

PATTON IN FLAMES: Breaching the Iron Curtain

ERRATA ~ 15 Mar 2001

The following errata covers the important omissions to the Patton in Flames rule book. To obtain the complete up-to-date and revised **Patton in Flames** rule book free of charge, go to our web page (www.a-d-g.com.au).

2.2, Atom Bombs ~ Dropping a hydrogen bomb has the same political effect as dropping an atom bomb.

2.6, last para of example ~ As Communist China spent more points, her levels in Central America are applied first.

4.1 (a) ~ In the case of the Commonwealth, increase its production multiple only if the enemy has attacked a hex in the UK.

9.6 (a), add new para ~ The Ukraine is treated as a separate country to the USSR for the purposes of partisans (only).

9.6 (b), add new para ~ Dropping a hydrogen bomb has the same effect as dropping two atom bombs on the target hex.

11.2, Special Rules: Germany, 6th para, change 1st sentence to ~ If your modified roll is less than *or equal to* the above number, the German unit defects.

11.3, War Status ~ The Commonwealth, France, Italy and the USA are surprised on the first impulse of the game.

11.3, Control ~ In Austria, the US controls the mountain hexes and all hexes to the west. The Soviets control all the hexes to the east.

11.3, Control ~ Greece control Rhodes, Leros and hex W1911.

11.3, Special Rules: Major Power Militia set up, change 1st sentence to ~ Commonwealth, French, Italian, Soviet and US (and their controlled minors) militia specified to be set up at the start of the game are set up in their home city, face *down*.

11.3, Special Rules: Italy

Italy is conquered just like every other major power (i.e. when Rome and *every* printed Italian factory is controlled by a Communist major power).

11.3, Special Rules: Vietnam and Indonesia, add sentence to the end of the first para ~ Furthermore, their partisans may be placed on the map in any hex in their home country (even friendly controlled hexes).

11.3, Special Rules: Vietnam and Indonesia, 2nd para ~ change “-/R” to “-/R*”.

Defcon 5 campaign: Commonwealth set up ~ The Canadian FTR is a 3 turn aircraft and the British NAV is a 2 turn aircraft. Delete the French C-47 in the set up. The Soviets start the game with an additional AMPH in the construction pool.

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