

AUSTRALIAN DESIGN GROUP
WiF FE Rule Clarification Summary
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Version 1.3, Date 07/07/2009

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
2.1 Terrain					
Q2.1-1	2.1.2 11.4.2 Map	Q1 : Is the location within a hex meaningful for ports? Q2 : Does it make any difference what side of a Sea Area Border the Port is on?	Q1 : Only if there are breaks in accessible coastline on the hex (e.g. Panama). Q2 : No. Date 07/03/2008	11.4.2: When you move a unit out of a port, you must spend its first point to move it into a surrounding sea area (...).	07/03/2008
Q2.1-2	2.1.2 Map	Q1 : Does it make any difference what side of a Sea Area Border the Strait Arrow is on? Q2 : Is the location on an hexside meaningful for strait hexsides?	Q1 : No. Q2 : No. Date 07/03/2008	2.1.2: The seas are divided into areas by dark blue lines (called sea area borders). (...) Two sea areas are adjacent if they share a common sea area border (...).	07/03/2008
Q2.1-3	2.1.4 11.4.2 Map	Which sea zone is Panama City on? Gulf of Panama or Caribbean?	Panama is on the Gulf of Panama. Date 05/07/2007	2.1.4: Puerto Cortes and Vera Cruz are ports on the Caribbean sea area. Panama and Puntarenas are ports on the Gulf of Panama sea area. 11.4.2: although Panama City is a coastal hex on the Gulf of Mexico, you can move naval units directly to Panama from the Caribbean, and vice versa provided the Panama canal is not closed to you.	05/07/2007
Q2.1-4	2.1.1	Is Hamburg a coastal hex?	No. Hamburg and all similar hexes (e.g. W0236, W1540 (Leeds), and W1724...) are not coastal hexes as the coast does not go into the hex (as it does in W1737 for example). In Hamburg's case, this only affects shore bombardment (as it is a port), but in similar non-port cases (e.g. W0236, Leeds, W1724...) it can affect supply and embarking/disembarking as well. Date 07/01/2009	2.1.1: 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.	07/01/2009
2.3 Stacking					
Q2.3-1	2.3.1	Situation is : An Air unit is stacked on an HQ in a mountain hex. Q1 : Can the HQ move, inducing the air unit destruction because of overstacking? Q2 : Can the HQ move, and be replaced by another HQ or an ENG? Q3 : Can another HQ or an ENG overstack on the hex, and then the HQ move so that it is replaced ?	Q1 : Yes Date 12/05/2008 Q2 : Yes Q3 : Yes. Date 07/03/2008	2.3.1: Stacking applies at the end of every step and after each retreat and advance after combat (see 11.16.5). You cannot voluntarily overstack then 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.	07/03/2008
Q2.3-2	2.3.1 18.2 22.4.8 Option 67 13.7.5	What happens to units in the same hex that do not now co-operate anymore? This can happen with City Based Volunteers and in some liberation cases.	Owner chooses which are destroyed to satisfy co-operation rules. Date 12/05/2008	2.3.1: 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 applies at the end of every step and after each retreat and advance after combat (see 11.16.5). You cannot voluntarily overstack then 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. 22.4.8: City based volunteers that arrive in cities in an aligned minor country, are units of that minor country. All other volunteers are major power units.	12/05/2008
2.4 Supply					
Q2.4-1	2.4.2	May Axis units trace supply through Vichy French territory when it is a) neutral, b) active or c) active and hostile?	a) No. b) Yes. and c) Yes. Date 25/06/2008	2.4.2: You can't trace any supply path : 3rd bullet is : into a hex controlled by a neutral country (exception: Vichy territory ~ see 17.4 and Sweden ~ see 19.7); or	25/06/2008
Q2.4-2	2.4.2	For a rail supply path, does the tracing end immediately upon entering the last hex allowed, or may the tracing continue if along rail? In other words, does the line end as soon as you count the 4th hex, or may it continue tracing along the rail?	Continues indefinitely. Date 05/07/2007	2.4.2: A hex a railway supply path enters, by moving along a railway or road, does not count against the 4 hex limit.	05/07/2007
Q2.4-3	2.4.2	For supply tracing purposes, must all secondary sources cooperate with the one before it in the chain or just with the tracing unit?	All used supply sources on the supply path have to cooperate with the tracing unit. Date 03/02/1999	2.4.2: A secondary supply source for a unit is: i an HQ the unit co-operates with (see 18.1); or ii the capital city of a minor country controlled by the unit's major power; or iii 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.	03/02/1999

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Q2.4-4	2.4.2 Option 11	<p>Italy is at war with Britain. Japan is at war with China only.</p> <p>Playing with Limited Overseas Supply, for each of the following, tell us if supply can be traced through the Med to an Italian unit in North Africa or not:</p> <ul style="list-style-type: none"> (a) Japanese CP alone. (b) Japanese CP and British SCS / Aircraft with Air to Sea factor. (c) Japanese CP escorted by Italian SCS / Aircraft with Air to Sea factor, with also British SCS / Aircraft with Air to Sea factor in the sea area. (d) Italian CP without any escort but with British SCS / Aircraft with Air to Sea factor in the Sea Zone 	<p>(a) yes (b) no (c) no, (example: because there is no convoy, TRS or AMPH in the sea area controlled by a major power at war with the CW).</p> <p>Date 07/03/2008</p> <p>(d) yes. Date 25/06/2008</p>	<p>2.4.2 Option 11: You can only trace a supply path overseas if each sea area you trace it through contains a friendly convoy, TRS or AMPH. (...)</p> <p>You cannot trace a supply path into a sea area that contains:</p> <ul style="list-style-type: none"> i an enemy CV, SCS or aircraft unit with an air-to-sea factor; i unless it also contains a surface naval unit, or aircraft unit with an air-to-sea factor, (SiF option 11: convoy, TRS, or AMPH only) controlled by any major power or minor country at war with that enemy unit. 	25/06/2008
Q2.4-5	2.4.2 Option 11	Playing with Limited Overseas Supply, can a neutral CP / TRS / AMPH provide supply to friendly units of other major powers?	No. Date 18/01/2008	<p>2.4.2 Option 11: (limited overseas supply) You can only trace a supply path overseas if each sea area you trace it through contains a friendly convoy, TRS or AMPH.</p> <p>13.6.1: Neutral major powers can only contribute to convoy chains with other major powers if the rules specifically allow it (see 5.1.1 and 13.3.2, option 9).</p> <p>9.1: A neutral major power can't co-operate with any other major power (see 18.)</p> <p>18.2: Units that don't co-operate cannot:</p> <ol style="list-style-type: none"> 1. stack in the same hex, at any time that stacking limit apply; or 2. transport each other's units; or 3. draw supply from a source controlled by the other; or" 	18/01/2008
Q2.4-6	2.4.2 Option 11	<p>Russia is not at war with Germany. Russia has declared war on Finland and Germany has sent peacekeepers to help the Finns. As these German peacekeepers are not at war with the Russians:</p> <p>Q1 : Can Russian units and ZoCs block peacekeeper movement and supply?</p> <p>Q2 : Can Russian ships and/or aircraft at sea block the peacekeepers supply back to Germany (presuming there is a convoy in the Baltic Sea)?</p>	<p>Q1 : Yes, all Russian units and ZoCs block movement and supply in Finland for both Finns and her peacekeepers.</p> <p>Q2 : No, as Russia and Germany are not at war Russian ships and/or aircraft do not block German overseas supply. Date 18/03/2009</p>	<p>2.4.2 Option 11: You can only trace a supply path overseas if each sea area you trace it through contains a friendly convoy, TRS or AMPH. (...)</p> <p>You cannot trace a supply path into a sea area that contains:</p> <ul style="list-style-type: none"> i an enemy CV, SCS or aircraft unit with an air-to-sea factor; i unless it also contains a surface naval unit, or aircraft unit with an air-to-sea factor, (SiF option 11: convoy, TRS, or AMPH only) controlled by any major power or minor country at war with that enemy unit. 	18/03/2009
Q2.4-7	2.4.2 Option 12	Option 12 (limited supply across straits): When I use this option, should I modify it to reflect the Option 11?	Yes. If you are playing with options 11 AND 12, if there are enemy units present in the sea area, you can only satisfy the condition for option 12 if you have a CP, TRS or AMPH in the sea area. Date 08/06/1997, expanded 12/05/2008	<p>2.4.2 Option 12: A unit can't trace supply across a straits hexside, if the presence of enemy units would prevent you tracing an overseas supply path into that sea area.</p>	12/05/2008
Q2.4-8	2.4.2 Option 12 11.10 Option 12 13.6.1 Option 12	Followup question of Q2.1-2 - Gibraltar has a strait hexside divided by 2 sea zones. Given that the arrow does not matter (from Q2.1-2), which seazone is required to interdict the strait hexside for supply? The West Med, the Cape St Vincent, either, or both?	The sea zone through which overseas supply is being transported. If the owner could use either you will need to interdict both. Date 07/03/2008	<p>2.4.2 Option 12: A unit can't trace supply across a straits hexside, if the presence of enemy units would prevent you tracing an overseas supply path into that sea area.</p> <p>11.10 Option 12: (limited access across straits) A unit can't rail move across a straits hexside if the presence of enemy units would prevent you tracing an overseas supply path into that sea area (see 2.4.2).</p> <p>13.6.1 Option 12: (limited access across straits) A resource can't be transported across a straits if the presence of enemy units would prevent you tracing an overseas supply path into that sea area (see 2.4.2).</p>	07/03/2008
Q2.4-9	2.4.2 2.5	May a Nationalist China city that switched to Communist China immediately provide supply for Communist China troops? [Even though Communist China and Nationalist China are not "friendly" towards each other, they are still on the same side, right?]	At once. Date 20/11/1997	<p>2.4.2: 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.</p> <p>2.5: Control of a hex changes when: (...)</p> <ul style="list-style-type: none"> - it is a communist Chinese-controlled city entered by a nationalist Chinese land unit or vice versa; or" 	20/11/1997
Q2.4-10	2.4.3 Option 13	First, when do you declare that you use the emergency HQ supply?	Anytime you like. Date 11/03/1998	<p>2.4.3 Option 13: You must announce the HQ providing emergency supply before any unit can gain this benefit.</p>	11/03/1998
Q2.4-11	2.4.3 Option 13	When using Emergency HQ supply, must the face up HQ the unit needs to trace to be the same as HQ providing the emergency supply?	Yes. Date 05/07/2007	<p>2.4.3 Option 13: Non-HQ units that are out of supply can operate as if they were in supply this impulse if they can trace a basic supply path to a face-up HQ they may co-operate with.</p>	05/07/2007
Q2.4-12	2.4.3 Option 13	When using Emergency HQ supply, must the basic supply path of four hexes be directly to the HQ providing emergency HQ supply i.e. it cannot be prolonged through a capital or another HQ?	Must trace directly. Date 05/07/2007	<p>2.4.3 Option 13: Non-HQ units that are out of supply can operate as if they were in supply this impulse if they can trace a basic supply path to a face-up HQ they may co-operate with.</p>	05/07/2007

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Q2.4-13	2.4.3 Option 13 11.14 11.15	When using Emergency HQ supply for supplying a notional : (a) Can the notional trace a basic supply path of "any length" as stipulated for notionals upon invasion / paradrop to the HQ giving emergency supply? (b) Or does it have to be within four hexes?	(a) No (b) yes. Date 05/07/2007	2.4.3 Option 13: Non-HQ units that are out of supply can operate as if they were in supply this impulse if they can trace a basic supply path to a face-up HQ they may co-operate with. 11.14: -1 if it cannot trace a basic supply path of any length; and	05/07/2007
Q2.4-14	2.4.3 Option 13	Is the HQ providing Emergency HQ Supply itself in supply? (thus the number of units would be IN ADDITION to the supplying HQ).	No. Date 29/11/2007	2.4.3 Option 13: Non-HQ units that are out of supply can operate as if they were in supply this impulse if they can trace a basic supply path to a face-up HQ they may co-operate with. You can only do this with as many units as the HQ's reorganisation value.	29/11/2007
2.5 Control					
Q2.5-1	2.5 Map Terrain Effect Chart	What is with Kamchatka (or whatever that semi-island is called)? It is connected to the rest of Russia but not within the border of the map. Is it part of the Home Country or is it a Territory?	Kamchatka (that part of the Pacific map containing Petropavlovsk (see hex P1847)) is a territory. Date 03/04/1998	2.5: There are 2 geographical entities in the game ~ home countries and territories. Home countries have capital cities, territories do not.	03/04/1998
Q2.5-2	2.5 Map Terrain Effect Chart	Are the Andaman Islands part of Burma or an independent Territory?	It is independent. Date 10/03/1998	2.5: A home country consists of every hex that a MAR could reach from the capital of that home country without crossing a red political boundary or entering a hex containing the name of another major power (...). (...) When crossing an all sea hexside to reach a hex, that hex would not be considered part of the home nation if it could be part of another home nation or named territory without crossing an all-sea hexside (...).	10/03/1998
Q2.5-3	2.5 Terrain Effect Chart	Are islands different from territories?	Yes an island is a geographical location, territories are political entities. Date 07/03/2008	2.5: A territory is either: i something similar to a home country but without a capital city and only reachable by an INF rather than a MAR (e.g. Gibraltar, British Somaliland, Papua); or ii an island that is not part of a home country (e.g. Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).	07/03/2008
Q2.5-4	2.5 Terrain Effect Chart	2.5 tells that a territory is defined by an INF walking to each hexes of the Territory. The same source, also tells us that Truk for example is a Territory. For the conquest, this means that each island in the Caroline Islands for example has to be conquered one by one. The Map and the TEC on the other hand, show us that Territories' Names are written on the map in a certain way (Font & Size), and Caroline Islands, Mariana Islands, Palau Islands, etc... are written this way. This makes me think that the Caroline Islands are a Territory, that is conquered when Ponape and Truk are conquered. Is this right ?	Truk is a territory, the Carolines are a collection of territories. Date 07/03/2008 This is the RAW but as shown on the TEC, the Carolines and other Islands with the same font were intended to be grouped into territories and where they are obviously defined by their text, consider them one territory if all players agree. Date 30/06/2008	2.5: A territory is either: i something similar to a home country but without a capital city and only reachable by an INF rather than a MAR (e.g. Gibraltar, British Somaliland, Papua); or ii an island that is not part of a home country (e.g. Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).	30/06/2008
Q2.5-5	2.5	Are Sumatra, Borneo and the Dutch half of New Guinea part of the NEI home country?	Yes. Date 05/07/2007	2.5: A home country consists of every hex that a MAR could reach from the capital of that home country without crossing a red political boundary or entering a hex containing the name of another major power (...) (e.g. Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).	05/07/2007
Q2.5-6	2.5	Is Lemnos Greek or Turkish?	Greek. Date 05/07/2007	2.5: Most of the sea areas are marked as being 'controlled' by a major power or minor country. This means that, in 1939, most of the islands in that sea area were controlled by that major power or minor country.	05/07/2007
Q2.5-7	2.5	2.5 states that "it is the minors themselves that control hexes in that minor". does this mean you are not allowed to: (a) store oil in a minor (example of Soviet Finnish war and how does Finland trace to or store oil), (b) put a fort in an aligned minor (example of whether the CW is able to put a fort in Singapore), or (c) get the vps for the objectives in any aligned minor since you do not control the hexes themselves?	Oil may be stored, and forts may be built, in controlled minor countries. Objectives in controlled minors also count towards the victory point total of the controlling major power. Date 07/03/2008	2.5: Note that even though major powers may control minor countries (see 9.8 & 13.7.1), it is the minors themselves that control hexes in that minor.	07/03/2008
Q2.5-8	2.5 13.7.5	If you own some territories / hexes, could you give these territories / hexes to some of your allies if you both agree?	Outside of liberation of each others territory, no. Date 02/11/1998	2.5: Control of a hex changes when: (...) i during the liberation step you return control to the original owner (see 13.7.5, reversion). 13.7.5: You can return a hex or minor country you control to the major power that controlled it in 1939 during any liberation step.	02/11/1998

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Q2.5-9	2.5 18.2	If the USSR invades China, taking hexes from Japan, who's hexes are they now? USSR or China? Especially if no one is returning any territory.	USSR. It is however still Chinese home nation territory for the purposes of the Foreign Troop Commitments rule, regardless of who controls it. Date 01/02/1998	2.5: Control of a hex changes when: i an enemy land unit (except for partisans ~ see 13.1, and supply units ~ see 22.4.10) enters it.	01/02/1998
Q2.5-10	2.5 24.4.7	What are at start Communist hexes?	Lan-Chow, Sian & any hex with a CC in it. No restrictions on placement. Date 05/07/2007	Scenario informations : Communist China controls Lan Chow and Sian.	05/07/2007
Q2.5-11	2.5 24.4.7	Are Kashgar and Urumchi Communist or Nationalist?	Nationalist unless CC set up in them. Date 05/07/2007	Scenario informations : Communist China controls Lan Chow and Sian.	05/07/2007
3. The Turn					
Q3.0-1	3. 11.4.5 11.11 11.12 11.15	Is it possible to move more than once in a turn. e.g. Is the following legal: 1. TRS carries paratroop to Spain. 2. Paratroop walks to ATR which is inland. 3. ATR transports paratroop to Paris where a second ATR is waiting. 4. Second ATR drops paratroop on Berlin conquering Germany winning the game.	Yes. We have set up the sequence of play, so you don't need to remember if a unit has moved before (you may only move once in each land movement step however). Date 10/03/1998	11.4.5: 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: i it is already face-down; ii it is the action segment and the TRS started the step at sea. All other cargo debarks face-up. 11.11: You can only move a unit once in each land movement step. 11.12: Alternatively, a unit may start with an ATR and fly with it to a target hex (...) However, only turn the cargo face-down if it commenced the impulse out of supply or the ATR was aborted in either air combat. 11.15: PARAs can only fly a paradrop mission if they start the mission in supply and stacked with an ATR.	10/03/1998
4.2 Reinforcements					
Q4.2-1	4.2 2.5	Must the Chinese place reinforcements at Kashgar or Urumchi if fully stacked elsewhere?	Yes. Date 05/07/2007	4.2: All remaining reinforcements must now go into a city you control in the unit's home country.	05/07/2007
Q4.2-2	4.2 4.2 Option 15 13.1	Situation: a partisan appears in city X. During that production phase, the city X MIL is randomly selected for production (can happen in Red PART countries) (or this MIL was shattered during the turn). Q1 : Does the presence of the PART cause the City X MIL to be removed from the force pool? Q2 : Assuming it may be built, where can the MIL be placed? a) in City X? (I agree this is absurd, although a truly heinous rules lawyer might try to argue that the partisan rules prevent movement into a partisan-occupied city, it doesn't preclude PLACING a reinforcement there) b) adjacent to City X, as if using option 15 - reinforcements in full cities? c) nowhere - it floats in the production spiral until City X is free of the partisan infestation, because off-city reinf assume the city is otherwise available to receive reinforcements legally?	Q1 : No, partisans don't control hexes. Q2 : (b) if playing with option 15, o/w it remains on the production spiral. Date 23/12/2007	4.2: MIL must be placed in the city or port named on the counter. If you lose control of the city or port, 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. If it could arrive but the city or port is fully stacked, put the MIL unit back onto the production circle to arrive next turn (exception: option 15 ~ Off city reinforcements, see below). 4.2 Option 15: If you can't place a reinforcement anywhere without breaking the stacking rules, you may put it into a hex you control (not in an enemy ZOC) in the unit's home country that is next to a city where you could have placed it except for the stacking rules. You can't do this with naval units. Only 1 unit per city may be placed in this fashion each turn. 13.1: 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. (...) Partisans don't control hexes. However, they can interrupt the benefits of controlling a hex they occupy.	23/12/2007
5. Lending Stage					
Q5.0-1	5.	When is the control of resources and build points changed for Trade Agreements?	They may be transported as either the giver's or recipient's resources and/or build points at the giver's discretion, until they arrive in any city or major port controlled by the recipient that they can be transported to, at which point they become the recipient's (if not already). Date 09/03/2009	5.: If you cannot meet the promise you made (...) you still cannot use them yourself this turn. 5.1: Where possible, these resources (or build points) are transported by rail (see 13.6.1). If this isn't possible, the recipient must provide the convoys required to receive them (exception: the joint Japan-USA convoy, see above). If the recipient cannot provide the convoys, they do not receive the resources (or build points). 13.6.4: During the production step, you transport the promised build points to any city or major port in the recipient's home country.	09/03/2009
Q5.0-3	5.	If country A is lending regular RP to country B, may country B lend Oil to country A?	No. Date 05/07/2007	5.: You cannot give resources to a major power in the same turn as it is giving resources to you.	05/07/2007
Q5.0-4	5. 13.6.4 13.6.1	Can the CW directly Lend Lease to Russia the Persian oil it's receiving?	No, only oil it controls. Date 05/07/2007	5.: In this stage, you can announce that you are giving resources and/or lend leasing build points (see 13.6.4) to another major power on the same side this turn.	05/07/2007
5.1 Trade agreements					
Q5.1-1	5.1	Are Trade Agreements cancelled upon (a) Incomplete Conquest? (b) Complete Conquest? (c) Vichyfication?	(a) No (b) yes (c) no. Date 05/07/2007	5.1: They continue until either country involved in the trade agreement is completely conquered or as specified below.	05/07/2007

