

Eighth Air Force Errata (as of 7/14/2003)

Aircraft Cards

Change: The B-24D and B-24J should have an Undamaged Saturation Rating of 5 and a Damaged Saturation Rating of 3.

Change: The P-38L should be Turbocharged.

Clarification: The B-25Cs in Eighth Air Force have 10 Hit Points on their Damaged side. This is correct. The B-25Cs in Luftwaffe (with 9 Hit Points) are incorrect.

Resource Sheet

Change the second sentence of the Clouds over Target resource to read "... and Target Flak is reduced by one."

Add the following sentence to the Fighter Sweep resource: "There is no VP cost for the Sweeping aircraft to Disengage."

Change the Late Arrival resource to read: "The appearance of one element of enemy fighters (your choice) is delayed. Draw one card to determine the length of the delay. The element is placed at the beginning of the following turn, starts at any altitude (owning player's choice) and goes last in Turn Order."

Action Card drawn	Number of Turns Delayed
Red-bordered	3 Turns
Blue-bordered	2 Turns
White-bordered	1 Turn

Change the last sentence of the Loose Formations resource to read "... or are flying alone."

Add the following sentence to the Missed Target resource: "Reduce Target Flak to be equal to the target's Area Flak."

Change the last sentence of the Tight Formations resource to read "... or are flying alone."

Bombing Display

Change the listing for Bomb Cards at Very Low altitude on the Saturation Bombing column from "+2" to "+1".

Change the listing for Flak Cards at Very Low altitude on the Torpedo Bombing column from "+1 Target" to "Base".

Add a new column titled "Fighters". This column is used for all Fighters and Light Bombers that continue over the target but do not Bomb or Strafe and (for Area Flak) for all Fighters and Light Bombers at Very High altitude. The column is structured as follows:

Altitude	Flak Cards
Very High	-2 Target, -1 Area
High	-2 Target
Medium	-1 Target
Low	-1 Target
Very Low	Base #

Campaign Sheets

Schweinfurt Operation: Two important pieces of information did not make it into the rules, or onto the sheet. The bomber force is composed of: 6 B-17Fs and 3 B-17Gs. Schweinfurt is an Industrial Center Target, with the "Vital Target" Option.

Stalingrad Airlift Operation: The Target-Bound Home bound turns are 8/7 (as stated on the Operation Card), not 9/8 (as stated in the rules).

Basic Rulebook

3.1 The exception (no Wingman attack on the first player turn) does NOT apply if the opposing force consists entirely of Formation aircraft.

4.9.2 Addition: The Basic Game Dogfight Mission Victory Table is located on the back of the Destroyer Target sheet.

5.2.3 Addition: The Horsepower of Rocket Fighters is never increased or decreased by altitude. The Me-163 is the only Rocket Fighter in Eighth Air Force. It functions as a Jet Fighter for all other purposes.

5.3.1 Addition: A Jet may never accumulate more Full Throttle counters than its Speed Rating.

5.3.1 Clarification: As indicated by the reverse side of the cards a Jet or Rocket Leader loses all its **Full Throttle** counters when it is flipped to its Damaged side, and may not draw any additional counters.

5.3.1 (Exception) Clarification: If the “promoted” Wingman is on its Damaged side it does not draw any **Full Throttle** counters.

5.3.3 Addition: Methanol Injection The Bf-109G is not a Jet Fighter. However, it was equipped with a methanol injection system that could provide a short burst of power. To reflect this, each Bf-109G Leader is given a single **Full Throttle** counter at the beginning of the game (in effect, it has a Speed Rating of 1 and a Thrust Rating of 0). When a Bf-109G Leader is shot down his “promoted” Wingman receives a **Full Throttle** counter, unless the Wingman is on its Damaged side.

7.2.1 Jets may discard a Full Throttle counter(s) instead of a card(s) when climbing or following an enemy Leader’s altitude change.

