Skies Above Britain Errata
Jan. 1, 2023

Red text signifies item was added since Dec. 1.

FATE BOXES

Engine Fate Box – The second table in the Green row is missing an '11' result. If you roll an '11' the result should be 'Hospital.'

Thanks to Gethyn Edwards for rolling an eleven and posting about it on BGG (we hope his pilot recovers soon).

RULE BOOK

pp. 7 & 8 – Legacy image. The illustration of the Bounced! cards are older versions and include the phrase "If Messerschmitts…" That card was edited during development and operates slightly differently in the published game. This error has no effect on the rules explained on those pages, but could cause players to think their cards are defective.

Thanks to Ryan Kardell and his son for pointing this out on BGG.

pp. 9 – Blast'em! The RAF Advantage card is erroneously included in the heading for Bounced! and Behind you! It should not be (they are Luftwaffe Advantage cards). This means that a heavy escort station is not required to invoke the event text on the Blaste'em! card.

Thanks to @Holbronx82 for pointing this out on BGG and Gethyn Edwards for sticking with it..

p. 13 – Slip & Lost Contact. When a Slip maneuver is successfully performed, the RAF Fighter that finds itself tailing the Escort marker is Lost Contact. That's because the escort broke off its pursuit of the Section and is evading for self-preservation. Even if the RAF Fighter let's the escort go instead of making its attack during step 3 of the Dogfight Round, it has Lost Contact with its Section and with the Raid.

Thanks to Kieron on BGG for asking the right question.

p. 39 & 45 – Reform. Clarification: A RAF Fighter may Reform once per instance (once during the Chase step of the Entropy Phase and once during Step E of the Patrol Complete Phase). Thus, a RAF Fighter may not Reform into a Section and at the same time that Section may not also Reform into a Flight. The first Reform may happen during Entropy and then the second may happen during the Patrol Complete Phase.

Ad Hoc Section during Raid Vector Sequence – The explanation of Reform on p. 45 does not mention Ad Hoc Sections, but it should. Creating an Ad Hoc Section during the Raid Vector Sequence is allowed.

Thanks to Terry T on BGG for asking this question on BGG. And to Ryan Kardell and son on BGG.

SITUATION MANUAL

p. 6 – Not Lost Contact. In step 3 of the example (Scenario 2), the last sentence should be deleted. The remaining fighters of Red Section are not Lost Contact.

Thanks to John Dalley and Gethyn Edwards for scratching their heads about this on BGG.

p. 26 – No Delay. The Delay marker in step 4 of the example is an error. Blue Leader arrived in the Bomber Formation Area via a successful Chase attempt, and so, Delay is not applicable.

Thanks to Scott Waddell for noting this error on Consim.

p. 27 – Dissolve. In step 5 of the example, the two remaining RAF Fighters of Blue Section should not be permitted to perform Chase as a Section. That Section had been dissolved earlier in the example, and thus, Blue 2 and Blue 3 should be attempting Chase as individual fighters each rolling a pair of dice.

Thanks to Ryan Kardell (and son) for asking about this on BGG.

p. 30 – Skip Escort Exit. The setup for Scenario 11 should tell you to skip the Escort Exit Check during the Patrol Complete Phase. Without a Raid marker on the Raid Track, there is no number to check.

Thanks to Jerry T for bringing this to our attention on BGG.

p. 32 – Modifier Missing. Step 3 of Scenario 11's example has the wrong die roll. It should be a '7', and a +1 modifier should be added to it (for a sum of '8'). The modifier is printed on the game board -   +1 if an Escort was KIA. The result of the Escort Suppression Check remains unchanged.

Thanks to Jerry T for pointing this out on BGG.

p. 42 – Squadron Withdral. If withdrawal is triggered, do not perform any more patrols during the current chapter. You may perform the 'between patrol' steps and gain replacements. Then, start the next chapter.

Thanks to Gethyn Edwards for asking about this on BGG.

p. 50 – Junkers. The 6-10 die roll result notes '8' tiles but the illustration only shows seven. The illustration is correct (seven tiles).

Thanks to Shane and his sharp eye on BGG.

OPTIONALS

p. 5 – Graduated Replacement Table. The upper right cell has a '9' in it. That is incorrect. It should be a '5'. The same table (enlarged) is printed on the back of the Optionals booklet, and it is correct.

Thanks to Don Carppa for calling this out on BGG.

SEQUENCE OF PLAY CARDS

Card B2 states an exception as the rule. Approaching from the tail after a successful Interception Bomber action invokes the tail penalty. However, the exception is as follows: if approaching from tail/low, this penalty is ignored. The card deck file has been revised and uploaded to the GMT website.

Thanks to Brian Rowe for sleuthing this on BGG.

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