

# CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

## #31 (*Flying Circus*)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

### EXAMPLES OF PLAY

#### *Combat*

The aircraft in the example is moving at a speed of "8" and has a "B" Turn Mode. It has a Fixed, Forward firing machinegun. At the end of its Movement Phase, it is calculated that it has had the target in its Field of Fire during the expenditure of its last four Movement Points and therefore has fulfilled the Sighting requirements and may shoot at the target (at a range of two hexes). Note that if it had been moving at a speed of "4" it would not be able to fulfill the sighting requirements and would not be able to shoot at the target even though the target was within range and in the Field of Fire.

### TRENCH STRAFING SCENARIOS

*(leave first paragraph as is)*

These scenarios are won by one Player accumulating more Victory Points than his opponent. The designated strafing Player receives three Victory Points for each successful strafing, and three Victory Points for each Enemy aircraft shot down. The Player defending against the strafers receives five Victory Points for each strafing aircraft shot down. The Player with more Victory Points is the victor. If the same number, the game is a draw. The Strafing Player chooses a starting altitude and moves first. The Defending Player's aircraft begin at the same or lower altitude than the Strafing Player. The nationality of the Strafing Player is indicated by the title of the given Scenario.