered or if any of its hexes contains an enemy unit.

Roll another die for each eligible country and compare it to that country's partisan number (in the fist symbol on the map). If none, the country's partisan number is 1. If the country was neutral at any time in the calendar year, halve its partisan number.

You put a partisan unit in the country if the result is less than or equal to that country's (modified) partisan number. If it is at least 11 less, place 2 partisan units in the country. If it is at least 21 less, place 3 partisan units in the country. If the roll exceeds the partisan number, there is no effect.

There are some modifiers to the die roll:

- -1 for each partisan unit already in the country; and
- + the total garrison value in the country.

Each HQ-A, ARM, MECH, MTN or SS unit's garrison value is 2, each other land or aircraft unit's value is 1.

A unit has a garrison value only if it is face-up and not in the ZOC of an enemy unit. The unit must also be on the opposite side to the major power that will control the partisan.

Setting up partisans

Set up partisans by drawing them randomly from the force pool. You draw them, and set them up, for each country in the order (left to right) shown on the table. If no partisans are left in the force pools, you can choose to remove *any* partisan from the map (even if only just set up).

The controlling major power can place a partisan unit in any enemy controlled hex in its country that is not in an enemy ZOC. If there are no such hexes, put the partisan back into the force pool.

Controlling partisans

Partisans are controlled by the major power that controlled their country before it was conquered (or still control it if it isn't yet conquered).

Example: *In Nov/Dec, Heinz has a German INF, a NAV and a face-down FTR in Brazil which he attacked and conquered in Mar/Apr. There is already a partisan unit in Brazil. The partisan roll is a 6, so Brazil is eligible for partisan activity. The German garrison value is 2 (1+1). The FTR has no value because it is face-down. The partisan number for Brazil is 7. This halves to 4 because it is the same calendar year that Brazil was attacked. So, to get a partisan, Jay has to roll less than or equal to 4. He adds 2 to the roll for the Axis garrison value. He subtracts 1 because of the partisan unit there. The net modifier is +1, so Jay has to roll a 1 ~ 3 to succeed.*

Occasionally, Partisans attack the controller of the minor rather than the aggressor (e.g. when you refuse to liberate it ~ see 13.7.5). When this occurs, the partisans are controlled by the nearest major power currently at war with the major power that controls the country. The nearest is the major power whose capital city is closest to the minor's capital city. If no major powers are at war with the controlling major power, then the nearest major power on the other side runs the partisans.

Partisan effects

Partisans don't control hexes. However, they can interrupt the benefits of controlling a hex they occupy. If a partisan is in a hex:

- enemy major powers can't move units, factories or resources into the hex (except by overrun ~ see 11.11.6); and
- enemy major powers can't use any resources or factories in the hex; and
- enemy major powers can't trace supply into the hex; and
- units of the partisan's nationality (only) can debark, or paradrop, into the hex without having to fight a notional unit; and
- enemy aircraft and naval units in the hex are overrun (see 11.11.6).

Partisan units are always in supply.

They only have a ZOC in the hex they occupy.

They can never leave their home country.

Partisans only co-operate with other units from their own country.

Add 1 to each partisan unit's combat factors if it is *defending* in a forest or jungle hex.

13.2 Entry chits

Ignored in **America in Flames**.

13.3 US Entry chits

Ignored in **America in Flames**.

13.4 Return to base

Units at sea can return to base during this step. If they do, they will be available to sail again in the next turn. Those that stay at sea will only be able to stay where they are next turn or sail back to a port.

You return units to base, both after aborting from a combat and during this step, just like a reverse move. Units aborting because of a combat result must return to the nearest port they can stack at (see 11.5.8).

Each unit returning to base is limited by its movement allowance (reduced for the sea-box section it is occupying) and by its range.

A unit *must* return to base during this step if it is:

- a TRS with a cargo on board; or
- any unit (except convoy points) in the 0 section.

Any other of your units can return to base if you like. Convoy points can stay at sea even if they are in the 0 section. If they do return to base, they won't be able to convoy resources in the production step of this turn.

Both sides (side with initiative first) must decide which units to return to base and which to keep at sea.

If you decide to keep a unit at sea, you must immediately move it into the next lower section of the sea-box. If you decide to return it to base, move it into the surrounding sea area but, for reference, keep it next to the sea-box section it came from.

After both sides make these decisions, units return to base. They can be intercepted (see 11.4.6) but only by units staying at sea. Only the intercepted units, units staying at sea and aircraft that fly naval interception, can take part in an interception combat.

If intercepted, you must attempt to fight through from the '0' box.

What if you can't return to base?

Destroy any unit that has no base to return to. It makes no difference if a unit couldn't return to base because it was out of range or was blocked by naval movement restrictions (see 11.4.4 and 8.2.10).

Destroy any unit at sea that couldn't have returned to base (even if it could stay at sea).

13.4.1 Naval unit rebasing

A naval unit can return to any port controlled by its side (subject to foreign troop commitment ~ see 18.2).

Turn naval units (but not their cargoes) face-down when they return to base during this step.

13.4.2 Aircraft rebasing

To return an aircraft unit at sea to base, put it into any hex-dot in the sea area and then fly it from there to any hex it can base at (remembering to reduce its range by the cumulative number of the sea-box section it came from ~ see 11.3). Unlike a rebase mission, you don't double the range of an aircraft unit when returning it to base.

13.5 Final reorganisation step

Turn all face-down units face-up (including units that have stayed at sea and units that are out of supply).

13.5.1 Oil (AfA option 48)

Ignored in **America in Flames**.

13.6 Production

Production allows you to build new units and to repair damaged naval units. How much you can build depends on the resources and factories your major power controls.

Each factory that receives a resource makes *one production point*. You multiply this by your production multiple to give you build points. Build points are what you spend to buy new units.

13.6.1 Resources

Resources are printed on the map.

There are two types of resources - general resources and oil resources. Oil and general resources are the same, except for strategic bombardment (11.7).

You can use any resource you control in the production step (you don't need to have controlled it at the start of the turn) if you are able to transport it to a usable factory in that step. You can only use 1 resource for each factory in the hex you transport it to.

Example: *Suppose you control a pocket surrounded by enemy controlled hexes. Within the pocket, you have 2 factories and 5 resources. You can only use 2 of those resources because the other 3 don't have a factory they can be transported to.*

You can't use an oil resource that was lost to strategic bombardment during the turn (see 11.7).

Note that the USA has 17 oil and 24 other resources.

Transporting resources by rail

You transport a resource to a factory in the production step by railing it from its hex to a usable factory. It must move along railway lines (roads count as railways for this purpose). It can also cross a straits hexside from one railway hex to another. Each resource cannot cross more than 1 straits hexsides.

This move does *not* count as a rail move and the resource does *not* have to start its move at a station.

The move can only pass through:

- hexes you control;
- hexes in neutral minor countries; and
- hexes controlled by another major power, but only if it allows you.

The resource's move can only enter or leave a hex in an enemy ZOC if there is a friendly land unit in the hex. Its move must stop when it enters an enemy ZOC. If the resource is in the same hex as the destination factory, it can be used there regardless of enemy ZOCs.

Transporting resources by sea

If you can't rail a resource to a usable factory, you may be able to rail it to a port and then ship it overseas through a chain of sea areas, each containing convoy points. If that chain of sea areas extends to a port, you may then be able to rail the resource from that port to a usable factory.

You can rail a resource point both before and after shipping it overseas but you can *not* ship it overseas, then rail it, then ship it overseas again.

Example: *You could rail a resource from the east coast of the USA to the west coast and ship it to Chile via Valpariso. You could then rail it to Santiago to become a production point. Since it has already moved overseas, you couldn't rail it to Buenos Aires and then on by sea to Germany instead.*

Some resources are in coastal hexes that are not ports. You can pick these resources up directly from the coast as if they were at a minor port.

A side can only ship 5 resources a turn into, and/or out of, each minor port.

You can only ship as many resources through a sea area as the number of convoy points you have in that area.

Example: *Germany is convoying 7 resources from Venezuela and Cuba to Germany through the Caribbean Sea and the Mouths of the Amazon. Because of US submarine attacks in the Mouths of the Amazon, there are only 5 convoy points there. Therefore, only 5 resources get through, even though there are still 10 convoy points in the Caribbean Sea.*

Naval movement restrictions apply to resource transportation. You can only ship resources from one sea area to an adjacent sea area if one of your SCS could have made the same move in the last impulse of the turn.

A chain of convoy points across one or more sea areas doesn't all have to be from the same major power.

Any number of major powers from both sides could have convoy points passing through the same sea area.

Search and seizure

Ignored in **America in Flames**.

Convoy points

You establish convoy lines by moving the convoy points during your turn, just like any other naval units. Their only difference is that they can stay at sea even if they are in the 0 section of the sea-box during the return to base step.

Convoy points appear in multiples of 5 on their front and multiples of 10 on their back. Each 5 convoy points counts as one ship in combat. They take losses in 5's. So, if you have a 10 pointer in a sea area, it would be 2 ships. If one were aborted, you would turn over the counter to show 5 convoy points remaining and put another 5 pointer in port.

13.6.2 Factories

Each hex can contain up to 3 factories. Some of those factories will be red or green factories but most will be blue factories.

A *red* factory is usable if you control it in the production step.

A *blue* factory is usable if you control it in the production step *and* it is either in your (current *and/or* 1939) major power's home country or in an aligned (not conquered) minor country.

A *green* factory is a *blue* factory that is ignored when playing any **World in Flames** campaign except **America in Flames**.

Each resource you transport to a factory produces 1 production point. Only 1 resource may be sent to each factory.

Example: *Seattle has 2 factories (1 blue and 1 red). If 3 resources were transported to Seattle, it would produce 2 production points.*

Note that the US has 12 Red Factories, 28 Blue factories and 5 green factories for a total of 45 factories.

13.6.3 Production multiples

Total your production points and then subtract the number of production points you lost to strategic bombardment (see 11.7).

Multiply the outcome by your major power's *production multiple*. The result is your major power's *build points*.

A major power's production multiple is 1.5 if a land attack was made against any hex in its home country this turn, otherwise it is 1.

13.6.4 *Lend lease*

Lend lease was a device FDR (one of his advisers anyway) invented to circumvent US neutrality laws concerning non-involvement in the war. US military goods were “leased” to the other Allies on a deferred payment or return basis (preferably without too many holes in them).

This option represents lend lease by allowing major powers on the same side to give each other build points.

You can lend lease any number of build points to each major power each turn. You can lend lease build points and receive them in the same turn.

To lend lease, you must announce how many build points you are giving during the lending stage (see 5.) You can’t use those build points yourself, even if you fail to transport them.

Transport

During the production step, you transport the promised build points to any city or major port controlled by the recipient. You do this in exactly the same way as you transport resources (see 13.6.1), except that you can transport them to cities and major ports that are not factories. Promised build points that can’t be transported are lost.

Convoy points that you use to transport resources can’t be used again to transport build points. So, for example, if you have 5 convoy points in a sea area and you transport 3 resources through it, you could only transport up to 2 build points through that sea area. Similarly, resources you ship into or out of a minor port will limit how many build points you can ship into and out of that port (see 13.6.1).

You can either transport:

- 10 build points to the recipient’s capital (the British capital in the case of the Commonwealth); or
- 1 build point to each functioning factory controlled by the recipient.

Foreign aircraft

Ignored in **America in Flames**.

13.6.5 *Building units*

You can spend your total build points on buying new units or repairing damaged naval units.

Minor countries do not spend build points. Their controlling major power uses their resources and factories.

Your major power can build new units (and repair damaged naval units) whose total cost is less than or equal to its build points. What each unit costs and how long it takes to build is usually shown on the back of the counter.

The costs and turns to build each unit is stated on the back of each unit. Rumanian land units have incorrect costs and times on their backs. They cost and take the same time to produce as all other units of that type.

If you don’t have enough build points, you can’t build anything.

Naval units

The production cost of convoys is not shown on the counter. They take only one cycle to produce and cost 1 build point per convoy point. You have to build them in multiples of 5. They take 4 turns to build.

All other naval units have two costs shown on their back. The first number is the build points it costs to put the unit on its first production cycle. It is also the cost to repair the unit. The second number is the cost to put the unit on its second production cycle.

All naval units take 2 turns to repair. Repairing each 5 convoy point unit costs 2 build points.

When you build a naval unit on its first cycle, put it on the production circle *face-down*. When it arrives as a reinforcement, put it into the construction pool. The ship has been launched but not yet fitted out.

You can only build a unit on its second cycle if it is in the construction pool. You put these units *face-up* on the production circle. You also put naval units face-up if you are repairing them from the repair pool. These units go onto the map when they arrive as reinforcements (see 4.2).

Which units

You must select a unit you build from the force pool randomly. You can nominate the type of unit you want to build, and sometimes even the cost you want to pay (e.g. you can choose a 2 point SCS rather than a 3 because they are in separate force pools). But within those parameters, the choice is random.

When you build a unit from the repair pool or from the construction pool, you can select the exact unit you want.

Building ahead

If a particular type of unit (e.g. INF, NAV, CV etc.) is not available in any of your force pools, you can build one or more randomly of that type from the following year’s additions (see 4.1.1) at double its normal cost (minimum of 2).

