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AMERICA IN FLAMES: Democracy vs Darkness

Designed by Harry Rowland

23. America in Flames Set Ups

23.1 Introduction

Here we explain how to sort out the counters, how to lay out the maps and how to set up your units to start playing.

23.2 History

May 7, 1945: “How could it have happened?”, Eleanor wearily asks her diary. In one sense it was so logical and obvious, with warning signs every step of the way, but in another it was completely inexplicable and inexcusable.

Some defeatists were openly talking about the inevitability of Axis victory but no doubt those people would have been talking about how inevitable our victory was, if we had won.

To Eleanor, it all could have been oh so different. The rise of Hitler, the war in China, the establishment of the greater Reich and then The War, greater than the Great War itself. None of it need have happened, none of it would have happened, if brave, wise people had come forward when coming forward would have been enough.

If only France and Britain had stood up to Hitler much earlier, when they still had friends in Europe, rather than later, when those friends were being coerced into making the bombs to drop on their erstwhile allies.

If only the Western Allies had stopped the Panzers in 1940, when they had the edge, if only the Soviets had deployed intelligently in 1941, when the Fascists turned on them. If only, if only, if only.....the futility of the words tumble through Eleanor’s mind repeatedly.

How could Stalin possibly have thought that Adolf was going for Moscow in the Fall of ’41 after he had already sent his Panzers southwards to pocket Kiev, needed oil, and was then closer to the Caucasus than the Kremlin. Any fool should have known! Only a madman would have followed Napoleon to the gates of Moscow in the teeth of a Russian winter.

Eleanor sighed as she remembered those millions of Russians wasting their time and energy building hundreds of miles of entrenchments in front of Moscow, while the critical Don and the Volga were left undefended.

Meanwhile, Hitler temporarily, conveniently and hypocritically casts aside his untermensch beliefs to enlist the Ukrainians against their former masters. As Adolf said “Better a Slav fight a Slav than a German”. Needless to add, the poor Ukrainians paid for their folly in the end.

Many people thought that the fall of Baku and the entrance of Turkey into the war as an Axis ally late in ’41 was the turning point, but Eleanor knew this hadn’t necessarily meant the end.

But her own people were not free of stupidity and disgrace themselves. Why did we wait until we were attacked, when it was so obvious that the World’s democracies were in such peril? How could we have let our fleet lie slumbering at Pearl Harbor? Why did we send the remnants on such wild goose chases as the Coral Sea and Midway?

Even if we had spies in the IJN (although that just sounded like a cover story to Eleanor), everyone knew the Japanese planes had longer-range and we would have needed a miracle (like a break-down of the Japanese recon planes) for us to have struck the Japanese fleet before they could get ours.

The result was so predictable, the *Hornet* and *Yorktown* sunk, while the *Enterprise* slunk away with its tail between its legs.

The rest of 1942 had been one horrible nightmare, hardly real at all. the Axis (with Turkish help) capturing all the oil in the middle east; Pearl Harbor falling to the Japanese and, finally, the coup de grace - two giant pincers, one north and one south of Moscow completely encircling the Soviet capital trapping Stalin, Stavka and 2 million Russian soldiers. The Russians fought with unbelievable valour, but to no avail. By the end of the year, Moscow was captured and Stalin paraded in a cage through Berlin (typical Nazi vindictiveness, thought Eleanor).

Needless to say, 1942 was like a holiday compared with 1943. In June, the long-awaited invasion of Britain commenced. How could we have lost that battle, wondered Eleanor, considering the overwhelming strength of the combined British and US fleets. Who could have known that our fleet would be met by a blizzard of Adolf’s new “smart” Fritz bombs, a devastating surprise since we had not suspected the Axis were even testing such a weapon?

