

Fatal Alliances Consolidated Rules Errata & Bonus Counter Sheet

Game Setup:

- The USA draws two entry markers at game start, not one (contradiction in the rules with section 22.1)
- “Note 3” for Germany should be the two Auxiliary Cruisers

Counters (also see counter errata in rules):

- Two Russian Infantry have convoys printed on the back. These should be regular infantry, available at setup.
- Germany doesn't have enough convoy points for setup. Just record and indicate any extra (also see below for extra counters in the bonus counter sheet)
- The French HQ “Lanzarac” should be “Lanrezac”

Naval Combat:

- Delete: “You may choose a combat type that won't produce a combat. You might do this to prevent an unfavorable combat type occurring” (*This was true in World in Flames, but now contradicts other Fatal Alliances rules*).

Land Combat:

- Roll 2 dice for land combat instead of 1 (*1 die is a ghost of World in Flames*)

Production:

- 14.1 says ‘You can never spend more than half your production (after before lending and bonuses) on purchasing morale. (*Should be after, not before.*)

Victory Conditions:

- 22.3 says that the CP need 20 objective cities to win. In 13.7.2 it says that the CP need 16 or 19 (depending on Italy). (*13.7.2 is correct -> it is 16 or 19 depending on Italy.*)
- 13.7.2 says that the allies get -1 objective city for each minor country that they DoW. (*This is a ghost of World in Flames and doesn't apply in Fatal Alliances*).

Tracing Supply and sea zones:

- 11.3.2.5 says you trace supply past enemy-controlled protected sea zone boundaries with values of 5 or higher. (*missing the word “cannot”; i.e., you cannot trace supply past a protected sea zone boundary 5+*)

Overrun:

- 11.9.6 says Only enemy controlled hexes or enemy partisans (see 13.1) may be overrun. (*Partisans may no longer be overrun, this is a ghost of World in Flames.*)

Partisans changing sides:

- 13.1.2 If control of a ‘red’ country changes, control of its partisans may immediately change too. [contradicts]
- 13.1.1 However, destroy any partisans which would change controlling side (red to green or green to red).

Partisans are not removed from the map when their country is conquered MEANS THAT Colour may change in this case. ***(Partisans are destroyed and removed from the map when their controlling side would change.)***

Minor ghosts of World in Flames (should be removed but no game effects):

9. If the US has successfully declared war on an enemy major power this step, you now roll for unchosen US entry options aimed at that major power (see 13.2.2). ***(“aimed at that major power” no longer applicable in Fatal Alliances)***

9.2.1 Once a pact is broken, both major powers return the entry markers they have placed in their common border (see below) to the common entry marker pool. ***(no longer applicable in Fatal Alliances)***

10.2.1 naval air interception. ***(no longer applicable in Fatal Alliances)***

11.9.2.3 Moving into an opponent’s fort hex this step permanently destroys the fort. A *fort hex* is a hex containing a printed fort symbol. ***(no longer applicable in Fatal Alliances)***

13.1.1 Unlike neutrality pacts, anti-partisan garrison values are *never* doubled, halved, or modified by entry markers. ***(no longer applicable in Fatal Alliances)***

13.2.2.1 You may escort Allied convoys in any sea area with any number of SCS or CVs. ***(“CV” no longer applicable in Fatal Alliances)***

13.5.5.7 You may record what you produce on the builds charts provided. ***(There are no build charts in Fatal Alliances due to fewer unit types – simply record builds on any sheet of paper)***

22.1 Units that name a city on their back that you don’t control. They will become available when you control that city; ***(no longer applicable in Fatal Alliances)***

Countersheet errata and bonus counters:

In the errata and bonus counter sheet, we’re including 10 errata counters and 10 new bonus counters for Fatal Alliances - The Great War. The counters are as follows:

-The flags (Arabia, Afghan, Pakistan, Portugal, Ottoman Empire) replace their respective country markers on (CS 1 - Row 11->14) (Note that Arabia should be 8/9 as printed on the counter, not 6/9 as listed in the rules.)

-The Rumanian aircraft replaces its equivalent on CS 5, row 12, column 20

-Greek battleship Hydra replaces its equivalent on CS 6, row 11, column 17

-Tsar Nicholas replaces his equivalent on on CS 3, row 2, column 3

-Russian infantry '35' and '36' replace their equivalents on CS3 (row 7, columns 9 & 10)

-The German convoy and 9 artillery counters are just extra bonus units to add to the game (Enjoy!)