

## Airplane:

- Dornier Do 17 has a double move misprinted on its help card instead of a single. *(in the compendium is correct)*
- Messerschmitt Bf 110 has misprinted the required single damage in the compendium. *(on the help card is correct)*

## Scenarios and Events:

**Scenario #1, Training:** II turn Group B: # x Bf 109 on D4 *(where # is the number of pilots)*.

**Scenario #2, Airfield:** missing on the scenario card Luftwaffe Start: E1, E2, B9. *(in the compendium is correct)*

**Scenario #4, Blitz:** Route for group B should be C7>C3>C1>A6>A3>A1>A5 instead: C7>C3>C1>A6>A3>A1>A7

**Scenario #6, Coming home:** a sentence is missing from the description in the compendium: *When players pass through as Area with German fighters, Luftwaffe activates „Hun in the sun” rules.*

**Scenario #7, Convoy:** a sentence is missing from the description in the compendium: *The Luftwaffe planes move with the speed of the slowest in the group (group is created by the aircrafts starting at the beginning in one Area). If there are only Bf 110 in the group, they are moving 2 Areas since the beginning. If in the group there are Bf 109, Bf 110 and He 111 they are going 1 Area.*

**Event # 13, Brothers in Arms:** a sentence is missing from the description in the compendium: *The spitfires squadron can move one Area each turn. Luftwaffe fighters are in „Patrol” mode so they are chasing and attacking the Spitfires.*

**Event # 14, All for one:** At the beginning of each turn, 1 token is lost. You can also „spend” 1 token to move the damaged aircraft 1 Area *(you can move only 1 Area)* and/or to cancel 1 hit from German planes.  
**should be:**

*At the beginning of each turn, 1 token is lost. During German attack (Phase IV and/or V) you can „spend” 1 additional token to cancel 1 hit from German planes. You can move damaged aircraft 1 Area (you can move only 1 Area during Phase II).*

## Rules:

**p.15 German modes: Hun in the Sun:** missing sentence: *„Hun in the sun” is for the fighters only.*

**correction :** To capture this happening in the game, there will be designated times when Germans get to roll **one die at the beginning of the Combat phase**, using standard Counterattack procedure.

**p.15 End of the game:**

missing sentence:

*Scenario ends after fulfilling main goal, but when the pilots are save. It means, they are no fighters able to attack pilots in the next turn (i.e. fighters in the Offensive mode or on Patrol, which could reach the pilots). The consequence is, that the players can lose the game being shot down after fulfilling the main goal.*

## Compendium

**p.2 Golden Rules**

2. # always means the number of **pilots**.