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Q5.1-2	5.1	For at-start Trade Agreements, must the RP and BPs provided by JA, US, GE, and RU come from their respective home countries?	No, but they must satisfy rule 5., that is they must be delivered if possible. Example: After Russia has conquered Persia, Russia couldn't give the coastal Persian oil to Germany as part satisfaction of their trade agreement unless there were convoys in position to send them to Germany AND the owner of those transports is allowed, and agrees, to ship them. In all other cases the Russians would instead have to transport the resources by rail from the USSR to Germany directly. Date 07/03/2008	5. If, during production (see 13.6), it is possible for the promised resources (or build points) to be delivered then they must be delivered.	07/03/2008
Q5.1-3	5.1	Japan-USA Trade Agreement. What is meant by "obligation"? The entire convoyed amount, or just the amount to send.	The obligation only relates to the resources and build points. Thus the US only gets the 2 entry chits if she doesn't get her build point. Date 25/09/1997 You must set up and can't voluntarily remove your Japan-US convoys, but if they are broken for whatever reason, you don't have to re-establish them (if you are willing to take the US entry hits). Date 01/12/1997	5.1: If, for whatever reason, either side has not met its obligation to provide its resources or build point in the production step and US entry option 31 has not been chosen then:	01/12/1997
Q5.1-4	5.1	Is this US Entry loss for not meeting its obligation a one off thing or is it for each turn either side has not met its obligation to provide its resources or build point in the production step?	Each turn. Date 02/10/1997	5.1: If, for whatever reason, either side has not met its obligation to provide its resources or build point in the production step and US entry option 31 has not been chosen then:	02/10/1997
Q5.1-5	5.1	Other than the Japan-USA Trade Agreement, are there any penalties for not shipping the appropriate mandatory lendings?	No but you don't have a choice, must means must and if for some reason you can't physically get them there you can't use them yourself. Date 05/07/2007	5. If, during production (see 13.6), it is possible for the promised resources (or build points) to be delivered then they must be delivered. 5.1: Where possible, these resources (or build points) are transported by rail (...). If the recipient cannot provide the convoys, they do not receive the resources (or build points).	05/07/2007
Q5.1-6	5.1 5. 9.5 13.7.3	Q1 : If Russia and Japan sign a neutrality pact can they negotiate a trade agreement (say Russia gives Japan 2 oil for 1 BP)? Q2 : If the CW and Italy (before they are at war) sign a neutrality pact, that they can also sign a trade agreement along with it?	Q1 : Yes. Q2 : Yes. Date 07/03/2008	9.5: Major powers from opposing sides can agree to enter into a neutrality pact during any peace step provided they are not at war with each other. 13.7.3: Two major powers at war can agree to come to peace on any terms mutually acceptable (except for transferring units). (...). A neutrality pact is then in place between the parties.	07/03/2008
Q5.1-7	5.1 5. 9.5 13.7.3	If Russia and Japan negotiate a trade agreement, are they bound to honour it until the pact is broken?	Yes. You can only break the terms of the treaty by breaking the pact itself. Date 17/09/1997	9.5: Major powers from opposing sides can agree to enter into a neutrality pact during any peace step provided they are not at war with each other. 13.7.3: Two major powers at war can agree to come to peace on any terms mutually acceptable (except for transferring units). (...). A neutrality pact is then in place between the parties.	17/09/1997
8.2 Weather effects					
Q8.2-1	8.2.9 Map	Is the Zuider Zee : (a) a part of the sea zone or a lake (a) is W0936 Invadable?	(a) Lake (a) no - Canals are river hexsides. Date 19/07/2007	8.2.9: Note that the hexside between W0936 and W1036 is a lake hexside.	19/07/2007
9. Declaring war					
Q9.0-1	9. 19.5.2	Are Declarations of war (DOWs) on the Baltic States separate, or together?	Separate (a DOW on Latvia, Estonia, and Lithuania). Date 19/07/2007	9.: You can only exercise your rights over those states that are neutral.	19/07/2007
9.2 How to declare war					
Q9.2-1	9.2	Does a side declares its DOWs all at once? (See also Q9.2-2)	Well the rules say you announce all declarations of war on major powers first and then all minor countries. Then after all declarations of war you roll for the US entry effect. Date 06/03/2008 Within those restrictions you can choose any order of declaration of war. Date 07/03/2008	9.2: All major powers on this side announce which major powers on the other side they are declaring war on this impulse. They then all announce which neutral minor countries they are declaring war on this impulse. (...) Each declaration of war on a major power or neutral minor country could trigger a US entry effect (see 13.3.3), which are rolled for after all declarations of war.	07/03/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q9.2-2	9.2	<p>Are alignment and DOW done simultaneously or sequentially?</p> <p>Example I: Does the CW know the results of the US DOW attempt(s) before making his decisions?</p> <p>Example II: Can Japan DOW the CW in the same impulse Germany declares war on the Netherlands and then invade NEI and the CW territories, or does Japan have to wait until the impulse after Germany DOWs the Netherlands?</p>	<p>All DOWs are announced sequentially, and you DO get to know whether the US was successful in declaring war on an Axis major power immediately she announces it, but you DON'T get to know the US entry effect nor who aligns the minor until AFTER all DOWs are announced.</p> <p>You must declare war on all major powers first, and then all minor countries. However within these restrictions you can declare war in any order you like. Thus you can wait till other major powers on your side have declared war before you do. After all declarations of war you roll for the US entry effect and then work out alignment of minor countries.</p> <p>Example I: Yes, the CW can wait until we know whether the US DoW is successful or not before they declare war. Date 19/07/2007</p> <p>Example II: Yes she may DOW in the same impulse, and good play would dictate the Allied player consider the possibility of aligning the Netherlands to a different active Allied major power than the CW if this happens. Date 12/05/2008</p>	<p>9.2: All major powers on this side announce which major powers on the other side they are declaring war on this impulse. They then all announce which neutral minor countries they are declaring war on this impulse. (...)</p> <p>Each declaration of war on a major power or neutral minor country could trigger a US entry effect (see 13.3.3), which are rolled for after all declarations of war.</p>	12/05/2008
Q9.2-3	9.2	One DOW on a major power is also a DOW on each controlled minor. And only one roll is made on the US entry table for the one DOW on the major power.	Correct. Date 30/01/1998	9.2: However, a declaration of war on a major power is also a declaration of war on every minor country aligned to that major power.	30/01/1998
Q9.2-4	9.2	A DOW on a Major Power is also a DOW on all Minor Countries of that major power. But the rules does not say what happens when a minor country is aligned AFTER the DOW (by either side). Are they at war?	Yes. Date 19/07/2007	9.2: However, a declaration of war on a major power is also a declaration of war on every minor country aligned to that major power.	19/07/2007
9.5 Neutrality pacts					
Q9.5-1	9.5	In "Effect of Neutrality Facts" what happens when a neutral 3rd party on the common border declares war on a neutrality participant?	To quote RAW: "If they are in the common border already, move them immediately to the nearest friendly hex not in the common border in which they can legally stack". Date 19/07/2007	9.5: If they are in the common border already, move them immediately to the nearest friendly hex not in the common border in which they can legally stack.	19/07/2007
Q9.5-2	9.5 9.9	<p>Pre Barbarossa, IT at war with RU.</p> <p>Q1 : May IT "fly" through the border zone, or must they fly around?</p> <p>Q2 : May RU enter non-IT occupied GE hexes to get to IT targets?</p> <p>Q3 : May RU enter IT occupied GE hexes to get to IT targets beyond that hex?</p>	<p>Q1 : Around.</p> <p>Q2 : No</p> <p>Q3 : No. Date 19/07/2007</p>	<p>9.5: After you enter into a neutrality pact with a major power, units controlled by other major powers on your side cannot enter hexes that are part of your common border with that major power if they are at war with that other major power.</p>	19/07/2007
9.6 Calling out the reserves					
Q9.6-1	9.6	Does the Major Power call out Reserves rule refer to Major Powers of the active side? Or is it Major Powers that are at war, regardless of side?	Both sides. Date 19/07/2007	9.6: Each major power (exception: Vichy France, see 17.3) has reserve units that you can call out when it goes to war with another major power.	19/07/2007
Q9.6-2	9.6	<p>If you do not call out all your Reserves, what happens to the rest?</p> <ul style="list-style-type: none"> - Are they placed in your Force Pools? - Are they available in any subsequent reinforcement phase? - Are they available during any subsequent DOW phase? - Are they available at ANY time subsequent to the DOW (even during an opponents impulse)? - Are they only available upon a subsequent DOW? 	They are available to be called out in any subsequent DOW phase (provided, of course, that you are still at war). Date 19/07/2007	9.6: You don't have to call out all the eligible reserves at the first opportunity. Any you don't call out are available while you are at war with a major power.	19/07/2007
9.9 Multiple states of war					
Q9.9-1	9.9	CW at war with GE/IT. US at war vs JA. May a US ATR drop a CW para on a GE hex? May it transit a GE hex to land a CW unit in a CW hex?	No. Date 19/07/2007	9.9: A unit may not enter or attack a hex (or units therein) controlled by a major power on the other side that it isn't at war with.	19/07/2007
Q9.9-2	9.9 9.1	CW at war with GE/IT. US at war vs JA. May a CW ATR carry a US unit through GE hexes to land in a CW hex?	No. Date 19/07/2007	9.9: A unit may not enter or attack a hex (or units therein) controlled by a major power on the other side that it isn't at war with.	19/07/2007
Q9.9-3	9.9	Before Barbarossa starts, Finland (controlled by Germany) is at war with Russia. May Russian units attack German TRS carrying Finnish units?	No. Date 19/07/2007	9.9: During port strikes and naval combats, a unit can't fight against units from the other side unless it is at war with at least one of them (being at war with an enemy unit the naval unit is transporting is not enough).	19/07/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q9.9-4	9.9 11.14	Same as situation as Q9.9-3 , may Finnish units invade off of German AMPH onto Russian Territory?	Yes. Date 19/07/2007	11.14: You may only invade an enemy controlled coastal hex that has at least 1 all-sea hexside (at least part, but not necessarily all, of this coastal hexside must touch upon the sea area where the TRS is located). You can only invade with face-up land units or 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.	19/07/2007
Q9.9-5	9.9 11.11.6	Same as situation as Q9.9-3 , Finnish units overrun (and capture) face down Russian naval units. Q1 : Are they German? Q2 : What about CPs?	Q1 : Finnish. Q2 : The CPs are Finnish if you are playing with Convoys in Flames , German if not. Date 06/03/2008	11.11.6: 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 (option 46: partisans destroy naval units instead of taking control). Place it in the Repair pool.	06/03/2008
Q9.9-6	9.9 13.1	Assuming Yugoslavia is completely conquered and IT not at war with Yugoslavia's controller, do IT Units provide Garrison Points?	Yes. Date 19/07/2007	13.1: 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.	19/07/2007
Q9.9-7	9.9 13.1	Same situation as Q9.9-6 , are PART allowed to attack a German hex with IT units?	Yes. Date 19/07/2007	9.9: However it can attack a hex controlled by an enemy major power or minor country even if the hex contains units it is not at war with.	19/07/2007
Q9.9-8	9.9 13.1	Same situation as Q9.9-6 , are the IT allowed to attack a German hex with Yugoslavian PART?	Only if Italy is at war with PART controller Date 19/07/2007	9.9: A unit may not enter or attack a hex (or units therein) controlled by a major power on the other side that it isn't at war with.	19/07/2007
Q9.9-9	9.9 13.1 2.4.2	Same situation as Q9.9-6 , do PART interdict IT supply?	Yes. Date 19/07/2007	2.4.2: You can't trace any supply path: i into an enemy ZOC (unless the hex contains a friendly land unit); or 2.2: A zone of control ("a ZOC") is the effect a land unit has on the hex it occupies and on adjacent hexes.	19/07/2007
Q9.9-10	9.9 13.1 5.1 13.6.1	Same situation as Q9.9-6 , do PART interdict GE controlled RP that are lent to IT? (see also Q035)	Yes. Date 19/07/2007	13.6.1: 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.	19/07/2007
Q9.9-11	9.9 11.11.6	Same situation as Q9.9-6 , can Yugoslavia units overrun IT planes in GE hexes?	Yes. Date 19/07/2007	11.11.6: If a land unit from the other side moves into a hex containing your aircraft units (...)	19/07/2007
Q9.9-12	9.9 11.9	Can you ground strike "peacekeepers" ?	Well we play you can ground strike peacekeepers. Date 11/03/2009	9.9: A unit may not enter or attack a hex (or units therein) controlled by a major power on the other side that it isn't at war with. However it can attack a hex controlled by an enemy major power or minor country even if the hex contains units it is not at war with. In attacking such a hex, you must fight all units there, but both sides ignore the fact that you may not be at war with all of them. This means that each side could fly air missions to the hex and use shore bombardment etc. as if they were all at war.	11/03/2009
11.1 Passing					
Q11.1-1	11.1 22.1 Option 63	If you Pass you can't do ANYTHING that impulse that to me implies no Intel ops or anything else, like initiating naval combat, etc...	Intel rule states you can modify or reroll the die if your units are involved and the pass action gives a specific exception that your units at sea can be involved in naval combat so yes, in RAW they can use intel., even during a Pass. Date 19/07/2007	11.1: 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).	19/07/2007
11.2 Port attack					
Q11.2-1	11.2	11.2 states you base surprise on the highest section with a unit "included in the combat". Does the word "combat" apply to bomber units or bombers and escorts. Frex, if you have 10 carrier planes in the zero box but 1 4 range CVP with no air to sea and only being used to escort in the 4 box do you base your surprise points on the zero or 4 box. Moreover, if you do count the escorting "fighter" from the 4 box in the combat would this apply if there were no defenders and thus there was no possible air to air combat?	I can't believe this has never come up before, but assuming we have slipped into the twilight zone and it hasn't, I would say you use all a/c included, fighters and bombers. Date 19/07/2007	11.2: 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.	19/07/2007
Q11.2-2	11.2 11.5.8	Suppose a Port Attack against 3 face up and 3 face down ships achieves a result of 3 "A". Can the defender choose to inflict an "A" on a face down ship?	No. Date 19/07/2007	11.2: (b) each 'A' (abort) result allows you to turn a face-up target unit, face-down; and (...)	19/07/2007
Q11.2-3	11.2 Option 18 11.5.8	Is a bottomed ship available to take another result?	No. Date 30/07/1997	11.5.8: You can choose the same unit to suffer more than one result, unless it is already destroyed or has suffered an 'A' result.	30/07/1997
11.4 Naval movement					
Q11.4-1	11.4.3	If a side finds in a sea zone where the Hidden Task Force may not be included, does that side still get to see the contents of that Hidden Task Force?	Yes. Date 02/08/2007	11.4.3: During step 4 of combat (determining type of combat), or when you are trying to force your way through an interception, you must reveal the task force's identity.	02/08/2007

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Q11.4-2	11.4.5	Is chaining Naval Transports legal?	Yes. Date 07/03/2008 Note however that second and subsequent transports must pick up the unit by "moving through" the port and cannot pick up the unit before it itself starts moving. Date 25/06/2008	11.4.5: 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.	25/06/2008
Q11.4-3	11.4.5	May the chaining transport be at sea to start the move? Example: Can a TRS with enough range, which starts the impulse at sea and moves through a port back to sea and ends the move in another port, embark a land unit in the first port and debark it in the second? Does the cargo stay face up?	Yes. Date 24/11/1998 Example: Cargo face-down. Date 24/11/1998	11.4.5: 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. (...) 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 - it is the action segment and the TRS started the step at sea. All other cargo debarks face-up.	24/11/1998
Q11.4-4	11.4.5	Does a unit "move through" the port that they started in?	No, you do not move through a hex you start in. Date 19/07/2007	11.4.5: 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.	19/07/2007
Q11.4-5	11.4.5 11.5.8	May a face-up unit aborting a sea zone due to either a naval combat result, or a voluntary abort from naval combat - pass through a port, embark a unit and then return to a different port and flip face down along with its cargo?	Yes. Date 23/12/2007	11.4.5: 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. 11.5.8: A Your unit aborts. At the end of the combat round, return it to base according to the return to base rules (see 13.4). Turn the aborted unit (and any cargo) face-down.	23/12/2007
Q11.4-6	11.4.5 8.2.10 22.4.12 Option 26	Playing with Option 26 (AMPH), and having snow or blizzard weather in the port hex : a) may a MECH corps in an iced-in port be embarked by a TRS that stops moving in the port's sea zone? b) In the same conditions, may an INF corps in an iced-in port be embarked by an AMPH that stops moving in the port's sea zone?	(a) yes (b) yes. 22.4.12 says port, not "not iced in port". Date 23/12/2007	11.4.5: 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. 8.2.10: You can't move naval units into or out of iced-in ports if the weather in the port hex is snow or blizzard. (...) You can't transport resources (or build points) 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. 22.4.12: 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, infantry class divisions, and units embarking on AMPHs, are not subject to this restriction.	23/12/2007
Q11.4-7	11.4.6 11.5.1	May a side Abort an Interception Combat after a round?	Yes. Date 19/07/2007	11.4.6: Now start the normal combat sequence (see 11.5.1). The only differences are in the first round: (...)	19/07/2007
Q11.4-8	11.4.6 11.5.8 11.5.11	If a unit suffers an "A" result, or if a side aborts combat in an Interception Combat, is it a normal Return to Base?	Yes. Date 19/07/2007	11.5.8: A Your unit aborts. At the end of the combat round, return it to base according to the return to base rules (see 13.4). 11.5.11: If any unit on a side chooses to abort, all units on that side committed to combat this round must also abort. Do this just like the units are returning to base (see 13.4).	19/07/2007
Q11.4-9	11.4.6 11.11.6	A naval unit is overrun and aborting to a base within double their range. The unit is intercepted and aborts at the conclusion of round 1. Is the abort now a normal Return to Base? Or do the double range rule still apply? If the double range rule still applies, is the double range from the original port, or from the interception zone?	Naval units may never exceed double their range in a single move if intercepted and aborted. Date 07/03/2008	11.11.6: With the units from the overrun hex that you keep control of, you must immediately make a return to base move (see 13.4.1) and then turn them face-down (...). If they can't reach such a base within double their range (ignoring their movement allowance), destroy them instead.	07/03/2008
Q11.4-10	11.4.6 11.5.5	If only the intercepting side finds in the first round of an interception combat (and the enemy has chosen to fight through), does the intercepting side have to select a box? Does he have the OPTION of picking an enemy box in addition to the moving task force?	No to both, only the intercepted enemy units are included. Date 06/07/2009	11.4.6: 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: i) your opponent's interception roll counts as his/her search roll; and ii) your opponent has already announced whether his/her SUBs were committed; and iii) 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). 11.5.5: 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.	06/07/2009

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11.5 Naval combat					
Q11.5-1	11.5.4 9.9	Are neutral Naval Units "committed" in Naval combats if other Naval Units from Active Major Power of the same side are? (This is to know if they must abort the Sea area if their side decide to Abort after naval combat -- See Q11.5-11)	No, see 9.9. Date 28/12/2007	11.5.4: You must commit every non-SUB unit in the sea area to combat. 9.9: During port strikes and naval combats, a unit can't fight against units from the other side unless it is at war with at least one of them (being at war with an enemy unit the naval unit is transporting is not enough). However, you resolve, as one combat, a combat that includes units that are not at war with each other, so long as each unit included is at war with at least 1 enemy unit in the combat.	28/12/2007
Q11.5-2	11.5.6	Can Surprise Points be used to pick defensive results (i.e. to pick your own losses)?	Yes. Date 19/07/2007	11.5 (Chart): Select enemy target	19/07/2007
Q11.5-3	11.5.6	Can Surprise Points be used to pick air to air combat targets?	No. This relates to naval targets only. Date 24/04/1998	11.5.6: You can spend your excess surprise points in these ways: Benefit Cost (...) Select enemy target 3 (...) 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.	24/04/1998
Q11.5-4	11.5.8 13.6.5	How do you "damage" 5 convoys if not playing with Ships in Flames ?	Damage marker, requiring normal repair (first value and 2 turns). Date 19/07/2007	11.5.8: Every 5 convoy points counts as a ship for resolving combat. The defence factors of all convoy points is '5' (...). An 'X' result destroys 5 convoy points, a 'D' result damages 5 points and an 'A' result aborts 5 points. 13.6.5: 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. They take 4 turns to build. If you aren't playing with Ships in Flames you have to build them in multiples of 5. (...) All naval units take 2 turns to repair. Repairing each 5 convoy point unit costs 2 build points (...).	19/07/2007
Q11.5-5	11.5.8	Does a single SCS with 2 "D" Aborts immediately if it saves the first "D" (thus converting the result to an "A")?	You cannot apply results to a unit that has an "A" result. Date 30/01/1997	11.5.8: You can choose the same unit to suffer more than one result, unless it is already destroyed or has suffered an 'A' result.	30/01/1997
Q11.5-6	11.5.8 Option 9	Using Ships in Flames , I have the Shokaku and one CP in the 0 box, and suffer an X result in surface action. Can I choose to "implement" it against the CP, even though this doesn't fully implement it?	Yes. If there is more than 1 CP, you must take 2 CPs as a loss however. Date 30/01/1998 Yes. Date 30/05/1998	11.5.8 Option 9: Every 2 convoy points counts as a ship for resolving combat. Convoy points use their printed defence factors. An 'X' result destroys 2 convoy points;	30/05/1998
Q11.5-7	11.5.8 11.11.6 11.4.1 11.4.6	Are naval units being Aborted from combat / Overrun intercepted as one stack (task force) instead of ship by ship?	Owner's choice. Date 19/07/2007	11.5.8: However, you only implement 'A' results (...) at the end of this round of combat. All units aborting to the same port can abort together if you wish. 11.11.6: With the units from the overrun hex that you keep control of, you must immediately make a return to base move (see 13.4.1) and then turn them face-down 11.4.1: You make 1 "naval move" with surface naval units every time you: (a) move a task force of face-up surface naval units (...) from one port, to any one destination (either to one other port or to the same section of a sea-box); 11.4.6: 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.	19/07/2007
Q11.5-8	11.5.9	In naval air combat, if the enemy's Anti Air (AA) reduces me to the 'zero' column, can I spend surprise points to raise me up back onto the chart?	No. Date 17/03/1998	11.5.9: For every remaining point in the total, 1 further air-to-sea factor does not press the attack.	17/03/1998
Q11.5-9	11.5.9 14.1.1	Are FTRs allowed to fly as naval bombers if they flew out to sea at full range?	Yes. Date 19/07/2007	14.1.1: 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.	19/07/2007
Q11.5-10	11.5.9 14.3.1	May FTRs switch between the bomber and fighter lines at will?	No, you can change these roles from one naval combat round to the next but not during a naval combat round. Date 19/07/2007	14.3.1: You can change these roles from one naval combat round to the next but not during a naval combat round.	19/07/2007

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Q11.5-11	11.5.11 11.5.1 11.5.6	<p>Q1: Can you Abort during 11.5.11 (step 6 of 11.5.1) :</p> <ul style="list-style-type: none"> a) If no one found at step 3? b) If one side used 4 Surprise points to avoid combat? c) If you destroyed all enemies during step 5? <p>Q2: If the active side aborts the combat, can the inactive side abort too?</p>	<p>Q1</p> <ul style="list-style-type: none"> (a) No (b) No (c) No <p>Q2 : Yes. Date 28/12/2007</p>	<p>11.5.11: Multiple naval combat rounds After each round of naval combat, any unit at war with another unit in this sea area may abort (the active side deciding first). If any unit on a side chooses to abort, all units on that side committed to combat this round must also abort.</p> <p>11.5.1: Combat Sequence The combat sequence has these steps:</p> <ol style="list-style-type: none"> 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. <p>11.5.6: 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.</p>	28/12/2007
11.6 Opponent's naval combat					
Q11.6-1	11.6 11.5.2	If you move a unit which is <i>not</i> at war with any MP into a sea area where the other side is present, does that allow the other side to initiate combat per 11.6 if there is some other unit already in that sea area that <i>is</i> at war with the side wishing to initiate combat?	Yes. Date 23/12/2007	<p>11.6: After your side has resolved combat in all their selected sea areas, any major power on the other side can try to initiate combat (see 11.5.2) in any other sea areas your side moved a non-SUB unit into or within (but not through) in your naval air missions step or your naval movement step.</p> <p>11.5.2: To initiate a combat, point to a sea area where you have a face-up (non-convoy) unit at war with another major power, and announce that you will initiate combat there.</p>	23/12/2007
11.7 Strategic bombardment					
Q11.7-1	11.7	<p>RAW says "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)." What is meant by "could" here?</p> <ul style="list-style-type: none"> a) has a path by which a resource can be shipped to the hex. b) Is permitted by 13.6.1 to ship a resource to it. 	"Could" means that you are in a position AT THAT MOMENT to transport a resource there (e.g. convoy points in position if necessary). Date 08/06/1997	<p>11.7: 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).</p>	08/06/1997
Q11.7-2	11.7	The double dipping question : On a * result, does the PP / oil loss occur before or after the factory loss?	The Production point loss is immediate. Destroyed factory is not counted during production. Date 07/03/2008	<p>11.7: 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). (...)</p> <p>Option 30: After implementing the above result, each asterisk in the result destroys 1 usable factory as well.</p>	07/03/2008
Q11.7-3	11.7	Is the maximum PP loss the number of factories at the time of loss, or at the time of production?	Time of loss. Date 01/08/2007	<p>11.7: 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.</p>	01/08/2007
Q11.7-4	11.7	If the bombed hex later changes sides, what about the effects of the strategic bombing. Are they lost, applied to the power bombed, or the power owning the factory hex, what effect does the change in the number of useable factories have?	The points are still lost to the major power that controlled the factory during the bombing, even if it changes hands later in the turn. Date 11/06/1997 Destroyed factories stay destroyed. Date 08/06/1997	<p>11.7: 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).</p>	08/06/1997
Q11.7-5	11.7.1	Does a V-Weapon or A-Bomb stack as a land DIV or an Air unit?	Land DIV. Date 01/08/2007	<p>11.7.1: V-2 weapons can also move like land units. 11.7.1: Only the USA can build an atomic bomb. It arrives as a reinforcement like all other units (see 4.2). It is a land unit but without a ZOC and is captured when overrun by an enemy land unit.</p>	01/08/2007
Q11.7-6	11.7.1	Is moving a V-Weapon considered an air mission? When rebasing from a TRS?	A land move when railing or naval transporting, an air mission when flying. Date 01/08/2007	<p>11.7.1: V-weapons fly strategic bombardment missions like aircraft.</p>	01/08/2007
Q11.7-7	11.7.1 11.2	Is a V-Weapon considered in 3 box when port attacking alone. When accompanied by other bombers??	V-weapons can't port attack. They have a strategic bombardment factor, no naval factors. Date 01/08/2007	<p>11.7.1: V-weapons fly strategic bombardment missions like aircraft. 11.2: Land based bombers attacking are treated as being in the 3 section.</p>	01/08/2007
11.9 Ground strike					
Q11.9-1	11.9 22.4.2 Option 3	Field artillery units: The rules say "An ART that bombs is turned face-down after Advancing after combat (see 11.16.5) regardless of the combat result.". Is that also true when they bombard during the Ground strike step?	No. Artillery that bombard during the ground strike step are turned down at the end of that step. Date 23/11/2008	<p>22.4.2 Option 3: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. So, it can execute a ground strike or a ground support (offensive or defensive) mission into that hex.</p> <p>(...)</p> <p>An ART that bombs is turned face-down after Advancing after combat (see 11.16.5) regardless of the combat result.</p>	23/11/2008
Q11.9-1	11.9 Option 33 22.4.2 Option 3	Do Tank Busters get any benefits when Ground Striking self-propelled ARTs?	No. Date 21/01/1998	<p>11.9 Option 33: Tank busters have their tactical factor printed in a red circle. Add an extra die if the aircraft is a tank buster and the target unit is MECH, ARM or HQ A.</p> <p>22.4.2 Option 3: Self-propelled artillery can make breakthrough moves (...) but are not considered ARM units for any other purpose.</p>	21/01/1998

