BRS Errata

# Components

Inaccurate measuring rule in the basic game increments should be 1”

# Aircraft Datacards

## Amended Aircraft Points:

**P51D Mustangs** cost 44 points

**A6M5 Zeros** cost 33 points

**Yak 1s** cost 28 points

## Amended Ace Points:

**Pierre Clostermann** cost is 125 points

## Amended Traits

**Mosquito traits:** remove ‘Deep Pockets’, add ‘Heavy hitter’ and ‘Great Climb’.

## Amended Stats

**B5N Kate** – Rear turret Firepower should be 1 not 2

**Blenheim** – Forward Firepower should be - not 1

**Ju88A** – Forward Firepower should be - not 1

**Do17 Z-2** – Forward fixed Firepower should be - not 1

## Doctrine cards

**Interlocking Fire:** should be ‘Discard’ not ‘Remove’

## Basic Rules

## III. Movement

Add paragraph to end:

**Restricted airspace!**

If a plane’s base would end its move overlapping another and cannot legally avoid this by voluntarily slowing down or speeding up (for instance) the plane is moved directly forward the minimum needed until it clears the obstructing base (pilot error leading to an overshoot). This does not affect either planes advantage situation. This will involve planes exceeding their move distance in this case. To prevent anyone using this to their advantage (it happens!) a plane that overshoots cannot use a Pilot Action that turn.

## Expanded Rules

# Scenarios

## Clouds

2nd para, 1 st sentence insert; ‘(i.e. with any part of its base touching a marker)’ after the word marker. Add ‘A plane in clouds cannot act as a wingman’.

Add new para between para 3 and 4; ‘Staying inside clouds is highly disorienting. A plane that begins and ends its movement in clouds becomes Disadvantaged (so it loses its ability to burn advantage on future turns). On exiting the clouds the plane is reset to neutral again.

## Fighter Sweep

4th Para (marked \*) - Delete

**Sample forces;** Change RAF Ace skill from ‘Lightning Reaction’ to ‘Reflexes’

## Escort Duty

**Elements;** 2nd para change to:

The escorting player deploys in two elements of equal size. Each element must entirely comprise planes from the same squadron. The escorting player is also assigned one extra element of either:

up to 6 single engine bombers

*or*

up to 3 twin engine bombers

*or*

up to 2 four engine bombers

All the bombers form a single squadron of their own. Use markers for them if no models are available.

**Elements;** 3nd para change to:

The intercepting player may deploy a maximum of three elements, and must deploy a minimum of two elements. Each element must comprise two or more planes from the same squadron.

**Deployment sequence;** 3rd para: change intercepting player’s minimum deployment distance from enemy planes from 18” to 21”.

**Deployment sequence;** 3rd para: Add: One intercepting element is placed in High Cover on any table edge.

**Special Rules, The Bombers**

Replace with:

Bombers that are carrying bombloads are counted as ‘Laden’. Place a marker on the aircraft base (the bomb shaped cutouts left over from the pilot skill discs are ideal for this) to show it is laden.

The following rules apply while an aircraft is Laden:

* Pilots of Laden aircraft suffer a -1 to their Pilot Skill
* Laden aircraft reduce their speed by 1 (50mph).
* Laden aircraft may not Climb for Advantage.

A Laden aircraft can opt to remove its Laden marker when it activates to represent it ditching its bombs prematurely.

**Special Rules, Escorts High Cover**;

Replace with:

High Cover

High cover elements may not move onto the table on the first turn – they have many other bombers to cover off-table and won’t be available until things get desperate.

**Game length**

Change to:

The scenario lasts for six turns.

**Victory**

If half or more of the bombers survive with bombs still on board the escorting player wins. Any other result is a victory for the intercepting player.

**Sample forces;** Change Luftwaffe Element A and B to 3xBf109E each