America Falling Rules Clarifications & Errata as of 28 July 2018

Rule 2.2 Delete the final paragraph of this rule and substitute: Note that the easternmost hex row (42xx) of the West Map matches up evenly against the edge of the westernmost hex row of the east map (11xx). They don't overlap. Each city control marker printed with an E10xx and W42xx grid coordinate should be interpreted as setting up in that West Map hex. The last two digits don't change, but look down the eastern-edge hex row of the west map, rather than the westernmost hex row of the east map, to find the proper locale for each such marker.

5.3 Separatist Phase Clarification. Change the first sentence of the last paragraph of this rule to read as follows: The marker may be placed by the chosen player in any city controlled by his opponent other than his capital city. Further, cities that contain one or more mobile units in addition to their intrinsic garrisons may not be chosen.

8.22 Clarification. In the Design Note following this rule, change the reference to "2.10" to read "2.2."

8.23 Optional Pinning Rule. Players who feel the move action rules given above allow for too much operational mobility may agree to incorporate this rule into their play. That is, mobile units located directly adjacent to one or more enemy mobile units are pinned down ("pinned") as long as that situation lasts. Pinned units may not move while that status lasts; though they may attack. Static city and capital city garrison units by themselves aren't enough to generate this pinned effect against opposing mobile units located in hexes adjacent to them, but mobile units in hexes with city or capital city garrison units still do generate the effect. As a further option, players may agree to exempt air assault units from the pinning effect of this rule. In that case, however, air assault units would still work to pin enemy non-air-assault units.

Change Rule 9.3 Procedure to read as follows.
After identifying the force you're going to attempt to subvert, openly announce how many MP you will expend in that attempt. Each *two* MP expended allows you to make one subversion-attempt die roll. A subversion attempt die roll succeeds in subverting the selected enemy force on a roll of one; all other die roll results are failures. So, for example, you might announce you're going to spend six MP to make *three* rolls against the enemy force you've selected to try to subvert. If an early roll succeeds, all the dedicated MP are still considered to have been spent. Any number of MP may be expended per subversion action, but the entire amount must be declared and debited before the first die is rolled. *Further, you may not attempt to subvert more than one enemy force per AAP.* Don't make individual die rolls for each unit in the selected force, make one die roll for the entire force for each MP expended. Forces subvert or resist as a whole; no partial subversions take place.

Change Rule 9.5 to read as follows.

9.5 Within the strictures given above, units may potentially be subverted and counter-subverted any number of times per game. If a subversion action is successful, and the target was an on-map force, show that success by immediately flipping over the force to its new allegiance. The new owner may begin taking actions with it, if desired, starting with his next action. If the subverted unit was an Special Forces Command, flip it and add it to the gaining player's holding box. Units in the reinforcement pools may not be subverted while there. See 12.7-12.11 for more details on them.

10.3 Optional City & Capital City DF. If players want a game with a more fluid front, substitute this optional treatment for rule 10.3: City garrisons have no defense factors printed on them. Instead, each one's DF is determined anew each time it's attacked. To do that you generally roll a die, thereby generating a DF of one through six. Note, however, that capital city garrisons and Separatists always automatically get DF of 6. Also change rules 15.3 and 15.4 to reflect this altered approach.

11.3 Clarification. The reference at the end of this rule refers to moving from the west edge of the main western map onto the PCAM when doing so under the influence of enemy airpower. If such a move were conducted entirely on the normal map, it would cost 2MP; here, as a special case, it costs 3MP.

12.5 versus 12.6. Delete the example in rule 12.5 about recycling Fleet Headquarters. Rule 12.6 is correct in that those units may never recycle.

Map & Counter Errata

San Antonio is in hex W3033, not W3003: the hexes on the map are mis-numbered near the city.

City Counter E2628 (Apalachicola) should read E2630, and it's not part of the Northeast Megalopolis (NEM).

City Counter E2917 (Ashville) is correct, but it should not read "NEM."

The control marker for Philadelphia is missing (E4006 NEM), and it was also inadvertently omitted from being listed on the City Status Tables. A fix-it counter is being made up and will appear soon.

The Denver (W1811), Beaumont (W3930) and Richmond (E3711) control markers have those hex numbers correctly printed on one side, but they are incorrectly printed on the other side. Fix-it counters are being made up. In the meantime, just white-out the incorrect number on the one side.

Two new MP markers, with "+100" on their reverse sides are also in the process of being made up. In the meantime, just write-in "+100" on side of each counter.

The 173 Air Assault Brigade is improperly shown as a Pacific Reinforcement (PR). It should be an Atlantic Reinforcement (AR).

The 2nd Infantry Brigade is improperly shown as a Pacific Reinforcement (PR). It should be an Atlantic Reinforcement (AR) and I it should also be a Stryker Brigade rather than an infantry brigade.

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