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
11.10 Rail movement					
Q11.10-1	11.10	A rail movement goes to 2 maps away and comes back to an adjacent map, is it adjacent? 2 maps away? 3 maps away?	The distance between the starting location and end location is counted. Date 30/03/1998	11.10: Only the starting and destination hexes count for map distance (...).	30/03/1998
Q11.10-2	11.10 22.2 Option 30	Since you use the same markers to denote the result of destroyed factories and railed factories, does that mean you can repair railed factories?	No. Date 01/08/2007	22.2: 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.	01/08/2007
11.11 Land movement					
Q11.11-1	11.11	Suppose 2 non-cooperative units on the same side wish to enter the same empty hex who decides which one gets to enter it since both cannot?	The first unit to enter, if two players start stabbing each other with their counters, then the major power with the most combat factors wishing to enter, if that's equal, its pistols at dawn (or the former owner can decide). Date 07/03/2008	2.5 Control of a hex changes when: • an enemy land unit (except for partisans ~ see 13.1, and supply units ~ see 22.4.10) enters it (the major power entering with the most factors if more than one);	07/03/2008
Q11.11-2	11.11.6 11.4.1 11.4.6	If naval units being Overrun return to base to 2 (or more) different minor ports due to stacking, are they intercepted as one stack (task force) in the sea zone of the overran port, and as 2 (or more) in the sea zone of the minor ports?	If you want your aborting ships to end their move in several ports, you must first split up your task force allowing piecemeal interceptions by your opponents. Date 24/11/1998	11.11.6: With the units from the overrun hex that you keep control of, you must immediately make a return to base move (see 13.4.1) and then turn them face-down. 11.4.1: You make 1 "naval move" with surface naval units every time you: (a) move a task force of face-up surface naval units (...) from one port, to any one destination (either to one other port or to the same section of a sea-box); 11.4.6: 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.	24/11/1998
Q11.11-3	11.11.6	If CP are Overrunned and get captured. Playing with Ships in Flames , since CP can't be repaired (as they cannot be damaged) what happens to them in this case? Does the overrunning player get control of it, or is it destroyed?	Gets control in the hex with a CP used marker on top. Date 01/08/2007 expanded 07/03/2008	11.11.6: If you roll a '1', the enemy major power takes control of it until destroyed (option 46: partisans destroy naval units instead of taking control). Place it in the Repair pool.	07/03/2008
Q11.11-4	11.11.6 2.3.1 Option 9	If playing with Ships in Flames , when Overrunning surprised CPs, do you roll control for each CP or for 2 at a time? (are 2 CPs one naval unit here?)	2 (see 2.3.1, SiF option 9). Date 23/12/2007	11.11.6: If you roll a '1', the enemy major power takes control of it until destroyed (option 46: partisans destroy naval units instead of taking control). Place it in the Repair pool. 2.3.1 Option 9: Up to 4 naval units can stack together in a minor port. Every 2 convoy points (or any spare point) is a naval unit.	23/12/2007
Q11.11-5	11.11.6	When a naval unit you gain control of by overrun is destroyed, who chooses if it is scrapped or not, and whose force pool does it go back to?	The original owner. Date 04/07/2008	4.1: You usually return units that are destroyed to your force pools. 11.11.6: If you roll a '1', the enemy major power takes control of it until destroyed (option 46: partisans destroy naval units instead of taking control). 13.6.9: 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.	04/07/2008
Q11.11-6	11.11.6	11.11.6 Overrunning Naval units: say "(Options 9 & 28: Any carrier plane (and its pilot) suffer the same fate as a CV it is on.)" What happens to the plane and pilot when you capture their CV or CVL?	The pilot is destroyed and the carrier plane is placed in the capturing major power's Reserve Pool. Date 24/11/2008	11.11.6: If you roll a '1', the enemy major power takes control of it until destroyed (option 46: partisans destroy naval units instead of taking control). Place it in the Repair pool. (...) (Options 9 & 28: Any carrier plane (and its pilot) suffer the same fate as a CV it is on.)	24/11/2008
11.12 Air transport					
Q11.12-1	11.12	Is chaining Air Transports legal?	No. Date 11/03/1998	11.12: 2. you fly your selected ATRs and escorting fighters to the target hexes;	11/03/1998
Q11.12-2	11.12 Option 36	Can I carry stuff I could normally carry on a large ATR in 2 small ATRs?	No. Date 01/08/2007	11.12 Option 36: A large ATR can transport a unit in the same way as any other ATR. However, it can instead transport any 2 infantry class divisions (except MAR or MOT), 1 other infantry class corps or army (except HQ, MAR, MOT or PART), or 1 supply unit.	01/08/2007
Q11.12-3	11.12	If a unit starts with the ATR, must it debark at the target hex?	No. Date 01/08/2007	11.12: 8. surviving ATRs can unload their cargo at the target hexes; (...) 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.	01/08/2007
Q11.12-4	11.12 8.2.3	Q1 : May the starting hex of an Air Transport mission be blizzard / storm if the target hex is not? Q2 : How about the return to base hex? Q3 : What about the midpoint?	Q1 : Yes Q2 : Yes. Q3 : No. Date 15/05/2008	8.2.3: The only mission you may fly to a weather zone in storm or blizzard is a rebase mission.	15/05/2008
Q11.12-5	11.12	May an aborted ATR return to base to the original target hex?	Yes. Date 01/08/2007	11.12: However, only turn the cargo face-down if it commenced the impulse out of supply or the ATR was aborted in either air combat.	01/08/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q11.12-6	11.12	Are interceptions possible on the return to base hex even if the cargo debarked on the target hex?	Of course. See 11.12, 10-12. Date 01/08/2007	11.12: 10. your opponent flies intercepting fighters to the hexes where your ATRs returned to base; 11. you move intercepting fighters to the return-to-base hexes; 12. fight any air-to-air combats;	01/08/2007
Q11.12-7	11.12 13.1	May an air transport mission be made onto a same Home Country PART?	Yes of course. Date 01/08/2007	11.12: Air transport missions allow you to transport some land units to a friendly hex (or a hex occupied by a partisan you co-operate with), by air. (...) The target hex of an air transport mission must be a hex in which the ATR can stack. 13.1: units of the partisan's nationality (only) can debark, or paradrop, into the hex without having to fight a notional unit; and	01/08/2007
11.13 Debarking land units					
Q11.13-1	11.13	If a TRS holds 2 DIVs, and one of them invades : Q1 : Is the TRS still flipped? Q2 : If so, what happens to the other DIV?	Q1 : Yes Q2 : nothing. Date 01/08/2007	11.13: Each unit which debarks counts as 1 land move. You may only debark from a face up TRS. 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 at the end of the step that a unit debarks from it.	01/08/2007
11.14 Invasions					
Q11.14-1	11.14	Q1 : May Hong Kong be invaded from the South China Sea? Q2 : May Manila be invaded from the China Sea? Q3 : May Istanbul be invaded from the Eastern Mediterranean Sea? Q4 : May Liverpool be invaded from both the Faroes Gap and Bay of Biscay Sea Zones? Q5 : Isn't it the coast that is to be invaded that must touch upon the TRS's sea area, rather than the coastal hexside?	Q1 : No (Hong Kong isn't in the South China sea) Q2 : No (no all sea hexside to invade across) Q3 : No (no all sea hexside to invade across) Q4 : Yes Q5 : Yes. Date 23/12/2007	11.14: You may only invade an enemy controlled coastal hex that has at least 1 all-sea hexside (at least part, but not necessarily all, of this coastal hexside must touch upon the sea area where the TRS is located).	23/12/2007
Q11.14-2	11.14 11.15 2.5 20.	Does a un-occupied Chinese hex belong to Communist China or Nationalist China for purposes of Notional determination? (for supply determination)	Rules appear clear to me. This has nothing to do with 11.14. Rule 2.5 changing control states only Chinese cities change control when cc and nashos move through them. All other hexes (even those containing Communist Chinese) are ALWAYS Chinese Nationalist control. It makes no difference to the placement of Chinese notional though as they are placed in the hex (if the units owner wants it of course) regardless of whether Chinese Nationalist or communist units occupy the hex. Date 01/08/2007	2.5: Control of a hex changes when: (...) - it is a communist Chinese-controlled city entered by a nationalist Chinese land unit or vice versa; or 1.: Up to six players will manage the economies and conduct the military operations of the major nations involved in that conflict, either as a member of the Axis (Germany, Italy and Japan) or as one of the Allies (China, the Commonwealth, France, the USSR and the USA). 20.: Apart from the above (and the placement of reinforcements ~ see 4.2), Communist and Nationalist Chinese count as one major power for all purposes (e.g. they can't be conquered separately, declaring war on them is only one US entry effect, etc.) 23.: Major powers [China, Commonwealth, France, Germany, Italy, Japan, USA and USSR]	01/08/2007
11.15 Paradrops					
Q11.15-1	11.15 11.12	Can one paradrop onto a friendly controlled hex (i.e. a mountain hex where they could not air transport to).	No. Date 01/08/2007	11.15: 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. 11.12: The target hex of an air transport mission must be a hex in which the ATR can stack.	01/08/2007
Q11.15-2	11.15 8.2.3	May the starting hex of a Paradrop mission be in Blizzard / Storm?	Yes. Date 01/08/2007	8.2.3: The only mission you may fly to a weather zone in storm or blizzard is a rebase mission.	01/08/2007
Q11.15-3	11.15 Option 35 11.12 Option 35 11.18.1 Option 35	The reading of Option 35 in 11.15 can be interpreted as meaning that if you don't use Option 35, then the no-paradrop symbols are ignored. Is this true ?	Yes. Date 01/08/2007	11.12 Option 35: Any aircraft with a white range circle can fly an air transport mission, even if it is not an ATR. 11.15 Option 35: Any aircraft with a white range circle can fly a paradrop mission, even if it is not an ATR. However, aircraft can't fly a paradrop mission if they have a 'no-paradrop' symbol: 11.18.1 Option 35: Any aircraft with a white range circle can fly an air supply mission, even if it is not an ATR.	01/08/2007
11.16 Land combat					
Q11.16-1	11.16.1	May a 0 factor unit attack to be taken as a loss?	No. Date 29/11/2007	11.16.1: A land unit can only attack if it has 1 or more combat factors.	29/11/2007
Q11.16-2	11.16.1 8.2.9	Are units attacking across a frozen lake hexside: (a) halved when the defender is not on a Lake hex? (b) halved when the defender is on a frozen lake hex and the attacker is not? (c) halved when the defender is on a frozen lake hex and the attacker is as well?	Yes in all cases. The frozen lake is a clear hex, but the frozen lake hexside is treated as river. Date 25/06/2008	8.2.9: Treat a frozen lake hex as clear. (...). 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.	25/06/2008
Q11.16-3	11.16.1 Option 39	What factories qualify for the factory modifier (printed, railed, built?)?	Any by RAW, should add word "printed" in rules. Date 29/11/2007	11.16.1 Option 39: (Blitz bonus) -1 to the land combat die roll if attacking a 2 or 3 factory stack.	29/11/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q11.16-4	11.16.2 11.16.4 16.3	Do Shore Bombardment / Ground Support Limits apply before or after the doubling of an Offensive Chit effect?	After, see 11.16.4. Date 07/03/2008	11.16.2: Ignore any shore bombardment factors (after any reduction and halving) that exceed the total (modified) combat factors of the attacking land units. 11.16.4: You ignore any tactical factors (after modification) flown by the attacking side that exceed the total (modified) combat factors of the attacking land units.	07/03/2008
Q11.16-5	11.16.3 11.16.6 Option 43 11.16.5 Option 41 2.6	Playing 2d10, how is HQ Support supposed to work, especially with roundings and Fractional Odds. <u>Example</u> : an attack with 20 factors against 6, with a 5-reorg HQ using his support: (a) +6.6 have 60% chance of being +7 and 40% chance of +6 then other modifications are added meaning a +3 (+2.5 rounded) for the HQ to either +9 or +10. (b) +6.6 + 2.5 for the HQ = +9.1 have 10% chance of being +10 and 90% chance of +9.	(b), see 2.6.. Date 30/11/2007	2.6: Round off a number immediately before: i calculating an odds ratio; or ii looking the number up in a table; or iii comparing it to a dice roll or to a fixed value; or iv spending oil (see 13.5.1) or build points. 11.16.6 2d10: When playing with Fractional odds (see 11.16.5), for odds of 1:1 and higher the odds modifiers are considered linear (e.g. 3.65:1 gives you 7.3 die roll modifiers, while 3.64:1 gives you 7.2). When playing with this option, there is no upper limit to the odds table (e.g. 15.54:1 gives you 31 die roll modifiers).	30/11/2007
Q11.16-6	11.16.4 Option 33 22.4.2 Option 3	Do Tank Busters get any benefits when Ground Supporting against self-propelled ARTs?	No. Date 21/01/1998	11.16.4 Option 33: (Tank busters) Double the tactical factor of an aircraft flying a ground support mission if it is a tank buster and any of the enemy units in the combat is a MECH, ARM or HQ-A unit. Tank busters have their tactical factor printed in a red circle. 22.4.2: Self propelled artillery can make breakthrough moves (...) but are not considered ARM units for any other purpose.	21/01/1998
Q11.16-7	11.16.5 11.16.5 Option 39 11.16.6 (chart) 22.4.9 Option 5	Q1 : Can you choose blitz if all ARM unit attack across fort but also PARA is included (non-city hex in clear, forest or desert)? Q2 : Do you benefit from the Blitz Bonus?	Q1 : Yes, Q2 : Yes. Date 29/11/2007	11.16.5: The attacker chooses the table if: (...) 2. any attacking unit is not attacking across a fort hexside; and 22.4.9: A unit landing on the stack by paratop is never halved by a fortification unit.	29/11/2007
Q11.16-8	11.16.5	The Italians and Germans attack an Allied hex and the combat result calls for 2 losses by the attackers. The Italians have 4 units and the Germans 2. Who decides who takes the 2 losses?	The owning player always chooses losses in a land combat. If players on a side can not agree on which unit(s) to lose, choose from all eligible units randomly. Date 07/03/2008	11.16.5: The owning player always chooses losses in a land combat. If players on a side can not agree on which unit(s) to lose, choose from all eligible units randomly.	07/03/2008
Q11.16-9	11.16.5	Hexes A B C D E - A B C D are fully stacked, E is empty. There are no further retreat possibilities. C is attacked and a R result is received. May the attacker retreat those units to B, then A, and kill them?	Units are retreated hex by hex so you could retreat the units into hex B first and then as the only other hex left to retreat to is hex A the retreated units are then destroyed. Date 07/03/2008	11.16.5: 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 containing a friendly land unit and not causing over stacking. 4. a hex in enemy ZOC containing a friendly land unit and causing over stacking. Destroy a unit if it can't retreat under any of these priorities.	07/03/2008
Q11.16-10	11.16.5 2.3.1	When reading retreat in 11.16.5 it seems clear that if you have no place to retreat, including a hex causing overstacking, that the units die as indicated by "(or destroy it if this is not possible)". However, some people look at 2.3.1 that says if you are overstacked that the owner destroys his own units. What really causes problems with this view is the wording in 2.3.1 that says you must destroy face-up units before face down with the result that you can retreat flipped units to a hex and force the other face-up units to die. Is this right?	The retreating units are destroyed. Date 07/03/2008	11.16.5: 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). 2.3.1: Stacking applies at the end of every step and after each retreat and advance after combat (see 11.16.5). You cannot voluntarily overstack then 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.	07/03/2008
Q11.16-11	11.16.5	3 units are B'ed in a hex where only 1 unit may retreat. If the attacker declines to convert the result to a R, do all 3 units survive to be placed on the spiral?	Yes. Date 29/11/2007	11.16.5: If the result includes an 'S' (shatter) or a 'B' (breakthrough), put each surviving defending land unit on the production circle if it could have retreated.	29/11/2007
Q11.16-12	11.16.5 11.14 11.15	You get a B result in land combat and could move into a hex where a combat is to follow (only possible with a notional being invaded / paratopped on), you: (a) Move in for free making the paratop / invasion obsolete (b) Have to overrun the notional with the notional having whatever combat factors it has due to the declared paratop / invasion (c) Cannot move into the hex?	(a), it could mean you are overstacked though (after the landing) in which case some units may die. Date 29/11/2007	11.14: At the end of the attack declaration step (see 11.16.1), you can state that your notional unit is to be ignored (...). 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). 11.15: The rules applying to notional units during invasions also apply to notional units in paratops.	29/11/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q11.16-13	11.16.5 11.11.6	For an overrun in Advance After Combat, does starting the move together mean the combat step or the movement step?	Combat step. Date 07/03/2008	11.11.6: You can only conduct an overrun with a single unit, or with a single stack of units that started the land movement (or Advancing after combat, see 11.16.5) step together.	07/03/2008
Q11.16-14	11.16.6 (chart)	Does an ARM corps defending behind a Fort hexside in a (non-city) clear, or desert hex get the blitz bonus?	Yes. Date 29/11/2007	11.16.6 (chart): -2 per defending ARM, MECH in a (non-city) clear, or desert hex (only -1 if the defending unit is a division) clear weather only.	29/11/2007
Q11.16-15	11.16.6 (chart) 11.16.5 Option 40	Are attacking bonus of Nationalist Chinese units halved if playing with the optional Nationalist Chinese Attack Weakness	No. Date 29/11/2007	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved. 11.16.5 Option 40: (Chinese attack weakness) Halve the combat factors of nationalist Chinese land units that are attacking.	29/11/2007
Q11.16-16	11.16.6 (chart) 11.16.5	Choosing tables In the Notes, why does the MECH row don't have the DIVs optional but the ARM row do? (On the chart, 2 (b) first bullet has option 2, second bullet does not)	Rules are rules, notes to charts are guides, but you are correct, we should repeat this on the land CRT note 1(b) (not 2(b)). Date 29/11/2007	11.16.6 (chart): 2b) If not, the attacker chooses if the attacker either; <ul style="list-style-type: none">• has more ARM (AsA & MiF option 2: DIVs counting as 1/2) than the defender (AsA option 3: including defending anti-tank), or• has more MECH than the defender and the defender has no ARM or anti-tank.	29/11/2007
Q11.16-17	11.16.6 (Chart) 16.3 22.4.1 Option 2	Q1 : Is a bonus still halved if the units has "full" combat factor due to ENG? Q2 : Due to Offensive Chit?	Q1 : No Q2 : No. Date 05/07/2007	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved. 16.3: you can double the combat factors of this major power's land units within range of the HQ when you calculate the final odds for the overrun or land combat. 22.4.1: Face-up ENG are not halved or thirded when attacking or overrunning across a river, canal or fort hexside. They also provide this benefit to as many land units they are stacked with as the ENG unit's combat value.	05/07/2007
Q11.16-18	11.16.6 (Chart)	The last line on the 2D10 CRT says halve mods if you are halved. What happens if you are 1/3, 1/4, or 1/6? Specifically are mods reduced to these fractions or only halved?	Mods reduced to these fractions. Date 29/11/2007	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved.	29/11/2007
Q11.16-19	11.16.6 (Chart)	Playing with 2d10, is the "+1 for HQ attacking a city" halved when the HQ attacks across a river?	Halved. Date 14/05/2008	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved.	14/05/2008
Q11.16-20	11.16.6 (Chart)	Playing with 2d10, is the winterized bonus halved when the winterized unit attacks across a river?	Halved. Date 14/05/2008	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved.	14/05/2008
Q11.16-21	11.16.6 (Chart) 22.4.1 Option 2 11.14	Are the combat factors of the 79th and US Mar ARM DIVs halved when invading?	Yes, the 79th ARM and US Mar ARM DIVs are not marine units, they are halved when invading and cannot cross all sea hexsides. Date 12/05/2008	11.14: Invading MAR units have their normal combat factors. Halve the combat factors of other invading units. 11.14: The Commonwealth 79th and US Mar ARM divisions (see 22.4.1) can also invade from a TRS. 22.4.1: Although they are ARM units, the Commonwealth 79th and US Mar ARM divisions can also invade from a TRS (even if playing option 26).	12/05/2008
Q11.16-22	11.16.6 (Chart) 11.14 22.4.1 Option 2	Does the 79th and US Mar ARM DIV get a +0.5 ARM bonus (halved +1 ARM bonus) when invading in clear hexes and choosing Blitz combat?	They did until the 2008 WiF Annual's errata where offensive divisional modifiers are halved so now while invading they are each quartered. Date 12/05/2008	11.16.6 (chart): Halve attacking bonuses (except HQ support) when the combat factors of the attacking units are halved. 11.4 : Invading MAR units have their normal combat factors. Halve the combat factors of other invading units. 11.14: The Commonwealth 79th and US Mar ARM divisions (see 22.4.1) can also invade from a TRS.	12/05/2008
Q11.16-23	11.16.6 (Chart) 11.16.5 Option 39	Do offensive blitz modifiers apply if using the Assault table?	No. Date 29/11/2007	11.16.5 Option 39: (Blitz bonus) Add 1 to the die roll for each two attacking ARM, MECH and HQ-A units conducting a blitz attack against a clear or desert (non city) hex in fine weather.	29/11/2007
Q11.16-24	11.16.6 (Chart)	Do defensive ARM & MECH modifiers apply if using the Assault table?	Yes. Date 29/11/2007	11.16.6 (chart): -2 per defending ARM, MECH in a (non-city) clear, or desert hex (only -1 if the defending unit is a division) clear weather only.	29/11/2007
Q11.16-25	11.16.6 (Chart)	Is there an extra loss in a combat where there is only some units invading/attacking across a river or crossing arrows and all others attacking normally (is the note meaning "all across invasion")?	No. Date 29/11/2007	11.16.6 (chart): 3(b) Attacker takes an extra loss when attacking cities, mountain, forest, jungle, swamp, or all across river / crossing arrow, fort hexside, invasion or attacking a clear or desert hex containing a defending ARM, or MECH.	29/11/2007
Q11.16-26	11.16.6 (Chart)	Does an ENG doubled for terrain provide double defensive bonus when defending in cities. Example : Does a 2 pt ENG provide 2 or -4 when in a city mountain or swamp hex?	-4. Date 07/03/2008	11.16.6 (chart): City Modifiers ⇒ +1 ~ per ENG combat factor attacking a city. ⇒ -1 ~ per ENG combat factor defending a city.	07/03/2008
Q11.16-27	11.16.6 11.16.5	Is an attack vs. a 0 factor unit still an automatic */2B or */2S with this combat table?	Yes, why would some standard rules not apply just because you are playing an option? Date 29/11/2007	11.16.6: If you play with the 2 die 10 table, whenever you normally roll one die for land combat, you now roll and add up their values. 11.16.5: If, after all modifications, you are attacking 0 defending combat factors, the combat result is an automatic */2B result in a blitzkrieg attack or an */2S if it is an assault.	29/11/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q11.16-28	11.16.6 8.2.7	Are winterized bonuses declinable (i.e., for attacker to avoid losing a certain unit)?	Yes. Date 29/11/2007	11.16.6 (chart): When benefitting from winterised units, the first loss must be from one of these units (further losses don't have to be from them) 8.2.7: If at least half of your attacking land units are MTN, ski troops (ASA option 65), Swedish, Finnish, Norwegian, or white print Soviet units, you may 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 (...).	29/11/2007
Q11.16-29	11.16.6 (chart) 8.2.7	I am playing with the 2d10 table and I have 3 white-print units committed to attacking a hex during winter. Can I choose which of my white-print units will be receiving the winter bonus and thus subject to first loss?	Yes, although if you decide any are to receive the winter bonus, you may as well say they all are since if any do, the first loss must come from one of the attacking units receiving a winterised bonus (owner's choice). Date 12/11/2008	11.16.6 (chart): 8.2 Weather Effects (...) +1 ~ for each winterized unit attacking in Snow or Blizzard. 8.2.7: If at least half of your attacking land units are MTN, ski troops (ASA option 65), Swedish, Finnish, Norwegian, or white print Soviet units, you may 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 (exception: MiF option 7 ~ engineers, see 22.4.1).	12/11/2008
Q11.16-30	11.16.6 22.4.1 Option 2	Can you decline the benefit of an ENG (i.e. can an ENG attack across a river without un-halving a corps stacked with it)?	Yes. Date 29/11/2007	22.4.1: If an ENG provides any benefits in an attack, it always suffers the first loss (even before white print units attacking in winter).	29/11/2007
Q11.16-31	11.16.6 22.4.1 Option 2	For ENG, is the +1 per combat factor attacking a city declinable? Is this first-kill qualifying bonus?	Yes. Date 29/11/2007	11.16.6 (chart): ⇒ +1 ~ per ENG combat factor attacking a city. ⇒ -1 ~ per ENG combat factor defending a city. 22.4.1: If an ENG provides any benefits in an attack, it always suffers the first loss (even before white print units attacking in winter).	29/11/2007
Q11.16-32	11.16.6 22.4.1 Option 2	Is ENG still first loss if an HQ also attacks the city?	If declined no, if not declined yes. Date 29/11/2007	11.6.6 (chart): ⇒ +1 ~ for HQ attacking a city. ⇒ +1 ~ per ENG combat factor attacking a city. ⇒ -1 ~ per ENG combat factor defending a city. 22.4.1: If an ENG provides any benefits in an attack, it always suffers the first loss (even before white print units attacking in winter).	29/11/2007
Q11.16-33	11.16.6 22.4.1 Option 2	Must a defending ENG giving a penalty in a city attack, be the first loss?	No, attacker only. Date 29/11/2007	22.4.1: If an ENG provides any benefits in an attack, it always suffers the first loss (even before white print units attacking in winter).	29/11/2007
Q11.16-34	11.16.6	On the 2d10 table, if defender calls blitz is attacker's first loss still a ARM / MECH / MOT ?	Yes, of course. Date 29/11/2007	11.6.6 (chart): 3d) When using the Blitz table no matter who called the blitz, the attacker's first loss must be a MOT, MECH, ARM or HQ-A if any of these attacked (even before the winterised unit lost, but after ENG loss).	29/11/2007
Q11.16-35	11.16.6	Blitz loss can be taken by what? Can it be taken by MOT ENG, ARM ART, etc? Or just the named types (MOT, MECH, ARM, HQA)? Are DIV OK too?	MOT, MECH, ARM, HQ-A corps, armies or divisions. Date 29/11/2007	11.6.6 (chart): 3d) When using the Blitz table no matter who called the blitz, the attacker's first loss must be a MOT, MECH, ARM or HQ-A if any of these attacked (even before the winterised unit lost, but after ENG loss).	29/11/2007
Q11.16-36	11.16.6 11.16.5 11.16.3	Do units flipping anyway due to HQ Support or terrain count as face up units for purpose of Half Flipped result?	NO, this is judged during Facing (11.16.5) and the other units are turned face down during Advance after combat which is before facing). Date 29/11/2007	11.16.6: The half disrupted result means that during Facing (see 11.16.5), half the surviving face-up attackers remain face-up, owner's choice.	29/11/2007
11.18 Reorganisation					
Q11.18-1	11.18.1 14.2	Q1 : Can an ATR which rebases in an impulse reorganize some unit later in that same impulse? Q2 : "Each aircraft unit can only fly one mission a step." This means that an aircraft that rebases can reorganize.	Q1 : Yes it can. Date 25/05/1997 Q2 : True. Date 08/06/1997	14.2: Each aircraft unit can only fly one mission a step	08/06/1997
Q11.18-2	11.18.2	Can a MAR unit separated from an HQ by all sea hexside be reorganized by that HQ (same for MTN and Alpine hexsides)?	No, unit is not within range. Date 23/12/2007	11.18.2: A face-up HQ can reorganise units within range of the HQ. The HQ's reorganisation range is equal to its reorganisation value in motorized movement points. The path from the HQ to the unit to be reorganised is traced exactly like a basic supply path, except its maximum length is determined by the HQ's reorganisation range, and it may not be traced overseas. You may always trace 1 hex if the unit tracing supply is not prohibited from entering that hex.	23/12/2007
Q11.18-3	11.18.2	Can air & naval units separated from an HQ by all sea or alpine hexside be reorganized by that HQ?	No, unit is not within range. Date 23/12/2007	11.18.2: A face-up HQ can reorganise units within range of the HQ. The HQ's reorganisation range is equal to its reorganisation value in motorized movement points. The path from the HQ to the unit to be reorganised is traced exactly like a basic supply path, except its maximum length is determined by the HQ's reorganisation range, and it may not be traced overseas. You may always trace 1 hex if the unit tracing supply is not prohibited from entering that hex.	23/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q11.18-4	11.18.4 2.3.1 Option 9	Every 2 CP points (and any spares) is a naval unit. Does this mean that in a combined, you cannot use a ATR (for example) to reorg 1 CP, and that you must use 2 reorg points to reorg a naval unit (2 CP)?	Yes. Date 23/12/2007	11.18.4: It costs 1 reorganisation point to reorganise a land unit in a land action, an aircraft unit in an air action, or a naval unit in a naval action. In all other cases it costs 2 points to reorganise each unit. 2.3.1 Option 9: (...). Every 2 convoy points (or any spare point) is a naval unit.	23/12/2007
13.1 Partisans (option 46)					
Q13.1-1	13.1	Do German / Italian units in Siberia count for Siberian or Russian anti-partisan garrison values?	Siberia. Date 23/12/2007	13.1: There are some modifiers to the die roll: (...) i + the total garrison value in the country.	23/12/2007
Q13.1-2	13.1 22.4.10 Option 6	Can PART capture Supply Units?	They destroy them. Date 23/12/2007	22.4.10: Your land units can enter a hex containing one enemy supply unit without having to overrun it. You can then either destroy the supply unit or replace it with one of your own (chosen randomly). 13.1: Partisans don't control hexes. However, they can interrupt the benefits of controlling a hex they occupy. If a partisan is in a hex: (...) i enemy aircraft and naval units in the hex are overrun (see 11.11.6); and	23/12/2007
Q13.1-3	13.1	The partisan roll results in 3 different countries eligible to have partisans. Do I roll all of them, and then pull the units, or pull the units as I roll? What about when the partisan value is > 10, do I pull the automatic partisans before I roll? do I pull, place, pull, place, etc.? or do I pull all, place all?	Roll and if a PART generated, place. Go to next country, repeat. Date 23/12/2007	13.1: Roll another die for each eligible country and compare it to that country's 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.	23/12/2007
Q13.1-4	13.1 22.4.11 Option 30 22.2 Option 30	Since a PART is a land unit and is always in supply, may it destroy any oil or blue factory it is on?	Yes, as long as there is an enemy unit in the country. Date 31/07/2008	13.1: i stored oil (Afa option 31), oil resources (option 14), and blue factories (option 30) may be destroyed. 22.2: You may also destroy a blue factory if an enemy land unit occupies a hex in the country. To destroy a blue factory, one of your land units must be in supply in that hex during the victory check step (...).	31/07/2008
Q13.1-5	13.1 19.5.1	After the USSR conquers Eastern Poland, but before Germany and the USSR is at war, Q1 : Is Eastern Poland a part of the Polish Home Country? Q2 : If so, can a PART designated for Poland appear in Eastern Poland? Q3 : If a PART can't appear in Eastern Poland, can it move there after it has appeared and thereby be out of reach for the German forces?	Q1 : Yes Q2 : no (it's not an enemy controlled hex), Q3 : no (no friendly non-russian unit may enter within 3 hexes of the border). Date 23/12/2007	19.5.1: Once you exercise those rights, the part of Poland to the east of the partition line becomes conquered by the Soviets.	23/12/2007
Q13.1-6	13.1 13.7.1	Are Partisans removed from the map upon complete conquest of their country?	No. Date 12/05/1998	13.1: Partisans are not removed from the map either when their country or their controlling major power has been conquered.	12/05/1998
Q13.1-7	13.1	Suppose a Neutrality Pact results in the ceding of hexes of one country to another, for example when a peace is compelled between Russia and Japan. Q1. What happens to partisans in the ceded hexes? Q2 : In subsequent turns, may a partisan appear in a ceded hex, for example a Japanese controlled hex in Siberia or a Russian controlled hex in Manchuria? Q3 : Suppose later German units advance into a hex in Siberia and in the partisan roll, Siberia comes up. Do Japanese units (located in hexes in Siberia that were ceded to Japan) count for the anti-partisan garrison?	Q1: They must be moved to the nearest hex (outside the ceded hexes) in which they can stack, or be removed from the map if no such hex exists. Q2 : These hexes are not enemy controlled so you wouldn't place a partisan, except in the case of Manchuria (red on the chart) if Russia had conquered it and Russia is active. Q3 : Yes. Date 05/08/2008	13.1: 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.	05/08/2008
13.2 Entry markers					
Q13.2-1	13.2 13.3.1	You can't show pact values and entry levels to anyone, but can you tell other people the values?	Yes of course, you may be lying (or got it wrong) though. Date 23/12/2007	13.3.1: You can look at your own markers after you have committed them to a particular entry pool but you can't show them to anyone else (even on your own side).	23/12/2007
Q13.2-2	13.2	Are unpicked US Entry Chits examinable?	No. Date 07/03/2008	13.3.1: You can look at your own markers after you have committed them to a particular entry pool but you can't show them to anyone else (even on your own side).	07/03/2008
13.3 US entry					
Q13.3-1	13.3.2	Q1 : Upon war with only one Major Power, are options without specific target Major Power considered to have been played? Q2 : Can they be rolled for tension? Q3 : So when are the untargetted options chosen if not done via the regular means?	Q1 : No Q2 : Only if you pick the option during US entry. Q3 : Only after you are at total war. Date 12/05/2008	13.3.2: Each option is targeted against Japan (Ja), Germany/Italy (Ge/It), or all three (if neither is specified). (...) When the US goes to war with a major power, you are treated as having chosen every unchosen entry option aimed at that major power.	12/05/2008