If none of that type is available in the next year’s additions, you can build one from the additions for the year after that for triple its normal cost (minimum of 3), the next year again for quadruple cost (minimum of 4) and so on. If you find you have insufficient points to pay for the unit, you may not build ahead this turn. If there are no units of

that type and cost available to build ahead, you may not build ahead a unit of that type (there is a strict counter mix-limit for units).

You can't build ahead just because the cost of unit you want is not available. *All pools of the type* must be empty. For instance, if you want to build a 4 cost FTR and none are available, you can't build ahead if there is a 5 cost FTR available.

When you build ahead, pick a unit randomly of the type and cost that you want (e.g. when you have run out of all FTRs in your force pools, you can choose whether to randomly pick a 4 or a 5 cost FTR from next year's units).

Political Points

In the production step, you can buy political points in 1 or more minor countries for 1 build point each (see 13.6.11).

Atomic Research

You can also buy atomic research. Each research roll costs 10 build points. This cost is reduced by 1 for each atomic research site your *side* controls. There are 5 sites, all of them in the USA. Major powers on the same side can contribute build points to the same research roll (e.g. Germany could contribute 6 build points, Italy 3 and Japan 1 towards one research roll).

During the production step, when you reveal what you have spent your build points on, you can roll one die for each research roll you bought. Each turn, your *side* gets as many atomic research points as your *highest* dice roll.

When your side reaches 50 points, it has developed the atomic bomb. This is only important if you are playing with the optional **World in Flames** V-weapons and atomic bombs rule (see 11.7.1).

When your side reaches a total of 250 research points, you have developed the hydrogen bomb and have won the game.

Each side starts with a number of research points as specified in the scenario information for the game you are playing (see 23.6~23.9).

Builds charts

You should record what you produce on the builds chart as a reference for next turn's gearing limit.

13.6.6 Gearing limits

Major powers can build an unlimited number of units in each class on the first turn of a game.

In every other turn, your major power can build (and repair) as many units of a particular class as it built (and repaired) in the previous turn *plus 1*. This is a *gearing limit*.

Example: *If the USA put 2 naval units on their first production cycle last turn, finished off another one and repaired 3 more, its gearing limit for this turn is $(2+1+3)+1=7$.*

Naval units count as being built whether they come from a force pool, the repair pool or the construction pool.

There are no gearing limits on political points (see 13.6.11).

Units classes

The unit classes are shown on the unit costs chart (see 27.).

13.6.7 The production circle

When you build a unit, you must place it on a future turn's slice on the production circle.

The number of turns ahead will be shown on the back of the counter in most cases (there will be a little clock symbol with the number inside it). Count that many turns ahead and put the unit in that space.

Example: *You produce an ARM in Sep/Oct of 1946. The number in the clock on the back of the unit is a 4, so you put the unit 4 spaces ahead, on the May/Jun 1947 slice of the production circle.*

Place naval units face-down if you build them from the force pool. Place all other units face-up (including naval units you build from the construction or repair pools).

Each turn of the production circle is also divided into 6 sectors. If you want to, you can place the units you build on the sector equal to the time it takes to build the unit.

Example: *Continuing the previous example, you would place the ARM on the '4' sector of the May/Jun 1947 slice.*

13.6.8 Saving build points

If you use this option, you can save *build points* you did not spend in the production step. Keep track of them on your builds chart.

In a later production step, you can spend those saved build points.

13.6.9 Force pools

To play **America in Flames**, you have to sort your units into force pools. Which units go into which force pools is explained in the set-up rule (see 23.1).

Before you build new units, you can remove your units from the force pools if the date on their back is at least 3 years ago (e.g. in Jan/Feb 1947, you could remove any units from your force pools with a date of 1944 or earlier).

When you want to build a new unit, you can nominate the force pool it comes from but not the unit itself. Instead, you draw the unit randomly from the pool. Of course, if there is only one unit left in the pool, there is not much randomness to your draw.

There are annual additions to your force pools (see 4.1.1). Certain special events can also add units to your pools. But the main reason why you put a unit into your force pool is that it has been destroyed.

You don't have to put a destroyed unit back into your force pools. You can remove it from the game instead (you 'scrap' the unit). You have this choice every time one of your units with a date on its back is destroyed. Once made, it is irrevocable - you can't put the unit back when you run out of units later, so be careful. The main reason for keeping units from your pools is, of course, to improve the average quality of your pool. It's particularly useful if the pool has (or will have) a lot of units or if you know you won't ever build all the units in the pool.

You can't scrap partisan units - they must *always* go back into their force pool.

13.6.10 Off-map production

The off map boxes show the number of factories and resources each Axis major power controls off the map. Assume that all the off-map resources reach an off-map factory. Resources on the map are transported to an off map factory if they are transported to the map edge containing the name of the major power transporting the resources.

Axis major powers can lend resources and build points to each other as if they were all linked by rail. [No, you can't use those railways to move units.]

13.6.11 Minor Influence

There is a new step in the end of turn stage – the minor influence step. It falls between step E5 (production) and step E6 (intelligence). In the minor influence step, you convert the political points you bought in the production step into influence levels.

Automatic influence

Before you convert your political points into influence levels, some minor country flags will move automatically 1 square towards the full ally square of the side they are currently favouring. They *can* move into the full ally square in this way.

The political allegiance track has some squares marked with a turn and an arrow. In that turn, all flags on that, or a higher numbered, square move into the next higher square.

Example: In Sep/Oct, all minor flags in the Axis +9 through +15 squares move 1 square towards the Axis full ally square. All minor flags in the Allied +9 through +15 squares move 1 square towards the Allied full ally square.

Getting political points

In the normal minor influence steps, your major powers can convert the political points they bought in the preceding production step (plus any political points they saved from the previous turn or got when enemy major powers declared war on minor countries), into influence levels.

When someone declares war on a minor country, each major power on the other side gets political points equal to the highest number shown against any *other* major power on the political cost chart for that minor country.

Example: The Commonwealth declares war on Mexico. Japan and Germany get 5 political points, while Italy gets 4.

Buying Influence levels

Each influence level costs 1-6 political points, depending on which major power is buying the influence level and which minor country it is buying it for. The costs are shown on the political cost chart.

Example: Germany must convert 5 political points to get 1 influence level in Brazil. Italy only needs to spend 4 political points and the USA only 3 for the same influence level.

It costs 1 extra political point to get an influence level in a minor country that contains an enemy *land* unit.

Secretly write down how many influence levels each of your major powers is getting and for which minor countries.

When everyone is finished, apply the influence levels. Start with the highest influence levels bought by any major power for any one minor country, then apply the second highest, and so on. Ties are won by the side that has the initiative (Axis during the pre-set up minor influence steps). If major powers on the same side are tied for the same minor:

- the major power who has spent the most political points on the minor applies its points first;
- if equal, the major power who has spent the most political points on *all* minors applies its points first;
- if equal, the major power with the most factories applies its points first.

Example: In a minor influence step, Germany has 5 influence levels in Argentina and 3 in Panama. Japan has 3 levels in Panama. The USA has 6 levels in Brazil and 2 in Argentina.

The Axis announce that their highest influence levels is 5. The USA announces its 6 in Brazil and applies them first. The USA says that its next highest is 2, so Germany goes next, applying the 5 Argentinean levels.

The Axis announces that its next highest is 3, so it goes next. Germany and Japan are tied but, since Germany spent 12 political points on Panama and Japan only 9, the German levels in Panama are applied before Japan's. Finally, the USA applies its levels in Argentina.

Move the minor country's flag 1 square along the political allegiance track for each influence level being applied. Move it towards the Axis end for Axis influence levels and the Allied end for Allied influence levels. When it leaves the 0 square, it *must* favour the major power applying the influence levels.

Example: Continuing the previous example, when Germany moves the Panama flag, it must favour Germany rather than Japan or Italy.

If the minor country is already favouring a *different* major power on the same side, a major power can only apply *half* the influence levels it bought for that minor. The rest are lost.

Example: Continuing the previous example, when Japan applies its 3 influence levels in Panama, they are halved to 2, because Panama is already favouring Germany.

It costs 2 influence levels to cross an influence hurdle against the direction it is pointing (i.e. to a lower number).

Example: Continuing the previous example, when the USA applies its levels in Argentina, it must spend both of them to cross an influence hurdle and Argentina ends up in the German +4 square.

You *can't* apply influence levels to move a minor country flag into the full ally square.

Secondary flag effects

When a flag marked with a lightning flash moves, all the minor countries shown on the back of the flag move a third as many squares in the *opposite direction*. It counts as 2 squares to cross an influence hurdle against the direction it is pointing.

If the affected minors move out of the '0' square, the major power with the lowest political cost to control that minor takes control. If equal, the major power (from amongst them) with the most factories takes control.

Flags moved because of a secondary effect, do *not* cause another secondary effect.

Example: The Brazilian flag favours the USA in the 6 square. Germany declares war on it. It moves into the Allied full ally square, which is 10 squares higher. The Brazilian flag has a lightning flash and lists Argentina and Chile on its back. So, the flags of those countries each move 3 squares (one third of 10) in the other direction (i.e. towards the Axis). Chile's flag was in the '0' square and is moved to the German +3 square.

Even though the flags of Argentina and Chile also have lightning flashes, their secondary moves don't cause any further secondary effect.

13.7 Peace

During this step, you check to see whether any major powers or minor countries have been conquered.

Then you check to see whether any previously conquered major powers or minor countries have been liberated.

13.7.1 Conquest

You can only conquer a home country or territory if you are at war with the major power or minor country that controls it.

All conquest in a turn occurs simultaneously.

Minor countries never conquer anything. The home country or territory is instead conquered by the minor's controlling major power.

You cannot *conquer* a conquered minor country or territory. You may only liberate or revert it (see 13.7.5).

Entities

There are 2 geographical entities in the game ~ home countries and territories. Home countries have capital cities, territories do not.

A home country consists of every hex that you could move a MAR unit to, from the home country's capital city, only entering hexes that:

- the home country controlled in 1945; and
- weren't in any other home country or territory.

Example 1: All islands adjacent to Brazil are part of the Brazilian home country. Rocas is a separate territory controlled by Brazil.

Example 2: Canada includes the island in hex 1871 but not Newfoundland (because Newfoundland was a territory controlled by the Commonwealth in 1945, not by Canada).

A territory is either:

- something similar to a home country but without a capital city (e.g. British Honduras); or
- an island that is not part of a home country (e.g. the Bahamas is a territory, but Cuba is not).

Major powers and minor countries consist of a home country. Often they will also control some minor home countries and territories. For example, the CW major power has Canada as its home country but also controls some minor home countries (e.g. British Guyana) and some territories (e.g. Newfoundland).

Territories

To conquer a territory, you must control every city and port in that territory. If it has no ports or cities, you need to control every hex instead.

If more than one major power from the same side controls ports and cities in a territory, the major power with the *greatest influence* is the conqueror. Use this priority to determine who has the greatest influence:

1. Whoever controls the most ports and cities in the territory.
2. Whoever has the highest *garrison value* (see 13.1) in the territory.
3. Whoever captured the territory's last city or port.

When you conquer a territory, control of every *enemy controlled* hex there *not occupied by an enemy land unit* passes to the your major power.

Home countries

To conquer a home country, you must control its capital *plus* every *printed* factory hex in that home country. You do not need to control a hex that only contains factories that were moved, or built, there.

If more than one major power from the same side controls the capital and printed factories in a home country, the major power with the greatest influence in that home country is the conqueror. Use this priority to determine who has the greatest influence:

1. Whoever controls most of the factories and capital city in the home country.
2. Whoever has the highest *garrison value* (see 13.1) in the home country.
3. Whoever captured the home country's last factory or capital city.

Incomplete conquest

Merely conquering a major power or minor country doesn't mean it is out of the game. That only happens when it is completely conquered (see below). Until then, it fights on with its remaining units.

Remove from the game all the conquered home country's land and aircraft units that are in the conquered home country. Remove from the game all of its land and aircraft units not on the map.

Remove any naval units in its force pools from the game. All other units remain where they are.

Roll a die for each of its naval units on the production circle, or in the construction pool or repair pool. On a '1' or '2' it becomes controlled by any major power the conquered major power chooses (including itself). On a '3' through '5' it is destroyed. On a '6' or higher it becomes controlled by any major power the conqueror chooses.

Now change the control of the conquered home country. The conqueror gets control of every hex in the home country not *occupied* by a land unit controlled by another major power. All other territory the conquered major power or minor controls remains under its control.

Example: *Germany conquers French Guyana in Sep/Oct 1945 while France controls an aligned Ecuador. Germany takes control of every hex in French Guyana not occupied by other major power land units. France keeps control of Ecuador.*

All aircraft and naval units now in enemy controlled hexes are treated as if they had been overrun (see 11.11.6). This means they can be captured, destroyed or forced to rebase.

Now choose a new home country for the units of the conquered home country. You can pick any *aligned* minor home country.

If a unit's original home country is conquered and not yet liberated, remove it from the game if it is destroyed while out of supply. Roll a die if it is destroyed in supply ~ remove it from the game on a '5' or less; otherwise return it to the force pools. Note: The original home countries of British, Indian, Australian, New Zealand, Netherlands and French units are always conquered in **America in Flames**.