June 6 is now remembered as Black Thursday, as thousands of British and American mothers received the dreadful news that their sons would not be coming home. After the terrible Battle for the English Channel, the Battle of Britain became one long retreat up the island until, at last, one piece of good news as the massive “Second Dunkirk” saw over a million Brits, Americans, Australians and other assorted allies transported to America. One small gleam in a never-ending tale of darkness.

1944, by comparison, had been peaceful (at least in the Americas). Japan used the year to finally defeat the Chinese, and occupy Australia (India of course had fallen long earlier), but the Americas remained inviolate.

Why then did the Government have to risk all in a stupid long-shot gamble at re-capturing Hawaii? After all, the islands are breath-taking, but hardly vital to our national security. Considering that we were operating completely outside the support of our land-based air, our brand new Essexes never stood a chance. Wave after wave of Japanese Bettys, Zeroes, Judys and Peggys turned our beautiful fleet into twisted globs of charred metal at the bottom of the Pacific, long before we had even got within 200 miles of the beautiful peaks of Hawaii.

Of course we are still furiously building carriers, but will there be enough? The Axis have been boasting of their crash carrier building program for the last 2 years and the day cannot be far away when we too shall have to face the elephant. How will we react when we must fight for our homes?

There is only one light in this very dark tunnel, but it is a strong one. Nazi stupidity, narrow-mindedness and xenophobia have meant that all the greatest scientists in the world are now in the USA, many of them refugees from Nazi subjugation.

Amongst many fantastic projects, Eleanor had heard rumours of a weapon of unimaginable power that these scientists are working on, but will it arrive in time, and will it be unimaginable enough?

Suddenly, Eleanor's house shakes as heavy explosions rock Washington. The lights dim, then go out altogether while the eerie sound of air-raid sirens howl in the distance. A look of horror crosses Eleanor's face as she realises the moment of truth has arrived.

The greatest invasion in history has begun.

23.3 Which side?

America in Flames is a 2-6 player game. In a 6 player game, each player gets 1 major power. In a 2 player game, 1 is the Axis and 1 the Allies. If you have 3-5 players, 1 player plays:

- the Commonwealth and France in a 4 or 5 player game;
- Germany and Italy in a 3 or 4 player game; and
- the Commonwealth, France and the USA in a 3 player game.

Each player from youngest to oldest now chooses 1 major power (or group).

Alternatively, you may bid for sides. Every player may bid as many times as you like, auction style, each bid being 1 greater than the last bid (first bid being 1).

After all players have stopped bidding, the player who bid the highest now picks a major power (or group) to play. Then, the player who bid the next highest picks one of the remaining major power (or group) on the *other* side to play.

The next highest bidder now chooses one of the remaining major powers (or groups) from *either* side to play and so on until all major powers have been picked. Players who didn't bid, choose all remaining major powers randomly.

You now modify the number of research points needed to develop the hydrogen bomb based on the highest bid. If this bid was for an Allied major power (or group), add the bid to the total (200 RPs) required, if for the Axis, subtract the bid from the total.

Example: In a 4 player game, Dinah, Marie-Claude, Frederic and Ruedi start bidding. Marie-Claude wins the bid with 18, and chooses to play the USA. Ruedi bid second highest and chooses to play Japan. Dinah and Ruedi didn't bid. They both roll a die. Dinah rolls higher and chooses to play Germany and Italy, leaving Frederic with the Commonwealth and France. The game ends when either side reaches 218 (200 + 18) research points.

23.4 Laying out the maps

Lay out the maps so that the equivalent edge hexes on each map overlap.

23.5 The counters

23.5.1 Sorting out the counters

Pop or cut out the counters provided with the game. Countersheets 26~28 contain 840 counters. 800 of these represent military units. The military units are deliberately limited. If you add any more units to them (e.g. if you were to pay us for 2 copies of this wonderful game), we can't be held responsible for what might happen.

Aircraft and naval units are distinguished by silhouettes. Land units are distinguished by symbols. The unit description chart (see 27.) explains this in some detail.