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Q13.3-2	13.3.2	On a non-targeted US Entry, may the US player move the entry chit to the Tension Pool on the other side (JA entry to GE / IT tension and vice versa?)	No, see 13.3.2. Date 23/12/2007	13.3.2: If the entry option is not aimed at any particular major power, you must move a randomly chosen marker from an entry pool of your choice to its corresponding tension pool.	23/12/2007
Q13.3-3	13.3.2	With the exception of re-opening an un-opened Burma Road, may the US choose Entry Options for the purpose of generating tension even when other events have made the effect of the option redundant or even inoperative? Example 1: choosing Option 43, CW Reinforces the Netherlands East Indies, after the CW is at war with Japan) Example 2: choosing Option 24, Re-open Burma Road after the road was opened and then closed militarily.)	Yes. Date 14/05/2008	13.3.2: Where an option requires a pre-requisite option to be picked first, it must have been picked in a prior turn.	14/05/2008
Q13.3-4	13.3.2 Option 7	If Greenland and Iceland have been conquered by the Axis, but there are no more Axis land units in either of those territories, can the US still play this option?	Yes. Date 24/04/1998	13.3.2 Option 7: You can only choose this entry option if an Axis major power has declared war on Denmark and no Axis land unit is in Greenland or Iceland.	24/04/1998
Q13.3-5	13.3.2 Option 7	May a major power declare war on Iceland or Greenland after the US has played US entry option 7 (Occupy Greenland & Iceland)?	No. Date : 06/03/2009	13.3.2 Option 7: Occupy & Iceland - You can declare control of Greenland and Iceland during any future Allied declaration of war step. When you do, move any other Allied units in Greenland or Iceland to the nearest hex their major power controls. You can only choose this entry option if an Axis major power has declared war on Denmark and no Axis land unit is in Greenland or Iceland.	06/03/2009
Q13.3-6	13.3.2 Option 9	Q1 : Can the US lend the Philippine resource to China (using 2 CPs) or Q2 : Must the resources come from the US since it is stated that way in Entry Option 9?	Q1 : Yes. Q2 : No. Date 07/03/2008	13.3.2 Option 9: In future turns, each major power can give up to 5 resources a turn (no limit once that major power is at war with Japan). The US can use its convoy points to transport resources to China from the USA.	07/03/2008
Q13.3-7	13.3.2 Option 20	After the US plays option 20 can US planes react to naval combat or may they only move by a naval air mission? If they can react does that require a US unit at sea or may they react to only threatened CW CP's?	They may react to any threatened allied CP. Date 23/12/2007	13.3.2 Option 20: US land-based air escort - The USA may commit land-based air units to escort Allied convoy points in the 0 box in any sea zone where the USA is allowed to escort convoy points.	23/12/2007
Q13.3-8	13.3.2 Option 26	On a non-targeted US Entry, may the tension value be modified if Fleet to Pearl Harbor has been satisfied	No. Date 23/12/2007	13.3.2: Each option is targeted against Japan (Ja), Germany/Italy (Ge/It), or all three (if neither is specified). 13.3.2 Option 26: If you have that fleet there, you also have more control over the tension level for anti-Japanese entry options (see above).	23/12/2007
Q13.3-9	13.3.2 Option 32	As written, the CPs that carry lent RP / BP may be attacked, but the CPs that carry American BPs may not be. How do the Germans know?	If the US CP COULD be carrying lent BP / RP to an Allied major power then it may be attacked. Date 07/03/2008	13.3.2 Option 32: US refutes Naval War zones - The USA may use its own convoy points to ship any resources and/or builds points that the USA is lending-leasing to any allied major power. These convoy points may be attacked by Axis units even if they are not at war with the USA.	07/03/2008
Q13.3-10	13.3.2 Option 32 13.6.1	Once the US refutes Naval War zones, I know they can only ship their own stuff, but can they be part of a convoy chain? The rule on chains says a Neutral Major cannot be part of a chain unless the rules specifically allow it. Then it cites the non-existent rule 5.1.1 (we assume 5.1 - Trade Agreements - is meant of course) and rule 13.3.2 Option 9. No mention of 13.3.2 Option 32. So this could mean that for several turns, a chain of CW and Russian CP are taking US lends to Russia, but once the US refutes Naval War zones and wants to use US CPs to ship them, then no longer can the CW and Russian CP participate in shipping any of the US lends that traversed any distance on US CPs! It also could mean that aside from Trade Agreements, the only chain the US can participate in while neutral, must be resources to China?	No (13.6.1 specifies which 2 circumstances neutral major powers may share convoy chains). Date 23/12/2007	13.3.2 Option 32: US refutes Naval War zones - The USA may use its own convoy points to ship any resources and/or builds points that the USA is lending-leasing to any allied major power. 13.6.1: Neutral major powers can only contribute to convoy chains with other major powers if the rules specifically allow it (see 5.1.1 and 13.3.2, option 9). Neutral major powers' convoys can not transport resources or build points to other major powers unless the rules specifically allow it (see 5.1.1 Japan-USA, 13.3.2, options 9, 15, 17, 19, 27 and 30).	23/12/2007
Q13.3-11	13.3.2 Options 36, 40, 41, 43	Q1 : Does "setting up" count as "enter"? Q2 : What about reinforcements?	Q1 : No Q2 : No. Date 23/12/2007	13.3.2 Option 36: Allied land and aircraft units can't enter Hong Kong or any CW controlled territory on the Pacific map until: 13.3.2 Option 40: Allied land and aircraft units can't enter Guam until either you have chosen this option or an Axis land unit has entered Guam or the Marshalls (see 13.3.3) first. 13.3.2 Option 41: You can't move Allied land and aircraft units to the Philippines until either you have chosen this option or an Axis land unit has entered the Philippines. 13.3.2 Option 43: You can't move Allied (except NEI) land and aircraft units to the Netherlands East Indies until:	23/12/2007

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Q13.3-12	13.3.2 Options 36, 40, 41, 43	If the answer to Q13.3-11 is no, then does "enter" mean entering the minor or a hex in the minor? (May the set up units move?)	Units already there are free to move within the minor country or territory. Date 23/12/2007	<p>13.3.2 Option 36: Allied land and aircraft units can't enter Hong Kong or any CW controlled territory on the Pacific map until:</p> <p>13.3.2 Option 40: Allied land and aircraft units can't enter Guam until either you have chosen this option or an Axis land unit has entered Guam or the Marshalls (see 13.3.3) first.</p> <p>13.3.2 Option 41: You can't move Allied land and aircraft units to the Philippines until either you have chosen this option or an Axis land unit has entered the Philippines.</p> <p>13.3.2 Option 43: You can't move Allied (except NEI) land and aircraft units to the Netherlands East Indies until:</p>	23/12/2007
Q13.3-13	13.3.2 Option 44	After Option 44 is chosen, does attacking Northern Ireland count for US production multiples?	No, it becomes a US aligned territory. Date 07/03/2008	13.3.2 Option 44: Northern Ireland becomes US controlled.	07/03/2008
Q13.3-14	13.3.2 Option 44	Does Northern Ireland count for CW production multiples after the takeover?	No. Date 23/12/2007	13.3.2 Option 44: Northern Ireland becomes US controlled. (...). From now on, the US may use the Belfast factory and Belfast becomes a primary supply source for the US.	23/12/2007
Q13.3-15	13.3.2 Option 44 22.4.5 Option 10	What about the Northern Ireland TERR? Is it still CW or does it become US?	US. Date 23/12/2007	<p>13.3.2 Option 44: Northern Ireland becomes US controlled.</p> <p>22.4.5: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power.</p>	23/12/2007
Q13.3-16	13.3.3 Action 6	May the allies use the railroad from Hanoi (if otherwise allowed) to send lend lease to China if the Burma Road is politically closed?	No. Date 23/12/2007	13.3.3 Action 6: If Japan does this, an Allied major power can't transport resources or build points to China via the Burma Road or French Indo-China until it is at war with Japan or the USA chooses US entry option 24.	23/12/2007
Q13.3-17	13.3.3 Action 6 Map	How long is the Burma Road? Does it extend only from Burma to Kunming or does it go the full length of the road shown on the map (ie. through Kwei-Yang and onwards). Makes it real easy for the Japs to close if it continues on.	It continues on, but obviously militarily, the Japanese can only close what they control. Date 30/01/1997	13.3.3 Action 6: If Japan does this, an Allied major power can't transport resources or build points to China via the Burma Road or French Indo-China until it is at war with Japan or the USA chooses US entry option 24. China can still use the road to transport its own resources.	30/01/1997
Q13.3-18	13.3.3 Option 6	At what step do the Japanese declare that the Burma Road is closed?	Any step. Date 07/03/2008	13.3.3 Action 6: If Japan does this, an Allied major power can't transport resources or build points to China via the Burma Road or French Indo-China until it is at war with Japan or the USA chooses US entry option 24.	07/03/2008
Q13.3-19	13.3.3 Action 8	For US Action 8, does Free France count for France?	No. Date 23/12/2007	13.3.3 Action 8: Axis conquers (or vichies) France (Ge/It).	23/12/2007
Q13.3-20	13.3.3 Action 10 Chart	For US Action 10, is it rolled for if China is conquered?	Yes (not for cities surrendered though). Date 07/03/2008	13.3.3 Action 10: You do not roll for cities controlled by the Japanese as a result of a Chinese surrender.	07/03/2008
Q13.3-21	13.3.3 Action 10 Chart	What does the note for US Action 10 mean? Do the Japanese roll after the recapture a lost city? What if they recapture a city that has already been rolled for?	It means every time the Japanese take or retake a city they roll. Date 23/12/2007	13.3.3 Action 10: each time a Japanese controlled land unit occupies (or reoccupies) a Chinese controlled city in China, there is the possibility of an outrage	23/12/2007
Q13.3-22	13.3.3 Chart Action 10	Does Japan take a US Entry hit for reoccupying a Chinese city that it controlled at the start of the game?	Yes. Date 12/09/1997	13.3.3 Action 10: each time a Japanese controlled land unit occupies (or reoccupies) a Chinese controlled city in China, there is the possibility of an outrage	12/09/1997
Q13.3-23	13.3.3 Action 21 13.7.2 13.7.1	For Allies support minors, home country refers to the original home country, not the new one, right? (After all, Belgian Congo is unconquered...)	Yes. Date 23/12/2007	<p>13.3.3 Action 21: the Allies have supported an attacked minor country if there are at least 4 Allied corps or armies in the minor's unconquered home country during the Allied minor support step of the same turn an Axis major power declared war on it.</p> <p>13.7.2: The Allies have supported an unconquered minor country an Axis major power has declared war on, if 4 or more Allied major power corps/armies are in it during this step.</p> <p>13.7.1: Now choose a new home country for the units of the conquered home country.</p>	23/12/2007
Q13.3-24	13.3.3 Charts Action 33 9.2	Does the extra chit pull for a Japanese DOW on Netherlands count if Japan DOWs (or is at war with) Netherland's aligning major?	No, if you are declaring war on a controlling major power, you don't roll for also being at war with its controlling minors. Date 23/12/2007	<p>13.3.3 Action 33: Japan declares war on the CW, France or Netherlands.</p> <p>9.2: However, a declaration of war on a major power is also a declaration of war on every minor country aligned to that major power.</p>	23/12/2007
Q13.3-25	13.3.3 Action 33 9.2	Can Japan DOW the Netherlands in the same impulse and immediately after Germany has DOWed the Netherlands (but before the CW controls the Netherlands according to sequence) and claim no US Entry since the Netherlands is already non-neutral i.e. at war since Germany DOWed it?	No, all DOWs are announced before any US Entry is resolved and it is the announcement that triggers the requirement for a US Entry roll. Date 07/03/2008	<p>13.3.3 Action 33: Japan declares war on the CW, France or Netherlands.</p> <p>9.2: However, a declaration of war on a major power is also a declaration of war on every minor country aligned to that major power.</p>	07/03/2008
Q13.3-26	13.3.3 Action 36 13.6.1	Is Search and Seizure rolled once per individual RP / BP, or once per sea area per side for BP and once per sea area per side for RP?	Once per sea area irrespective of how many major powers or resources / build points are involved. Date 07/03/2008	13.6.1: You can then execute a search and seizure if you want to. If you do, those resources (or build points) are lost. Each search and seizure you execute is a US entry action (see 13.3.3) if it is conducted against a major power not at war with the USA.	07/03/2008
13.4 Return to base					
Q13.4-1	13.4	In Return to base phase, can a ship / plane drop more sections than just one?	No. Date 15/01/1997	13.4: If you decide to keep a unit at sea, you must immediately move it into the next lower section of the sea-box.	15/01/1997