7.2.2 Important Change: An Advantaged Leader who follows the altitude change must discard TWO cards (in addition to any cards gained or lost due to the altitude change itself).

7.2.2 Clarification: A Wingman may not play a **Vertical Roll** as an Attack card (i.e., to change altitude).

7.2.2 Clarification: A Leader who is Neutral may play a **Vertical Roll** during his Play Cards Step to change altitude. In this case enemy Leaders may **not** attempt to stop it as per 7.2.3.

7.2.3 Clarification: If his Leader did not change altitude with your Leader you may not play cards against any enemy aircraft at your new altitude. However, if you had another **Vertical Roll** you could play it to change back to the altitude of the enemy Leader you were engaged with and play additional Attack cards against him.

7.3 Change: Your Leader or Wingman may not maneuver against or attack an aircraft that is at a different altitude at the moment the card is played. A Neutral Leader may play one or more **Vertical Roll** cards to change altitude prior to attacking an enemy aircraft.

11.2 Addition: If your Leader is shot down after the Wingman Attack Step of your player turn (this can happen due to Target Flak [22.2] or Counter-Fire [20.5] from a Formation aircraft) your newly “promoted” Wingman does not conduct a Play Cards Step that turn.

12.0 Change: The entry in the Disengagement Table for “Aircraft is a Heavy Bomber” should read “down 1 level”.

12.0 Change: The entry in the Disengagement Table for “Voluntary Disengagement” should read “down 1 level”.

Campaign Book

15.2 Clarification: Resolve Target Flak [22.2] against Fighters or Light Bombers during the Bomb/Strafe step, even if they are not bombing or strafing.

15.2 Change: Jettison Decision. If one aircraft in an element Jettisons its ordnance the other must jettison as well (exception: Fighters which must Jettison due to being Damaged).

17.1.3e Addition: Light Bombers may not conduct a Wingman Attack or Play Cards step against Unloaded enemy Fighters unless they begin the player turn Engaged with those Fighters.

17.1.3f Addition: a Loaded Light Bomber Leader does not draw a hand of cards [4.6] until either a) he or his Wingman is attacked by enemy aircraft b) both aircraft Jettison or c) the beginning of the Ingress turn, whichever comes first. The Player order position [4.7] of the Light Bomber Leader or element is determined normally, but until a hand of cards is drawn the Leader/element's turn is skipped entirely (except for the Jettison Decision step).

17.1.4 Addition: Torpedo Bombers may also use Torpedoes against Freighters.

17.1.5a Change: Loaded Fighters and Light Bombers may play **Maneuvering** cards.

17.1.5d Addition: All Loaded Wingmen have their Offensive Ratings HALVED (Fighters round up, Light Bombers round down). The halving takes place after applying any reduction for being at Very High Altitude [5.4.2].

17.1.6 New Rule: **Fighter Bombers.** Fighters Loaded with any type of ordnance other than Drop Tanks or 30mm Gun Pods are treated as Light Bombers for purposes of 17.1.3e and 17.1.3f. This is true even if only one Fighter in an element is Loaded.

18.2.4 Change: Except for Damaged Fighters [18.2.2] if one aircraft in an element Jettisons its Bombs both must do so.

18.6.2 Change: The two additional bomb cards are not drawn when attacking a Naval Target or a Freighter.

21.3.1 Clarification: The Dive Bombing aircraft must be at this “starting altitude” at the beginning of the Bomb Turn. (i.e., they may not change altitude during the Adjust Altitude Step of that Turn).

21.3.2 Clarification: If the dive-bombing Leader is Disadvantaged or Tailed at the time it performs its attack the engaged enemy leader may follow the altitude change. However, he must discard a card or cards (see the important change to 7.22) to do so just as if the Dive Bomber had played a **Vertical Roll**. He does **not** draw an Action card for the altitude change.

21.4.5 The first sentence should read “...draw one Action card per Torpedo carried and refer to its Bombing section.”

21.5.3 Change the first sentence to read “Decrease the result on the Bomb card by one level when the Saturation Bombers attack a Naval Target or a Freighter.”