Units from conquered major power home countries can still be built with whatever production the major power retains (minor countries, conquered or not, never build their own units ~ see 19.4). However, only 1 unit originally from each conquered home country can arrive as a reinforcement a turn. It arrives in its new home country. Any excess units stay on the production circle until the next turn.

Incompletely conquered major powers have only half their normal activity limits (see 10.2) until liberated. They still receive the annual additions to their reinforcements (see 4.1.1) as normal.

When an original home country is liberated (see 13.7.5), it again becomes the home country for its units and the reinforcement restriction no longer applies.

Minor country units are still subject to restrictions on use ~ see 19.4.

Complete conquest

When a major power or minor country no longer controls its own or any *aligned* home country, it has been completely conquered.

Remove all its land and aircraft units from the game. They no longer receive any annual additions to their reinforcements (see 4.1.1).

All naval units of a minor country remain under the control of their controlling major power. Treat them as units of that major power (British in the case of the Commonwealth).

A conquered *major power's* naval units on the production circle, construction pool and repair pool become controlled by whoever conquered its last home country. All its on map naval units pass to the control of one active major power on its side (the conquered player chooses which). Remove all its naval units in the force pools from the game.

Each hex it controls in a territory or home country controlled by another major power or minor country reverts to the control of that other major power or minor country.

Change the control of the last home country conquered as under the incomplete conquest rules.

Each remaining territory and *conquered* home country it controls becomes controlled by the enemy major power with the greatest influence in that country or territory (see above). If no-one has any influence there, that territory or home country becomes neutral.

All naval units now in enemy controlled hexes are treated as if they had been overrun (see 11.11.6). This means they can be captured, destroyed or forced to rebase.

Example: *The USA is conquered while the US still controls a conquered Panama. Because the USA controls no aligned home countries, the USA has been completely conquered. All US land and aircraft units are removed from the game. Panama reverts to neutrality because no Axis major power has any influence there. All US naval units become controlled by the Commonwealth. You dice for any that are now in Axis controlled hexes. Any that survive must rebase if possible.*

A completely conquered major power or minor country is back in the game when its home country is liberated (see 13.7.5). Canada is enough in the case of the Commonwealth.

13.7.2 Allied support

Ignored in **America in Flames**.

13.7.3 Mutual peace

Ignored in **America in Flames**.

13.7.4 Vichy declaration

Ignored in **America in Flames**.

13.7.5 Liberation

Conquered minor countries and major powers may not be conquered again. Instead, the major power controlling its capital can liberate it during the peace step if that major power is from the other side to the major power that conquered it.

You can choose not to liberate a country that could be liberated. If you do that, the country suffers the effects of partisans as if you are the aggressor, until it is liberated (see 13.1).

Liberation effects

Return half of the liberated country's units that were previously removed from the game (by type, rounding fractions up) to its force pools. Liberated minors' units join the force pools of their liberating major power.

A liberated major power gets back control of all hexes it controlled at the start of the game that are now controlled by the liberating major power. Other major powers on its side can give back such territory that they control.

If you liberate the original home country of a conquered major power or minor country, it again becomes the home country for its units, replacing any alternative home country.

A liberated major power can co-operate (see 18.) with any major power that returns territory to it. If they could return territory but don't, they can never co-operate with the liberated major power.

Liberated minor countries are aligned, and may co-operate, with the liberating major power.

Reconquest

If the capital city of a liberated major power home country or minor country is later occupied by an enemy unit during a peace step, permanently remove all that country's units from the game.

Reversion

You can return a hex or minor country you control to the major power that controlled it in 1945. You can also return control of a minor country hex to that minor country. You can only return hexes or minor countries to a major power or minor country that is on your side and is not currently completely conquered.

13.7.6 *Surrender*

During any peace step, you can surrender a home country of a *major power* that controls less than half the *printed* factory stacks in the home country. You can surrender a home country with no printed factories if there is an enemy land unit there.

Treat the surrender of a home country as if it had been conquered (see 13.7.1) by the enemy major power that controls the most lost factory stacks (your choice if equal).

13.8 **Victory check**

Believe it or not, the current turn is over and you are ready to go on to the next turn. Turns continue until the game ends.

A side wins, and the game ends, when it has conquered or aligned every home country on both maps *or* when it discovers the hydrogen bomb (see 13.6.6).

14. Aircraft

Face-up aircraft can perform a variety of missions. The missions themselves are explained in the relevant parts of the rules. Here we explain the general rules that relate to all air missions.

14.1 **Aircraft movement**

You can move aircraft by rail movement (see 11.10). Mostly, though you will move them by flying a mission. The weather can affect which missions you can fly (see 8.2.3).

14.1.1 *Range*

The range of each aircraft unit is presented in the yellow or white circle on the counter.

Each hex or normal hex-dot the aircraft unit enters uses up 2 points on the American maps, regardless of weather, terrain, stacking limits, enemy units or their zones of control.

When an aircraft unit has used all its range (or can't enter the next hex or hexdot because it has insufficient points left), it must stop moving.

An aircraft unit can fly a mission to any hex it can reach within its range. If it is flying a naval air or naval air interception mission, it must fly to any hex-dot in the target sea area. Then it goes into a section of the area's sea-box depending on how many movement points it has left (see 11.3).

Reduced range

A fighter flying an interception mission flies with only half its printed range. It has its full range for returning to base after the mission.

Any aircraft unit flying a naval air interception mission flies with only half its printed range.

FTRs flying as bombers also fly with half their range. You can rebase them only *half* their range after the mission. You should turn them sideways in the target hex (or sea-box) to mark the bomber role. FTRs flying into a sea area keep their full range (except in naval air interception missions) (even if you want to use them as bombers).

An aircraft unit that is out of supply (see 2.4) can only fly a rebase mission.

Extended range

Bombers with extended range may *double* their printed range. If they do, turn them sideways in the target hex or sea area to mark the fact.

A bomber using extended range has only half its naval, tactical and strategic factors.

14.1.2 *Off-map areas*

It takes 22 points of an aircraft unit's range to move from an off-map box to a hex or hexdot adjacent to the map-edge and vice versa.

14.2 **Aircraft missions**

Limits

Every major power (even an inactive one) that did *not* choose a pass action can fly any number of *escort*, *interception*, *combat air patrol*, *ground support* and *naval air interception* missions.

If you chose an air action, you can fly an unlimited number of all other air missions.

If you chose a naval, land, or combined action, you can fly only a limited number of those other missions, although which ones you fly is up to you. The limits for each major power are set out on the activities limits table. Please note that for **America in Flames**, the limits on Axis air missions are increased by 1 during each action type.

Mission eligibility

Aircraft units can only fly a mission if they are face-up. Face-down units in a sea area can still take part in naval air combats. Out of supply aircraft can only fly rebase missions. Each aircraft unit can only fly one mission a step.

This table explains which aircraft may fly which missions:

Mission	Who can fly it
air re-supply	ATRs
air transport	ATRs
combat air patrol	FTRs and carrier planes
escort	FTRs and carrier planes
ground strike	carrier planes and aircraft with a tactical factor
ground support	carrier planes and aircraft with a tactical factor
interception	FTRs and carrier planes
naval air	FTRs and aircraft with a naval air factor
naval air interception	FTRs and aircraft with a naval air factor
paradrop	ATRs
port attack	carrier planes and aircraft with a naval air factor
rebase	aircraft with a range greater than zero
strategic bombardment	aircraft with a strategic factor

Return to base

After the mission is completed, return surviving aircraft units (except carrier planes) to any friendly controlled hex within their range (doubled if they were flying at extended range). Carrier planes return to the sea-box section they flew from. Turn all units that return from a mission face-down.

Naval air and naval air interception missions are different - each aircraft stays in the sea area and keeps its current facing - face-up or face-down.

Rebase missions are also different - you do not turn the rebasing aircraft unit face-down after the mission is over.

14.2.1 Fighters

A FTR or carrier plane that flies a combat air patrol, interception or escort mission is called a 'fighter'.

Combat air patrol

A fighter can fly a combat air patrol mission at the point specified in the rules about the mission type.

A fighter flying combat air patrol is attempting to anticipate an attack on a threatened location. Generally, you should only use it if the target hex is likely to need fighter protection and your fighter could not fly interception to the hex. Of course, you may also want to use it as a short range rebase.

A fighter flying combat air patrol uses its printed range.

Escorting

A fighter can fly an escort mission at the point specified in the rules about the mission type.

An escorting fighter uses its printed range.

An escorting fighter only has to reach the target hex of the aircraft unit it is accompanying. It does not need to start or end the impulse stacked with it and does not have to 'pick it up' along the way.

Intercepting

A fighter can fly an interception mission at the point specified in the rules about the mission type.

A fighter flying interception uses *half* its printed range.

An intercepting fighter can use its *full* range to return to base after the mission.

14.2.2 Bombers

An aircraft or carrier plane that flies any mission except combat air patrol, interception or escort, is called a 'bomber' (even if it is an ATR or a FTR).

The relevant section of the rules explains how you conduct each bombing mission.

14.2.3 Night missions (option 52)

Ignored in **America in Flames**.

14.3 Air-to-air combat

The mission rules will tell you when to fight any air-to-air combat. You only need to fight one if both sides have aircraft or carrier planes present and either has a fighter amongst them.

14.3.1 Arrangement

Resolve air-to-air combats one at a time.

For each combat, divide your aircraft into two groups - bombers and fighters.

The mission sequence will usually separate units into fighters and bombers for you but, in naval air combats (see 11.5.9) you may be able to choose whether a particular unit will be a bomber or a fighter. In those cases, both sides must decide simultaneously (and secretly) which of their FTRs and carrier planes will fly as bombers and

which as fighters. You can change these roles from one naval combat round to the next but not *during* a naval combat round.

Arrange each group into a line from front to back. Usually it is better to place your best air-to-air rated fighter unit at the front of your fighter group and your best bombers (in terms of bomb factors) at the back of your bomber line. The front unit in each group is the only unit that can be adversely affected by combat, until it is destroyed, aborted or cleared through, thus exposing the second unit in the next round.

14.3.2 *Combat*

You fight each air-to-air combat in a series of rounds. This series continues until every aircraft on one side is either destroyed, aborted or cleared through.

If a side starts a round with no fighters, all opposing bombers are immediately cleared through to the target.

After air-to-air combat (if any) is over, all bombers that have been cleared through to the target carry out the bombing mission.

Combat values

Your air-to-air combat value for each round is equal to:

your air-to-air strength - your opponent's air-to-air strength

For example, if your air-to-air strength was 5 and your opponent's 3, your combat value would be $5-3=2$ and theirs would be $3-5=-2$.

Calculate a new air-to-air strength at the start of each round. It is equal to the air-to-air rating of your front fighter, +1 for each other FTR, and +0.5 for each other carrier plane, in your fighter group (you ignore bombers' air-to-air ratings).

If you have no fighter group, your air-to-air strength equals the air-to-air rating of your *front* bomber.

A bomber with a bracketed air-to-air rating, is unarmed. If an unarmed bomber is your front bomber and is being used to determine your air-to-air strength, you don't roll dice. You only use its rating to reduce your opponent's air-to-air combat value. Such bombers just have to hope they get cleared through.

Reduce the air-to-air rating of the front fighter by 1 if it has an orange air-to-air rating and there is an enemy fighter in the combat.

Reduce the air-to-air rating of the front bomber by 1 if it is a FTR.

All modifiers are cumulative.

Resolving the combat

The air-to-air combat sequence is:

1. The inactive side rolls two dice and adds them together.
2. Locate the result on the air-to-air combat table and implement it.
3. The active side rolls two dice and adds them together.
4. Find the result on the air-to-air combat table and implement it.
5. The active side can voluntarily abort the air-to-air combat.
6. The inactive side can voluntarily abort the air-to-air combat.

Losses from the inactive side's roll do not affect the combat value the active side uses. However, the active player must suffer any result before knowing what their own roll is.

If you decide to voluntarily abort the air-to-air combat, apply an 'A' result (see 14.3.3) to every aircraft and carrier plane unit you have in the combat (**exception:** in naval air combats, you return aircraft and carrier plane units that voluntarily abort to the sea-box section they started from).

It is possible for both sides to voluntarily abort the same combat.

14.3.3 Combat results

The combat results are:

Result	Effect
AX	The player rolling the dice chooses whether to destroy the opposing front bomber or front fighter. Any unit being air transported by the destroyed unit is also destroyed. If the chosen unit is a carrier plane, put a 'No Planes' marker on its CV and move the CV out of the line up - if it's not a naval air combat, the CV goes straight into the repair pool.
DX	As "AX" except that the side that didn't roll the dice chooses whether to destroy their own front fighter or front bomber.
AC	The player rolling the dice chooses any 1 opposing bomber to clear through to the target. It need not be the front bomber. Remove the unit from the line-up and place it on the target hex. If there are no enemy bombers, ignore the result.
DC	As "AC" except that players who didn't roll the dice choose which of their own bombers to clear through.
AA	The player rolling the dice chooses whether to abort the opposing front bomber or front fighter. The owning player must return the chosen unit to any friendly controlled hex within range (see 11.3) (or, for a carrier plane, to the sea-box section from which it started). Turn an aborted aircraft unit (and any unit being air-transported by it) face-down. If a carrier plane was flying in a naval air combat, it remains as it was, either face-up or face-down. In any other case, you would also turn a carrier plane face-down.
DA	As "AA" except that the player who didn't roll the dice chooses whether to abort their own front fighter or front bomber.
—	no effect.