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.4-2	13.4 2.3.1 Option 9	Playing with Ships in Flames , during Return to Base, UK has Fredrikshaven only, may they have 4 units in each of the 5 boxes of the Baltic? (return 4 to base each turn, the other 4 boxes move down 1 box) If not 4, can we do 3 each box? (when is the check determined?)	You may have infinite ships in the Baltic sea provided you have 1 space left in Fredrikshaven for them to return to base to (ships are checked individually after the units have moved down a sea box). Date 07/03/2008	2.3.1 Option 9: Up to 4 naval units can stack together in a minor port. 13.4: Destroy any unit (checked individually) 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 8.2.10 and 11.4.4). Destroy any unit at sea that couldn't have returned to base (even if it could stay at sea).	07/03/2008
Q13.4-3	13.4	During Return to Base, The Mediterranean is fully closed, there is an allied ship in the 0 box, is it destroyed if there is a German controlled Greek port (last eligible) with a (Allied) Greek PART on top?	Yes. Date 28/12/2007	13.4: Destroy any unit (checked individually) 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 8.2.10 and 11.4.4). Destroy any unit at sea that couldn't have returned to base (even if it could stay at sea).	28/12/2007
Q13.4-4	13.4	Same case as Q13.4-3 , is it destroyed if there is an Allied controlled Greek port with a (Axis) Greek PART on top of it?	Yes. Date 28/12/2007	13.4: Destroy any unit (checked individually) 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 8.2.10 and 11.4.4). Destroy any unit at sea that couldn't have returned to base (even if it could stay at sea).	28/12/2007
Q13.4-5	13.4 11.4.6	During Return to Base, does a side have to flip a unit for each interception? After all, Return to Base is not in the "same naval movement step" described in 11.4.6.	No, treat the meaning of "same naval movement step" as "same step in which naval units move". Date 28/12/2007	11.4.6: As long as that face-down unit remains in the sea-box, you can make further interception attempts in that sea area against other task forces during the same impulse without having to turn over another unit.	28/12/2007
13.5 Final reorganisation step					
Q13.5-1	13.5.1 2.4.1 2.4.2 Option 11	Assuming Limited Overseas Supply is in force : Q1 : Can units at sea always turn face-up and trace to whatever oil they like? Q2 : How do units at sea trace to an oil? Q3 : Is their "sea portion" considered used up so they must trace a basic path?	Units at sea are always in supply so they do not have to trace to oil, and can access any oil the country might have anywhere. Date 09/04/2007	2.4.1: Units at sea are always in supply. 2.4.2 Option 11: You can only trace a supply path overseas if each sea area you trace it through contains a friendly convoy, TRS or AMPH. 13.5.1: But you must be able to trace a path from the unit to the oil resource. This path is exactly like a basic supply path (including via overseas) (see 2.4.2) except that it can be of any length.	09/04/2007
Q13.5-2	13.5.1	Can CW use Persian and Venezuelan oil to turn face-up oil dependent units? Or do they must first convoyed to somewhere to store for one round?	They must be convoyed to friendly territory in one turn (you trace from unit to oil, and you may not trace supply into neutral territory) before they can be used in a later turn. Date 12/05/2008	13.5.1: You can only use your own oil to flip your units face-up.	12/05/2008
Q13.5-3	13.5.1	Can you trace to oil for Reorg purpose as long as you can trace supply to the oil, regardless of where it is?	Yes, the 2008 WiF Annual now allows you to use co-operating allies oil (provided they let you). Date 28/12/2007	13.5.1: You can only use your own oil to flip your units face-up.	28/12/2007
13.6 Production					
Q13.6-1	13.6.1	Can an Active country transport RP for a neutral country? Example : Russia is neutral, CW is at war with Germany. Russia has conquered Persia. May the CW player use two CW CP's to transport the two oil in Bushehr through the Persian Gulf to the port city of Bandar Shapur?	No! Errataised in the 2008 WiF Annual . Date 28/12/2007	13.6.1: Active major powers may contribute to the convoy chain of any other major power on the same side.	28/12/2007
Q13.6-2	13.6.1 5. 13.3.2 Option 19	Does the restriction on transporting other major power's resources and build points while neutral (see 2008 WiF Annual errata pg 50) still allow active major powers transporting a neutral US's lend leased resources and build points to active major powers? <u>Examples:</u> (a) after playing US entry option 19 can the Commonwealth transport the lend leased US resource to an active Russia? (b) What if Russia is neutral?	(a) Yes, lend leased resources and build points may be transported as either the lender's or recipient's as the lender sees fit, thus in your example the US resource to Russia can be transported as a Russian resource and convoyed by any active allied major power. (b) No, only Russian convoys can carry US lend leased resources to Russia while both the USA and Russia are neutral. After the USA is active, she could transport them to a neutral Russia as US resources. Date 06/03/2009	13.6.1: Active major powers may contribute to the convoy chain of any other major power on the same side. Errata from WiF 2008 Annual pg 50: Transporting Resources (WiF 13.6.1). Apart from the Japan-US agreement, you may only transport your own resources and, if you are active, resources for other active major powers on your side. 5. You can only give resources (or build points) if you are an active major power and you can only give them to another active major power (exceptions: Trade agreements ~ see 5.1, US entry options ~ see 13.3.2 (...)). 13.3.2 Option 19: Resources to USSR - The US, CW and/or France can give or receive 1 resource each per turn to or from the USSR in future turns even if the USSR is neutral (5 each per turn while Germany and the USSR are at war and unlimited while the US is also at war with Germany). US convoy points can't be used to transport these resources while the US is a neutral major power.	06/03/2009
Q13.6-3	13.6.1 2.4.3 11.4.2	It appears clear that a 'CP Used' marker is used to show the face-down status of CPs. Q1 : Is a face-down CP -- a CP with 'CP used' marker on it -- still transporting resources & BP? Q2 : If using LOS, can it transport supply? If no, would it be correct to extend that to say the that a face down TRS or AMPH cannot transport supply?	Q1 : Yes Q2 : Yes. Date 18/01/2008	13.6.1: 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. 2.4.3: If you move a naval unit that is out of supply, subtract 1 from its movement allowance (not range) and turn it face-down (or put a CP used marker on it if it is a convoy point) when you finish its move (even at sea). 11.4.2: 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).	18/01/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.6-4	13.6.3	Q1 : Do GE / IT attacks in Siberia count for the Russian PM multiple? Q2 : What about GE / IT in supply units in Siberia?	No they don't count. Date 28/12/2007	13.6.3: (...) (an unconquered UK only in the case of the Commonwealth and not Siberia in the case of the USSR).	28/12/2007
Q13.6-5	13.6.3 11.11.6	Do overruns (either land or air / naval) count as a land combat for the purposes of PM bonuses?	No they don't count. Date 28/12/2007	13.6.3: Increase a major power's production multiple by 0.25 if an enemy unit took part during the turn in a land attack (not overrun) against any friendly land unit (...) in the major power's current home country (...).	28/12/2007
Q13.6-6	13.6.3	Is it ever possible for the CW to get a PM bump if the UK is conquered and a new home country is named, as the rule for both units and attacks limits that capability to the UK alone?	No. Date 28/12/2007	13.6.3: (...) (an unconquered UK only in the case of the Commonwealth and not Siberia in the case of the USSR).	28/12/2007
Q13.6-7	13.6.3 19.6.2	Does USSR get a +0.25 for attack within home country for Bessarabia if at turn end Bessarabia is controlled by Germany?	Yes, assuming Soviets claimed and annexed Bessarabia. Date 28/12/2007	13.6.3: Increase a major power's production multiple by 0.25 if an enemy unit took part during the turn in a land attack (not overrun) against any friendly land unit (...) in the major power's current home country (...).	28/12/2007
Q13.6-8	13.6.3 19.6.2	Does USSR get a +0.25 for unit within home country for Bessarabia if at turn end Bessarabia is controlled by Germany?	No. Date 28/12/2007	13.6.3: Increase a major power's production multiple by 0.25 if there is an in supply enemy unit in the major power's current home country (an unconquered UK only in the case of the Commonwealth and not Siberia in the case of the USSR).	28/12/2007
Q13.6-9	13.6.3	What weather is used when calculating whether there is an in supply enemy unit?	Current (last impulse) weather. Date 28/12/2007	13.6.3: Increase a major power's production multiple by 0.25 if there is an in supply enemy unit in the major power's current home country (an unconquered UK only in the case of the Commonwealth and not Siberia in the case of the USSR).	28/12/2007
Q13.6-10	13.6.4	Does the US Entry Options limits apply over these limits or in addition to these limits? I.e. can the US always lend up to 5 BP (if such option is chosen) or are they limited by 13.6.4 ?	Both apply. Date 28/12/2007	13.6.4: You do this in exactly the same way as you transport resources (see 13.6.1), except that you can also transport an additional 2 build points to the capital and 1 to each other city and major port cumulative, each turn (e.g. you could transport 6 build points to London each turn; 2 for being the capital, 3 for the factories and 1 for the major port in the hex). 13.6.1: A side can only ship 5 resources a turn into, and/or out of, each minor port.	28/12/2007
Q13.6-11	13.6.4 13.6.1 5.1	You have 10 CP capacity, and you have promised 5 resources and 5 build points to an allied major power. You can ship up to 10 resources to your factories from overseas and you have 5 resources and 10 factories in your home country. Your production multiple is 1.5. Can you (a) give up your 5 home nation resources, ship 10 resources from overseas, get 15 build points from these, give up your 5 build points to leave you with 10 build points, or must you (b) ship 5 resources, reserve the other 5 CPs for the lent BP, and build with 8 (5 home nation resources * 1.5 PM) - 5 = 3 BP?	(b) You must deliver the resources if possible and reserve the CPs to provide the transport for the lent BPs. Date 25/06/2008	13.6.4: During the production step, you transport the promised build points to any city or major port in the recipient's home country (Britain's in the case of the Commonwealth). You do this in exactly the same way as you transport resources (see 13.6.1), (...) 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. 13.6.1: You can only ship as many resources through a sea area as the number of convoy points you have in that area. 5. If, during production (see 13.6), it is possible for the promised resources (or build points) to be delivered then they must be delivered. 5.1: Where possible, these resources (or build points) are transported by rail (see 13.6.1). If this isn't possible, the recipient must provide the convoys required to receive them (...). If the recipient cannot provide the convoys, they do not receive the resources (or build points)."	25/06/2008
Q13.6-12	13.6.4 13.6.1	What happens to cut convoy chains? What resource do you lose?	You lose the number lent. But they can come from anywhere. FREX: CW lends Ru 2 RPs and at the end of the turn all CP lines to Ru are cut. It is legal for the CW to announce that 2 RP in India are lost. The lost ones do not necessarily have to be ones the lender can use that turn. Date 07/03/2008	13.6.4: Promised build points that can't be transported are lost. 13.6.1: 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. (...) You can only ship as many resources through a sea area as the number of convoy points you have in that area.	07/03/2008
Q13.6-13	13.6.4 5.	CW Lends 2 RP to Russia, may it designate 2 RP in India even though a CP line from UK to Russia exists?	They must be delivered if possible, so you could only designate the 2 in India if you can get them to Russia, otherwise you would have to use your CP line from the UK. Date 12/05/2008	5. If, during production (see 13.6), it is possible for the promised resources (or build points) to be delivered then they must be delivered.	12/05/2008
Q13.6-14	13.6.4	France lends 2 RP to CW and 2 RP to RU, it may only ship 2. Who determines who gets how many?	France. Date 28/12/2007	13.6.4: To lend/lease, you must announce how many build points you are giving during the lending stage (see 5.).	28/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.6-15	13.6.4 13.6.1	<p>Shipping BP:</p> <p>Q1 : Do you ship BP from factories or from any other location?</p> <p>Example: Metz is surrounded by Germans but can still produce 1 PP, which turns into 1.25 BP. Toulouse can also produce 1 PP, which turns into another 1.25 BP. No shipping issue from Toulouse to CW.</p> <p>Total French production is 2 PP ie 2.5 BP, rounded up to 3 BP. How many BP can France send to CW?</p> <p>Q2 : How are BPs shipped from source to destination whether they be lent or saved?</p> <p>Q3 : How many appear at the source when the PM is fractional?</p> <p>Q4 : If I have a pocketed Russian factory and a PM of 1.5, must I find a 2 BP unit to build or not use the BPs?</p> <p>Q5 : Can I lend/receive fractional resources and/or build points?</p> <p>Q6 : So if after applying the Commonwealth's production multiples, India has 1.5 bps, how many may be lend leased to Russia from India?</p> <p>Q7 : How much does that leave for Commonwealth production?</p>	<p>Q1 : From the factory. Example: 1 BP.</p> <p>Q2 : via rail or by sea, see 13.6.1.</p> <p>Q3 : the exact amount (you retain all fractions until you have added up all your build points)</p> <p>Q4 : no, you can spend your accumulated build points anywhere in your country. Date 25/06/2008</p> <p>Q5 : No. Resources and build points can only be transported in whole numbers (e.g. 0, 1, 2, 3).</p> <p>Q6 : 1. If you have stated you are lending more than that, they must come from another Commonwealth home country.</p> <p>Q7 : 0.5 which, is then added to all other CW home country build points BEFORE any remaining fraction is rounded. Date 03/01/2009</p>	<p>13.6.4: During the production step, you transport the promised build points to any city or major port in the recipient's home country (Britain's in the case of the Commonwealth). You do this in exactly the same way as you transport resources (see 13.6.1), (...)</p> <p>13.6.1: 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.</p>	03/01/2009
Q13.6-16	13.6.4 13.6.5	May foreign aircraft be built ahead?	No. Date 28/12/2007	<p>13.6.4: Don't add these aircraft to your force pools when they enter the game. Put them into the lend-lease pool instead.</p> <p>During set up or this step, you can move a striped aircraft from the lend-lease pool to your force pool if:</p> <ul style="list-style-type: none"> i the source major power agrees; and i an aircraft with the same designation is currently in either the source major power's force pool or its reserve pool. <p>Move that other aircraft from the force pool or reserve pool to the lend-lease pool.</p> <p>13.6.5: 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).</p>	28/12/2007
Q13.6-17	13.6.4 22.1 Option 63	May foreign aircraft be moved ahead due to Intelligence (Rushed research)?	No. Date 28/12/2007	<p>13.6.4: Don't add these aircraft to your force pools when they enter the game. Put them into the lend-lease pool instead.</p> <p>During set up or this step, you can move a striped aircraft from the lend-lease pool to your force pool if:</p> <ul style="list-style-type: none"> i the source major power agrees; and i an aircraft with the same designation is currently in either the source major power's force pool or its reserve pool. <p>Move that other aircraft from the force pool or reserve pool to the lend-lease pool.</p> <p>22.1: You can add a unit even if your force pools are not empty. You decide whether you want to add a land aircraft or naval unit. Randomly choose a unit from one of those types.</p>	28/12/2007
Q13.6-18	13.6.4	May CW receive Lend-Lease after the conquest of the UK?	Yes. In 13.6.4, replace "Britain" with "current home country". Date 28/12/2007	13.6.4: During the production step, you transport the promised build points to any city or major port in the recipient's home country (Britain's in the case of the Commonwealth).	28/12/2007
Q13.6-19	13.6.5	Say I have 5 INFs, I'm looking for the one of which is white print. I have the BPs to build 3, do I draw 1, look at it, and decide if I want more, or do I draw all 3 at the same time?	You should draw all 3 at one time. Date 28/12/2007	<p>13.6.5: You must select all other units 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 - see 13.6.9). But within those parameters, the choice is random.</p>	28/12/2007
Q13.6-20	13.6.5 22.4.1 28.	<p>You build ahead (advance building) by TYPE (as opposed to gearing CLASS), for example both a FTR and a NAV are of the CLASS plane but they are each a different TYPE and hence can be advance built separately.</p> <p><u>Question :</u> Is an INF DIV a different TYPE than an INF Corps / Army? That is, do you need to build all available DIV before you can advance build like corps and vice versa?</p>	No, INF DIV and INF corps/army are the same TYPE and therefore you must have built all inf divs/corps/armies before advance building corps. Date 25/06/2008	<p>13.6.5: 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).</p> <p>22.4.1: Divisions are not restricted from being built ahead (see 13.6.5) if their equivalent corps type is still available in the force pools, and vice versa.</p>	25/06/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.6-21	13.6.5 24.1.5	I wish to build an AA piece. There are none in my force pool. Question: a) I have to build all guns before I can advance build. i) and even then I'd have to draw randomly from all 4-build-point guns from the next year. b) I need only build all AA units before I can advance build (with the extra cost, of course).	(b), see 24.1.5. for the different unit types. Date 06/03/2008	13.6.5: 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). 24.1.5: AsA options 2, 3, 24 & 65: Asia Atlame adds 12 optional unit types that go into new force pools - ARM divisions (Divs), MECH divisions, MOT divisions, INF divisions, MTN divisions, MAR divisions, PARA divisions, SKI divisions, field artillery (ART), anti-tank (AT), anti-aircraft (AA) and Frogmen (FROG).	06/03/2008
Q13.6-22	13.6.5	When advance building units, the phrase "minimum of 2" is written with respect to the additional amount to advance build from next year's units. But below that when the rules talk about advance building two and three years ahead, the minimums are written with respect to the total cost. Which is it? Example : Does a GARR cost 3 or 4 to advance build one year?	4 (the minimal additional is +2). Date 28/12/2007	13.6.5: Each unit built in this fashion costs its usual amount plus 50% of the unit's cost (minimum of 2), and takes 1 extra turn to build. 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 double its normal cost (minimum of 3), the next year again for triple cost (minimum of 4) and so on.	28/12/2007
Q13.6-23	13.6.5 14.6	When advance building planes (playing with Planes in Flames and pilots), do you : a) calculate the cost to advance build the unit with a pilot, then subtract 2 for the pilot, or b) advance build the plane without the cost of the pilot considered (thus having an advance built plane cheaper than with a)? Example : Does a 5 cost FTR cost 6 (5 times 1.5 = 8 minus 2) or 5 (3 times 1.5 = 5) when advanced built.	(b) 5 (you are not advance building the pilot). Date 28/12/2007	13.6.5: Each unit built in this fashion costs its usual amount plus 50% of the unit's cost (minimum of 2), and takes 1 extra turn to build. 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 double its normal cost (minimum of 3), the next year again for triple cost (minimum of 4) and so on.	28/12/2007
Q13.6-24	13.6.5	I assume that a port is required to start a naval production. Right ?	No. It is assumed that the bits of the ship that can be built, are built elsewhere. Date 16/02/1998	13.6.5: You can spend your build points on buying new units or repairing damaged naval units.	16/02/1998
Q13.6-25	13.6.8	You can gain control of other major power's Build Points. What do you need to do to use them?	Nothing. Date 28/12/2007	13.6.8: You may spend any number saved at your capital. No more than 1 saved build point may be consumed per turn from each other city, useable factory and port (...) If you gain control of a hex containing saved build points, they become yours.	28/12/2007
13.7 Peace					
Q13.7-1	13.7.1 13.7.5	When Italy is incompletely conquered, what happens to black factories in Italy in hexes controlled by the Germans?	They are German controlled, but may be reverted to Italian control by the Germans if they so desire. Date 28/12/2007	13.7.1: Now change the control of the conquered home country. Every one of its hexes occupied by a land or aircraft unit (most combat factors if more than one), or in the uncontested (by any other major power) ZoC of land unit, becomes controlled by that unit's controlling major power; unless already controlled by another major power on the same side. All other hexes in the home country become controlled by the conquering major power. 13.7.5: You can return a hex or minor country you control to the major power that controlled it in 1939 during any liberation step.	28/12/2007
Q13.7-2	13.7.1	Teleportation of "peacekeepers" are in incomplete conquest. Are they for complete conquest also?	Yes. Date 28/12/2007	13.7.1: All units from the conquered side in that country are now moved to the nearest friendly hex outside the country that they may stack in, unless they are at war with the conqueror.	28/12/2007
Q13.7-3	13.7.1	Are pilots removed upon conquest? They are MP units, correct?	Yes. Date 28/12/2007	13.7.1 Option 28: You also lose the pilots in those aircraft and on the Production Circle.	28/12/2007
Q13.7-4	13.7.1	A Conquered MP may move their Home Country to an aligned minor. Do the units of that minor become major power units (for reorg, cooperation, etc.)	No. Date 28/12/2007	13.7.1: Now choose a new home country for the units of the conquered home country.	28/12/2007
Q13.7-5	13.7.1	A minor may move their Home Country to a Major Power country. Do the units of that minor become major power units (for reorg, cooperation, etc.)	No. Date 28/12/2007	13.7.1: Now choose a new home country for the units of the conquered home country.	28/12/2007
Q13.7-6	13.7.1	If an incompletely conquered minor names a new Home Country that it did not originally control, does it now control that home country for the purposes of determining complete conquest?	No, the hexes themselves do not change control. Date 28/12/2007	2.5 Control of a hex changes when:	28/12/2007
Q13.7-7	13.7.1 20.	When are the Communist Chinese conquered, after the fall of all their cities, or after the fall of all Chinese cities?	Latter. Date 28/12/2007	20: Apart from the above (...), Communist and Nationalist Chinese count as one major power for all purposes (e.g. they can't be conquered separately, declaring war on them is only one US entry effect, etc.).	28/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.7-8	13.7.1 4.2	Suppose Italy is incompletely conquered and German units control Milan and Venice and revert these hexes to Italy and Italy has build points. Q1 : May Italy build the Milan and Venice Militia and place them in reinforcement in Milan & Venice? Q2 : If so, do they count as the one unit from the "conquered home country" that may be placed on-map per turn (as per 13.7.1)?	Q1 : Yes Q2 : yes. Date 28/12/2007	13.7.1: 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 or marker (PIF option 28: and any number of pilots) originally from each conquered home country can arrive as a reinforcement each turn. It arrives in its new home country. Any excess units stay on the production circle until next turn. 4.2: MIL must be placed in the city or port named on the counter. (...). All remaining reinforcements must now go into a city you control in the unit's home country.	28/12/2007
Q13.7-9	13.7.3	Is "Whatever they agree between themselves" entirely accurate or are some terms out of bounds within a World in Flames framework. I imagine surrendering foreign possessions will be a common term. What about the home country. Can Germany take back Alsace Lorraine? Are these then part of the German home country or do they remain conquered hexes? Reparations, can RP or BP be part of the treaty? Disarming forces? Production limitation? Confiscation of ships? Planes? Tanks? Demilitarized zones? Terms for breaking pact? Change of ideology?. This section of the rules may need some more meat on the bones.	You can do anything you like within the bounds of the rules. You may not change sides nor unilaterally decide what is now part of your home country nor transfer units. Date 28/12/2007	13.7.3: Two major powers at war can agree to come to peace on any terms mutually acceptable (except for transferring units).	28/12/2007
Q13.7-10	13.7.3 Option 50	Option 50 says when peace is reached, any pocket of non-coastal hexes surrounded by hexes controlled by the other major power become controlled by the surrounding MP. Does this apply even if the pocket still contains units?	Yes. Date 22/02/1998	13.7.3 Option 50: Any pocket of non-coastal hexes wholly surrounded by hexes controlled by the other major power becomes controlled by the major power whose hexes surround them.	22/02/1998
Q13.7-11	13.7.3 Option 50 23.	"Japanese controlled" means Japan and it's aligned minors, correct? Or are RP always controlled by the Major Power?	Yes, Japan and her controlled minors, as per the glossary definition. Date 07/03/2008	13.7.3 Option 50: Similarly, if the USSR controls 3 or more resources that were Japanese controlled at the start of Sep/Oct 1939, the Soviet player must agree to a peace if the Japanese player wants one. 23: Controlled [a minor country or territory that is either aligned with your major power or conquered by it]	07/03/2008
Q13.7-12	13.7.5	CW control Belgium, the Belgium Congo and Antwerp, Brussels is captured by the USA, and in the peace step the USA liberate Belgium. Belgium is now aligned to the USA, and the CW must decide to return the Belgium Congo, or keep it and no longer co-operate with Belgium units?	No, this restriction only applies to major powers. Date 28/12/2007	13.7.5: Liberated minor countries are aligned, and may co-operate, with the liberating major power. 13.7.3: A liberated major power can co-operate (see 18.) with any major power that returns all eligible territory to it. If they could return territory but don't, they can never co-operate with the liberated major power.	28/12/2007
Q13.7-13	13.7.5 4.1.3 13.6.9	Return half of the liberated country's units "not currently in the game" including those removed for scraps, upgrades, MIL city not controlled, etc.?	No, only those available which does not include those permanently removed from the game (e.g. scrapped units) or those not yet available (e.g. upgrades, or city based volunteers in a city not yet friendly controlled). Date 29/12/2007	13.7.5: Return half of the liberated country's units not currently in the game (by type, rounding fractions up) to its force pools (except France's if Vichy was installed). 4.1.3: When a unit is destroyed or old enough, you can remove it from your force pools (see 13.6.9).	29/12/2007
Q13.7-14	13.7.5 20.	Does liberating China liberate Nationalist China or Communist China?	Both, China is one country. Date 28/12/2007	13.7.5: When China is liberated, the liberator may choose to revert each Chinese hex to the Communist or the Nationalist Chinese (some to one and some to the other). 20.: Apart from the above (...), Communist and Nationalist Chinese count as one major power for all purposes (e.g. they can't be conquered separately, declaring war on them is only one US entry effect, etc.).	28/12/2007
Q13.7-15	13.7.5 20.	What about the hexes and cities in China? Does it go to Nationalist China or Communist China?	Liberating major power decides, as per 13.7.5. Date 28/12/2007	13.7.5: When China is liberated, the liberator may choose to revert each Chinese hex to the Communist or the Nationalist Chinese (some to one and some to the other).	28/12/2007
Q13.7-16	13.7.5 17.4	Can the CW return (Reversion) a Vichy territory (or minor home country) to the Free French?	Yes. Date 07/03/2008	13.7.5: You can return a hex or minor country you control to the major power that controlled it in 1939 during any liberation step. 17.4: If an Allied major power liberates other territory controlled by France in 1939, it may return it to Free French control in any liberation step.	07/03/2008
Q13.7-17	13.7.5	Q1 : Prior to liberation of France is there any penalty for not reverting vichy controlled territory to Free France? Q2 : After liberation, what are the consequences if the CW does not? Q3 : Is there any penalty for not liberating France other than France now being treated as red for Partisans?	Q1 : There is no penalty until Paris is liberated. Q2 : If Free France's allies do not hand back the 1939 French territory they control at that point, they can no longer cooperate with France. Date 06/03/2008 Q3 : No. Date 12/05/2008	13.7.5: If they could return territory but don't, they can never co-operate with the liberated major power.	12/05/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q13.7-18	13.7.5	Since Vichy France minors are aligned, they are conquered, correct (see 13.7.1 4th paragraph)? So how can you liberate them? If you can't liberate them, how can you return them to Free France?	They are not conquered, they are aligned to Vichy and can be conquered from her. Their hexes can all be reverted to Free France which is the successor to 1939 France. Date 28/12/2007	13.7.1: You cannot conquer a conquered minor country or territory. You may only liberate or revert it (see 13.7.5). 13.7.5: 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.	28/12/2007
Q13.7-19	13.7.5 18.1	If (after having been Vichyfied) France is liberated by the USA, then does the CW cease to cooperate with France? [CW cooperated with Free France, but Free France ceases to exist at France's liberation]	"Liberated France" succeeds Free France. Only if the CW refuses to revert liberated territory back to LF/FF would it lose the ability to cooperate. Date 18/01/2008	13.7.5: When France is liberated, Free France ceases to exist and all Free French units, and Territories become French. France is controlled by the liberating major power and is at war with all countries Free France was at war with. 18.1: 7. Commonwealth and Free French units co-operate. (...) No other units co-operate.	18/01/2008
Q13.7-20	13.7.5	May conquered Territories be re-conquered or liberated?	They cannot be re-conquered but may only be liberated. Date 07/03/2008 This is done by meeting the same conditions as for conquest (see 13.7.1). Date 12/05/2008	13.7.5: Conquered minor countries, major powers and Commonwealth home countries (...) may not be conquered. 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.	12/05/2008
Q13.7-21	13.7.6	Does China counts the 6 factories lost before S/O 39 towards losing half of the factories in China (14)? It means the Chinese can surrender after losing just 2 more factories (probably Si-An and Chang-Sha). Was it intended to start them "on the edge"?	Yes. Date 08/06/1997	13.7.6: 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.	08/06/1997
Q13.7-22	13.7.1	If a naval unit becomes controlled by a major power due to conquest and is subsequently destroyed, which force pool does it go to?	In all cases where there is an original owner, they get the unit back when destroyed irrespective how the unit changed control. Note however, they may first have to roll for the unit to be removed from the game if the original owner is currently incompletely conquered. If the original owner is completely conquered, then the unit is removed from the game. Date 05/08/2008	13.7.1: Roll a die for each of its naval units on the production circle, or in the construction pool or repair pool. (...) 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. (...) 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.	05/08/2008
Q13.7-23	13.7.5	Q1 : What is the "eligible territory" that must be returned to a major power in order to gain the ability to cooperate with it. Q2 : Must eligible territory captured from the other side in future game turns be returned in order to maintain the ability to cooperate?	Q1 : Eligible territory is only territory in the home country of the liberated major power. This does not include the territories or minor countries it controlled in 1939. Q2 : Yes. Date 11/10/2008	13.7.5: A liberated major power can co-operate (see 18.) with any major power that returns all eligible territory to it. If they could return territory but don't, they can never co-operate with the liberated major power.	11/10/2008
13.8 Victory check					
Q13.8-1	13.8	Am I correct in assuming, that every CW Home Country capital can be used to determine, who is nearest?	Yes. Date 20/09/1997	13.8: Add objectives in neutral minor countries to the total of the major power with the closest home country capital city (even if occupied by an enemy unit). (...). If an objective is equidistant from 2 capital cities, count it as half an objective for each of them.	20/09/1997
Q13.8-2	13.8 13.7.5	Does a US that liberates France get the French Objective Cities added to the US total at the end of the game ?	Yes. Date 24/04/1998	13.7.5: For the remainder of the game, the liberating major power controls the liberated major power for all purposes.	24/04/1998
14.2 Aircraft missions					
Q14.2-1	14.2.1 14.2	Q1 : May CAP be flown to any hex in range when CAP is allowed by the sequence of play or must those hexes be valid targets for the other side based on the step you are on in the sequence of play? Q2 : If used for a "short-range rebase" as described in RAW, does a FTR flying CAP flip at the end of its mission?	Q1 : The former - as long as the hex is not in storm or blizzard. Q2 : Yes, all CAP missions cause the Fighter to flip once completed, whether or not the FTR engaged in combat. Date 24/10/2008	14.2.1: A fighter flying CAP 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. 14.2: 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. 11.2: 9. return all surviving aircraft to base and turn them face-down. 11.7: 8. return all remaining aircraft to base and turn them face-down. 11.8: 8. return all remaining aircraft to base and turn them face-down. 11.9: 8. return all remaining aircraft to base and turn them face-down. 11.12: 9. return all remaining aircraft to base and turn them face-down. 11.15: 8. return all remaining aircraft to base and turn them face-down. 11.16: 8. return all remaining aircraft to base and turn them face-down. 11.18: 1. return all remaining aircraft to base and turn them face-down.	24/10/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q14.2-2	14.2.1 Option 51 11.3	A long-ranged NAV starts in England and crosses occupied France, Germany and Italy to conduct a Naval Air Mission in the Med. Can Italian & German's FTR near the flight path make an En-route aircraft interception of the NAV before it gets to the first hexdot of the Med Sea Area ?	Yes, provided you are playing option 51. Date 30/01/1997	14.2.1 Option 51: Instead of only being able to intercept a bomber at its target hex, this option lets you intercept it along the way. Announce your target hex. If your opponent wants to intercept you en-route, move your bomber up to 4 movement points (i.e. 1, 2, 3 or 4). Then move it up to another 4 points. Keep repeating this until you reach the target hex. 11.3: Unlike most other air missions, you don't fly a naval air mission against an enemy target.	30/01/1997
Q14.2-3	14.2.1 Option 51 11.2	En-route aircraft interception for a Port Attack is not affected by search rolls, which are only made after all the aircraft have got there?	Correct. Date 11/03/1998	14.2.1 Option 51: (En-route aircraft interception) Instead of only being able to intercept a bomber at its target hex, this option lets you intercept it along the way. 11.2: 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; (...) The search rolls determine how many surprise points each side will have.	11/03/1998
Q14.2-4	14.2.3 Option 52	What is the new night fighter rule?	Reduce the results of air to air combat by 1 level (i.e. an AX becomes a DX, a DX becomes an AA, an AA becomes a DA, a DA becomes a -, a - becomes an AC and an AC becomes a DC). Date 03/11/1998 (Not so new these days). Date 29/12/2007	14.2.3 Option 52: During air-to-air combat (see 14.3.2) at night, all aircraft except night fighters (those aircraft with a black circle around its air-to-air rating) achieves one result less than normal. Thus an AX result becomes a DX, a DX becomes an AA, an AA becomes a DA and so on. A DC result is unaffected.	29/12/2007
Q14.2-5	14.2.3 Option 52 14.3.2 Option 53	When using the Twin-Engined Fighter (or Night Fighter) optional rule, which answer is true? (a) The lettered result is downgraded, and colors for pilot losses stay the same (they just may become non-applicable when a kill turns into an abort). (b) The lettered result and colors for pilot losses are downgraded.	(a). Date 18/01/2008	14.2.3 Option 52: During air-to-air combat (see 14.3.2) at night, all aircraft except night fighters (those aircraft with a black circle around its air-to-air rating) achieves one result less than normal. Thus an AX result becomes a DX, a DX becomes an AA, an AA becomes a DA and so on. A DC result is unaffected. 14.3.2 Option 53: (Twin-engined fighters) In air-to-air combat during the day, all front fighters with an orange air-to-air rating achieve one result less than normal when the front enemy fighter in the combat does not have an orange air-to-air rating. In these cases an AX result becomes a DX, a DX becomes an AA, an AA becomes a DA and so on. A DC result is unaffected.	18/01/2008
14.3 Air-to-air combat					
Q14.3-1	14.3.2 Option 53 14.4.1	Are Twin-Engined FTR one result less than normal in an Air to Air combat vs. a CVP used as a fighter?	Yes. Date 10/01/1997	14.3.2 Option 53: (Twin-engined fighters) In air-to-air combat during the day, all front fighters with an orange air-to-air rating achieve one result less than normal when the front enemy fighter in the combat does not have an orange air-to-air rating. In these cases an AX result becomes a DX, a DX becomes an AA, an AA becomes a DA and so on. A DC result is unaffected. 14.4.1: A carrier plane can fly a mission from a hex just like any other aircraft. Treat it as a FTR if it flew as a fighter and as a LND if it flew as a bomber. If it hasn't yet decided its role (i.e. it is in a sea area), it has the effects of a LND.	10/01/1997
Q14.3-2	14.3.2 Option 53 14.3.2 Option 54	Are Twin-Engined FTR acting as a bomber one result less than normal in an Air to Air combat in which enemy fighters are involved?	No. You are not one result less than normal as you are not a fighter when you are a bomber. However if also playing Option 54 then your air to air rating is reduced by 1. Date 29/12/2007	14.3.2 Option 53: (Twin-engined fighters) In air-to-air combat during the day, all front fighters with an orange air-to-air rating achieve one result less than normal when the front enemy fighter in the combat does not have an orange air-to-air rating. In these cases an AX result becomes a DX, a DX becomes an AA, an AA becomes a DA and so on. A DC result is unaffected. 14.3.2 Option 54: (Fighter bombers) Reduce the air-to-air rating of the front bomber by 1 if it is a FTR.	29/12/2007
Q14.3-3	14.3.2	Are Land Based Air Units voluntarily Aborting to the Sea Box they originated from in Air to Air combat turned face down?	No. Date 25/05/1997	14.3.2: 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).	25/05/1997
Q14.3-4	14.3.3 Option 22	After resolution of a Bounce Combat, do you recalculate air-to-air strength immediately?	Yes. Date 07/03/2008	14.3.3 Option 22 Example: The German FTR now returns to the rear of the German lineup of FTRs, and Heinz must recalculate his air-to-air strength using his new FTR lineup against the new Soviet air-to-air strength before firing back at the Soviets (step 3 of the air-to-air combat sequence).	07/03/2008