The military units are printed in different background colours to differentiate nationalities, and all minor and some Commonwealth units are also identified by letters. Again, the unit description chart explains this.

23.5.2 The Force Pools

Sort your units into force pools. Each major power needs a separate force pool for each unit type. So, you need one each for CAV, INF, MIL, GAR, MOT, MTN, MAR, PARA, PART, MECH, ARM, HQ-A, HQ-I, SUB, CL, CA, BB, CV, TRS, AMPH, Convoy points, FTR, LND, NAV and ATR. You only have 1 force pools for each type regardless of how many countries contribute units to your force pools.

Some of these unit types come with different costs. For example, some LND will cost you 4, some will cost you 5 and some will cost 6 build points. Separate each unit type into a sub-force pool for each cost (first cycle cost only in the case of naval units).

Example: Rumania starts the game aligned to Germany. Thus, all 4 cost German and Rumanian FTRs will go into the one force pool.

This will leave you with a *lot* of force pools and organisation becomes important. Just forming piles on the side of the table is unsatisfactory. A good option is using a separate zip lock bag for each pool - these are cheap and pack away well. A more sophisticated (but more expensive) method is to use professionally made counter trays. Alternatives to those include egg cartons, and those plastic boxes you can buy in sewing, hardware and fishing tackle stores.

Set aside these units for now:

- units with an availability date on their back that is later than the game's starting year. They will become available later (see 4.1.1); and
- units that name a city on their back that you don't control. They will become available when you control that city (see 4.1.2);

You can remove any of your other units from the force pools if they have a year on their back that is at least 4 years *earlier* than the game's starting year. For example, at the start of the game (1945), you could remove any unit that had '1941' or earlier on its back. These units can *never* return to the game, so be careful.

The scenario information also specifies that you should add some minor country units (or even some conquered major power units) to your force pools.

23.5.3 *Setting up the counters*

This rule explains how to set up the units and markers.

Administrative counters

Put the year marker in the right space on the year track for this scenario's starting year (see scenario information).

Put the turn marker on the right space on the production circle for the first turn of the game.

Put the initiative marker in the appropriate space on the initiative track, turned to the side which starts the game with the initiative.

Put the impulse marker in the left-most space of the impulse track.

Set aside the remaining markers for now.

What units to set up

Now consult the set-up chart (see 29.). The set-up chart is broken up by major power. Set up each major power in the order listed.

The set-up chart is further divided by rows for geographical locations, and columns for unit types.

A number in the set-up allows you to set up that many units of that type. If a type is specified but not a number, you get 1 unit of that type.

Some units must be of a particular nationality. The nationality abbreviations used in the America in Flames set-up are:

Rum Rumanian

SN Spanish Nationalist

Some units types and terms have also been abbreviated. They are:

CP Convoy point

CVP Carrier plane

[fu] face-up

[fd] face-down

NSU naval supply unit

P Pilot

(not in SiF) do not set up this unit if playing with **SiF**

Some of the columns relate to aircraft set-up. Aircraft types are differentiated according to the time taken to build the unit.

You only need to set up the units specified in the **America in Flames** land, air and naval columns unless you own **Planes in Flames**, **Ships in Flames**, **Africa Aflame**, **Asia Aflame** or one of our other kits that can be played with **World in Flames** and **America in Flames**. If you do, please refer to the **World in Flames** rules to set up these

units as well. If playing with **Ships in Flames**, use **Ships in Flames** units wherever possible (AiF's *Asama* is the successor to SiF's *Asama* however).

If there are not enough units in the force-pool to build a unit, *and you have not removed any of those units from the force-pool*, you may randomly select a unit of that type from those available in the next year.

Unless the set up specifies a particular unit, choose the units randomly from each force pool. Unlike **World in Flames**, Commonwealth units are randomly chosen from all units in each force pool.

Where to set up

The left-hand column of the set-up chart shows where to set up your units.