Note: Your units never suffer an effect when *you* roll dice in an air-to-air combat - any result you get only applies to opposing units.

Example:

Jeremy moves Commonwealth naval and aircraft units into the Caribbean Sea which already contains Italian naval and aircraft units. After the search dice rolls, a naval air combat takes place. Jeremy and Maria secretly sort their aircraft and carrier plane units into fighter and bomber groups. Jeremy decides to use his best carrier plane (the Gibraltar, with a 7 factor air component) as a fighter and his other carrier plane (the Canada) as a bomber. He places his 8 FTR (a Tempest) in front of the Gibraltar. He places the 6 factor Canada as the front bomber with his NAV (an Australian Beaufighter) behind it. (Once again, Aussies save the day!)

Maria only has 1 FTR (the Re 2001) and therefore makes it her front fighter. She decides to protect her best NAV and so places her 2 air-to-air NAV (SM-84) as the front bomber and her 3 air-to-air NAV (SM-79ter) behind it.

They calculate their combat values. Jeremy has an air-to-air strength of 8.5 (1/2 for the carrier plane) while Maria has an air-to-air strength of 6. Therefore, Jeremy has a combat value of "+3" (8.5-6, rounding to 3) and Maria has "-2" (6-8.5, rounding to -2). There are no shifts to apply in this combat (see 11.5.6).

Maria (being the inactive player) rolls first on the -2 column of the air-to-air combat table. She rolls a 6 with 2 dice, giving a result of 'DA'. Jeremy must immediately decide whether to abort his front fighter or front bomber. He decides to abort his front fighter and rebases it to Kingston, turning it face-down. He then replies on the +2,3 column and rolls an 18, giving an 'AX' result. He chooses to destroy the Italian fighter.

Neither player voluntarily aborts and so a new round of combat is fought. Maria has no fighters left and so all Jeremy's remaining bombers are cleared through to attack the enemy naval units. Jeremy re-calculates his air-to-air strength. The Gibraltar's carrier plane acting as a fighter is now the front fighter. It has an air-to-air rating of 7. The SM-84 (the front Italian bomber) has an air-to-air rating of 2 (bombers behind the front bomber never count towards the air-to-air strength). Therefore, the Commonwealth combat value is "+5" (7-2) and the Italian combat value is "-5" (2-7). Maria rolls an 8 on the -5,6 column giving a result of 'AC' which is ignored, since all the Commonwealth bombers are already cleared through. Jeremy replies on the +4,5 column with a 10 giving a result of 'AC' allowing him to choose one enemy bomber that is cleared through to attack the Commonwealth naval units. He decides to clear through the front (weakest) bomber, the SM-84.

Neither player voluntarily aborts, so a new round of combat is fought. The Commonwealth air-to-air strength is still 7 while the Axis air-to-air strength is now 3 (with the SM-79ter being the new front bomber). The Commonwealth therefore now has a combat value of "+4" (7-3) and Italy has a combat value of "-4" (3-7). Maria rolls a 4 on the -3,4 column which gives a result of 'DX'. As the Allied unit is a CV, it gets a

“no planes” marker but still leaves the air-to-air combat. The Commonwealth returns fire on the +4,5 column and rolls a 12 which is a no effect (-’).

Since there are no Allied fighters left, the last Italian bomber is cleared through to attack the enemy ships. Since all remaining bombers are cleared through and no one has fighters left, the air-to-air combat is over. The air-to-sea part of the combat commences (see 11.5.9).

14.4 CV units

CVs are naval units, and move, and take part in naval combats, in accordance with the naval rules (see 11.4 and 11.5). However, a CV’s air component functions like an aircraft unit (called a ‘carrier plane’).

Carrier planes can fly air missions in the same manner as other aircraft. They can fly as either a fighter or a bomber as you choose.

A carrier plane’s range, air-to-air rating and air-to-sea factors equals its CV’s air component. Its tactical factors are half the value of the CV’s air component.

Carrier planes can not fly strategic bombardment, air supply, air transport, paradrop, rebase or naval air missions.

A carrier plane can only fly air missions from a sea-box and only if its CV is undamaged and face-up. It can never fly missions from a port (not even to intercept enemy aircraft attacking its CV). A carrier plane does not fly naval air missions but it can take part in naval air combats *in its sea area*, even if its CV is face-down.

A carrier plane can fly a mission to any hex in range. Measure the range from *any* hex-dot in the CV’s sea area (it’s usually best to pick the hex-dot closest to your target).

After a carrier plane has completed its mission, it is assumed to have returned to its CV. Turn the CV face-down.

No carrier planes

If a carrier plane is destroyed in air-to-air combat or by anti-aircraft fire, put a “no planes” marker on the CV. The CV is not damaged but may no longer fly planes. At the end of the air mission or naval combat, or when the CV aborts, put it into the repair pool.

If a CV with no planes suffers a damage result, replace the “no planes” marker with a “damage” marker.

14.4.1 Carrier planes in SiF

Ignored in **America in Flames**.

14.5 Terrain

Halve an aircraft’s *tactical* factors when ground striking or ground supporting into a forest, jungle or swamp hex. Halve each *side* for ground support; halve each unit for ground strikes.

Terrain and weather (see 8.2.3) effects are cumulative.

14.6 Pilots

Ignored in **America in Flames**.

14.7 Flying bombs

Ignored in **America in Flames**.

14.8 Kamikazes (option 60)

Ignored in **America in Flames**.

15. Surprise

Minor countries are surprised by a major power when it declares war on them, even if they are already at war with someone else.

The effects of being surprised last only for that impulse (the “surprise impulse”).

15.1 Surprise effects

Aircraft units

Surprised aircraft units cannot fly any mission that is exclusively against units controlled by major powers declaring war. Therefore, in the surprise impulse they can’t:

- fly combat air patrols;
- fly a ground support mission;
- fly an interception mission; or
- fly into a sea area.

If a land unit of a major power declaring war on you enters a hex containing one of your face-up aircraft units, it is destroyed, not rebased.

Aircraft units cannot be intercepted if they are flying:

- a strategic bombardment mission against a hex controlled by a surprised minor country; or

- any other mission exclusively against surprised units.

Bombers controlled by a major power declaring war, roll an extra die against each surprised unit they ground strike (see 11.9). A success with *either* die turns the surprised unit face-down.

Bombers controlled by a major power declaring war, double their ground support factors (see 11.16.4) if the only land units in the target hex are surprised units.

Aircraft (from any major power) can't fly a defensive ground support mission to a hex where the only land units are surprised.

Anti-aircraft fire from units that are surprised is halved.

Land units

Land units are not halved when attacking a surprised land unit across a river or canal hexside (even if some other unit in the hex is not surprised). They still suffer the adverse effects of invasions and attacks across straits hexsides.

Naval units

If a port attack is *only* against surprised minor countries, the surprised units always get 0 surprise points. The attackers get the normal number (this will increase the number of net surprise points the attacker can spend, if there is any combat).

Overrun naval units are more likely to be captured or destroyed when surprised (see 11.11.6).

16. Offensive chits

Ignored in **America in Flames**.

17. Vichy France

Ignored in **America in Flames**.

18. Co-operation

Units must be able to co-operate to do certain things together. These rules will tell you who can co-operate, what they *can't* do together even though they can co-operate, and what they can't do together if they don't co-operate.

18.1 Who can co-operate

1. Units from the same major power co-operate with each other (even if they are from different countries - e.g. Australian and Indian units).
2. Units from the same minor country co-operate with each other.
3. Units from a minor country co-operate with units from its controlling major power.
4. Units from a major power *don't* co-operate with units from a minor country aligned with another major power.
5. Units from one minor country *don't* co-operate with units from another minor country, even if both are aligned with the same major power.
6. US, Commonwealth and French units co-operate.
7. German and Italian units co-operate.
8. Units from a liberated major power co-operate with units from the major power that liberated it.
9. Partisans co-operate with units from their own country only.

No other units co-operate. Despite the above, units of a liberated major power *never* co-operate with units of a major power that refused to return territory on liberation (see 13.7.5).

18.2 Not co-operating

Units that don't co-operate cannot:

1. stack in the same hex, at any time that stacking limits apply; or
2. transport each other's units; or
3. be committed to any combat or mission that the other unit is, or will be, involved in. This *doesn't* apply to naval air or naval air interception missions.

Example: *German land units are in Japanese controlled Mexico city. Heinz cannot fly combat air patrol or interception with his FTRs over Mexico city during the strategic bombardment step because the factory is Japanese. Japanese aircraft could fly those missions to that hex during that step.*

However, German aircraft could fly ground support, combat air patrol, escort or interception missions to Mexico city during the Allied land combat step. Japanese aircraft could not fly those missions because German land units are involved; or

4. draw supply from a source controlled by the other; or

5. reorganise each other.

Foreign troop commitments

A major power or minor country unit can only end a step in the home country of a friendly major power it doesn't co-operate with if:

- it started the step there; or
- it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

A minor country unit can only end a step in the home country of an aligned minor country on the same side if:

- it started the step there; or
- it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

You satisfy the foreign troop commitment limit if there is at least one HQ from the unit's home country there (any Commonwealth HQ will do for Commonwealth units) and the total number of that country's non-HQ units there is less than or equal to the total printed reorganisation values of the HQs.

Example: *Kasigi is hard-pressed in Sep-Oct 1947 and Heinz offers to provide some direct support by garrisoning Japanese controlled Mexico. In a combined action, he moves a German fleet from Martinique, and another from Curaçao, to converge on the Gulf of Mexico. In the land movement step, the first unit that lands must be an HQ. Guderian steps ashore jauntily in Veracruz. His 4 re-organisation value allows a further 4 units to land. An INF lands in the same step and two aircraft units fly in with a rebase mission. There is one spare point of Guderian's reorganisation value which Heinz uses up in the return to base phase by returning a TRS there (for emergency evacuation purposes ~ you can never be too sure). Alternatively, Heinz could have moved the fleet transporting Guderian directly into Veracruz provided the total number of German units excluding Guderian did not exceed 4.*

But you can do this

Units that don't co-operate are not otherwise limited. In particular, they can:

1. occupy the same section of a sea-box;
2. take part in the same naval combat;
3. take part in the same convoy chain;
4. lend resources to each other;
5. trace supply through territory controlled by each other; and
6. enter hexes controlled by each other outside their major power home countries. You may of course only enter territory controlled by another major power on your side if that major power agrees.

18.3 Co-operating

HQ, ATR and TRS units can reorganise units they co-operate with. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a unit of a co-operating major power or minor country.

Apart from control of hexes, reorganisation, reinforcement and activities limits, units which co-operate act as if they were from the same country (they may move and fight together, etc.).

19. Minor countries

The world is divided into several types of political entity. At the top of the heap is the major power - independent and powerful. Then there are minor countries - still independent but not in the same military league as a major power. In **World in Flames**, every major power home country, and every minor country, has a capital city.

In previous years, most major powers valued their importance by how many other territories, sometimes called "colonies", they controlled. We don't have a special status for colonies - they are either a minor country aligned with, or conquered by, a major power or simply hexes controlled by a major power.

We represent the independence of true minor countries by making them neutral until they enter the war. They enter the war when someone declares war on them or when they otherwise align themselves with a major power. In either case, for game purposes you will select a major power to run their affairs.

The scenario information (see 23.) will list which minor countries start the game conquered or aligned. All other minor countries have a political flag which is used to show the minor's current political leanings.

19.1 Neutral minor countries

You can transport resources and build points through hexes controlled by neutral minor countries.

Your units can not enter hexes controlled by a neutral minor country nor can you trace supply through them.

19.2 Entering the war

A minor country enters the war when:

- a major power declares war on it - it immediately joins the other side; or
- it aligns with a major power (see 9.8).

If a minor country aligns with a major power, it is controlled by that major power.

When one or more major powers declare war on a minor country, choose an active major power on the other side to align with it (see 9.2).

19.3 Who can enter the minor

Your units can enter hexes controlled by a minor country if:

- you are at war with it; or
- it is conquered by you or another major power on your side; or
- it is aligned with any major power on your side (subject to the foreign troop commitment rules ~ see 18.2).

19.4 Minor country units

Setting up

When a minor country aligns with you, set up its initial units immediately. You must set up in hexes controlled by that minor. At least half a minor country's initial units must set up in its home country.

Set up each of the minor's land and aircraft units that has an earlier year on its back. If it has the current year, put it on the production circle to arrive as a reinforcement in the next turn.

Set up all of the minor's *naval* units on the map.

When Panama is aligned, set up 5 *convoy points* (use the controlling major power's convoy points).

Production

After a minor country has aligned with you, you can choose to add its units (those not yet set-up) to your major power's force pools. You can do this at any time but, once you do, its units must always go into your force pools as they become available. From then on, you can only voluntarily remove them from your pools by production (see 13.6.5), or scrapping (see 13.6.9).

