



# CY6 Errata

# Aug 2008

There have been four printings of CY6 Rules since release in July 2007. The following are the official corrections added in each printing.

## 2<sup>nd</sup> PRINTING EDITS

- 1) added "2<sup>nd</sup> Printing" to bottom of introduction page
- 2) Rules p.26 (C6.1), Aircrew Condition: add "and bails out" after second bullet.
- 3) Rules p.38, scenario notes, correct spelling to "Normandy"
- 4) Rules p.39, correct US aircraft type to "P-51B" instead of P-51D.
- 5) Rules p.40, scenario notes, correct spelling to "Normandy"
- 6) Rules p. 61, Tigers section:
  - edit section 1D. to add "tell the Japanese player that you have additional planes attacking his bomber formation." at the end of the paragraph.
  - edit section 9D. to say "Play scenario #4 'Tiger Trap' **CHANGE** the set up of the Sallys to: (set up first in formation anywhere on board section D within 5 hexes of board section F at any speed and TAL 3) -AND- REMOVE 1x P-40C Tomahawk w/ skilled (+1) aircrew"
- 7) QRC p.1: Changed Engine Dmg to "Even" under robustness table Updated
- 8) Aircraft Stats: Included the Ki-84 Frank.

Ki-84-Ia Frank	Aug44	C5 +3 Hx	33/52	C5 +2	14/55	R2	FF: 2xMC, 2xHMG	Single Engine Fighter
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- 9) Aircraft Stats: **Ki.61-I Tony** change robustness from "R2" to "R1"
- 10) Aircraft Stats: **F4U-4** changed year available to Nov 44.

## 3<sup>rd</sup> PRINTING EDITS

- 1) added "3<sup>rd</sup> Printing" to bottom of introduction page
- 2) Rules p.10 Pilot reaction (B3.3.2) – Change first paragraph to say, "Skilled, Veteran and Ace aircrews may change their plotted Turn Code immediately prior to moving in the appropriate Move Group."
- 3) Rules p.13 – Collisions (B3.11), remove "and are placed in adjacent hexes facing a random direction and at a speed level one lower than their current speed."
- 4) Rules p. 26 (C5.2.6), Anti-aircraft blue-on-blue clarification: if the firing player rolls double 1's or 2's, another to-hit roll necessary on the friendly target.
- 5) Rules p. 65, 66, 67, Tigers Scenarios, all altitudes should be "MEDIUM" not "HIGH"
- 6) Aircraft Stats: **SM.79** change FT: 1x HMG to BFF
- 7) Aircraft Stats: add **Ki.21 Sally I & II** speed at high altitude "3"
- 8) Aircraft Stats: **G4M1 Betty** add RT: 1x LMG

## 4<sup>th</sup> PRINTING EDITS

- 1) added "4<sup>th</sup> Printing" to bottom of introduction page
- 2) Aircraft Stats: **Yak-9**

Yak-9	Oct42	C5 +2 Hx	33/47	C4 +2(-)	12/55	R1	FF: 1xMC, 1xHMG	Single Engine Fighter
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- 3) Aircraft Stats: **La-5FN**

La-5FN	Mar43	C5 +2 Hx	35/47	C5 +1(-)	14/52	R2	FF: 2xMC	Single Engine Fighter
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- 4) Aircraft Stats: **Yak-3**

Yak-3	Jun44	C5 +3 Hx	36/52	D5 +2(-)	14/55	R1	FF: 1xMC, 2xHMG	Single Engine Fighter
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## 5<sup>th</sup> PRINTING EDITS

- 1) added "5<sup>th</sup> Printing" to bottom of introduction page
- 2) Aircraft Stats: **Typhoon IB**

Typhoon IB	Aug42	C5 +2 Hx	28/50	D5 +1(-)	15/52	R2	FF: 4xMC	Single Engine Fighter
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- 3) Aircraft Stats: **Battle III** change RB: 1x LMG to RT: 1xLMG

## **6<sup>th</sup> PRINTING EDITS**

- 1) Clarification, Rules p.14 Slow Climb-Rate Aircraft (B3.14), add at the end of the section “**After each turn of climb treat the aircraft as “climbing” for speed adjustment; only adjust altitude after the required number of consecutive climb turns has been reached**”

## **OVER THE CHANNEL CORRECTION**

- 1) p.36 Italian Job Scenario – the Italians get extra VP for exiting bombers off Board Edge 3, not Board Edge 5 or 6.