

## Official Errata – Nightfighter Ace

(as of 18 Mar 2021)

3.1.3 (Clarification) To roll 1d20, roll a 1d10 + 1d6, with 1-3 = add zero, and 4-6 = add 10.

6.1.6 (Correction) The Aircraft Damage Listings chart is B4, not A4.

6.2.3 (Clarification) The first sentence should read "In *this* and each remaining endurance box, roll to interception, modifying the roll for the Moon State, radar sets, current jamming level, and applicable skills."

7.1.1 (Clarification) The "+X" modifier for having an operational radar set is +1, +2, etc. based on the number given for that radar set on the aircraft mat. If there is no number, this modifier is zero. A zero modifier radar set, such as the FuG202, if operational, still negates the "-1" penalty for not having a radar. Multiple radar sets with a numerical value are cumulative: a plane with two operational +1 radars would add +2 for their interception roll.

FuG350 NAXOS does provide a +1 to interception, despite that roll is made before you know if your target has H2S or not. (Basically, somebody in the raid has it, and at worst, this represents it helping to get you into the general vicinity of the raid.) Additionally, if your target does have H2S, FuG350 NAXOS gives a +1 if you try to re-acquire the bomber for a second pass.

7.2.4 (Clarification) When firing weapons, ammunition for each firing system with at least 1 ammo counter is reduced by "1." (exception: extended burst.) Weapons that use ammunition counters and have none left do not fire.

7.2.12 (Clarification) You cannot make another pass if your adjusted speed is now less than the bomber's adjusted speed.

7.2.16.7 (Clarification) If you fail to kill a bomber with schraege musik, and are in the bomber stream, you have several options: You may attempt a second pass with forward weapons, which maintains your bomber stream status. You may again attack with schraege musik, but this requires you to advance one endurance box per the rules, and you will lose the bomber stream status. Finally, you can just let him go, and roll again for a new interception because of the bomber stream status.

7.2.18.5 If a bomber's speed has been reduced to zero due to a combination of engines knocked out and engine damage, it is considered shot down.

7.2.19.4 (Correction) Bomber Combat Example – the Port Wing Group Damage package from flipping card #53 would do 2 engine hits, not just 1, in addition to the controls, wing, and random hit. There is not an airframe hit, unless it came from the random.

7.3.2 (Addition) If the player fails when attempting to break off, the British nightfighter inflicts -1 random hits when he shoots the second round, due to the player's maneuvers.

7.3.3 (Clarification) When your rear gunner is firing at a Mosquito night fighter, your rear gunner uses the "defensive fire" (bottom section) of the card that's flipped, just like the tail gunner of a bomber would. This ranges from 0 to 5 random hits. Any hits you do are random hits on [B6] since your target is

a nightfighter. Additionally, if you damage the Mosquito's guns, or seriously wound the pilot or radar operator, the Mosquito will break off.

7.3.1 (Clarification) If attacking a Mosquito night fighter with forward weapons, you don't declare an aim point - they are all random B6 hits. (Same as when they attack you.) GP is always airframe. For hits on their crew, use [B4] to determine if it is the Pilot or the Radar Operator, then roll for severity.

7.3.1 (Omission) The current jamming level is subtracted from the initiative roll.

7.4 (Omission) Damaged aircraft are repaired as follows:

1-3 hits: Repaired by next sortie. 4-5 hits: Lose one sortie for repairs. 6+ hits: Aircraft is written off, receive new aircraft without missing a sortie. Jammed weapons do NOT count as a "hit" on a system.

9.2.2 (Clarification) A SW on a pilot means he must immediately break off and land, at the conclusion of his current firing pass.

9.3 (Addition) British tail gunners, when hit, roll for wound severity on chart [B4] just like any other crewman. If Lightly Wounded, there are no negative effects. If Seriously Wounded, they have -1 random hits when firing defensive fire. Their wounds accumulate just like any other crew would. Dead tail gunners obviously no longer fire.

10.1.2 (Correction) Under Weapons Maintenance skill, delete the word "miss." This skill simply negates the first gun jam of a sortie. If multiple crew members possess the skill, it can still only happen once per sortie, and can be used even if that crew member is incapacitated before use on the sortie (as technically it happens pre-flight.)

10.2.1 (Correction) The wound badge is not awarded for injuries sustained in a rough or crash landing, only for combat wounds.

Chart [B3] (Correction) When applying a Group Damage with Starboard wing as the aim point, the damage incorrectly says 2 Stbd Wing instead of 1. Therefore the correct package is:

Controls x 1    Engine x 2    Starboard Wing x1    Random x 1

Basically, this is identical to the Port Wing package, except you're hitting the other side of the plane.

Chart [B4] (Addition) When a British tail gunner is wounded, roll for severity. The effects are the same as for a Bordschuetze (German rear gunner.)

Chart [B4] (Correction) The bomber explodes on a bomb bay hit of 8+, not 7+. The rules are correct. [7.2.19.3]

Chart [B11] (Correction) The drm for a Mosquito XIX is a -2, not +2.

Chart [C1] (Clarification) The B-17 event requires you to engage a B-17 at least once. Move directly to the appropriate raid box after rolling to see the target. If, by some miracle, you shoot down the B-17, you may continue to engage more B-17s (there are NO shortage of targets, and it is daytime) without rolling for interception. You are not required to do so, however.

Aircraft Mats – Bf110 G-4d/R3, Ju88 C-6c, Ju88 G-1, Ju88 G-6b (Correction) – these four mats list the ending date of FuG227 “Flensburg” effectiveness as Feb. 44. This should be July 44. Chart [B1] is correct.

Do217 N-1/U1, Do217 N-2/R22, Ju88 G-1, Ju88G-6b (Omission) – these four mats should also list a FuB1 2F system in the Electronics Suite. Additionally, -some- Do217 N-2/R22 were reported as having FuG227 “Flensburg.” It is recommended players flying the Do217 N-2/R22 expend a Prestige Point if they wish to consider the FuG227 installed.

He219 A-5/R3 (Correction) – The Mk108 3cm cannon should be a Mk103 3cm cannon. This has the same firepower, however, it has x5 ammo, not x3.

Bf110 and He219 series - (Correction) numerous versions of both these aircraft have a set of MG 151/20 cannon with infinite (unlimited) ammo. These should all have “6” ammo points instead. The same applies to the MG/FF cannon on the Bf110 F-4.

Countersheet (Correction) - the airfield “Schiphol” is spelled incorrectly. It is spelled correctly in the rules.

Operations Map (Omission) – Two moon phases were inadvertently left off. On either side of the “No moon -2” phase should be a sliver moon that is “Dark -1.” The player’s log, however, tracks all moon phases and modifiers correctly.

Operations Map (Correction) – The sequence of play #6 references to “Roll for Landing Weather.” There is only one type of weather, rolled at #1, and it is used for landing.

Combat Deck (Clarification) - The left hand firepower on the card is "6-" which means six or LESS firepower. If total firepower is 6 or a smaller amount, it uses this column.

Logsheet (Clarification) – The Jamming level starts at zero, and becomes +1, +2 or +3 as time progresses. This is subtracted from your interception roll, not added. In other words, jamming hurts your ability to intercept, as makes sense.