Before you add them to your pools, that minor country won't produce any units (except its reinforcements on the turn after it enters the war).

Restrictions on use

Minor country units can move and fight outside their home country. However, you can only move a minor country land or aircraft unit outside the home country controlled by the minor, if half or more of its *on map* land and aircraft units are currently inside its home country.

Example: *Brazil has 4 land units and 1 aircraft unit on the map. You can move a unit out of Brazil if at least 3 of those units (remember, halves round up) are presently in Brazil. They could be 3 land units or 2 land units and an aircraft unit. Its naval units are not restricted.*

19.5 The Nazi-Soviet pact

Ignored in **America in Flames**.

19.6 Soviet border rectification

Ignored in **America in Flames**.

19.7 Axis minor countries

Rumania and Portugal are full allies of, and aligned to, Germany. Spain is a full ally of, and aligned to, Italy. All minor countries with flags could become aligned to an Axis major power depending on minor allegiance (see 13.6.11).

19.8 Allied minor countries

The Netherlands is a full ally of, and aligned to, the Commonwealth. Its home country is Dutch Guyana. All minor countries with flags could become aligned to an Allied major power depending on minor allegiance (see 13.6.11).

19.9 Netherlands East Indies

Ignored in **America in Flames**.

19.10 Austria & East Prussia

Ignored in **America in Flames**.

19.11 French African minors

Ignored in **America in Flames**.

20. Chinese communists

Ignored in **America in Flames**.

21. Stilwell

Ignored in **America in Flames**.

22. Optional rules

The optional rules add some more variety and realism to the game. Feel free to add any or all of the following rules as you see fit.

22.1 Factory destruction & construction

Construction

You can build a maximum of 1 new factory a turn for each major power. They cost 8 build points each and take 4 turns to arrive.

When a new factory arrives, you must put a marker onto a city hex in your home country to reflect its construction (only in Britain for the Commonwealth until conquered). You can never have more than 2 blue or green factories in a hex. New factories are always blue factories.

If a printed factory is destroyed, you don't have to rebuild it from scratch; you can repair it. This is cheaper and faster (4 build points and 2 turns). You can only repair printed factories, not factories you constructed.

Destruction

All factories can be destroyed by strategic bombardment (see 11.7). If there is a choice, destroy blue factories first.

You can also destroy a blue or green factory (not red) if one of your land units occupies that hex in the victory check step (see 13.8). The land unit must be in supply. You don't have to destroy the factory. Each land unit can only destroy 1 factory stack a turn. If the hex has 2 blue or green factories, you can only destroy both in the same turn if you have 2 in-supply land units there.

22.2 Amphibious units

Amphibious units (AMPH) form a new force pool. They count against ship gearing limits.

AMPHs are much like TRS units. If you are not playing with the amphibious option, you can simply treat them as more expensive TRS.

If you are playing with the amphibious option, you *can't* transport HQ-A, ARM, MECH or aircraft units on AMPHs.

MAR can still invade from TRS units but other land units can only *invade* from AMPHs.

TRS units at sea can now only *embark* a land unit from a coastal hex (see 11.4.5) if that hex is a port or contains an HQ (this means a face-up HQ can always be embarked). MAR units and units embarking on AMPHs, are not subject to this restriction.

You can no longer *debark* a land unit from a TRS at sea into a friendly coastal hex (see 11.13) unless the hex is a port or contains an HQ (a face-up HQ can always debark). MAR units, infantry class *divisions* and units debarking from AMPHs, are not subject to this restriction.

Treat an AMPH as a TRS for naval combat purposes.

22.3 Japanese command conflict

Not used in **America in Flames**.

22.4 Optional units

Not used in **America in Flames**.

22.5 Railway movement bonus

Land units pay 1 less movement point to enter a hex when they move along a railway. This reduction occurs *after* you apply any weather effects.

22.6 Air Cav units

Air Cav (ACV) units are a new unit type. Even though ACVs are cavalry class units, they may not move during the land movement step. Instead, they move like aircraft. In particular:

- they pay aircraft movement costs (and don't pay 1 less movement point to enter a hex along a railway);
- each move counts as an aircraft mission against activities limits;
- in storm and blizzard, or if they start their move out of supply, they can only fly to a friendly controlled hex;
- they can move into or through hexes containing enemy units or ZOCs;

- they can be intercepted and escorted by aircraft in their final hex; and
- they do not change the control of the hexes they move through.

However, there are some exceptions:

- they may only fly during the air transport, paratroop or rebase steps; and
- they do not return to base nor turn face-down (except as a result of combat ~ see below); and
- when they fly a rebase mission, they only use their printed range.

They can also make rail moves and may be transported by a TRS. They can not be transported by any ATRs (nor AMPHs if playing 22.2).

In air-to-air combat, ACVs have an air-to-air rating of 0.

During the paratroop step, if they end their move in an enemy controlled hex, they must attack it, just like a paratroop into an enemy hex. This counts as a land attack against activity limits.

Their ZOCs after moving to an enemy controlled hex are affected exactly like a PARA unit's ZOC when it paratroops. If the only defending unit is a notional unit, the ACV *automatically* wins the combat (even if attacking with other units) without having to turn face down. If it survives the combat, it takes control of the hex.

22.7 Walther submarines

The Germans have one sub counter marked with a red 'W'. It may always decline naval combat after search rolls and before combat *even* if it has been committed this round. A committed Walther sub that declines naval combat must immediately return to base and is then turned face-down.

22.8 HG flying panzer corps

The HG (Herman Göring) corps is an ARM unit. It is also marked with a PARA symbol. This corps is air-transportable and paratroopable like any other PARA. However it takes 2 ATRs (or 1 large ATR) to transport it. If 1 of the ATRs is destroyed while transporting the HG corps, it too is destroyed. If either ATR is aborted, all remaining units must abort at the end of the air combat.

22.9 SS reorganisation

It costs twice as much as normal to reorganise an SS unit with a non-SS HQ and vice versa (e.g. It would cost Italy 8 reorganisation points to reorganise an SS unit when Germany is not doing a land impulse).

22.10 Hidden units

Each major power can set up hidden units (land, naval and/or aircraft) during its set up. Units may *not* be hidden after set up.

During either round of the pre-set up minor influence step, you can spend 3 political points for *each* unit you want to hide. Those political points are then lost.

During your set up, write down the hexes for each of your hidden units. They can be either in their major power, any territory it controls, or any minor country sufficiently influenced for them to be able to enter it. This is the only way major powers' units can set up in minor countries or territories.

Hidden units do not have to comply with stacking rules while hidden but, *immediately* you reveal them, the hex suffers the normal consequences if it is over stacked.

You can reveal hidden units at any time (even during the other side's turn).

You *must* reveal a hidden unit:

- when an enemy land unit exerts a ZOC on, or tries to enter, its hex. If the enemy unit can't overrun the hex, it ends its move in the hex it was leaving (or must conduct an invasion or paratroop into the hidden unit's hex);
- when an enemy land unit announces a land attack into its hex; or
- when your influence in a minor country drops below the level where your units can enter the minor. Move your hidden units there onto the production spiral to arrive as reinforcements in the next turn.

23. America in Flames Set Ups

23.1 Introduction

Here we explain how to sort out the counters, how to lay out the maps and how to set up your units to start playing.

23.2 History

May 7, 1945: "How could it have happened?", Eleanor wearily asks her diary. In one sense it was so logical and obvious, with warning signs every step of the way, but in another it was completely inexplicable and inexcusable.

Some defeatists were openly talking about the inevitability of Axis victory but no doubt those people would have been talking about how inevitable our victory was, if we had won.

To Eleanor, it all could have been oh so different. The rise of Hitler, the war in China, the establishment of the greater Reich and then The War, greater than the Great War itself. None of it need have happened, none of it would have happened, if brave, wise people had come forward when coming forward would have been enough.

If only France and Britain had stood up to Hitler much earlier, when they still had friends in Europe, rather than later, when those friends were being coerced into making the bombs to drop on their erstwhile allies.

If only the Western Allies had stopped the Panzers in 1940, when they had the edge, if only the Soviets had deployed intelligently in 1941, when the Fascists turned on them. If only, if only, if only.....the futility of the words tumble through Eleanor's mind repeatedly.

How could Stalin possibly have thought that Adolf was going for Moscow in the Fall of '41 after he had already sent his Panzers southwards to pocket Kiev, needed oil, and was then closer to the Caucasus than the Kremlin. Any fool should have known! Only a madman would have followed Napoleon to the gates of Moscow in the teeth of a Russian winter.

Eleanor sighed as she remembered those millions of Russians wasting their time and energy building hundreds of miles of entrenchments in front of Moscow, while the critical Don and the Volga were left undefended.

Meanwhile, Hitler temporarily, conveniently and hypocritically casts aside his untermensch beliefs to enlist the Ukrainians against their former masters. As Adolf said "Better a Slav fight a Slav than a German". Needless to add, the poor Ukrainians paid for their folly in the end.

Many people thought that the fall of Baku and the entrance of Turkey into the war as an Axis ally late in '41 was the turning point, but Eleanor knew this hadn't necessarily meant the end.

But her own people were not free of stupidity and disgrace themselves. Why did we wait until we were attacked, when it was so obvious that the World's democracies were in such peril? How could we have let our fleet lie slumbering at Pearl Harbor? Why did we send the remnants on such wild goose chases as the Coral Sea and Midway?

Even if we had spies in the IJN (although that just sounded like a cover story to Eleanor), everyone knew the Japanese planes had longer-range and we would have needed a miracle (like a break-down of the Japanese recon planes) for us to have struck the Japanese fleet before they could get ours.

The result was so predictable, the *Hornet* and *Yorktown* sunk, while the *Enterprise* slunk away with its tail between its legs.

The rest of 1942 had been one horrible nightmare, hardly real at all. the Axis (with Turkish help) capturing all the oil in the middle east; Pearl Harbor falling to the Japanese and, finally, the coup de grace - two giant pincers, one north and one south of Moscow completely encircling the Soviet capital trapping Stalin, Stavka and 2 million Russian soldiers. The Russians fought with unbelievable valour, but to no avail. By the end of the year, Moscow was captured and Stalin paraded in a cage through Berlin (typical Nazi vindictiveness, thought Eleanor).

Needless to say, 1942 was like a holiday compared with 1943. In June, the long-awaited invasion of Britain commenced. How could we have lost that battle, wondered Eleanor, considering the overwhelming strength of the combined British and US fleets. Who could have known that our fleet would be met by a blizzard of Adolf's new "smart" Fritz bombs, a devastating surprise since we had not suspected the Axis were even testing such a weapon?

June 6 is now remembered as Black Thursday, as thousands of British and American mothers received the dreadful news that their sons would not be coming home. After the terrible Battle for the English Channel, the Battle of Britain became one long retreat up the island until, at last, one piece of good news as the massive "Second Dunkirk" saw over a million Brits, Americans, Australians and other assorted allies transported to America. One small gleam in a never-ending tale of darkness.

1944, by comparison, had been peaceful (at least in the Americas). Japan used the year to finally defeat the Chinese, and occupy Australia (India of course had fallen long earlier), but the Americas remained inviolate.

Why then did the Government have to risk all in a stupid long-shot gamble at re-capturing Hawaii? After all, the islands are breath-taking, but hardly vital to our national security. Considering that we were operating completely outside the support of our land-based air, our brand new Essexes never stood a chance. Wave after wave of Japanese Bettys, Zeroes, Judys and Peggys turned our beautiful fleet into twisted globs of charred metal at the bottom of the Pacific, long before we had even got within 200 miles of the beautiful peaks of Hawaii.

Of course we are still furiously building carriers, but will there be enough? The Axis have been boasting of their crash carrier building program for the last 2 years and the day cannot be far away when we too shall have to face the elephant. How will we react when we must fight for our homes?

There is only one light in this very dark tunnel, but it is a strong one. Nazi stupidity, narrow-mindedness and xenophobia have meant that all the greatest scientists in the world are now in the USA, many of them refugees from Nazi subjugation.

Amongst many fantastic projects, Eleanor had heard rumours of a weapon of unimaginable power that these scientists are working on, but will it arrive in time, and will it be unimaginable enough?

Suddenly, Eleanor's house shakes as heavy explosions rock Washington. The lights dim, then go out altogether while the eerie sound of air-raid sirens howl in the distance. A look of horror crosses Eleanor's face as she realises the moment of truth has arrived.

The greatest invasion in history has begun.

23.3 Which side?

America in Flames is a 2-6 player game. In a 6 player game, each player gets 1 major power. In a 2 player game, 1 plays the Axis and 1 the Allies. If you have 3-5 players, 1 player plays:

- the Commonwealth and France in a 4 or 5 player game;
- Germany and Italy in a 3 or 4 player game; and
- the Commonwealth, France and the USA in a 3 player game.

Each player from youngest to oldest now chooses 1 major power (or group).

Alternatively, you can bid for sides. You may bid as many times as you like, auction style, each bid being 1 greater than the last bid (first bid being 1).