21.6.1 Clarification: In order to Strafe an aircraft must have a Burst (Leader) or Offensive (Wingman) Rating or carry Anti-Tank guns.

21.6.1 If one aircraft of an element Strafes the other aircraft may Strafe or not at the owning player’s discretion.

22.1.4 Important Change. Loaded aircraft [17.1.5] and Formation aircraft may not respond to Area Flak. Fighters and Light Bombers that are not Loaded may play one Response card against Area Flak (note that this is a total of one card – not one card against each Flak card. Since only a few targets have an Area Flak rating greater than “1”, though, the effect will be the same most of the time).

22.2.2 Addition: When resolving Target Flak against a Fighter or Light Bomber element resolve the flak against the Leader first.

22.2.3 Change the second sentence to read “Apply Damage from all **In My Sights/Out of the Sun** cards not Responded to [22.2.5] immediately.”

23.5.6 Clarification: If an Aircraft Resource includes two elements both need not arrive on the same turn.

23.6 Addition: Aircraft may Disengage [12.0] during a Mission. Fighters and Light Bombers Disengage during the Play Cards step of their player-turn (**exception:** Fighters and Light Bombers that have gone Over Target [26.1.1] may not Disengage during the Bomb or Egress Turns). Formation aircraft Disengage at the end of the turn. Formation aircraft may only Disengage during the Target-Bound Phase of the Mission/Strike.

25.2 New Rule: Skip the Target-Bound Phase if there are no defending aircraft. If all defending aircraft are destroyed or Disengage before the end of the Target-Bound Phase, the remaining Target-Bound turns are played normally, except that Leaders may not discard. This restriction is lifted at the beginning of the Ingress Turn. This rule does **not** apply when using the optional Fuel rules [27.0]. (Note: the intent of this rule is to prevent players from padding their hands during unopposed Target-Bound turns.)

26.4 Change the first sentence to read “ If a Bombing or Strafing Leader...”

29.0 (1) Change: Ju-88s that bombed adjust from Low back to Medium or from Very Low back to Low.

30.2.1 Addition: The Home-Bound Phase may also be skipped if there are no defending aircraft, unless using the optional Fuel rules [27.0].

31.0 (2) Change: In order to receive the VPs for going over the target and returning Undamaged a Light Bomber must actually make an attack on the target, even if previous attacks on the target inflicted the maximum amount of damage that the target can take.

35.2 Dam Buster Operation Clarification: The Operation encompasses the destruction of three dams. The player receives 10 Lancasters to destroy all three dams. The player conducts one run at a time against the first dam until it is destroyed. Once it is destroyed, the next run is conducted against the second dam. The second dam is then attacked until it is destroyed. Once it is destroyed, the third dam is attacked. The Operation ends with the destruction of the third dam, or the run of the 10th Lancaster.

Example:

The following example summarizes the events in one Dam Busters Operation.

Bomber #1: Is unable to respond to a Tight Turn card along the Bomb Run for the Mhne Dam and is Destroyed. -20 VP

Bomber #2: Scores a Hit on the Mhne for 1 D.P. and adds one saved In My Sights card to increase the damage to 2 D.P. The Bomber is undamaged. +10 VP

Bomber #3: Scores a Miss on the Mhne for 0 D.P. and adds one IMS card to boost the damage to 1 D.P. This brings the total damage to 3 D.P., which is enough to Breach the Dam. The Bomber is undamaged. +10 VP for the Bomber, +100 VP for the Breached Dam.

