**ERRATA**

Changes to text are underlined.

4.5.3 (Rule Change). Normally Twilight is rolled after the target for tonight is selected. However, in Downfall scenarios players should roll twilight before target selection to determine if the short nights rule applies.

7.1 (Clarification). Change the second sentence of the second paragraph to read:

However, remove the Scramble marker after moving (even if the unit elects not to move this turn).

7.4.2 (Clarification). Change the third paragraph to read:

Units with Scramble markers cannot attack any raids (though they may be attacked), nor can they deploy to any city or beacon box [7.3], nor can they be marked with a GCI Intercept marker [9.3] or infiltrate raids [9.4].

9.3 (Clarification). Change the first sentence of the eighth paragraph to read:

Units marked with GCI markers cannot deploy to a city or radio beacon, infiltrate raids, conduct wild boar attacks or move except to return to base [7.4.3].

9.4.3 (Clarification). Change the third paragraph to read:

If a Tame Boar infiltrates a Mosquito raid, the Tame Boar unit immediately leaves the raid after the attack is resolved. Do not place a Return to Base marker on it.

9.6.1 (Correction). The example is incorrect because Mosquito escorts may not bomb in the hex where they break out [4.4.1]. Change the example to read:

*EXAMPLE: Main Force raid 'C' enters hex J6. It bombs Dortmund and finishes the turn in K6. Mosquito raid 'F' splits from the Main Force in this hex before exiting to K7. Mosquito raid 'H' also splits from the raid and enters J5, where it bombs Osnabrück. Three Flak Combat markers are placed: two in the hex and one on the city. Two will be for the area flak attacking raids 'F' and 'H'. The third will be for the Dortmund city flak attacking raid 'C'.*

10.5.3 (Clarification). Change the first paragraph to read:

The British player can convert HE and Incendiary counters in the same area into major fires. He does this by removing bomb counters from an area and replacing them with Major Fire counters. The British player does not have to convert and can decide how he converts counters.

10.6 (Clarification). Change the fourth paragraph to read:

Remove the TI and Approach marker after the first attack, but keep the Aimpoint marker in the same area for the second attack. For the second attack place a new TI counter, based on the current weather in the target city’s hex, and resolve the attack as normal. If the first attack drifts [10.3.2] the second will drift in the same direction if its drift value is greater than 0.

11.1.1 (Clarification). Change the second sentence to read:

1 VP for each *unconverted* Incendiary or HE counter dropped on a non-fields area.

11.1.2 (Clarification). Change the second sentence to read:

0.5 VP for each *unconverted* Incendiary or HE counter dropped on a non-fields area.

**FAQ**

Q: The turn track goes up to 16. Does this mean that games must end after 16 turns?

A: No. There are no time limits to games and you can play beyond 16 turns.

Q: Rule 7.3. Can more than one unit stack on a radio beacon or city?

A: There are no limits to the numbers of units that can stack on a radio beacon or city.

Q: Rule 7.6. We had Fog Weather in England in the Downfall scenario. Would the RAF actually take-off in fog?

A: Given that the weather in England matters most during recovery, I’d treat Fog over England as the conditions at landing rather than those applicable at takeoff. Of course, a weather card can change this, and don’t forget the FIDO rule [7.6.1].

Q: Rule 8.2.1. In the Berlin scenario a Main Force raid is detected on the turn of entry. Do any bomber stream counters get placed behind the Mandrel Screen hex?

A: No. The first paragraph of 8.2.1 notes that bomber stream counters are placed in ‘each of the last two hexes [the raid] had been plotted to move through’. Since no movement is plotted before entry in the Mandrel Screen hex, no counters can be placed.

As a rationale for this, imagine that the stream is being screened from view by the Mandrel jammers.

Q: Rule 10.5.2. Because bombing is resolved after combat, it is possible for disruptions inflicted after a raid has passed a city to affect bombing. Is this correct?

A: Yes, the rules are written that way for simplicity’s sake. It can occasionally cause some strange artifacts, such as when GCI attacks affect the head of the bomber stream after it has passed the target. If players wish to apply house rules to these situations they are welcome to.

Q: Rule 11.0. When are the VPs for bomb counters assessed?

A: At the end of play after all Main Force raids have executed their attacks.

Q: In Downfall, the I NJG11 (hex I9) Gruppe counter has a 3JD notation. Should it be 7JD?

A: No, the counter is correct. The JD assignment can be different from that of the physical location of its airfield.

Q: In the examples in the rules, the bomber stream counters are shown as facing their parent raid, making it plain which raid they belong to. I have been placing them without facing so as to make it unclear which is the main raid and which are the Mosquitoes when a split happens. Is the intention that the bomber stream counters should clearly indicate which raid counter they belong to?

A: You are playing it correctly. Streams face the raids in the examples to make the rule’s intent more clear. However, as the first illustration on p12 notes, players are NOT required to do this. In the revised rules set, the illustrations have been changed so that the streams no longer face toward the raid.