After all players have stopped bidding, the player who bid the highest now picks a major power (or group) to play. Then, the player who bid the next highest picks one of the remaining major powers (or groups) on the *other* side to play.

The next highest bidder now chooses one of the remaining major powers (or groups) from *either* side to play and so on until all major powers have been picked. Players who didn't bid, choose all remaining major powers randomly.

You now modify the number of research points needed to develop the hydrogen bomb based on the highest bid. If this bid was for an Allied major power (or group), add the bid to the total (250 RPs) required, if for the Axis, subtract the bid from the total.

Example: In a 4 player game, Dinah, Marie-Claude, Frederic and Ruedi start bidding. Marie-Claude wins the bid with 18, and chooses to play the USA. Ruedi bid second highest and chooses to play Japan. Dinah and Frederic didn't bid. They both roll a die. Dinah rolls higher and chooses to play Germany and Italy, leaving Frederic with the Commonwealth and France. The game ends when either side reaches 268 (250 + 18) research points.

23.4 Laying out the maps

Lay out the maps so that the equivalent edge hexes on each map overlap.

23.5 The counters

23.5.1 Sorting out the counters

Pop or cut out the counters provided with the game. Countersheets 26~28 contain 840 counters. 800 of these represent military units. The military units are deliberately limited. If you add any more units to them (e.g. if you were to pay us for 2 copies of this wonderful game), we can't be held responsible for what might happen.

Aircraft and naval units are distinguished by silhouettes. Land units are distinguished by symbols. The unit description chart (see 27.) explains this in some detail.

The military units are printed in different background colours to differentiate nationalities, and all minor and some Commonwealth units are also identified by letters. Again, the unit description chart explains this.

23.5.2 The Force Pools

Sort your units into force pools. Each major power needs a separate force pool for each unit type. So, you need one each for ACV, CAV, INF, MIL, GAR, MOT, MTN, MAR, PARA, PART, MECH, ARM, HQ-A, HQ-I, SUB, CL, CA, BB, CV, TRS, AMPH, Convoy points, FTR, LND, NAV and ATR. You only have 1 force pools for each type regardless of how many countries contribute units to your force pools.

Some of these unit types come with different costs. For example, some LND will cost you 4, some will cost you 5 and some will cost 6 build points. Separate each unit type into a sub-force pool for each cost (first cycle cost only in the case of naval units).

Example: Rumania starts the game aligned to Germany. Thus, all 4 cost German and Rumanian FTRs will go into the one force pool.

This will leave you with a lot of force pools and organisation becomes important. Just forming piles on the side of the table is unsatisfactory. A good option is using a separate zip lock bag for each pool - these are cheap and pack away well. A more sophisticated (but more expensive) method is to use professionally made counter trays. Alternatives to those include egg cartons, and those plastic boxes you can buy in sewing, hardware and fishing tackle stores.

Set aside these units for now:

- units with an availability date on their back that is later than the game's starting year. They will become available later (see 4.1.1); and
- units that name a city on their back that you don't control. They will become available when you control that city (see 4.1.2);

You can remove any of your other units from the force pools if they have a year on their back that is at least 4 years *earlier* than the game's starting year. For example, at the start of the game (1945), you could remove any unit that had '1941' or earlier on its back. These units can *never* return to the game, so be careful.

The scenario information also specifies that you should add some minor country units to your force pools.

23.5.3 *Setting up the counters*

This rule explains how to set up the units and markers.

Administrative counters

Put the year marker in the appropriate space on the year track for this scenario's starting year (see scenario information).

Put the turn marker in the appropriate space on the production circle for the first turn of the game.

Put the initiative marker in the appropriate space on the initiative track, turned to the side which starts the game with the initiative.

Put the impulse marker in the left-most space of the impulse track.

Set aside the remaining markers for now.

What units to set up

Now consult the set-up chart (see 29.). The set-up chart is broken up by major power. Set up each major power in the order listed.

The set-up chart is further divided by rows for geographical locations, and columns for unit types.

A number in the set-up allows you to set up that many units of that type. If a type is specified but not a number, you get 1 unit of that type.

Some units must be of a particular nationality. The nationality abbreviations used in the **America in Flames** set-ups are:

Aus	Australian
Can	Canada
Ne	Netherlands
Rum	Rumanian
SN	Spanish Nationalist

Some units types and terms have also been abbreviated. They are:

CP	Convoy point
CVP	Carrier plane (SiF only)
[fu]	face-up
[fd]	face-down
NSU	naval supply unit (SiF only)
P	Pilot

Some of the columns relate to aircraft set-up. Aircraft types are differentiated according to the time taken to build the unit.

You only need to set up the units specified in the **America in Flames** land, air and naval columns unless you own **Planes in Flames**, **Ships in Flames**, **Africa Aflame**, **Asia Aflame** or one of our other kits that can be played with **World in Flames** and **America in Flames**. If you do, please refer to the **World in Flames** rules to set up these units as well.

If playing with **Ships in Flames**, use **Ships in Flames** units wherever possible (**AiF**'s *Asama* is the successor to **SiF**'s *Asama* however). When required to use **America in Flames** ships, reduce their first time cost (see 13.6.5) to that of the **SiF** first time costs. Reduce the second time costs of **AiF** naval units (except TRSs) by 2.

If there are not enough units in the force-pool to set up a unit, *and you have not removed any of those units from the force-pool*, you may randomly select a unit of that type from those available in the next year.

Unless the set up specifies a particular unit, choose the units randomly from each force pool. Unlike **World in Flames**, Commonwealth units are randomly chosen from all units in each force pool.

Where to set up

The left-hand column of the set-up chart shows where to set up your units.

If there is a date there, set up the units in those spaces of the production circle. Set up ships face-up if the next acronym to the right of the unit is "[fu]", face-down if it is "[fd]".

Example: *I am the US player setting up my units in an **America in Flames** Campaign game. The left-hand side of the last row of the US set-up states 'Mar/Apr'. I set up the FD Roosevelt and Montana face-down on the Mar/Apr slice of the production circle. If I was playing with **Ships in Flames** as well, I would also set up the Cabot face-up, and the Maine and Albany face-down, in the same location.*

If the left-hand column has the words 'construction pool' or 'repair pool', set up the units in those pools.

Mostly, the left-hand column will mention a geographical location. If the set up gives you some latitude (e.g. "USA"), you can set up the unit in any hex *your* major power controls in that place.

The Axis units set up in the off-map boxes (see 2.1.3).

You must set up all on-map naval units in ports.

The campaign information details who controls what territory at the start of each campaign.

All units must conform to stacking limits after set up (see 2.3).

After you have finished setting-up, you can make naval moves out to sea with your naval units. Treat this as a naval action you conducted last turn, so the units must finish their move, then drop to a lower sea-box section as if they had stayed at sea last turn (see 13.4).

You are now ready to play.

23.6 Operation Star Spangled Banner

First turn: Jan/Feb, 1947

No. of turns: variable (av. 18)

Maps used: North and South America

Initiative: Axis +1, Axis start with initiative.

Last weather modifier: Nil.

War status: The Commonwealth and the USA are at war with Germany, Japan and Italy.

France and the Netherlands are completely conquered. All Commonwealth home countries except Canada have been incompletely conquered.

Control: As specified on the map except that:

Germany has aligned Brazil, Portugal and Rumania, and has conquered British, French and Dutch Guyana, Newfoundland, Greenland, that part of Canada north of the St. Lawrence river and east of hex 15xx, hex 1562, and all islands in or adjacent to the Caribbean Sea (e.g. Bermuda, the Bahamas, Martinique etc.) except Haiti, the Dominican Rep. and Cuba.

Japan has aligned Peru and conquered Panama, Prince Rupert and every adjacent hex, Seward, and every originally French and Commonwealth (except Canadian) island west of the American coast.

The USA has conquered Mexico.

Brazil, Paraguay, Rumania and Portugal are full allies of Germany. Bolivia is +3, Argentina +6, and Venezuela +12 towards Germany.

Italy has aligned Spain. Uruguay is +3, Cuba +10, and the Dominican Republic +14 towards Italy.

Peru and Costa Rica are full allies of Japan. Chile is +5, El Salvador +8, Guatemala +11 and Colombia +14 towards Japan.

Honduras is a full ally of the USA. Ecuador is +5 towards the Commonwealth.

Canada is the home country of every Commonwealth country.

Research: Allied Research is 115, Axis is 30.

Off-map production: Axis only, see 13.6.10 and map.

23.7 America in Flames Campaign

First turn: May/Jun, 1945

No. of turns: variable (av. 28)

Maps used: North and South America

Initiative: Axis +2, Axis start with initiative.

Last weather modifier: Nil.

War status: The Commonwealth, France and the USA are at war with Germany, Japan and Italy.

France, the Netherlands and all Commonwealth home countries except Canada have been incompletely conquered.

Control: As specified on the map except that the Commonwealth controls Greenland.

The Netherlands is a full ally of the Commonwealth. Its home country is Dutch Guyana.

Canada is the home country of every Commonwealth country. The French home country is French Guyana.

Rumania and Portugal are full allies of Germany. Spain is a full ally of Italy.

Research: Allied Research is 45, Axis is 30.

Off-map production: Axis only, see 13.6.10 and map.

Special rules: Before you set up, you conduct 2 minor influence steps (see 13.6.11) in an attempt to take control of one or more minor countries before the game begins. They occur, one after the other.

In the first pre-set up minor influence step, the major powers get these political points to spend on minors:

USA: 50
CW: 20
France: 15
Germany: 40
Japan: 30
Italy: 25

In the second pre-set up minor influence step, each major power gets the same number of political points, plus any they saved from the first minor influence step. After spending these points and influencing minors, both sides set up.

23.8 The Short (well...shortish) Game

If you like your action fast and furious from the start of the game, try this alternative scenario that is about a third faster than the standard game.

Each Axis major power gets *twice* as many political points in each of the pre-set up minor influence steps (see 3.5). To compensate, each side only needs 200 research points to develop the hydrogen bomb.

23.9 WiF/AiF ~ the Supergame

This game covers the full war from Germany's invasion of Poland in September 1939 until the discovery of the Hydrogen bomb at the end of the forties. It is the longest and most challenging of all the scenarios. It requires **World in Flames™** to be played.

First Turn: Sep/Oct 1939

No. of turns: variable (68 maximum)

Maps Used: All **WiF** and **AiF** maps

Initiative: Axis +2 box, Axis starts with initiative. No initiative roll on the first turn and the Axis has the first impulse.

Last weather modifier: Nil. The die-roll for the first impulse of the game is a '4'.

War status: All major powers are neutral except China and Japan who are at war with each other.

The USSR and Germany have a neutrality pact made in 1939.

Entry chits: The US has 3 entry chits. Place them in either, or both, entry pools.

Reserves: China and Japan have called out their reserves.

Control: As specified on the map except that: Japan has conquered China (east of the 1939 start line) and is aligned with Manchuria and Korea; Germany is aligned with Czechoslovakia; Italy has conquered Ethiopia and is aligned with Albania; and Communist China controls Lan Chow and Sian.

Intelligence points: The USSR (2), Germany (2), Italy (2), Japan (1)

Research: Allied Research is 0, Axis is 0.

Off-map production: NA

Special rules:

1. Use the World in Flames: Global War set-up (see last campaign in **WiF** 29) to set-up all units.
2. Each side may start researching the bomb from the turn that side has 10 or more research sites on-map, or Jan/Feb 1945, whichever comes first.

The standard cost of each research roll is *increased* throughout this campaign to 25 build points each, less 1 for each research site your side has on-map. They still cost a minimum of 5 per research roll no matter how many more than 20 sites a side currently has.

3. Either side may build research sites from the turn the USA is at war with *all* Axis major powers. They cost the Axis 30 build points each to build and the Allies 25 build points each. Reduce the cost of each site by 1 for each site that side already has on-map (minimum cost 10). They take 3 turns to build. This cost may be shared by the major powers if they agree.

Each major power may only contribute towards the cost of 1 research site per turn. When they arrive as reinforcements, they must be placed in the home nation of the major power who contributed the most to its cost.

Research sites may be destroyed in the same manner as factories (if playing **WiF** option 30) *after all* other targets in the hex have been destroyed.

The research sites on the **AiF** maps are ignored.

4. Production multiples are as per the World in Flames builds charts. The maximum US PM is 2, +0.5 if the Axis launch a land attack inside the US home nation (see 5.2). Ignore all green factories.
5. Panama starts the game +11 towards the USA. All other countries with flags start at 0. All countries with flags may be affected politically from the first turn of the game. Major powers (even neutral ones) may enter or align these minors provided they have the appropriate level of influence (see 9.8).
6. If playing with **AsA Option 3**, French artillery set-up on the map must have an availability date of '1937' or earlier.

Special victory conditions: The game ends, and a side wins when:

- (a) it has completely conquered every major power on the other side; or
- (b) when it has developed the hydrogen bomb.

If neither side has won by Nov/Dec 1950, the game is a draw.

Historical objectives: Nat. China ~ 1, CW ~ 23, France ~ 6, Germany ~ 0, Italy ~ 0, Japan ~ 0, USA ~ 18 and USSR (incl. Communist China) ~ 19, last turn: July/August 1945.

