

DOWNTOWN

Errata

14 Feb 2006

Component Errata

Map. Due to a printing error, hexes 2606 and 1508 have been overprinted with text. This text can be ignored and has no effect on the game.

Countersheet. US flights Tonto, Hammer, Condor, Snug, Raccoon, Suntan, Pontiac, Jackal and Slam all omit the aircraft type. All of these are F-111 flights. **(Corrected counters have been supplied in C3i Magazine Nr.17.)** Cobalt flight also omits the aircraft type – it is a B-52.

The following US flights have the last letter of their callsign missing: F-8 flight Corktip; A-7 flights Jury, Hornet, Termite; EA-6 flights Battery, Scorpion; F-100 flight Spruce; B-52 flights Purple, Quartz, Scarlet. **(Corrected counters for Cobalt flight and the F-8, A-7, EA-6, F-100 and B-52 flights listed above will be supplied in C3i Magazine Nr.18.)**

All markers marked 'Haz' should say 'Haze'.

Play Aid Cards. Due to a production error the Blue/Green player aid card (the one containing the Raid Sequence of Play) was printed without changes that were made during the final playtest. The result is that the following tables have incorrect ratings and information: 14.31 AAA Table, 14.31 Flak Damage Table, 13.1 Morale Check Table.

GMT Games has reprinted this player aid card with the correct information and made it available to customers. (Pre-order customers should have it mailed to them.) If for some reason you do not have this card contact GMT for a copy.

In the meantime players have two options:

(a) Play with the supplied player aid card. The net effect of this will be to make dense AAA and deck-level flak slightly more deadly, favouring the DRV. It also makes CAP fighters more persistent, favouring the US.

(b) Download and print out .pdf files of the player aid card with the corrected tables. This can be downloaded from the Downtown website:

<http://www.airbattle.co.uk/Downtown.html>

Rules Errata

Rulebook page 8, **6.31 Movement Actions.** Change the final sentence to read: "Flights may climb or dive more than once in the same hex but may not expend MP to climb AND dive in the same hex."

Rulebook page 10, **8.11 Ingress and Egress Hexes.** Change second sentence to "Ingress and egress hexes must be on the same map edge and within five hexes of an entry arrow."

Rulebook page 15, **11.21 Prerequisites.** Paragraph e. Add "in close formation" to the list of statuses that prohibit attacking in air-to-air combat.

Paragraph e. Add "flights may not attack if all aircraft in that flight are damaged/crippled".

Rulebook page 15, **11.24 Engagement Results.** Sixth paragraph. Add "is in close formation" to the list of statuses that prohibit defenders commencing combat.

Rulebook page 17, **12.22 Crippled Aircraft.** Change the first sentence to: "Crippled aircraft are treated the same as damaged aircraft, except a flight with one or more crippled aircraft may not select dash throttle in future game turns."

Rulebook page 18, **14.1 AAA Concentrations.** Clarification. To the second paragraph add the sentence: "There can be no more than one concentration in a hex [27.61]."

Rulebook page 23, **17.1 Attacks.** Change the sentence beginning "A flight may attack only one target..." to "A flight may attack once per game turn and may not attack more than one target."

Rulebook page 23, **17.12 Ordnance Restrictions.** As the rule states, flights carrying ordnance cannot make strafing attacks. Add the following exception: "this restriction does not apply to flights on Rescue Support tasks; such flights may strafe while carrying unexpended ordnance."

Rulebook page 31, **24.1 Photo Recon Runs.** Change the first sentence of the second paragraph to: "Recon runs are conducted as bomb runs [17.2], with the differences listed below. Recon runs qualify the flight for the bombing run Flak modifier [14.31]."

Rulebook page 32, **26.2 Simple CSAR Rules.** Downtown Hanoi is in hex 2028, not 2628.

Rulebook page 32, **26.3 Detailed CSAR Rules.** Downtown Hanoi is in hex 2028, not 2628.

DOWNTOWN Errata

Rulebook page 33, **26.42 USAF CSAR**. Change second sentence to “All units in a CSAR mission must enter on the same map edge and within 5 hexes of an entry arrow.”

Rulebook page 35, **27.5 Early Warning**. Change the first sentence beneath the design note to: “After both sides have finished planning the US player secretly rolls for Early Warning to see how much information must be revealed about the raid.”

Change the last sentence to: “Announce the result and follow the instructions regarding MiG set up and the information to be given to the DRV player.”

Scenario Book Errata

Scenario Book page 4, **Order of Battle, Table A**, Jamming Mission. “delete the CAP flight” should be “delete the CAP flights”. Both CAP flights are deleted.

Scenario Book page 4, **Order of Battle, Table A**, Aircraft Types, Jamming Tasks. Prior to October 1965 use only EB-66Cs. In Jamming missions.

Scenario Book page 6, **Order of Battle, Table B**, Ordnance Loads. From Jan 66 on, the US player may select CBUs for SEAD *and* Armed Escort flights. (Add Armed Escort.)

Scenario Book page 12, **Bomb Runs**. After strafing the A-4C should deplete its guns on a 5 or less.

Scenario Book page 15, **Scenario D3**, Targets. Duong Nham POL storage is in hex 2013, not 1928; Phuc Yen POL storage is in hex 1529, not 2217.

Scenario Book page 15, **Scenario D3**, Scenario Special Rules. Reference in SSR #4 should be to rule 15.35, not 15.45.

Scenario Book page 22, **Scenario D10**, Targets. Bac Mai storage is in hex 2129, not 2121.

Scenario Book page 32, **Scenario C1**, Victory Conditions. Decisive Victory should be from 170+ VPs, not 180+.

Scenario Book page 34, **Campaign C3**, Targets. Phuc Yen POL storage is in hex 1529, not 1629.

Scenario Book page 34-35, **Scenario C3**, Victory Conditions. Victory should be from 111-129 VPs, Inconclusive Operation from 91-110 VPs.

Scenario Book page 38, **Example of Play**, SAM Acquisition Phase. SAM P’s acquisition modifiers have resulted in a modified roll of 3, not 2.

Scenario Book page 40, **Example of Play**. In the air-to-air fight between the F-4B and MiG-21 flight, the

maneuver differential is not +0 but the product of a maneuver ratings 7 and 8. So the F-4B flight should have a modifier of -1 and the MiGs an extra +1.

Player Aid Errata

Player Aid Cards, **Early Warning Table 27.5**, Result D, “Northwest” comprises entry arrows 1, 2, A, B and C. (C is omitted.)

Aircraft Data Chart Errata

USN Aircraft Data Chart, **F-8C/D Crusader**. Because the F-8C/D does not carry bombs it cannot become loaded. Disregard loaded performance values.

USN Aircraft Data Chart, **A-6B Intruder**. The A-6B entry contains a reference to a capability titled TIAS (or Target Identification and Acquisition System). TIAS functions exactly like PAT-ARM [17.59] but does not require the flight to carry Standard ARM ordnance as a prerequisite. TIAS was removed from the rules at the last minute because new historical information indicated that the system was never deployed to Southeast Asia in 1972, but instead sailed with the Sixth Fleet in the Mediterranean. However, these changes were not made to the Data Charts in time for publication. Players may wish to experiment with TIAS-capable A-6Bs as an alternate history option.

USN Aircraft Data Chart, **A-6C Intruder**. Add the following note to the ADC: The A-6C’s LGB capability is available from Nov 72.