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Q14.3-5	14.3.3 Option 22 11.5.6	If you decide to use surprise to increase your A2A combat value (or decrease your enemy's A2A combat value) and if there is a bounce combat provoked by you or your enemy, are the bounce A2A combat values modified by the increase / decrease due to the spending of surprise points ?	Yes. Date 18/01/2008	14.3.3 Option 22: For this combat, you calculate the air-to-air combat values normally except (...) 11.5.6: You can spend your excess surprise points in these ways: (...) Increase your air-to-air combat value 2 per point Decrease opponent's air to air combat value 2 per point	18/01/2008
14.4 CV units					
Q14.4-1	14.4 Option 56 14.4.1 Option 56	In option 56 in 14.4, it says CVPs flying from a hex may fly Naval Air Interception, Naval Air, and Rebase, but the same option in 14.4.1 says they may only fly rebase?	Option 56 in 14.4.1 is an additional restriction to option 56 that you may apply if all players agree to it. Date 29/12/2007	14.4 Option 56: If the carrier planes are flying from a hex, they can also fly naval air, naval air interception and rebase missions (like FTRs). 14.4.1 Option 56: Carrier planes may only ever fly rebase missions when not stacked on a CV.	29/12/2007
Q14.4-2	14.4.1	Is it possible to play with Ships in Flames , and not play with CVP counters? Playing with Ships in Flames but without CVPs makes the Carriers a lot cheaper than playing with Ships in Flames and CVPs.	Sure, you can do anything you want. Its not recommended though for the reason that you point out. Date 16/01/2008	14.4.1 Option 56: If you are playing with Carrier Planes in Flames or Ships in Flames, a CV's carrier plane is represented as a separate unit.	16/01/2008
Q14.4-3	14.4.1	We are confused by the CVP that have great air to sea, but also great air to air, and are tilted just a little bit. Perhaps five degrees more than fighters. Are these fighter / torpedo bombers? What determines what a CVP is?	All CVP can operate as fighters or bombers. The tilt is purely for aesthetic purposes (dive bombers have the most tilt, fighters the least, and torpedo bombers somewhere in between). Date 17/07/1997	14.4.1: A carrier plane can fly a mission from a hex just like any other aircraft. Treat it as a FTR if it flew as a fighter and as a LND if it flew as a bomber. If it hasn't yet decided its role (i.e. it is in a sea area), it has the effects of a LND.	17/07/1997
14.6 Pilots (PiF option 28)					
Q14.6-1	14.6.1 14.4.1	May CVPs be directly removed from a CV located in a home city port and placed in the Reserve Pool or must they have first rebased to the city.	Yes they may be directly removed as long as they are in a city regardless of whether they are also on a CV or not. Date 29/12/2007	14.6.1: After you have finished putting on new reinforcements, you can remove face-up aircraft from the map and put them into the reserve pool. They must be on a city in their home country to do this.	29/12/2007
15. Surprise					
Q15.0-1	15.9.2	Suppose Netherlands are aligned with the CW when Japan DOWs the CW, do the Japanese get a surprise impulse against the Dutch?	Yes, declaring war on a major power is a declaration of all its aligned minors (see 9.2). Date 29/12/2007	15.: Major powers and minor countries are surprised when a major power declares war on them, even if they are already at war with someone else. 9.2: However, a declaration of war on a major power is also a declaration of war on every minor country aligned to that major power.	29/12/2007
15.1 Surprise effects					
Q15.1-1	15.1 14.2.1	The US starts the Axis impulse neutral to GE and IT, but is at war with Japan. GE / IT DOW the US. There are two US AMPH in Corsica which is a CW conquered territory. During the port strike phase the CW flies CAP over the hex. The GE / IT port attack the US AMPHs. Would you rule that the CW would or would not fight an air to air combat against the GE / IT?	Aircraft units controlled by a major power declaring war cannot be intercepted if they are flying any mission exclusively against surprised units. To engage in combat, the CAP must intercept the bombers entering the hex but cannot, see 15.1. Date 07/03/2008	15.1: Surprised aircraft units that flew combat air patrols cannot fight if the only units that fly a mission to their hex are those controlled by a major power on the other side declaring war.	07/03/2008
Q15.1-2	15.1	Do controlled minors get / give surprise? (are they "controlled" by their major power?)	Both (minors, and their units are indeed controlled by their major powers). Date 29/12/2007	15.1: Surprised aircraft units cannot fly any mission that is exclusively against units controlled by major powers declaring war.	29/12/2007
Q15.1-3	15.1	Is the halved Anti-aircraft fire (AA) when surprised the half anti air factors before referencing the table or half the resulting die rolls of the table?	Half AA factors. Date 29/12/2007	15.1: Anti-aircraft fire from units of a major power that is surprised is halved if directed exclusively against bombers controlled by a major power that declared war on it.	29/12/2007
Q15.1-4	15.1 11.4.6	Can a surprised Major Country seek to intercept (with, in this instance a SUB) a moving enemy naval force?	Yes, but you get 0 surprise points. Date 29/12/2007	15.1: If a port attack or a naval combat at sea only involves units controlled by major powers declaring war and the major powers they are declaring war on, the surprised units always get 0 surprise points. 11.4.6: 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.	29/12/2007
16. Offensive chits (option 61)					
Q16.0-1	16.	Are hexdots in a Sea Area counted as hexes when working out the range of an HQ?	Yes. Reorganisation range includes hex-dots as hexes. Date 27/08/1997	16.: A hex is within range if it is no further away in hexes and or hex-dots than the chosen HQ's re-organisation value (ignoring terrain, neutral countries, enemy units and their ZOCs).	27/08/1997
Q16.0-2	16.	The RAW clearly states that neutral Major Powers can not use Offensive Chits. Does that mean they can't purchase them either?	No, they may purchase them. Date 09/01/1997	16.: Each active major power can use only 1 offensive chit per impulse. Neutral major powers cannot use an offensive chit.	09/01/1997
Q16.0-3	16. 16.3	The rule states that "An HQ cannot supply benefits while on a TRS." This does not prohibit assigning the Offensive Chit to the HQ while at sea; it only requires that the HQ be on land when you try to use a chit benefit. Correct?	Correct. An HQ at sea can be given an offensive chit, use it for its own invasion, and any subsequent invasions that impulse, within range. See also the new Naval Offensive chit usage in the 2008 WiF Annual . Date 29/12/2007	16.: An HQ cannot supply benefits while on a TRS.	29/12/2007

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17.1 Creation					
Q17.1-1	17.1	Does the Vichy France home nation include Corsica?	No, Corsica is a territory. The Vichy French administration group that includes the Vichy French home nation also includes Corsica. Date 20/01/2009	17.1: If you install a Vichy government, Metropolitan France itself is divided into 2 countries - Metropolitan Vichy France (including Corsica if still French controlled) and Occupied France.	20/01/2009
17.2 Determine control					
Q17.2-1	17.2	"Not currently in a Metropolitan French port" does not include force pools, scrap pile, repair pool, construction pool, and production spiral correct?	Only original French home country ports count. This does not include force pools, scrap pile, repair pool, construction pool, and production spiral, nor does it include the port in the territory of Corsica. Date 19/01/2009	17.2: Subtract 2 from each die roll if any on-map French CVs or BBs are not currently in a Metropolitan French port.	19/01/2009
Q17.2-2	17.2	Who is conquered if there is no Free France, FF or France? Is there a Vichy? (Assume no admin group went FF in 17.2)	Free France. Vichy still exists. Date 29/12/2007	17.2: If Free France controls no minor countries, she suffers the effect of complete conquest (see 13.7.1) immediately.	29/12/2007
Q17.2-3	17.2 13.7.5	Can I return Allied controlled territory that was French in 1939 to a completely conquered Free France?	No. Date 29/12/2007	17.2: If Free France controls no minor countries, she suffers the effect of complete conquest (see 13.7.1) immediately. 13.7.5: You can return a hex or minor country you control to the major power that controlled it in 1939 during any liberation step. (...). 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.	29/12/2007
Q17.2-4	17.2 17.4	Can a completely conquered Free France upon Vichification (17.2) be liberated by returning a French Minor Country?	No, Free France has to be founded as per the Vichification rules. If and when Free France is created and then immediately conquered, it can be re-created only by Collapsing Vichy. You liberate France (which then replaces any existing Free France) by retaking Paris. Note that by RAW France will cooperate with its liberator and the U.S. (per "who can cooperate" in 18) so if the U.S. is the liberator (on the occasions when Free France is conquered) then France will not cooperate with the CW unless the CW has territory to return to it and does so. Date 25/06/2008	17.2: If Free France controls no minor countries, she suffers the effect of complete conquest (see 13.7.1) immediately. 17.4: Each home country or territory aligned with Vichy France becomes conquered by any Axis major power that has a land unit in it. Other home countries and territories aligned with Vichy France align with Free France (or become Free France with a new home country if it is currently completely conquered).	25/06/2008
Q17.2-5	17.2 13.7.1	If playing without the add-on maps like Africa or America, do you still extrapolate the territories / entities / sea dots incl. rail. i.e. does Free France upon Vichy (or Netherlands) not suffer complete conquest because there would be territories it still controls on the American map?	No. Date 29/12/2007	17.2: If Free France controls no minor countries, she suffers the effect of complete conquest (see 13.7.1) immediately.	29/12/2007
Q17.2-6	17.2	What happens to countries conquered and aligned by France when Vichy is declared?	You roll for them on the appropriate row of the Free-French chart (see WiF 17.2). Date 23/01/1997	17.2: Roll a die for each of the other administration groups to determine who controls it.	23/01/1997
Q17.2-7	17.2	I am playing with the African map. What happens to French somaliland if it is still French controlled when Vichy is declared?	You roll for it on the "All other territories & minors" row of the Free-French chart (see WiF 17.2). Date 13/01/2009	17.2: Roll a die for each of the other administration groups to determine who controls it.	13/01/2009
17.4 Running Vichy France					
Q17.4-1	17.4 16.4	If Germany plays an Offensive Chit in a Combined Impulse, what are the action limits for Vichy units?	Same as Germany, the maximum for all actions. Date 29/12/2007	17.4: Vichy France does not choose an action type. Instead, she takes the same action type as the major power that installed the Vichy government (even if Vichy France is neutral). Further, activities of Vichy French units count against the installing major power's activity limits. 16.4: If you play an offensive chit at the start of a combined action, you can perform the maximum number of activities that would be allowed if you had chosen a naval, an air and a land action	29/12/2007
Q17.4-2	17.4 9.	Collapsing Vichy - You may not enter a neutral Major Power on your side. How could Axis units enter Metropolitan Vichy France to collapse it?	Vichy rules override standard neutral entry rules. Date 29/12/2007	9.: You can't enter a hex controlled by: (...) if a neutral major power on your side; or 17.4: If an Axis unit enters any hex in Metropolitan Vichy France before an Allied unit does, Vichy France collapses.	29/12/2007
Q17.4-3	17.4 9. 11.16.5	After a combat result of an R, S or B may the Allied player retreat axis units into Vichy territory and cause the collapse of Vichy?	No. Date 29/12/2007	11.16.5: You can't retreat a unit into a hex it couldn't move into. 9.: You can't enter a hex controlled by: (...) if a neutral major power on your side; or 17.4: If an Axis unit enters any hex in Metropolitan Vichy France before an Allied unit does, Vichy France collapses.	29/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q17.4-4	17.4	<p>Q1: Do you apply the effects of Vichy collapse the instant an axis unit crosses the border into Vichy, or at some other time?</p> <p>Q2: May an axis unit collapse Vichy by moving into it in the Rail Movement step?</p> <p>Q3: May an axis Air Unit unit collapse Vichy by moving into it?</p>	<p>Q1: Instantly. Date 29/12/2007</p> <p>Q2: Yes.</p> <p>Q3: Yes. Date 07/03/2008</p>	<p>17.4: If an Axis unit enters any hex in Metropolitan Vichy France before an Allied unit does, Vichy France collapses.</p>	07/03/2008
17.5 Combat with Vichy					
Q17.5-1	17.5 22.1 Option 63	What about Intel points, veto points, etc? Does Free France "inherit" these? How does Free France roll for Intel? (as France?)	Free France loses all intell, half goes to whoever imposed Vichy. Free France then rolls normally. Date 29/12/2007	<p>22.1: In the peace step that a major power's home country (the UK only for the Commonwealth) is conquered, or a Vichy government installed, that major power loses all accumulated intelligence points and the conquering major power gains half of them.</p>	29/12/2007
18.1 Who can co-operate					
Q18.1-1	18.1	<p>Do cooperation status holds, from the moment it is established, unless a case for non cooperation happens ?</p> <p>Example :</p> <p>1940, the Netherlands is aligned to the CW due to German DoW, so Dutch units cooperate with CW units from then on. Dutch units don't cooperate with US units however.</p> <p>1940, Germany incompletely conquers the Netherlands. Dutch units are still Dutch units, and Dutch units still cooperate with CW units. Dutch units still don't cooperate with US units.</p> <p>1944, the USA liberates the Netherlands, and so by RAW the Netherlands now cooperate with the US units.</p> <p>The question is : Do Dutch units still cooperate with the CW ?</p>	I agree. Co-operation holds until you no longer co-operate (e.g. by not giving back liberated land). The fact others co-operate as well is a bonus. Date 26/08/2008	<p>18.1: No other units co-operate. As an exception to 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).</p>	26/08/2008
18.2 Not co-operating					
Q18.2-1	18.2	<p>Situation: Turkey is aligned with Germany. In Turkey, CW units are attacking a German MTN which has a flipped Italian ATR in its hex. May Turkish planes provide Ground Support?</p> <p>[There are 2 points in RAW section 18 which seem to apply.</p> <p>Non-cooperating units cannot:</p> <ol style="list-style-type: none"> stack in the same hex, at any time that stacking limits apply be committed to any combat or mission that the other unit is, or will be, involved in this step. <p>However, there are no stacking limits for either ground supporting air units and their escorts nor for these same units in combination with the units they are supporting.</p> <p>So it comes down to the meaning of "involved". The Italian ATR is not involved in defending the hex but it could be destroyed if the CW units advance after combat.]</p>	No they can't, as an Italian ATR is involved in the combat. Advancing after combat is part of "11.16.5 Resolving attacks", which is part of "11.16 Land combat", so the Italian ATR is involved in the land combat. Date 29/12/2007	<p>18.2: Units that don't co-operate cannot:</p> <ol style="list-style-type: none"> stack in the same hex, at any time that stacking limits apply; or be committed to any combat or mission that the other unit is, or will be, involved in this step. This doesn't apply to naval air or naval air interception missions. 	29/12/2007
Q18.2-2	18.2	Is the failure to meet the Foreign Troop Commitments an overstacking situation? (who gets to decide what is lost?)	NO -- it determines whether a unit can enter a country. Once in, it's OK even if HQ moves out. Date 29/12/2007	<p>18.2: A major power or minor country unit that ends any step in the home country of a friendly major power it doesn't co-operate with is destroyed unless:</p> <ul style="list-style-type: none"> i it started the step there; or ii it started the step elsewhere and the unit satisfies the foreign troop commitment limit. <p>A minor country unit that ends any step in the home country of an aligned minor country on the same side is destroyed unless:</p> <ul style="list-style-type: none"> i it started the step there; or ii it started the step elsewhere and the unit satisfies the foreign troop commitment limit. 	29/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q18.2-3	18.2 11.16.5 11.11.5	If answer to Q18.2-2 is yes, is a retreat allowed into a hex where Foreign Troop Commitments would be violated, even if other hexes are available? The R result says that valid ending hexes are those that do not cause a stacking violation.	Or even if the answer to Q18.2-2 is no, no you may not retreat into a hex a unit can not move into. Date 29/12/2007	11.11.5: 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); 11.16.5: You can't retreat a unit into a hex it couldn't move into. 18.2: A major power or minor country unit that ends an step in the home country of a friendly major power it doesn't co-operate with is destroyed unless: i it started the step there; or ii 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.	29/12/2007
Q18.2-4	18.2 11.16.5 11.11.5	A stack of CW units in Belgium includes an INF and an HQ-I. A German attack on this stack achieves an 'R' result. The only eligible retreat path is to a hex in unconquered France and at the time of the land combat, the Foreign Troop Commitment for CW units in France is not enough to allow the CW INF to stack in France. Can the Germans retreat the CW units into hexes in France in such a way that because the foreign troop commitment is not met and the INF unit arrives in France before the HQ and is thus destroyed for illegal stacking?	The CW units must be retreated if possible, so in this example, the HQ must be retreated first. Date 29/12/2007	11.11.5: 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); 11.16.5: You can't retreat a unit into a hex it couldn't move into. 18.2: A major power or minor country unit that ends an step in the home country of a friendly major power it doesn't co-operate with is destroyed unless: i it started the step there; or ii 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.	29/12/2007
Q18.2-5	18.2	Does Foreign Troop Commitments apply after the country has been conquered?	FTC still applies to the new home country of an incompletely conquered country. It does not apply to territory controlled by the conquering major power. Date 29/12/2007	18.2: A major power or minor country unit that ends an step in the home country of a friendly major power it doesn't co-operate with is destroyed unless: i it started the step there; or ii it started the step elsewhere and the unit satisfies the foreign troop commitment limit.	29/12/2007
Q18.2-6	18.2	Does the USSR need Foreign Troop Commitments to enter Japanese controlled hexes in China prior to conquest?	Yes. Date 12/05/2008	18.2: A major power or minor country unit that ends an step in the home country of a friendly major power it doesn't co-operate with is destroyed unless: i it started the step there; or ii it started the step elsewhere and the unit satisfies the foreign troop commitment limit.	12/05/2008
Q18.2-7	18.2	Q1 : Can a friendly FTR intercept an air mission vs. a non-cooperating target hex? Q2 : How about en-route interception over a non-cooperating hex?	Q1 : No (unless it is to support co-operating units). Date 29/12/2007 Q2 : It is the mission that counts, not necessarily the hex being flown over so if the mission was to support co-operating units or a mission against a hex controlled by a co-operating major power then yes, you may perform en-route interception, otherwise no. Date 07/03/2008	18.2: However, Commonwealth aircraft could fly ground support, combat air patrol, escort or interception missions to Liege during the Axis land combat step. French aircraft could not fly those missions because Commonwealth land units are involved.	07/03/2008
Q18.2-8	18.2 11.7	Can a Chinese Nationalist FTR intercept a Japanese Strategic Bombardment of Communist Lanchow?	No. Date 25/03/1998	18.2 Example: Commonwealth land units are in French controlled Liege. Jeremy cannot fly combat air patrol or interception with his FTRs over Liege during the strategic bombardment step because the factory is French. French aircraft could fly those missions to that hex during that step.	25/03/1998
Q18.2-9	18.2 11.7	Can a CW FTR intercepting strategic a bombardment over French Lille?	No. Date 29/12/2007	18.2 Example: Commonwealth land units are in French controlled Liege. Jeremy cannot fly combat air patrol or interception with his FTRs over Liege during the strategic bombardment step because the factory is French. French aircraft could fly those missions to that hex during that step.	29/12/2007
Q18.2-10	18.2 11.15	A German flies a mission to paradrop onto a CW corps. France and CW does not co-operate. Can the French intercept as long as the CW don't?	No. Date 14/05/2008	18.2: 5. Units that don't co-operate cannot: (...) be committed to any combat or mission that the other unit is, or will be, involved in this step. This doesn't apply to naval air or naval air interception missions.	14/05/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q18.2-11	18.2 9. 11.11.5	Japan DOWs USA, strikes Honolulu, Japanese fleet returns to Canton, without any ground troops. US SCS with INF division sails into Hong Kong on a combined, then moves into Canton then back into Hong Kong to end the land step. Rule 18.2 states that a unit cannot end a STEP in the home country of a major power it doesn't cooperate with. The INF division didn't. I claim this is a legal move. My opponent claims it isn't because of foreign troop commitments. Who is correct?	Your opponent. 11.11.5 forbids land movement into a non co-operating major power (China in this case) unless you satisfy the Foreign Troop commitment rule (see WiF 18.2). Date 27/10/2008	18.2: A major power or minor country unit that ends a step in the home country of a friendly major power it doesn't co-operate with is destroyed unless: - it started the step there; or - it started the step elsewhere and the unit satisfies the foreign troop commitment limit. 11.11.5: 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);	27/10/2008
Q18.2-12	18.2 11.9 22.4.2 Option 3	Can non-cooperating ART and air unit Ground Strike the same hex?	No. Date 29/12/2007	18.2: Units that don't co-operate cannot: (...) be committed to any combat or mission that the other unit is, or will be, involved in this step. 22.4.2: An artillery unit bombard a adjacent hex as if its printed combat factor were an aircraft's tactical factor.	29/12/2007
19.4 Minor country units					
Q19.4-1	19.4 15.1	Some minor countries when declared war on set up their controlling major power CPs. Do these major power CPs negate surprise in any port attack there during the impulse of surprise?	RAW - yes. This was one reason we produced minor country CPs in Convoys in Flames , so that the minor country set up their own CPs (which are surprised). If you want the effect without the counters, you can simply say that "for the surprise impulse minor country CPs are considered the minor country's units." Date 07/03/2008	15.1: If a port attack or a naval combat at sea only involves units controlled by major powers declaring war and the major powers they are declaring war on, the surprised units always get 0 surprise points.	07/03/2008
Q19.4-2	19.4	Q1 : Does "move (...) outside of the Home Country" mean movement outside of the Home Country or movement from inside to the outside of the Home Country? Q2 : Can you move 3 minor units as a stack in a manner to violate the limit by 2 units?	Q1 : The latter. Q2 : No. Date 29/12/2007	19.4: 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 (...).	29/12/2007
Q19.4-3	19.4	Finland has a total of 6 units, 4 are currently outside of Finland. So a 5th can't leave Finland. One of the 2 Finnish units in Finland is a LND. Does the rule restriction "...you can only move a minor country land or aircraft unit from inside the home country to outside the home country, if half or more of its on- map land and aircraft units are currently inside its home country" forbid me from (a) flying a mission with a LND outside the country during the action stage even if I return to base in Finland and/or (b) placing one of the LND in the reserve pool (with its pilot added to the German pilots track) during the Production step?	yes and yes. Date 19/02/2009	19.4: 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 (...).	19/02/2009
Q19.4-4	19.4	If a Major Power chooses to include the Force Pool of a minor after its incomplete conquest, what units are included?	The answer is moot, you can't do it after incomplete conquest, see 19.4. Date 29/12/2007	19.4: 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 while the minor is not conquered (incomplete or complete) but, once you do, its units must always go into your force pools as they become available.	29/12/2007
Q19.4-5	19.4	Does a minor country that comes to peace with a Major Power set up destroyed units when it re-enters the war. (Only possible in the cases of Finland and Rumania).	That is correct. It is assumed that they rebuilt them in the mean-time. Minors, even at peace are assumed to have some production after all. Date 18/04/1998	19.4: When a minor country aligns with you, set up its initial units immediately.	18/04/1998
19.5 The Nazi-Soviet pact					
Q19.5-1	19.5.1 14.6.4 Option 58	When USSR takes Eastern Poland, what happens to Polish air units eventually in Eastern Poland? Are pilots immediately available to the CW or only available when USSR / Germany at war (like Polish land units)	The latter. Date 29/12/2007	19.5.1: Any Allied (except Soviet) units there are destroyed. They are removed from the game (internment) until Germany and the USSR are at war, at which point they may be added to the Commonwealth force pool if the CW player so desires. 14.6.4 Option 58: A minor country aircraft unit can rebase into a neutral minor country. An aircraft unit that does that is destroyed. (PiF option 28: but the pilot survives).	29/12/2007
Q19.5-2	19.5.2	19.5.2 states that USSR may occupy the Baltic states on any "Allied land movement step after it has exercised its rights to Eastern Poland." Does this mean it can do so on the same turn as it exercises its rights to Eastern Poland, so long as it exercises its rights to Eastern Poland first?	Yes, the same impulse even. Date 29/12/2007	19.5.2: The USSR can exercise its Nazi-Soviet Pact rights to occupy the Baltic states (Latvia, Lithuania and Estonia) during any Allied land movement step after it has exercised its rights to eastern Poland.	29/12/2007