24. Players' & Designer's Notes

24.1 Players' Notes

Introduction

America in Flames presents both players with unique difficulties. While historically, invasions hardly ever fail, few have been attempted against the might of the US and British navies. In **America in Flames** the Axis player must mount a continent-wide invasion against a hostile and fully-armed opponent, while the Allies have to defend more than 50,000 km of coast to foil the Axis invasion.

Due to the variable nature of the victory conditions, there are several objectives for which you can strive; political, military or atomic research. Of these, the Axis should concentrate on the political and military while the Allies should concentrate on the military and atomic research.

As the Axis out-produce the Allies by a substantial margin (approximately 3:2), unless the Allies spend points on atomic research, they must ultimately lose the game. Furthermore, both sides should concentrate on building up their military arm, as ultimately this is the only way you will be able to wade ashore or expel the invaders.

Politics

The case for political expenditure is more problematic. The political system is designed so that the best expenditure of political points is to gain one more level of influence than your opponent. If you gain 15 levels of influence on a neutral minor, while I only have 14, then due to the ratchet effect, that minor will end up +5 to you, rather than +1. If you had spent +16, your 16th level would have been wasted *unless* I had got 17 levels.

During set-up, both sides should expend their political points with enthusiasm. First, minor countries should be ranked for size and quality of their military, the amount of infrastructure (e.g. ports, factories, resources and railways) as well as their strategic position. Based on these qualities, the most important countries (in alphabetical order) are Argentina, Brazil, Mexico, Panama and Peru. The second most important are Chile, Colombia, Costa Rica, Cuba, Guatemala and Venezuela. Costa Rica and Guatemala might appear out of place amongst these other much larger countries, until you realise that they are the "book-ends" of the Central American states, providing good jump-off points for the liberation of Mexico and Panama.

Most games see Germany initially concentrate on Argentina, Chile, Mexico, Paraguay and/or Venezuela; Italy concentrates on Chile and/or Panama; while Japan concentrates on Chile, Colombia, Costa Rica, Guatemala, Mexico, Panama and/or Peru.

However, if the Axis have the stomach for a costly political war, Germany could concentrate on Brazil in the initial political rounds. It is expensive, and you still will most likely not get control of it, but if you do, you will have the capability to quickly surround and liberate British, French and Dutch Guyanas, completely conquering France and the Netherlands in the process.

The Allies on the other hand will most likely be reacting to much of the Axis manoeuvres. Brazil and Panama are crucial for the US and must be invested in heavily. In Brazil's case, all you need to do is ensure the Axis can't enter it. They will quickly tire of losing 4 or 5 build points for every 3 you spend and will declare war on it, giving you 15 additional political points to spend (5 each).

For Panama unfortunately, you *must* get it as a full ally as quickly as possible. While it is not a full ally, the Axis could spend sufficient political points anytime during the game to get it below the level where you may enter it. Then, all your units there (including your hidden units) must immediately evacuate, allowing the Japanese to occupy it from Columbia and/or Costa Rica.

This was precisely what happened in EuroWiFCon, when the Axis spent 41 political points in “miscellaneous expenditures nec” to the Panamanian Government in 1 turn, allowing them to occupy Colon and close the canal to the US. Although the Axis were sad that they had to spend 41 build points to get Panama off the US, one player from another table was heard to comment “the word ‘bargain’ comes to mind”.

France only has 1 country left at the start of the game, and thus must try to get another minor country on side but with only 15 political points each round, and a very uncertain income from then on, can’t afford the luxury of a great country. The most likely candidates are Ecuador and Bolivia. Of these, Ecuador is the easiest to defend and is the preferred choice. Besides, if the Axis go for Chile, you will get Bolivia by default (unless one of your so called ‘Allies’ goes for it first, perhaps spending 1 point on Bolivia to show its yours is not such a bad idea after all).

A gutsy choice is to go for Mexico with everything you’ve got (5 levels of influence per round) with back-up support from the USA and the Commonwealth. If you are lucky, Mexico will soon be yours after which you abandon French Guyana and dare the Axis to conquer it. Your home country will then shift to Mexico, from which time you can receive a steady supply of US largesse, as well as running your 1 factory at full-steam.

Sometimes, it is not in your interest to get a minor country on side. For example, if the Axis get Mexico as an ally early in the game, the US will simply respond by sending half a million ambassadors with copies of the Monroe doctrine in their knapsacks before the Axis can adequately support their new found friend. It is far more in the Axis interest to keep Mexico neutral (certainly not pro-Allied) until there are sufficient units close by to be able to land in support.

During the game the Allies cannot afford to expend too much after set-up as the Axis would just love to engage you in a political war. If they spend equal or more build points to yours, they will greatly outstrip your military build-up, while still beating you on the political front.

As for the Axis, each country should be appraised on a case by case basis. If you can match or spend less per influence level on a political minor than the Allies, it is usually worth while to spend the points, at least up until they reach level 8 (where you can enter them). From then on, except for the most important, you can let the natural advancing mechanism float them gradually towards your camp.

Some countries however like Ecuador, Honduras and Nicaragua are rusted onto the USA and there is nothing you can do but go in and teach them the errors of their ways.

Hidden Units

The Allies should always save some of their second round political points for hidden units. Good candidates to keep hidden are the Carriers, the Panama garrison, and other land units scattered about Brazil and the Caribbean to provide an unpleasant surprise for any invading Axis units. France might also want to set up 1 or 2 white-print corps in Papeete or the surrounding islands to slow down the Japanese.

The Axis have less need for hidden units as they can ship in all they need over time anyway. One useful exception is for Germany and Italy to start with a couple of short-ranged FTRs in some friendly minor countries at start to protect the fleet bringing in reinforcements.

Another is that Japan can conquer Panama quickly by getting Costa Rica and/or Colombia on her side in the pre-set up political step, and then starting the game with a few hidden units there.

Alternatively, if Japan gets control of Chile or Peru, she could start with 1 or 2 corps and AMPHs there for an early invasion of a still neutral Panama (and below the level at which the Allies can enter).

Pre-Play Planning

After you have set-up, you must appraise the position. The initial political rounds create completely different games each time you play, and will profoundly effect how you approach the game. If the Axis have Brazil on their side, the Allies must be ready for an immediate assault on France and the Netherlands. If instead they control Argentina, while Brazil is neutral, the Allies will have longer to prepare a perimeter defence.

Similarly, if Japan start with control of Colombia, Costa Rica and/or Peru, the Allies should expect an immediate assault on the Panama Canal and be ready accordingly.

Furthermore, both sides need to study Mexico carefully. Unless it is fairly friendly to the Allies, the US might want to start the game with an 8-9 corps Mexican Expeditionary Force. If you must fight the Mexicans, it is far better to do it earlier than later. The worst thing you want to have happen is for it to become an Axis spring-board for an invasion of the southern USA.

Axis Play

The Axis have basically 5 tasks to perform to win the game. In order, they must:

- (a) take control (either politically or militarily) of South America and Greenland;
- (b) capture Panama;
- (c) grab air bases in sea areas adjacent to North America
- (d) get ashore and build up in North America;
- (e) sink Essexes; and
- (f) conquer Canada and the USA;

and they must do this in around 28 turns (the expected length of the game).

Of these six, the first two should be achieved in the first 10 turns. If Brazil is friendly, use it as a spring-board against the Guyanas. If not, then you must enlist Argentinean help as soon as possible to invade Southern Brazil, while also invading Northern Brazil for an overland march on the Guyanas.

It is vital you completely conquer France and the Netherlands as quickly as possible, thus dramatically reducing the Allied force pools while increasing your naval forces (particularly valuable in the case of the French carriers).

In the case of Panama, the Axis only needs to take one side of the canal to deny its use to the Allies. After this, the Axis fleets can join up on either map and fight as a co-ordinated fleet. The advantage of having Panama entirely Axis controlled is that it allows for more rapid reinforcement, as well as far greater strategic flexibility.

Air bases are vital to you. Without them, your fleet cannot operate. With them, the Allies can't stop you. The best air bases are on the junction of two sea areas as they allow your aircraft to protect your fleet in two sea areas at the same time.

The islands in the Caribbean and near Canada are particularly important as they give you the air bases adjacent to the North American coast you are going to require before you can launch your main invasion (Operation Star Spangled Banner).

Getting ashore in North America is actually easier than it sounds. There are over 180 invadable hexes on the North American continent, and there is no way the Allies can cover them all. The problem is that they can cover the first 5 or 6 fronts you create, so you must persevere by continuously opening new ones.

It is usually not good play to actually invade hexes in the US home nation, as you don't need the US player getting a bonus 20~25 build points before you are ready for the big push.

Good locations for invasion are Newfoundland (which is *not* part of the Canadian home nation), Churchill, Moosonee, Prince Rupert, anywhere from Sept-Isles to the US border, the Bahamas (from where your Marines can just walk ashore into the USA) and just about anywhere in Mexico.

The reason why it is important to sink his fleet is that if the Allies have a 'fleet in being' no matter how small, they can come out and sink your vulnerable transports. Without transports, you aren't going anywhere.

The best way to sink his navy is to create invasions in as widely spaced locations as possible. This will force the Allied player to dissipate their killer FTRs all over the map or risk you overrunning the local defenders.

These locations are the perfect places to put your short ranged FTRs as they are useless in sea battles (except to defend your convoy points) while they can shoot down enemy FTRs and bombers just as well as your long range Pfeils and Focke-Wulfs.

Due to their fighter superiority, the Allies can set up aircraft traps in 1 or 2 sea areas that you must be very wary of. There is nothing worse than losing carriers or transports to an enemy force comprised solely of land based aircraft.

When forced to fight in a sea area swarming with Mustangs, you should fight from the 1 ~ 3 box which gives you a fair number of fighter escorts yourself.

You must realise that because your fighters are all short range while theirs are mostly long range, you will not be dominating many sea areas until late in the game. For most of the time, you will be the fleet scuttling around in the low boxes, while the Lord of the Skies (the USA and various lackeys) will be constantly trying to destroy you from the top boxes.

However, you can land troops from any box, and you have so many fighters that if they do start a combat, you can intercept with so many aircraft that you usually finish it.

To ensure this, it is vital that you capture air bases in the sea areas you want to go *before* your ships enter that sea area. This requires pre-planning of all your operations, and a fair amount of discipline in their execution.

During the first half of the game, you will mostly be performing combined actions, as you cannot afford to leave your land and aircraft units sitting on transports during your opponent's go.

However, combined moves are very wasteful of activities. Thus, after you have pared down the carriers a bit and have aircraft covering all the vital sea areas, you should start every turn with a naval action followed by land actions. This is the quickest way to get your army and short-ranged air force to the various fronts as quickly as possible.

Once you have started building up a front, you should use the 'ooze' technique to lap around your opponents flanks. This will force him to fall back without you suffering great losses.

After your fronts have consolidated, it is time to attack Canada and the USA itself. Here you need to use your (by now) massive air superiority to disrupt, unsupply then overwhelm the defenders.

Canada is a vital objective. If you can conquer it, then you usually completely conquer *all* the Commonwealth home countries. This so reduces the Allied force pools that from then on it is extremely difficult for the US to form a coherent northern front.

Try to attack on as broad a front as possible to stretch your opponent's forces. there are not enough US units to cover all hexes, so there will always be somewhere you can expand.

From no later than 1948 onwards, you must damn the torpedoes and launch attacks inside the US itself. Even though this will give the US a 50% production boost, you are not going to win the game until you capture all the US factories and it is unlikely your opponent will be so amenable as to let you walk into them.

Finally, never give up. When the US front cracks, it goes fast. We have seen the US go from a production of 70 to 20 in 4 turns as the combination of many sledgehammer blows from widely spaced locations means that inevitably one front or another gives way. If this happens in the mid-west, there is often no back-up line for the US to fall back onto.

Allied Play

In many ways the Allied have the opposite job to the Axis. You must delay the Axis and whenever possible, deal their navy the odd crippling blow. You must defend Panama as long as possible, and delay the conquest of South America as cost effectively as you can. While doing this, you must also spend a substantial portion of your income on atomic research, while also doling out the odd kopek for your bludging 'Allies'. A tough ask.

There are several main strategies for Allied victory. They can be split into 3 broad categories; the far-flung defence, the trip-wire defence and the homeland defence.

The far flung defence aims to wear down the attacker in far-off lands well away from your vital production in the USA and Canada. It involves you cajoling proxies to fight your wars for you, particularly Mexico, Venezuela and Brazil. For example, if Brazil joins your side, the Axis will require considerable forces and several turns to conquer it and gain her vital bases near the Caribbean. You help these proxies by ferrying some of your own units to stiffen the defences.

The big advantage of this strategy is that you can use the time gained to dramatically thicken the forces guarding your homeland before the Axis can storm ashore.

The far-flung defence however requires you to get as many key minor countries (e.g. Brazil, Mexico, Panama and Venezuela) on your side as soon as possible, and then reinforce them with as many US and Commonwealth units as you can spare.

The problem with this strategy of course is that your opponent may island hop some of your positions leaving many of your forces on bypassed atolls and minors, and not in the front-line where they are required.

To minimise this requires a very active navy, particularly amongst your transports which will be required to move your forces through enemy waters as they take them from one by-passed position and throw them into the next endangered one.