If there is a date there, set up the units in those spaces of the production circle. Set up ships face-up if the next acronym to the right of the unit is “[fu]”, face-down if it is “[fd]”.

Example: *I am the US player setting up my units in an America in Flames Campaign game. The left-hand side of the last row of the US set-up states ‘Mar/Apr’. I set up the FD Roosevelt and Montana face-down on the Mar/Apr slice of the production circle. If I was playing with Ships in Flames as well, I would also set up the Cabot face-up, and the Maine and Albany face-down, in the same location.*

If the left-hand column has the words ‘construction pool’ or ‘repair pool’, set up the units in those pools.

Mostly, the left-hand column will mention a geographical location. If the set up gives you some latitude (e.g. “USA”), you can set up the unit in any hex *your* major power controls in that place.

The Axis units set up in the off-map boxes (see 2.1.3).

You must set up all on-map naval units in ports.

The campaign information details who controls what territory at the start of each campaign.

All units must conform to stacking limits after set up (see 2.3).

After you have finished setting-up, you can make naval moves out to sea with your naval units. Treat this as a naval action you conducted last turn, so the units must finish their move, then drop to a lower sea-box section as if they had stayed at sea last turn (see 13.4). Neutral major powers can only make these moves with convoy points.

You are now ready to play.

23.6 Operation Star Spangled Banner

First turn: Jan/Feb, 1947

No. of turns: variable (av. 18)

Maps used: North and South America

Initiative: Axis +1, Axis start with initiative.

Last weather modifier: Nil.

War status: The Commonwealth and the USA are at war with Germany, Japan and Italy.

France and the Netherlands are completely conquered. All Commonwealth home countries except Canada have been incompletely conquered.

Control: As specified on the map except that:

Germany has aligned Brazil, Portugal and Rumania, and has conquered British, French and Dutch Guyana, Newfoundland, Greenland, that part of Canada north of the St. Lawrence river and east of hex 15xx, hex 1562, and all islands in or adjacent to the Carribean Sea (e.g. Bermuda, the Bahamas, Martinique etc.) except Haiti, the Dominican Rep. and Cuba.

Japan has aligned Peru and conquered Panama, Prince Rupert and every adjacent hex, Seward, and every originally French and Commonwealth (except Canadian) island west of the American coast.

The USA has conquered Mexico.

Brazil, Paraguay, Rumania and Portugal are full allies of Germany. Bolivia is +3, Argentina +6, and Venezuela +12 towards Germany.

Italy has aligned Spain. Uruguay is +3, Cuba +10, and the Dominican Republic +14 towards Italy.

Peru and Costa Rica are full allies of Japan. Chile is +5, El Salvador +8, Guatemala +11 and Colombia +14 towards Japan.

Honduras is a full ally of the USA. Ecuador is +5 towards the Commonwealth.

Canada is the home country of every Commonwealth country.

Research: Allied Reseach is 115, Axis is 30.

Off-map production: Axis only, see 13.6.10 and map.

23.7 America in Flames Campaign

First turn: May/Jun, 1945

No. of turns: variable (av. 28)

Maps used: North and South America

Initiative: Axis +2, Axis start with initiative.

Last weather modifier: Nil.

War status: The Commonwealth, France and the USA are at war with Germany, Japan and Italy.

France, the Netherlands and all Commonwealth home countries except Canada have been incompletely conquered.

Control: As specified on the map except that the Commonwealth controls Greenland.

The Netherlands is a full ally of the Commonwealth. Its home country is Dutch Guyana.

Canada is the home country of every Commonwealth country. The French home country is French Guyana.

Rumania and Portugal are full allies of Germany. Spain is a full ally of Italy.

Research: Allied Research is 45, Axis is 30.

Off-map production: Axis only, see 13.6.10 and map.

Special rules: Before you set up, you conduct 2 minor influence steps (see 13.6.11) in an attempt to take control of one or more minor countries before the game begins. They occur, one after the other.