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
19.6 Soviet border rectification					
Q19.6-1	19.6	Must the USSR make border "adjustment" demands simultaneously (Bessarabia / Finland), or can they make one demand, see if Germany gives in, then make another demand on the same DOW phase?	The latter. Date 30/09/1997	19.6.1: During any Allied declaration of war step (after the first) while Finland is neutral, the USSR can claim the Finnish border lands. 19.6.2: During any Allied declaration of war step (after the first) while Rumania is neutral, the USSR can claim Bessarabia.	30/09/1997
Q19.6-2	19.6	Can the USSR make a demand, have the demand resolved, and then make a DOW? Frex, may the USSR demand Bessarabia, be granted Bessarabia or DOW on Rumania, and then DOW on say Bulgaria?	Yes. Date 29/12/2007	19.6.1: During any Allied declaration of war step (after the first) while Finland is neutral, the USSR can claim the Finnish border lands. 19.6.2: During any Allied declaration of war step (after the first) while Rumania is neutral, the USSR can claim Bessarabia.	29/12/2007
19.7 Axis minor countries					
Q19.7-1	19.7	Can any Axis power with a unit in Gibraltar give Gibraltar to Spain and align it? Or is it the intent that the Axis power CONTROLLING Gibraltar can give it to Spain and thus align Spain? If the latter, the rule should be clarified	Good point, it should be controls. Date 07/08/2007	19.7: An Axis major power can declare that Spain is aligning with it during any Axis declaration of war step if Spain is neutral and a unit from that Axis major power occupies Gibraltar. Once aligned, Gibraltar becomes part of the Spanish home country.	07/08/2007
Q19.7-2	19.7	For Yugoslavia, what does "control" of the various countries mean? Greece is still not "axis controlled" if it is conquered, for example. Just the hexes in the home country are.	Wrong, controlled (like all gaming and World in Flames concepts) is defined in the glossary, and includes both conquered and aligned minor countries and territories. Date 29/12/2007	19.7: An Axis major power that controls Athens can declare that Yugoslavia is aligning with it during any Axis declaration of war step if: - Yugoslavia is neutral; and - Italy, Hungary, Rumania, Bulgaria, Greece and Albania are all Axis controlled. 23. Index & Glossary Controlled [a minor country or territory that is either aligned with your major power or conquered by it]	29/12/2007
19.8 Allied minor countries					
Q19.8-1	19.8	If playing with the America in Flames maps, each Central American country is now shown separately. Does the US now align each country separately or all of Central America collectively?	All collectively. Date 02/12/1998	19.8: The USA can declare that Central America is aligning with it during any Allied declaration of war step if Central America is neutral and the USA is at war with Germany, Italy or Japan.	02/12/1998
19.10 Austria & East Prussia					
Q19.10-1	19.10 24.1.5 Scenarios infos	Should Czechoslovakia be part of German Home Country also?	No, when we wrote "24.4.7 Germany is aligned with Czechoslovakia;", we meant Czechoslovakia is also aligned to Germany. Date 29/12/2007	19.10: Austria and East Prussia are part of the German home country. You can't conquer them separately from the rest of Germany.	29/12/2007
20. Chinese communists					
Q20.0-1	20. 11.1	Can Communist Chinese land units move if China is passing but Russia not?	No. Date 29/12/2007	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits. 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).	29/12/2007
Q20.0-2	20.	If Russia is incompletely or completely conquered, what are the action limits of the Communist Chinese?	Half of Russian limits. Date 29/12/2007	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits. 13.7.1: Incompletely conquered major powers (only the UK in the case of the Commonwealth) have only half their normal activity limits (see 10.2) until liberated.	29/12/2007
Q20.0-3	20. 16.	What happens when China produce a Offensive Chit? can Communist Chinese use it?	Yes. They can also be used by the Communists, provided the Chinese player wants to. Date 16/02/1998	20.: Apart from the above (...), Communist and Nationalist Chinese count as one major power for all purposes (e.g. they can't be conquered separately, declaring war on them is only one US entry effect, etc.).	16/02/1998
Q20.0-4	20. 16.	If Communist China uses an Offensive Chit, what impulse call is used, China, or Russia?	National Chinese decide when and how Chinese offensive chits are spent. The communist chinese limits are still those of the Russians not the Nationalist Chinese. Date 29/12/2007	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits.	29/12/2007
Q20.0-5	20. 16.	In regards to Chinese offensive chits: Q1 : Do the communist Chinese get a benefit when the Nationalist Chinese use an offensive chit? Q2 : if an o-chit is played on Stillwell (or Chiang) in a land impulse, may Stillwell (or Chiang) double Communist units? Q3 : If a "super combined" is played, does that give Com. Chinese unlimited action types?	Q1 : Yes. Q2 : No. Q3 : Yes, unlimited activity types but the activity <i>limits</i> of Chinese communists are still those of the Russians (see Q20.0-6 below) during a supercombined. Date 25/06/2008	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits. 16.: A hex is within range if it is no further away in hexes and or hex-dots than the chosen HQ's re-organisation value (ignoring terrain, neutral countries, enemy units and their ZOCs).	25/06/2008

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Q20.0-6	20. 16.	Can Mao play a land Offensive Chit if Russia is doing a Combined?	No, the Chinese Nationalists decide when and how Chinese offensive chits are spent. However the chinese communist activity limits are still those of the Russians not the Nationalist Chinese. Date 25/06/2008 Addendum : Mao can use an offensive chit, if the Nationalists let him, but he can only use it if allowed by the Chinese action type chosen. That is for Mao to use an offensive chit in a land action China must be doing a land action. The actual number of communists activated for movement and combat with that offensive chit is still limited by the activities limits of the russians. Date 20/06/2009	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits.	20/06/2009
Q20.0-7	20.	WiF 20 says "The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits." Does this mean that if the Chinese choose a naval action and the Soviets a land action that Chinese communist land units can still move?	No, the activities limits are Soviet, the action type (and everything else) is Chinese, so no Chinese land units can move this impulse regardless of Soviet action type, if China chooses a naval action. If the Chinese had called a combined action and the Soviets a land, an unlimited number of Communist land units and 2 nationalist land units could move this impulse. Date 18/06/2009	20.: The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits.	18/06/2009
22.1 Intelligence (option 63)					
Q22.1-1	22.1 Option 63	Do you have to have naval units in the sea zone in order to influence search rolls? In other words, is this considered a, "combat dice roll?"	No. Date 28/01/1998	22.1: You can modify or re-roll any dice roll, whether it yours or your opponent's. If it's a combat roll, one of your units or hexes must be involved in the combat.	28/01/1998
22.2 Factory destruction & construction (option 30)					
Q22.2-1	22.2 Option 30	The wording appears to imply that the Axis may not destroy French blue-factories unless there is an allied unit in France	Yes. Date 16/01/2008	22.2: You may also destroy a blue factory if an enemy land unit occupies a hex in the country.	16/01/2008
Q22.2-2	22.2 Option 30	Q1 : Can Germany destroy blue French factories after Vichy, if no CW units are in France? Q2 : Do partisans count?	Q1 : Only if there are other Allied units in France, no otherwise. Date 16/01/2008 Q2 : Yes. Date 07/03/2008	22.2: You may also destroy a blue factory if an enemy land unit occupies a hex in the country.	07/03/2008
Q22.2-3	22.2 Option 30 11.10	A factory is razed, and destroyed in the new location. May that factory be repaired? At the original or new location? (See also Q11.10-2).	No. Date 12/05/2008	22.2: 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.	12/05/2008
Q22.2-4	22.2 Option 30 11.10	Can a destroyed blue factory be rail moved out of its hex?	Yes, as a destroyed factory. Date 16/01/2008	11.10: You can rail move any blue factory you control in your home country if: (a) an enemy in-supply land unit is currently in this home country and on the same map as the factory; or (b) a factory in this home country was destroyed by strategic bombardment during this or the previous turn	16/01/2008
22.4 Optional units					
Q22.4-1	22.4.1 Option 2 11.14	Is the 79th and US Mar ARM DIV considered a MAR just like the MAR ENG?	The 79th ARM is not a marine (it cannot cross all sea hexsides). Date 20/01/1998	22.4.1: Although they are ARM units, the Commonwealth 79th and US Mar ARM divisions can also invade from a TRS (even if playing option 26). 11.14: The Commonwealth 79th and US Mar ARM divisions (see 22.4.1) can also invade from a TRS.	20/01/1998
Q22.4-2	22.4.1 Option 2 11.14	May the 79th and US Mar ARM DIV use blitz advance out of the hex that was invaded?	No. Date 16/01/2008	22.4.1: Although they are ARM units, the Commonwealth 79th and US Mar ARM divisions can also invade from a TRS (even if playing option 26). 11.14: An invading unit must end its move in the hex it invades. 11.14 Option 2: The Commonwealth 79th and US Mar ARM divisions (see 22.4.1) can also invade from a TRS.	16/01/2008
Q22.4-3	22.4.1 Option 2 11.14	Can you breakdown (or reform) an ARM corps into the 79th or US Mar ARM DIV?	Clarified in the 2008 WiF Annual (p45) : "These units (including the Allied ARM versions) are halved when they invade, have no other MAR special abilities, and reform into corps of their type but they cannot be formed by break-down.". Date 25/06/2008	22.4.1: Each corps or army breaks down into 1 division of the same type and 1 INF or MOT division 22.4.1: Although they are ARM units, the Commonwealth 79th and US Mar ARM divisions can also invade from a TRS (even if playing option 26). 11.14: The Commonwealth 79th and US Mar ARM divisions (see 22.4.1) can also invade from a TRS.	25/06/2008
Q22.4-4	22.4.1 Option 2	Can a Major Power breakdown a corps sized unit into only 1 DIV, in essence refusing to lift off another DIV from the map to fulfill the 2 DIV stipulation implied under the rules?	No. Date 30/03/1998	22.4.1: Each corps or army breaks down into 1 division of the same type and 1 INF or MOT division	30/03/1998
Q22.4-5	22.4.1 Option 2	Can non-British CW units (e.g., Indians) breakdown into or reform from British DIVs?	Yes. Date 12/09/1997	22.4.1: When you break down a corps or army, you can select any divisions from your force pools but their total combat factors can't exceed half (rounding up) those of the corps or army you break down.	12/09/1997

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Q22.4-6	22.4.1 Option 2	Q1 : Can Minor Power units (e.g. Rumanian) controlled by a Major Power (e.g. German) and added to that Major Power's force pool, breakdown into or reform from the Major Power's DIVs? Q2 : Can Major Power units breakdown into or reform from aligned Minor Power's DIVs that are in its force pool.	Q1 : No Q2 : No. Errataised in the 2008 WiF Annual . Date 07/03/2008	22.4.1: When you break down a corps or army, you can select any divisions from your force pools but their total combat factors can't exceed half (rounding up) those of the corps or army you break down.	07/03/2008
Q22.4-7	22.4.1 Option 2	Are there White Print DIVs?	No. Date 16/01/2008	22.4.1: A face-down division is only worth 1 combat factor if attacked while out of supply.	16/01/2008
Q22.4-8	22.4.1 Option 2 16.3	If the ENG's combat factors are doubled with an Offensive Chit, can it negate the river for twice as many units?	Yes. Date 08/01/1997	16.3: you can double the combat factors of this major power's land units within range of the HQ when you calculate the final odds for the overrun or land combat. 22.4.1: They also provide this benefit to as many land units they are stacked with as the ENG unit's combat value.	08/01/1997
Q22.4-9	22.4.1 Option 2	Can a single ENG repair multiple items in a hex in the same turn (Major Port, Factory)?	Yes. Date 24/09/1997	22.4.1: You can only use an occupied or conquered red factory, after the first production step that you had an ENG unit (even face-down) in that factory hex. Any major port you occupy or conquer is only a minor port until repaired. It is repaired after the first production step that you had an ENG unit (even face-down) in that port hex.	24/09/1997
Q22.4-10	22.4.1 Option 2	When the Russian recapture Moscow, can they use the red factory right away or must they wait until their ENG repairs it (since Moscow is not a captured factory anymore some argue that the ENG rule does not apply)?	It still must be repaired. Date 13/01/1998	22.4.1: You can only use an occupied or conquered red factory, after the first production step that you had an ENG unit (even face-down) in that factory hex.	13/01/1998
Q22.4-11	22.4.2 Option 3	May an ART unit fire in Storm / Blizzard?	No. Date 16/01/2008	22.4.2: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. (...) Its factors are affected by terrain and weather exactly like an aircraft's tactical factors.	16/01/2008
Q22.4-12	22.4.2 Option 3 15.1	May an ART unit fire in if surprised?	No. Date 16/01/2008	22.4.2: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. (...) Artillery gain the effects of surprise (see 15.) (...).	16/01/2008
Q22.4-13	22.4.2 Option 3 15.1 16.3	Q1 : Since ART bombardment is treated like ground strikes, can I reroll the ART dice in a surprise impulse? Q2 : If it's surprise and land offensive chit do you roll 2, 3, or 4 die per ART?	Q1 : You roll twice, yes. Date 14/07/1998 Q2 : 3. Date 07/03/2008	15.1 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. 16.3 AsA option 3: You can also double field artillery (see 22.4.2) combat factors for ground support or receive an extra die roll during ground strike. 22.4.2: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. (...) Artillery gain the effects of surprise (see 15.) (...).	07/03/2008
Q22.4-14	22.4.2 Option 3	Do ART factors count as TAC factors in terms of factor limitations?	Yes. Date 03/12/1996	22.4.2: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor. So, it can execute a ground strike or a ground support (offensive or defensive) mission into that hex.	03/12/1996
Q22.4-15	22.4.2 Option 3 10.	Can one ground strike with an ART during an Air Action?	Yes. ART can bombard during any action. It does not count against any action limits while doing so. Date 14/01/1997	22.4.2: An artillery unit bombards an adjacent hex as if its printed combat factor were an aircraft's tactical factor.	14/01/1997
Q22.4-16	22.4.2 Option 3 11.5.9	What's the effect of AA fire against paratroopers? Either abort or nothing (or destruction if 10 points are scored)?	Correct. Date 23/12/1996	22.4.2 Option 3: You resolve anti-aircraft fire after air-to-air combat and before the cleared through bombers attack their target. Resolve anti-aircraft fire against the cleared through bombers (only) exactly like naval anti-aircraft fire (see 11.5.9) (...) 11.5.9: For every 10 points in the total, the owner may choose to: (a) destroy 1 land-based bomber; (...) If there are 5 points left, the owner may choose to: (a) abort 1 land-based bomber (...)	23/12/1996
Q22.4-17	22.4.2 Option 3	A German stack including a 3 strength Heavy AA declares an attack on a Russian unit. The Soviets fly in ground support. The AA unit fires at the Russian aircraft. Can it then take part in the land combat?	Land combat is one step. AA units shooting against enemy ground support are turned face down after ALL land combats, and thus can take part in the land combat (and defending AA do not give +1 to the attacker for being face-down in this land combat step). Date 15/01/1997	22.4.2: If firing against aircraft providing ground support, turn the AA unit face-down after Advancing after combat (see 11.16.5).	15/01/1997
Q22.4-18	22.4.2 Option 3 16.3	If a Land Offensive chit has been played how is the doubling applied on AA units?	The AA unit is doubled for the land combat only, not for the AA fire (see 16.3). Date 08/06/1997	16.3: You can double the combat factors of this major power's land units within range of the HQ when you calculate the final odds for the overrun or land combat.	08/06/1997

