

Zero! Errata (as of 06/01/2002)

Aircraft Cards

Change: The B-17D and B-17E should have an Undamaged Saturation Rating of 3 and a Damaged Saturation Rating of 2.

Change: The TBD-1 should have a bomb rating of 1 Level rather than 1 Dive.

Counters

Clarification: IJN pilots have the rising sun symbol on their counters. IJA pilots have the red "meatball" symbol on their counters. USN pilots have a dark blue band across the top of their counters. USAAF pilots have an olive green band across the top of their counters.

Resource Sheet

Change the first sentence of the Bomber Attack resource to read "Conduct an attack with Bombers against your opponent's Carrier Fleet..."

Clarification: Light Bombers participating in a Scout Mission are not considered to be Loaded.

Bombing Display

Change the listing for Fighters at Very High altitude to -2 Target, -1 Area. The -1 Area will apply to ALL Fighters and Light Bombers at this altitude during the Ingress and Egress Turns, since no bombing or strafing is allowed during those turns.

Change the heading of the Level Bombing column to Level Bombing and Strafing.

Campaign Sheets

Pearl Harbor: The second Rules Summary bullet point should read "... 15 L/W of B5N2 Kates and 12 L/W of D3A1 Vals..."

Basic Game Rulebook

2.0 The number of aircraft cards in Zero! is 74, not 54.

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

5.26 Change: The reference to 6.34 should be 6.35.

6.31 Example: The reference to page 8 should be page 7.

7.22 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).

7.22 Clarification: A Wingman may not play a VERTICAL ROLL as an Attack card (i.e., to change altitude).

7.22 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 7.23.

7.24 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.

8.11 The first sentence should read "... from which he may attack enemy aircraft at his altitude."

8.11 The third sentence should read "Note that a maneuver need not necessarily precede an attack."

8.12 The first sentence should read "... each time a card is played."

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: Delete the entry in the Disengagement Table for "Voluntary Disengagement".

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).

17.13e 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.

17.13f 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).

17.15 Change: Loaded Fighters and Light Bombers may play MANEUVERING cards.

17.15 Change: 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 [5.32].

17.16 New Rule: **Fighter Bombers**. Loaded Fighters are treated as Light Bombers for purposes of 17.13e and 17.13f. This is true even if only one Fighter in an element is Loaded.

18.24 Change: Except for Damaged Fighters [18.22] if one aircraft in an element Jettisons its ordnance both must do so.

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

19.32 Change: The reference to 19.3.6 in the last sentence should be 19.35.

20.52 Change: Delete the reference to 20.55.

20.54 Example: The reference to a B-25 in the fourth paragraph should be a B-17.

21.41 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).

21.42 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 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.

21.55 The first sentence should read "...draw one Action card per Torpedo carried and refer to its Bombing section."

21.62 Change: EXAMPLE: An undamaged B-17E (Saturation 3) draws three (3) cards, increased to five (5) due to its Norden Bombsight [18.32], to resolve its bombing attack. The B-17 draws five cards and receives the following bomb results: Hit, Direct, Vital, Miss, Hit.

21.63 Change: CONTINUING THE EXAMPLE: If the B-17 mentioned in 21.62 had been attacking a naval target the first three cards would have been adjusted to Miss, Hit, Direct and the two additional cards for the Norden Bombsight would not have been drawn at all. (This change and the one to 21.62 example reflect the new B-17 Saturation Rating and the change to 18.32.)

21.71 Clarification: If one aircraft of an element Strafes the other does not have to as well.

22.14 Important Change: Loaded aircraft [17.15] 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).

22.23 Change the third sentence to read "Apply Damage from all IN MY SIGHTS/OUT OF THE SUN cards not Responded to [22.25] immediately."

Example of Bombing and Flak Clarification: During the Bomb Turn the Hurricane Leader would actually be attacked by Target Flak before attacking the Ki-21s during his Play Cards Step.

23.1 Clarification: Aircraft may Disengage [12.0] during a Mission or Strike. Fighters and Light Bombers Disengage during the Play Cards step of their player-turn (**exception**: Fighters and Light Bombers that have gone Over Target [23.51] 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.

23.25 Example: The second sentence should read "Target #11 has..."

23.3 Change: 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. (Note: the intent of this rule is to prevent players from padding their hands during unopposed Target-Bound turns.)

23.7 Clarification: Skip the Home-Bound Phase if there are no defending aircraft.

24.6 Change: EXAMPLE: Four G4Ms escorted by two A6M2s attacked Docks defended by two P-40Bs during the current mission. At the end of the Mission the Japanese had scored eight Damage Points against the Docks, leaving them Heavily Damaged for 6 VP for the Japanese. Both P-40Bs were destroyed (10 more VP for the Japanese). One G4M was destroyed (10 Allied VP) and one damaged (5 Allied VP). The other two G4Ms earn 10 additional Japanese VP for going over the target and surviving undamaged. The total VP for this mission are: Japanese 26 VP, Allied 15 VP (Note: the original example omitted the VP for the bombers going over the target.)

24.61 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.

25.33 Clarification: The reference to the "Out of Sight" resource should be the "Nowhere in Sight" resource.

25.34 Clarification: This also applies to non-Carrier Fleet targets attacked through the "Mistaken Target" resource.

25.71 Clarification: This rule also applies to Strike aircraft that were damaged due to Disengagement [12.0].

25.9 Addition: If the first (non-simultaneous) Strike of a turn puts the opposing Carrier Fleet Out of Action, the second Strike is still conducted. Reduce the size of that Strike as if the Out of Action Carrier Fleet was Crippled.