The trip-wire defence involves the same political aims as the far-flung defence but without risking US and Commonwealth forces. Instead, you spend some of your pre set-up political points in purchasing hidden units and placing them in some likely Axis objectives (e.g. Panama, Papeete, Sao Luiz, Fortaleza, Para, Port of Spain, Bermuda, Antigua, Jamaica, Cayman Is., etc., really the list is almost endless).

The object of these trip wire units is to maximise the losses of the leading units of the Axis invasions, particularly amongst their marines and paras. Hopefully this will make the Axis player excessively cautious, slowing down his advance and forcing him to overcommit his forces to ensure he takes his objectives.

An advantage of this defence is that you do not have to commit your navy until you want to (and never underestimate the benefit of a fleet in being). The likely over commitment of Axis naval forces may present you with juicy targets in some weaker areas.

The third strategy is the homeland defence. It relies on a minimum expenditure on politics, no overseas adventures, no naval builds, with your production instead concentrating on research, and land and air forces.

The only minor country you concentrate on in the pre set-up political stage is Mexico (and maybe Panama). You might also want to throw around a few points to disrupt Axis plans.

The disadvantage of this strategy is that it will give the Axis 4 years rather than 3 to concentrate on conquering the USA and Canada, and means the Axis can also concentrate on their land and aircraft builds.

The advantage of this strategy is that you should have the maximum units possible to throw the Axis back into the sea wherever they invade in the North. In fact, with this strategy, you *must* attempt to throw them back into the sea.

Tactically, your most vital weapons are your carriers and your fighters. With large numbers of these, you can defend any coast from invasion, while causing substantial damage to any fleet. The problem is your opponent is unlikely to accommodate you by putting his fleet in an area encrusted with these weapons. Thus you must spread your fighters out at least to a certain extent in an attempt to cover as many sea areas with as many fighters and NAVs as possible.

The other difficulty is that your fleet and fighters are most useful early when you can concentrate them against the Japanese or the Germans and Italians thus defeating the Axis in detail. If you leave it too late, you will find you must spread out your fighters defending your land forces, long after your carriers were just a distant memory.

Thus you must strike early and often. The usual pattern is that 1 or the other of the Axis will commit his fleet in an area. You must then decide whether you will attack it. To help you decide, see how many fighters you can get to that area. If you can get 3+, you might well consider attacking the fleet.

Alternatively, the Axis might only send out a small transport and shore bombarding fleet to a particular location, in which case you may care to respond with a measured and appropriate force, again with as much land-based air as possible.

As the Axis advance, you want to concentrate your air and sea forces into as few sea areas as possible. These sea areas should be the ones the Axis need to control before they can launch viable invasions into the more vital parts of your empire.

All sea areas adjacent to the North American coast are important, but the most important for the longest period are the West Coast, Gulf of Mexico, Caribbean and East Coast.

If you can corral the Axis into only some of these, you will minimise the number of potential air-to-air combats, reduce your losses, take maximum advantage of the qualitative edge of your FTRs, and severely limit Axis strategic flexibility. At best, you might also destroy his fleet, winning the game there and then.

If not, and you begin to face large-scale invasions of the homeland and Mexico, things may rapidly begin to unravel, as your air-force starts to disperse leaving you limited ability to cause serious damage to the Axis fleet.

Eventually, you will be forced back to the North American continent. From then on you will need to concentrate on building land units and aircraft.

Try to defend every hex you can as this will force the Axis to attack you to expand their bridgeheads. If this occurs in your home country, your production will rapidly increase.

Retreat when only absolutely necessary. Turn each city into a fortress and try to hold your factories and the nuclear sites as long as possible. If you lose these you can never win.

Some cities you can turn into Stalingrads. Vancouver, San Diego, New Orleans, Montreal, Ottawa and Washington are all bountifully supplied with mountains, swamps and/or rivers to help in their defence.

You will be surprised how long some of these cities will last and what a thorn they become in the Axis player's side as he must leave large forces behind for their reduction.

Also, never voluntarily give up critical supply junctions such as 2049, 2950, 3048, 3953 and 2160 amongst many others, all of which will severely restrict the axes of the Axis advance. You should chock these hexes up as much as possible to slow down the enemy's blitzkrieg.

Retreating may look good for you, and will reduce your losses, but it may also prematurely give up vital Allied production while solving many Axis supply problems.

One of your many advantages is that your supply sources are on-map while the Axis are off-map. You should maximise this by trying to cut Axis supply whenever possible.

In fact, rather than retreating you should look at counter-attacking, especially after an Axis invasion when they are disrupted and have not yet consolidated their beach-head. This becomes particularly attractive if you can also put them out of supply with your air and sea forces or as their supply lines are snapped off by bad weather. An immediate and vigorous counter-attack against an invasion can often throw the barbarians back into the sea, setting their timetable back many turns (if not forever).

A useful way to put the Axis out of supply is to send raiders far out to sea to the map-edge sea areas, particularly if the Axis have not stationed any forces in these areas. It is often worthwhile to sacrifice the odd cruiser if you can put an entire front out of supply, even if only for an impulse.

When down to the core (the US east of the Mississippi), you need to save build points, so that you can complete the bomb while your last corporal holds off the cream of the SS in your final mountain stronghold in Bolivia.

Research

Only the truly lucky Axis player should try to compete with the Allies in research. Ultimately, the Axis could spend all their production on research rolls, and still be out-rolled and out-produced by the Allies.

The Allies on the other hand pretty well must spend money on research to win the game. The question is how much? If you buy 1 dice a turn, the game will average 37 turns. With 2 dice, 29 turns and 3 dice, 26 turns. From then on, it is not cost-effective.

The most cost-effective is 2 to 3 dice a turn, as the 8~11 less turns the Axis have to win the game more than makes up for the loss of an extra 5~10 build points per turn. Provided you keep your research up, the Axis won't be anywhere near Denver when your scientists discover Super.

24.2 Designer's Notes

America in Flames was originally only going to be a couple of maps and maybe some extra counters that could only be played with **World in Flames**TM. However, when thinking about it, it became obvious that if we were going to go to all the trouble of producing a kit for **WiF**, there was not a great deal more work to turn it into a complete game.

I have always been interested in Invasion America games even before **SPI**'s excellent game of the same name became popular in the mid 70's (having previously roughed out a pencil and paper game of an American conflict when I was 12 that ruined the family Atlas).

Although a great game in its own right, **Invasion America™** only included North America and assumed the US fleet was already destroyed. How did the US get to such a parlous state of affairs and wouldn't the Axis use South America as a springboard? And what would be the likely outcome of such a conflict?

All these elements propelled me to design **America in Flames**. Besides, how hard could it be? Being a **World in Flames™** game, by definition **America in Flames** should be easy. Using **WiF Classic** as a base, 90% of the game was already designed before I had even started.

Even more than that though, the other 10% of the systems required to play **America in Flames** fell into place so easily, where every decision between alternate systems seemed so obvious (using Occam's razor as a guide, i.e. when you have the choice of two solutions to a problem, the simplest is usually the best, all other things being equal).

A simple example is the Political System employed in **America in Flames**. You may well quickly realise that **AiF's** political system is a refinement of the original **Days of Decision** political system (if you must plagiarise, surely it is more forgivable to plagiarise yourself).

However the system in **America in Flames** is simplified so that all the 'events' in **Days of Decision** are replaced by the expenditure of 'political points' which, when you get down to it, is just another expression for money (cynical but probably accurate).

As to the order of resolving political movements, originally it was in alphabetical order (starting with Argentina and ending with Venezuela). however, this proved to be cumbersome and time consuming, with most of the 20 minors not being affected most turns.

The alternate solution of starting with the person who bought the most influence quickly came to mind, which not only speeded up the process, but also defined the rule that minors can be moved several times in the same turn, and that if you end up higher than 15, you lose the remainder (both these issues had been in doubt until the new order of movement system was chosen).

The big advantage of this political system is that it is, in effect, a very quick way to generate new scenarios every time you play such that every game has a different start point. Of course this system could also be applied to **World in Flames™** and this will be included in the next **World in Flames™** Annual.

The other systems were equally easy to design and I am particularly indebted to the researchers and playtesters for their many great suggestions including the Air Cav rules, minor antagonism and Walther sub rules.

Siegfried's minor antagonism rule is an elegant way of reflecting the sometimes less than cordial relations some South American countries have with each other.

The Air Cav are paratroops with attitude. Their biggest advantage is that they can overwhelm notional units automatically. That makes any hex behind the lines a potential target. Of course, their range represents their tactical ability as opposed to the far longer ranges of the paras.

The Herman Göring Flying Panzer Circus on the other hand, is just my little whimsy as I realise it is hardly realistic to have tanks dropped from 1000 feet, but you got to admit Porsches have great suspension.

Many of these optional rules (particularly the -1 movement point along rail rule) should be tried out in **World in Flames™**. If they become popular, they may well be included in **World in Flames™** as well.

The great thing about the -1 mp rule is that it allows breakthrough movement on the Asian/Pacific scale maps as well as the European maps. This rule became necessary very early in playtesting as the conflict in the USA itself became very turgid without it. Of course, if you wish to play this rule with **World in Flames™**, you just add the rule that the minimum cost of a hex is 1 movement point.

The 'No aircraft' rule also became necessary very early in playtesting as we realised how deadly naval air combat is, if you are not playing with **Carrier Planes in Flames** (one of the reasons to produce **CVPiF**, but that is another story). The standard scenario without the 'No aircraft' rule was that carrier planes would be shot down (and damaged) due to air combat and then these 'damaged' carriers would be destroyed during air-to-sea combat.

With the rule however, Carriers are only sunk when they are sunk. If they are shot down-they are only given a 'No aircraft' marker which has the same effect as a damage marker except that another damage does not destroy them. The only down-side to this rule is that you feel ripped off when you damage a Carrier with a 'No planes' marker on it since the damage has no further effect *unless* there is another round of combat. Due to this, most people target the Carriers with planes, and thus this situation hardly ever occurs.

The heavy weapons units were the extra counters that were going to be included with the maps before the idea for a game was aired. It has been felt for quite some time that on a restricted front, it is not the quantity, but the quality of units that count. The heavy weapons units now allow you to upgrade your conscripts to elite combat units that can take on any mission and prevail (or at least die gloriously). The countries that have missed out this time will be included in our next **World in Flames™** Annual.

Finally, the rules themselves are the complete **WiF Classic** rules with all the errata from 2 years of **WiF Final** questions incorporated. By eliminating all the **WiF Deluxe** rules, most of the scenarios, and those special World War II political rules (US entry, multiple states of war, major power neutrality etc.), we have managed to reduce the rule-book by more than half being now almost exactly the same size as the original **World in Flames™** rulebook, while containing a far more sophisticated game.

Thus what you are now reading is the synthesis of 15 years of game development which will (hopefully) give you the holy grail of gaming, the errata free rule-book. More than this, somewhere out there is the perfect strategic World War II game. Perhaps we (you and me) are getting closer to finding it.

Invasion America™ is a registered trade-mark of SPI and TSR Inc.

25. Bibliography

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We have consulted many references in preparing this game over the years. Many we have forgotten or haven't kept adequate records of. We referred frequently to the official histories of Australia, Canada, India, the United Kingdom and the USA but haven't recorded them here. These are the most important of the rest:

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26. Credits

DESIGN & DEVELOPMENT

Design & Development: Harry Rowland

World in Flames Design: Greg Pinder & Harry Rowland

Rules: Greg Pinder & Harry Rowland

Research: Siegfried Nelson & Robert Andriola

PLAYTESTERS/CONTRIBUTORS

World-wide Playtest Co-ordination: Dave Martin

Playtest Directors: John Bosch, Harold Martin-Vignette, Greg Pinder & Larry Whalen

Playtesting & Proofing: Robert Andriola, Frederic Cappelin, James Conner, Tony Falzarano, Patrice Forno, Jack Greene, Rick Henderson, Nich Hills, Neil Mackenzie, Michael Nelson, Siegfried Nelson, Bradley Perrett, Hernan Pedro Nolasco Pintos-Lopez, Rüdiger Rinscheidt, Ray Sonsie, Peter Spitzkowsky, Eddie Vickery, Sheldon White & Jonathon Woodger.

GRAPHICS

Graphics co-ordinator: Harry Rowland

Maps: Harry Rowland

Map icons: Chris Denton

Box & Update kit cover: Bullseye Graphics, Canberra

Counters: Chris Denton, Harry Rowland, Michael Fisher, Simon and Ewen Mackenzie & Mark Somers

Rules & charts: Harry Rowland

PRODUCTION

Production managers: Harry Rowland & Beth Queman

Typesetting: Harry Rowland

Film creation & proofs: National Capital Printing, Canberra

PRINTING

Counters: Edward Proft Creative Packaging, Sydney

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ADDRESS

Australian Design Group

PO Box 6253

Los Osos, CA 93412 USA

Rules questions will be happily answered if they are sent in a yes/no format to us at either:

Australian Design Group

Buchholzstrasse 17

59439 Holzwickede

Germany

Attn: Ruediger Rinscheidt

(self addressed envelope required)

or gdg.rex@cityweb.de

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