Bomber #4: Makes a run on the Eder Dam and scores a Direct for 2 D.P. A saved IMS card adds 1 D.P., and the Dam is Breached. The

Bomber is, unfortunately destroyed by the Pull Out Card draw. -20 VP for the Bomber, +100 VP for the Breached Dam
 Bomber #5: Makes a run on the Sorpe Dam. It scores 0 D.P. with a Miss card, and has no IMS cards remaining to boost the damage. +10 VP
 Bomber #6: Makes a run on the Dam and is forced to abort. The second run is also forced to abort. During these runs the bomber is Damaged. -10 VP
 Bomber #7: Makes a run and has it Spoiled by Possible Spoiled Attack cards. +10 VP
 Bomber #8: Makes a run and scores a Direct for 2 D.P. +10 VP
 Bomber #9: Makes a run and scores a Miss, but boosts it by 3 with 3 IMS cards. The Dam is Breached. +10 VP for the bomber, +100 for the Dam
 Outcome: 310 VP for a Complete Success

35.3 Stalingrad Operation Clarification: Daily aircraft availability vs. Operation aircraft availability. Each type of aircraft has two ratings. The number before the slash is the maximum number of that type which may be used each Day. The number after the slash is the number available throughout the Operation. Each time an aircraft is destroyed it is subtracted from the number available for the Operation. Damaged aircraft are not subtracted from the Operational limit. Using an aircraft on one Day, does not preclude its use on the following Day.

At the beginning of each Day, a card is drawn to determine the Weather, and a card is drawn to determine the Air to Ground Mission. The Weather dictates the number of aircraft available to the Germans and the Soviets.

Players then select their aircraft to participate in each mission. Aircraft selection is limited by two factors: Aircraft Availability and Weather. An aircraft used in one Mission may not be used in the other Mission during the same Day.

Example:

It is the fourth Day of the Operation. During the first three Days, the following aircraft have been destroyed:

German Aircraft	Losses	Soviet Aircraft	Losses
Bf-109E	2	MiG-3	0
Bf-109F	2	Il-2	2
Fw-190A	1	P-39D	3
Ju-87B	1	P-40C	1
He-111H	2		
Ju-52	2		

Each player therefore has the following aircraft available for use throughout the remainder of the Operation:

German Aircraft	Remaining	Soviet Aircraft	Remaining
Bf-109E	2	MiG-3	6
Bf-109F	0	Il-2	4
Fw-190A	1	P-39D	1
Ju-87B	3	P-40C	3
He-111H	4		
Ju-52	4		

On the fourth Day of the Operation a card is drawn for Weather and it is a Tight Turn (Blue-bordered). The Germans may use up to 8 of their Aircraft this turn and the Soviets may use up to 6 of their Aircraft. A card is then drawn for the Air to Ground Mission and it is a Barrel Roll, so the Germans are bombing a Soviet Supply Depot.

The players then secretly select the aircraft they will send on the Air to Ground Mission and Air Lift Mission. The players make the following selections:

German Player (Supply Depot)		Soviet Player (Supply Depot)	
Aircraft	Quantity	Aircraft	Quantity
He-111H	1	MiG-3	2
Ju-87B	2	P-40C	1
Fw-190A	1		

German Player (Air Transport)		Soviet Player (Air Transport)	
Aircraft	Quantity	Aircraft	Quantity
Ju-52	3	P-40C	1
BF-109E	1	P-39D	1
		IL-2	1

Note that the aircraft allocated for the two missions do not exceed the number of aircraft remaining for each player, nor does it exceed the number of each type of aircraft which may be used each Day.

Air to Ground, then Air Lift Missions are then resolved for the Day. During the Missions the following aircraft are Destroyed:

German Player		Soviet Player	
Aircraft	Destroyed	Aircraft	Destroyed
He-111H	1	MiG-3	1
Ju-87B	1	P-40C	1
Fw-190A	1		
Ju-52	1		
BF-109E	1		

The following aircraft are available for the remainder of the Operation:

German Player		Soviet Player	
Aircraft	Remaining	Aircraft	Remaining
BF-109E	1	MiG-3	5
BF-109F	0	IL-2	4
Fw-190A	0	P-39D	1
Ju-87B	2	P-40C	2
He-111H	3		
Ju-52	3		