In the first pre-set up minor influence step, the major powers get these political points to spend on minors:

USA: 50

CW: 20

France: 15

Germany: 40

Japan: 30

Italy: 25

In the second pre-set up minor influence step, each major power gets the same number of political points, plus any they saved from the first minor influence step. After spending these points and influencing minors, both sides set up.

23.8 The Short (well...shortish) Game

If you like your action fast and furious from the start of the game, try this alternative scenario that is about a third faster than the standard game.

Each Axis major power gets *twice* as many political points in each of the pre-set up minor influence steps (see 3.5). To compensate, each side only needs 200 research points to develop the hydrogen bomb.

23.9 WiF/AiF~the Supergame

This game covers the full war from Germany's invasion of Poland in September 1939 until the discovery of the Hydrogen bomb at the end of the forties. It is the longest and most challenging of all the scenarios. It requires **World in Flames™** to be played.

First Turn: Sep/Oct 1939

No. of turns: variable (68 maximum)

Maps Used: All **WiF** and **AiF** maps

Initiative: Axis +2 box, Axis starts with initiative. No initiative roll on the first turn and the Axis has the first impulse.

Last weather modifier: Nil. The die-roll for the first impulse of the game is a '4'.

War status: All major powers are neutral except China and Japan who are at war with each other.

The USSR and Germany have a neutrality pact made in 1939.

Entry chits: The US has 3 entry chits. Place them in either, or both, entry pools.

Reserves: China and Japan have called out their reserves.

Control: As specified on the map except that: Japan has conquered China (east of the 1939 start line) and is aligned with Manchuria and Korea; Germany is aligned with Czechoslovakia; Italy has conquered Ethiopia and is aligned with Albania; and Communist China controls Lan Chow and Sian.

Intelligence points: The USSR (2), Germany (2), Italy (2), Japan (1)

Research: Allied Research is 0, Axis is 0.

Off-map production: NA

Special rules:

1. Use the World in Flames: Global War set-up (see last campaign in **WiF** 29) to set-up all units.
2. Each side may start researching the bomb from the turn that side has 10 or more research sites on-map, or Jan/Feb 1945, whichever comes first.
The standard cost of each research roll is *increased* throughout this campaign to 25 build points each, less 1 for each research site your side has on-map. They still cost a minimum of 5 per research roll no matter how many more than 20 sites a side currently has.
3. Either side may build Research sites from the turn the USA is at war with *all* Axis major powers. They cost the Axis 30 build points each to build and the Allies 25 build points each. Reduce the cost of each site by 1 for each site that side already has on-map (minimum cost 10 bps). They take 3 turns to build. This cost may be shared by the major powers if they agree.
Each major power may only contribute towards the cost of 1 research site per turn. When they arrive as reinforcements, they must be placed in the home nation of the major power who contributed the most to its cost.
Research sites may be destroyed in the same manner as factories (if playing **WiF** option 30) *after all* other targets in the hex have been destroyed.
The research sites on the **AiF** maps are ignored.
4. Production multiples are as per the World in Flames builds charts. The maximum US PM is 2, +0.5 if the Axis launch a land attack inside the US home nation (see 5.2). Ignore all green factories.
5. Panama starts the game as a (neutral) full ally of the USA. All other countries with flags may be affected politically from the first turn of the game.
6. If playing with **AsA Option 3**, French artillery set-up on the map must have an availability date of '1937' or earlier.

Special victory conditions: The game ends, and a side wins when:

- (a) it has completely conquered every major power on the other side; or
- (b) when it has developed the hydrogen bomb.

If neither side has won by Nov/Dec 1950, the game is a draw.

Historical objectives: Nat. China ~ 1, CW ~ 23, France ~ 6, Germany ~ 0, Italy ~ 0, Japan ~ 0, USA ~ 18 and USSR (incl. Communist China) ~ 19, last turn: July/August 1945.