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q22.4-19	22.4.3 Option 24	How are Frogmen attacks subject to weather ? a) Suffering a +1 to search roll if weather is rain, snow, storm, blizzard (like ships) ? b) Suffering a +1 to search roll if weather is rain, snow, and forbidden to attack in storm, blizzard (like aircraft) ?	I would say (a). Date 23/08/2008	22.4.3: Both sides roll search dice (as in port attacks – see 11.2). (...) You execute the attack using the air-to-sea row (see 11.5.9) of the naval combat chart.	23/08/2008
Q22.4-20	22.4.5 Option 10	When do TERR enter controlling Major Power force pool? I.e., do all TERR from all at-start CW controlled areas begin the game in force pool, or may they be added at any convenient time, on a country-by-country basis?	All start in pool. Date 16/01/2008	22.4.5: Some major powers and minor countries have one or more territorial units available in the force pools from the start of the game.	16/01/2008
Q22.4-21	22.4.5 Option 10	Q1. After their home country or territory is conquered, what occurs to (a) on map TERRs, (b) TERRs on the production spiral (c) TERRs in the force pool? Q2. Which TERRs (if any) may the conqueror: (a) build (b) place in his force pool?	Q1 (a) return to force pool. (b) arrive as reinforcements next turn (new owner). (c) They are moved to the new controlling major power's force pools. Q2 (a) all (b) all must be placed in the conqueror's force pool. Date 12/05/2008	22.4.5: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power. You return on map territorials to the force pools when their home country or territory is conquered.	12/05/2008
Q22.4-22	22.4.5 Option 10	"You return on map TERR to the force pools when their home country or territory is conquered." Clarify that this is the conquering Major Powers force pools.	Yes it is. Date 08/06/1997	22.4.5: You return on map territorials to the force pools when their home country or territory is conquered.	08/06/1997
Q22.4-23	22.4.5 Option 10	Can the side who conquers a minor with TERR rebuild TERR which were placed in the force pool upon conquest (i.e. can the Commonwealth rebuild Italian East African TERR, or Japan the Philippine TERR).	Yes. Date 23/12/1997	22.4.5 Option 10: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power.	23/12/1997
Q22.4-24	22.4.5 Option 10	Do TERR still get the bonus for movement if conquered?	Yes. Date 16/01/2008	22.4.5: For movement purposes, territorial units treat mountain, forest and jungle terrain in their home country as clear. They pay normal movement costs outside their home country.	16/01/2008
Q22.4-25	22.4.5 Option 10	Are TERR from conquered countries & territories still built in the minor? If they are built in the minor, how does building a unit that arrives out of supply make any logical sense?	Yes. They are assumed to be formed there but not combat ready until put in supply. Date 16/01/2008	22.4.5 Option 10: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power.	16/01/2008
Q22.4-26	22.4.5 Option 10 2.4.2	In the past, rules said reference towns were also supply sources for TERR. This was removed some time after the old Africa map was replaced and reference towns disappeared. If you read a number of different sections now it's clear that conquered TERR no longer can trace supply to the "HC"; however, I used to think that because of the old reference town thing that all TERR always traced supply to a city in the named country. Maybe this was wrong but if not was the apparent rule change an oversight or an explicit change?	Deleting reference towns was an explicit change to simplify and streamline the rules. Please note however as per Q22.4-29 below conquered TERRs do trace supply to their home country. Date 31/07/2008	2.4.2: 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).	31/07/2008
Q22.4-27	22.4.5 Option 10 11.14 11.15	Does the presence of a notional unit (in case of invasion or paradrop) cancel the combat bonus the attacker gets for attacking a hex with only TERR?	No. Date 16/01/2008	22.4.5: Add 1 to your die roll for a land attack against a hex in which the only defending land units are territorials	16/01/2008
Q22.4-28	22.4.5 Option 10	What is the Home Country of TERR of territories?	Itself. Date 16/01/2008	22.4.5 Option 10: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power.	16/01/2008
Q22.4-29	22.4.5 Option 10 2.4.2	What is the home country of a TERR of a conquered country?	Itself. This is the only circumstance where a unit may trace to a friendly controlled city of the conquered major power or minor country. Date 12/05/2008 Example: Ethiopian TERRs may trace primary supply to Addis Ababa from the beginning of the Global War Scenario. Date 25/06/2008	22.4.5 Option 10: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power.	25/06/2008
Q22.4-30	22.4.5 Option 10	May a non Italian build the AOI TERR? What is its home country?	Italian only. HC is any and all of Ethiopia, Eritrea, It. Somaliland. Date 16/01/2008	22.4.5: Italy can only build the Italian AOI territorial if it controls Ethiopia or Italian Somaliland (AFA option 1: or Eritrea if playing with the Africa map). It can arrive as a reinforcement in any of these countries.	16/01/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q22.4-31	22.4.5 Option 10	Q1 : Can Major Power units cooperate with built TERR from conquered major powers? i.e. do you treat Major Power TERR from a conquered Australia built by Japan as minor country TERR for RAW purposes? Q2 : Do TERR from Territories co-operate with their conquering major power?	Q1 : Yes. Date 16/01/2008 Q2 : yep (controlling includes both conquest and allying). Date 12/10/2008	22.4.5 Option 10: Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power. 18.1: Units from a minor country co-operate with units from its controlling major power or minor country.	12/10/2008
Q22.4-32	22.4.6 Option 75 11.4.2 Option 19 2.4.3	Is the Rough Seas penalty cumulative with In the Presence of the Enemy and / or Out of Supply penalty?	Yes. Date 16/01/2008	22.4.6 Option 75: During the naval movement step (see 11.4) only, each light cruiser, destroyer flotilla, TRS, (CoIF option 76; ASW, tanker) or convoy (CoIF option 76; or tanker) point that moves into 1 or more sea areas in blizzard or storm has its movement allowance and range reduced by 1 this step (...). 2.4.2 Option 19: It costs a surface naval unit 2 points of its movement allowance (not range) to enter a sea area that contains a CV (...), SCS or aircraft unit controlled by an unsurprised (see 15.) major power it is at war with. 2.4.3: 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 (...)	16/01/2008
Q22.4-33	22.4.8 Option 67	Are old Leader in Flames units (i.e. Japanese Vladivostock MIL, the Croat MIL, Japanese Nanning MIL) now City Based Volunteers?	Yes. If you have LiF you can always play the puppet government optional rule if you want. Date 03/04/2007	22.4.8 Option 67: There are several units with the name of a city printed on their back (...)	03/04/2007
Q22.4-34	22.4.8 Option 67	Are the Politics in Flames Free French units (Rabat / Algiers) now Free French City Based Volunteers?	Yes. Date 16/01/2008	22.4.8 Option 67: There are several units with the name of a city printed on their back (...)	16/01/2008
Q22.4-35	22.4.8 Option 67	What does one do with the "Free French" City Based Volunteers if France is not Vichied, but instead conquered?	You still get them. Date 11/05/2007	22.4.8 Option 67: These units become available to the respective major power when their home city is controlled by it.	11/05/2007
Q22.4-36	22.4.9 Option 5 13.6.6	Q1 : Are forts subject to gearing ? Q2 : Are forts geared by markers (not by fort hex sides)?	Q1 : They are subject to gearing. Date 15/01/1997 Q2 : By marker. Date 30/01/1997	22.4.9: Fortification units are a new gearing limit class.	30/01/1997
Q22.4-37	22.4.10 Option 6 2.3.1	Can a Supply Unit be moved onto a triple stacked hex and be "used" immediately before the stacking limits apply?	Yes. Date 16/01/2008	22.4.10: At any time during a game turn (even during an opponent's impulse) you can remove a supply unit from the map if it is face-up and stacked with an HQ it co-operates with. 2.3.1: Stacking applies at the end of every step and after each retreat and advance after combat (see 11.16.5).	16/01/2008
Q22.4-38	22.4.10 Option 6 11.12 Option 6	Supply unit Air Transported by 2 ATR. Say I get lucky and shoot down one ATR and abort the other. Is the supply counter destroyed or does it go home with the aborting plane?	It goes home. Date 13/10/1997. If one plane gets through the supply unit gets through. Date 16/01/2008	11.12 Option 6: you can also air transport a supply unit (see 22.4.10). However, you must use 2 ATRs for the mission. You can complete the transport provided at least 1 ATR survives.	16/01/2008
Q22.4-39	22.4.10 Option 6 11.16.5	Does a flipped supply unit give the enemy a +1 to attack?	Yes. Date 30/05/1998	11.16.5: Add 1 to the roll for each face-down land unit defending in the hex.	30/05/1998
Q22.4-40	22.4.11 Option 30 22.2 Option 30	Can a Netherlands (NEI) unit destroy its own NEI oil before a Japanese unit is in the NEI (not a NEI PART)?	No. Date 07/03/2008	22.2: You may also destroy a blue factory if an enemy land unit occupies a hex in the country.	07/03/2008
Q22.4-41	22.4.11 Option 14	When a Synthetic oil plant is captured and subsequently destroyed in whose force pool does it go?	The original owner. Date 30/08/1997	24.1.3: 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.	30/08/1997
Q22.4-42	22.4.11 Option 14 4.2	Do Synthetic oil plant have to be built in a city or can they be built in any controlled hex (like fort hexsides)?	When placing a <i>marker</i> (e.g. factories or synth oil plants, see Unit Description) as a reinforcement, you may place it in any hex you or one of your controlled minor countries control. [This has been errataised in the 2008 WiF Annual .] Date 07/03/2008	4.2: Fortifications (see 22.4.9) and synthetic oil plants (see 22.4.11) can arrive in any hex controlled by their major power that isn't in an enemy ZOC and won't violate stacking.	07/03/2008
Q22.4-43	22.4.13 Option 69 11.11.6	What happens when the Japanese overrun a NSU while it is being a port? First, is it considered a face down ship for purposes of overrunning (i.e. do you roll for capture & destruction)? Then : a) Does the unit rebases to a friendly controlled port and continues being a port. b) Does the unit change back to TRS, rebases to a friendly controlled port and is considered a face down TRS, not a port.	It is considered a face down ship. (b). Date 16/01/2008	22.4.13: If it is overrun, it must rebase in the same manner as all other naval units in the port. 11.11.6: 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.	16/01/2008
Q22.4-44	22.4.13 Option 69 11.11.6	If the NSU in Q22.4-43 is captured, may the new owner use it as a port too?	If captured, it may be used as an NSU by the new owner. Date 07/03/2008	22.4.13: If it is overrun, it must rebase in the same manner as all other naval units in the port. 11.11.6: 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.	07/03/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q22.4-45	22.4.14 LiF Option 70 9.6	22.4.14 states that Russians may get a GBA whenever they destroy / shatter / retreat German-controlled units in combat. Does that include doing so in combats with German-controlled minors or German peacekeepers before Germany and the USSR are at war?	No. GBA are reserves that enter the Soviet force pool when Germany and the USSR go to war (or the USA and the USSR go to war in Days of Decision or Patton in Flames). Unlike other reserves, they are placed on the map by the mechanism described in 22.4.14. Date 11/04/2009	9.6: If a reserve unit has a particular major power named on its back, you can only call it out when you go to war with that major power. 22.4.14: The 8 Russian armies included in Leaders in Flames are Guards Banner Armies. These are kept as reserves, but do not arrive when other reserves do. Instead, whenever Soviet land units are in land combat against any German controlled land unit(s), the Soviets may be able to "promote" one of their units to a Guards Banner unit of the same type as that involved in the battle (...).	11/04/2009
Q22.4-46	22.4.14 LiF Option 70	When calculating battle points for possible GBAs : a) do you look at the combat results rolled on the CRT or b) do you look at the final outcome of the battle. <u>Example :</u> you obtain an 1/R result on the CRT, but the enemy unit(s) can't retreat so they are destroyed. Do you count a retreat or a destruction ?	22.4.14 refers to the final outcome of the battle. That said one would then gain less points for converting a shatter to a retreat unless it results in a kill. Date 13/04/2009	22.4.14: To find out whether you are eligible to promote a unit, add up the following after each land combat. For each German controlled corps/army sized unit: * Killed, +3; * Shattered, +2; or * Retreated +1.	13/04/2009
Q22.4-47	22.4.15 Option 71	What are Chinese Warlords? Are they minors units tied to a home city or Japanese units?	Major power units. That is, units of the controlling Major Power. Date 16/01/2008	22.4.15: All Warlord units set up in every game on the home city and are controlled by the major power controlling the city. Warlord units whose home city is controlled by the communist player are considered Communist units. If their city is Nationalist controlled, they are Nationalist units.	16/01/2008
Q22.4-48	22.4.16 Option 72	Is the Zoya HQ a PART?	No, it is an HQ that happens to be formed by partisans. It moves, fights, reorgs etc like a normal Soviet HQ. Date 16/01/2008	22.4.16: Zoya K. is treated as a normal HQ-I for all purposes (...) except that Zoya K. herself is always in supply in her home country and doesn't need oil to reorganise.	16/01/2008
Q22.4-49	22.4.16 Option 72	Can the Zoya HQ leave the USSR, stack an additional air unit, reorg russian units etc?	Yes. Date 16/01/2008	22.4.16: Zoya K. is treated as a normal HQ-I for all purposes (...)	16/01/2008
Q22.4-50	22.4.17 Option 73	It seems obvious that building a Heavy Weapons version of say an INF counts against gearing. Do upgrading in the field (on the board) counts against gearing?	No. Date 16/01/2008	22.4.17: Once a heavy weapons unit becomes available, you may remove its WiF unit from the game in any production step and replace it with its equivalent heavy weapons unit. If you have more than one heavy weapons unit available you choose which ones you want to replace.	16/01/2008
Q22.4-51	22.4.17 Option 73	Also if you choose to use Heavy Weapons Units as a World in Flames option should you, or even may you, also use units not in World in Flames . Frex, I'm suddenly told that Albania has a unit, there's an Egyptian MIL, Brazil has an HQ, etc. ?	You decide. If any players decide they only want to replace existing units that's the rules. Its up to the players wanting an optional rule to be played to get that optional into the game, and if you can only convince your partners to implement some aspects of an option, so be it. Date 16/01/2008	1.1: All optional rules are exactly that and each option can be played in part or full provided all players agree.	16/01/2008
Q22.4-52	22.4.19 Option 76 8.2.4 11.4.6	Playing with SUB-hunting aircraft a seazone contains SUB-hunters (LND3) and a NAV. A SUB moves out of port. a) Can I flip the NAV to initiate an interception attempt or does it have to be the SUB-hunter? b) Will the SUB-hunter be modified by the NAV search roll modifier if both are stacked in the same box? c) If the SUB decides to fight through which Air unit do actually participate? SUB-hunter only? NAV? Or none (as a strict reading of the rules would indicate but which can't be right as SUB-hunters would be completely pointless if that were the case)?	a) No b) Yes c) only SUB-hunters. Date 11/11/2008	22.4.19: SUB-hunters (only) may attempt to intercept (see 11.4.6) a moving enemy task force of SUBs provided the SUB task force is entering or leaving a port from or into a sea area. If successfully intercepted, the SUBs must stop their move in that sea area or fight their way through it as normal (see 11.4.6 except that they must all be included during the interception combat). 8.2.4: Add 1 to the sea-box section's search number if both: i) the weather in the sea area is fine, rain or snow; and ii) the section contains one of your side's NAVs or carrier planes (CVPIF/SIF option 56: the carrier plane must be on a CV ~ see 14.4.1 and, if playing with SIF option 27, subject to carrier plane ranges ~ see 11.5.5). 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). 11.4.6: You can't try to intercept: i) a SUB task force; or	11/11/2008
Q22.4-53	22.4.19 Option 76	A sea box with 1 CP and 1 TK is found. Is the target profile 1 or 2 ships?	One. Date 16/01/2008	22.4.19: Oil-carrying tankers are a special kind of convoy. They are treated as convoy points for all purposes unless otherwise indicated below.	16/01/2008
24. Scenario Information					
Q24.0-1	24. 22.2 Option 30	Have the blue factories in occupied China been repaired by the Japanese? Or can Japan repair them under factory repair conditions?	None of the captured factories are destroyed at the start of any campaign. You can always repair a factory but as blue factories in China are not in Japan's home country, Japan won't be able to use them, only China when she recaptures them. Date 06/03/2008	2.5: At the start of a game, your major power controls all hexes within its home country borders, except any hexes on the enemy's side of a relevant start line. 13.6.2: 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 (no conquered) minor country. 22.2 Option 30: 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.	06/03/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
24.1 Set up					
Q24.1-1	24.1.6	Must all units listed on the setup charts be setup? (If playing with Planes in Flames , must all pilots be used?)	Yes to land and naval units, "no" to pilots/air units. Date 16/01/2008	24.1.6: Go through those and select enough (i.e. you can choose which) to set up just those listed in the WiF column. Put the rest back into your force pools. If you are also playing with pilots (PiF option 28), you use up a pilot for each aircraft you set up and put any spare aircraft into the reserve pool instead.	16/01/2008
Q24.1-2	24.1.6 13.5.1	Must at start saved Oil / BP be placed in a location they could theoretically be transported to?	No. Date 28/12/2007	24.1.6 If the set up gives you some latitude (e.g. "Europe" or "Burma"), you can set up the unit in any hex you or a co-operating major power controls in that place.	28/12/2007
Q24.1-3	24.1.6 13.6.4	The setup rules do not state which foreign aircraft start in the force pool.	You may place any foreign aircraft in your force pool provided the source major power agrees (see 24.1.6). Date 12/05/2008	24.1.6: Foreign sourced aircraft may be added to the force pools before set-up if the source major power agrees (see 13.6.4). 13.6.4: During set up or this step, you can move a striped aircraft from the lend-lease pool to your force pool if:	12/05/2008
Q24.1-4	24.1.6	Is it allowed to intercept premoves ?	Of course there are no pre-game conflicts, naval moves is naval moves not naval combat. Date 22/05/2008	24.1.6: 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).	22/05/2008
24.3 The 2-map campaigns					
Q24.3-1	24.3.1	<u>Fascist Tide Scenario.</u> Can the Axis align Persia (as per the rules) to cut 1 oil from CW (Persia is not on the maps used in this Scenario)?	Yes. Date 12/12/1996	24.3.1: Maps used: The American and the Eastern & Western European maps.	12/12/1996
Q24.3-2	24.3.1	<u>Fascist Tide Scenario.</u> If the Netherlands has war declared upon it, can the CW put some of the boats in the NEI, even though the Pacific possessions are not represented on the map (other than the transfer pool)?	Yes, they may be set-up in the transfer pool. Date 12/12/1996	24.3.1: Maps used: The American and the Eastern & Western European maps.	12/12/1996
Q24.3-3	24.3.2	<u>Day of Infamy Scenario.</u> CL Columbia appears in the MJ build circle (Note 8) as well as on the East Coast (Note 5). Shouldn't it be CL Concord instead in notes 5?	Yes. Date 16/01/2008	24.3.2 (in chart 30): US east coast : Note 5 May/Jun : Note 8 Note 5: BB-Idaho, New Mexico, North Carolina; CA-Wichita; CL-Columbia. Note 8: CVL-Independence, Princeton; BB-New Jersey [fd]; CL-Biloxi, Oakland [fd]; Columbia [fu]; -1 CP.	16/01/2008
Q24.3-4	24.3.2	<u>Day of Infamy Scenario.</u> CW starts with a unit in Ethiopia. That's not on either map. Where should the unit start?	British Somaliland (pretty close). Date 06/08/2008	24.3.2 (in chart 30): 4. CW Ethiopia 1 INF	06/08/2008
24.4 The 4-map campaigns					
Q24.4-1	24.4.1 5.1	<u>Missed the bus Scenario.</u> The USA start the game with 29 CP in the USA. Should this be changed to 15 CP in Honolulu and 14 CP in the USA? Without this change, the USA are unable to satisfy to the trade agreement with Japan. This error is due to the tables that were not updated for this scenario for the change in 5.1.	Yes (I'm a failure, I admit it). Date 16/01/2008	5.1: To avoid US entry penalties (see below), the USA must have enough convoy points in the West Coast, Mendocino, Hawaiian Islands and Central Pacific ocean sea areas to transport the resources to Japan. 24.4.1 (in chart 30): 1. USA USA : 30 CP (WiF Naval) -1 CP (SiF Naval)	16/01/2008
Q24.4-2	24.4.1	<u>Missed the bus Scenario.</u> In Lebensraum the Italians have a captured French SUB to set up. But they do not have that unit to set up in Missed the Bus. I think it should also be in the setup lists for Missed the Bus - unless it missed the bus?	I presume it should be included in both. Date 21/05/2008	24.4.1 (in chart 30): 5. Italy Europe: 24.4.2 (in chart 30): 5. Italy Europe: Sub(Fr)	21/05/2008
Q24.4-3	24.4.2	<u>Lebensraum Scenario.</u> How many DD have been gifted as part of US Entry Action 16?	All have been gifted (none are left available to reduce CW naval production costs). Date 29/03/2008	24.4.2: The US has picked entry options 1, 4, 7, 9, 11, 13, 15, 16, 22, 24, 25, 26 & 27. Entry actions 1, 2, 6, 7, 8, 25, 26 and 27 have been rolled for.	29/03/2008
Q24.4-4	24.4.2	<u>Lebensraum Scenario.</u> In the Control section, it says that the CW has conquered Ethiopia, and in the players' notes it recommends that Italy defend Ethiopia. Any comments? <u>Addendum to question:</u> Chart 30. requires that Italy sets up unit in East Africa, that is CW controlled. Where do these setup?	Ethiopia is CW conquered (to conform with the rules on 1939 control of minors, feel free to have it aligned with the CW instead, if you want to be more 'historical'), ignore the Italian set-up for East Africa, and the CW units scheduled to set-up in Kenya, must set-up in Ethiopia instead. Date 25/03/1998	24.4.2: the Commonwealth has liberated Ethiopia, conquered Italian Somaliland and Tobruk (Afa option 1 and Eritrea). 24.4.2 (in chart 30): 5. Italy East Africa : 1 INF, 1 GUN, 2 TERR 7 CW Kenya : 1 INF	25/03/1998
Q24.4-5	24.4.4 24.1.6	<u>Brute Force Scenario.</u> Is China allowed to setup 1 INF in CW controlled Burma at the start of the Brute Force Scenario (China does not cooperate with CW)?	Yes, this is an exception. Date 16/01/2008	24.1.6: If the set up gives you some latitude (e.g. "Europe" or "Burma"), you can set up the unit in any hex you or a co-operating major power controls in that place. 24.4.4 (in chart 30): 1. China Burma : 1 INF.	16/01/2008

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Q24.4-6	24.4.3	<u>Waking Giant Scenario.</u> The setup states that Italy may set up TRS and CP anywhere in "Europe". Is this really intended? (I mean: was the intention really to allow Italian TRS in Kiel and Italian CP in Black Sea for example?)	No, this should be restricted to any port in any mediterranean sea area. Date 16/01/2008	24.4.3 (in chart 30.): 3. Italy Europe : 2 TRS, 7 CP	16/01/2008
Q24.4-7	24.4.4	<u>Brute Force Scenario.</u> The setup has the Jean Bart II French BB both in the CW Contruction Pool, and in the French Contruction Pool. Which is right?	French construction pool. Date 16/01/2008	24.4.4 (in chart 30.): 4. France Construction Pool : Jean Bart II 5. CW Construction Pool : Jean Bart II	16/01/2008
Q24.4-8	24.4.4 24.4.5	<u>Brute Force & Darkness before dawn Scenario.</u> The setup calls for an Italian CL in reinforcement in N/D (face down) in the first scenario, and in construction pool in the second scenario : the CL Traiano. This CL doesn't exist in the countermix, so should it be ignored or replaced by another?	Ignore it, its just there to see if you are awake. Date 16/01/2008	24.4.4 (in chart 30.): 3. Italy Nov/Dec : CL-Traiano [fd] 24.4.5 (in chart 30.): 2. Italy Construction pool : Traiano	16/01/2008
Q24.4-9	24.4.6 19.13	<u>Decline and fall Scenario.</u> Japanese setup calls for 8 MIL to be setup (4 in Japan, 4 in China), but Japan only have 6 Japanese MIL. Japan also have a Manchuria MIL, a Korea MIL, and a formosa MIL, but from 19.13 they are not *Japanese* units. Q1 : Should they be considered Japanese for the setup? Q2 : Should they be used in all other Japanese setups?	Q1 : Yes and Q2 : yes. Date 16/01/2008	19.13: All MIL that arrive in cities in an aligned minor country are units of that minor county. All other MIL are major power units. 24.4.6 (in chart 30.): 2. Japan Japan : 4 MIL Siam : Siamese MIL China : 4 MIL	16/01/2008
Q24.4-10	24.4.6	<u>Decline and Fall Scenario.</u> The German fleet and quite a few German planes are put in a set up group called "Europe (except Rumania & Mediterranean ports)". Shouldn't this read: "Europe (except Black Sea & Mediterranean ports)" instead? (Germany controls three Black Sea ports outside of Rumania, enough to set up most of the German fleet there)	Yes (sorry about that). Date 16/01/2008	24.4.6 (in chart 30.): 3. Germany Europe (except Rumania & Mediterranean ports)	16/01/2008
Factories in Flames 2.2 Facilities					
QFiF3.2-1	FiF 2.2	In WiF one can not place a fort in zoc. In FiF facilities are built on the map. We assume they may be built while in zoc. Correct? This means France can start a 3 hex fort for Paris on turn 1 for 1 BP and that it can be completed by J/A. Some of us believe that is a problem that can not be only answered by well you can just bomb it to delay it. In any case the question is whether one can build facilities on the map in zoc?	You may build facilities in zocs. Date 04/02/2009	FiF 2.2: Factories, Forts, Coastal Fortifications, Rails/Roads, Factory Specialisations, Shipyards, and Synthetic Oil Plants are all Facilities. These are built on the map (not on the production charts) and cannot be relocated (except Factories by railing; see WiF 11.10).	04/02/2009
Factories in Flames 3.1 Gearing Limits					
QFiF3.1-1	FiF 3.1	The offensive point optional rule states you may not build 10 more points that you built the prior turn while FiF 3.1 states there is no gearing with the sole exception of political points (PolifF). Do offensive points have the same limitation in FiF?	Answer is yes. Date 08/05/2009	FiF 3.1: There are no gearing limits when playing FiF (exception: You may only spend 5 more build points purchasing political points this turn than last turn when playing with PolifF). Annual 2008 Optional - Offensive points (WiF 16) (p.52) You may build up to 10 more offensive points than you built last turn.	08/05/2009
Factories in Flames 3.3 Starting New Units					
QFiF3.3-1	FiF 3.3.1 22.4.8 Option 67	FiF says you must produce units in a HC factory except for TERR, MIL, GAR, and pilots. I assume this list should also include City Based Volunteers, especially since section 7 specifically mentions how they are deployed during reinforcement? Furthermore I assume CBV's should be included under 3.3.3 as not having a stacking limit along with TERR, MIL, GAR, and pilots?	Yes, actually I thought they were included on the tracks. These are not produced at HC factories either - they are produced at their reinforcement location and on the MIL track. Date 27/01/2009	FiF 3.3.1: Land and air units (other than MIL, GAR, AfA option 10: and TERR, PiF option 28: and pilots) must be built at a factory location in the unit's home country, or in the capital if the country has no factories. (...) MIL and GAR (AfA option 10: and TERR, PiF option 28: and pilots) are built on their own track, and not at a particular location (see 7 for where these arrive).	27/01/2009
Factories in Flames 3.4 Damaged and Incomplete Naval Units					
QFiF3.4-1	FiF 3.4 11.2	What are the combat factors of ships in the construction pool when port struck?	Construction pool ships being port struck or fighting their way through are considered damaged for all purposes (see WiF 11.5.8). If damaged they are sunk. Date 05/02/2009	FiF 3.4: Naval units in the construction and repair pools (but not those in production boxes or under repair) are included in any port attack (see WiF 11.2) there.	05/02/2009

Number	Rule Reference	Question (411)	Harry Rowland's Answer (411)	RAW7aug04 Rule Quote (411)	Answer Date
Factories in Flames 11. Optional Rules					
QFiF11.0-1	FiF11. FiF Option 3 FiF 3.3.2	Does FiF optional 3 (rushed construction) allow you to spend more than the unit's cost minus its time to build plus 1 (as specified in FiF 3.3.2) for repairing ships.	Yes. Date 05/02/2009	FiF option 3 (rushed construction) : The cost to rush construction for each unit is one build point more than it would normally cost to advance the unit on the track. FiF 3.3.2: You may spend up to the unit's cost minus the time to build plus 1 (if that is a positive number).	05/02/2009
QFiF11.0-2	FiF11. FiF Option 4	At what point during reinforcement is this done. In other words can that pilot used for disbanding be used that reinforcement stage to bring out another aircraft from the reserve pool?	It occurs at the end of reinforcement (the pilot must remain on the reserve track this turn). Date 20/01/2009	FiF Option 4 (disbanding) : You may also destroy any of your on-map units during the reinforcement stage. For any land or aircraft unit that you destroy at a home country factory, place at that factory saved build points equal to one third of the total cost of the unit.	20/01/2009
QFiF11.0-3	FiF11. FiF Option 4	Clarify that to gain the BP the unit must be at a home country factory (or port if naval unit) of the unit being disbanded not the HC of the controlling MP?	Correct (the unit's home country). This means that unit's without a home factory can't disband (we probably should have also included the capital but its no biggie). Date 20/01/2009	FiF Option 4 (disbanding) : You may also destroy any of your on-map units during the reinforcement stage. For any land or aircraft unit that you destroy at a home country factory, place at that factory saved build points equal to one third of the total cost of the unit.	20/01/2009
QFiF11.0-4	FiF11. FiF Option 6	When rounding the build points you gain from your destroyed land units, do you round to the nearest whole number at the end of every impulse or just once during the End of Turn Stage?	Just once at the End of Turn Stage. Thus its usually best to keep all of this turn's losses to one side and only return them to the force pool at the start of the Production step so that you can then count how many build points you will get back this turn. Date 20/01/2009	FiF Option 6 (production multiples) : (a) Add to your production one-half the total value of your (Optional: not isolated) land units destroyed by enemy attacks in your home country and one-quarter the value of your land units lost in attacks that you launched against hexes in your home country	20/01/2009
QFiF11.0-5	FiF11. FiF Option 6 13.6.3	Are PART considered land units for purposes of the FiF option 6 then what is the BP cost or do they not count for the rule since they have none?	They don't count. Date 23/08/2008	FiF Option 6 (production multiples) : (a) Add to your production one-half the total value of your (Optional: not isolated) land units destroyed by enemy attacks in your home country and one-quarter the value of your land units lost in attacks that you launched against hexes in your home country (any in the case of the Commonwealth; and if claimed, East Poland and the Baltic States count as USSR home country for this purpose only until all hexes are enemy controlled) this turn. This production cannot be lent or saved.	23/08/2008
QFiF11.0-6	FiF11. FiF Option 7	Does a specialization counter allow you to pick one unit per turn, one unit per factory stack, or one unit per empty space on the production track?	One per turn. Date 07/07/2009	FiF Option 7 (factory specialisation) : When you wish to build the type of unit at a location with its specialisation, you may choose which of that type of unit you wish to build from those available in your force pool (rather than drawing randomly).	07/07/2009
66.6 Designer rule					
Q66.6-1	66.6	When more than one player on the same side are eligible for a choice, who gets that choice?	Me. Date 16/01/2008	66.6: The designer is always right.	16/01/2008

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Date	Change
Version 1.1 (16 Aug. 2008)	<p>Released to the public.</p> <p>Total 382 questions.</p> <p>Same as 1.0 with portrait page setup instead landscape page setup. Lower page count.</p>
Version 1.2 (12 Nov. 2008)	<p>Released to the public.</p> <p>Total 389 questions.</p> <p>Sum up of the changes since Version 1.1 (16 Aug. 2008) :</p> <ul style="list-style-type: none"> - 7 questions inserted (Q11.16-29, Q13.6-9, Q13.7-23, Q14.2-1, Q18.1-1, Q22.4-19, Q22.4-50), - 1 question with a sub question added (Q22.4-31), - 1 modified answer (Q18.2-11) without changed meaning. - 1 modified question (Q11.16-32). - 0 modified answer with changed meaning.
Version 1.3 (7 July 2009)	<p>Released to the public.</p> <p>Total 411 questions.</p> <p>Sum up of the changes since Version 1.2 (12 Nov. 2008) :</p> <ul style="list-style-type: none"> - 14 questions inserted (Q2.1-4, Q2.4-6, Q9.9-12, Q11.4-10, Q11.9-1, Q11.11-6, Q13.3-5, Q13.6-2, Q17.2-6, Q17.2-7, Q19.4-3, Q20.0-7, Q22.4-45, Q22.4-46), - 9 questions added about FiF (QFiF3.1-1, QFiF3.3-1, QFiF3.2-1, QFiF3.4-1, QFiF11.0-1, QFiF11.0-2, QFiF11.0-3, QFiF11.0-4, QFiF11.0-6), - 1 question deleted and replaced by a new question (Q17.1-1), - 2 questions merged into one (Q5.0-1 & Q5.0-2 merged into Q5.0-1), - 1 question with sub questions added (Q13.6-15). - 2 questions with answer changed (Q17.2-1, Q20.0-6) without changed meaning.