WING LEADER ERRATA AND FAQ

24 October 2021

The following comprises the errata following the release of the second edition of *Wing Leader: Victories* second edition and the v2.3 rules.

Errata. Despite our best efforts during production, we sometimes find errors or discover broken rules. Where text is changed, the change is underlined. The errata has also been worked into the v2.3 living rules.

RULE BOOK

4.6.2 (Change) Change the second condition for attacking 'out of the Sun' to:

'(2) In the Movement Phase that it enters the target square, it enters at least two squares that are in the target's Sun arc. Each MP spent circling in the Sun arc counts as an additional square entered.'

4.6.2 Out of the Sun. This change no longer defines 'out of the Sun' based on MPs but on squares entered. This fixes a number of subtle problems with the previous rule, such as confusion over whether MPs were spent *before* moving into a square or *in* the square moved into.

6.1.2 (Change) The first paragraph is changed to: 'When a squadron (including a squadron in a dogfight) moves, all fighters with a tally on that squadron move immediately afterwards, before any other squadron can move [7.2.3]. If two or more squadrons have a tally on the same target (or on different targets in the same dogfight) determine initiative order [6.1.1] and then move them in that order. If a squadron with a tally is also tallied, this creates a chain of movement.'

6.1.2 The Tally Rule. This has changed because the original rule did not handle an edge case where squadrons on both sides are tallying different targets within the same dogfight.

7.1 (Change) Delete the sentence: 'Alerted sweep squadrons change their behaviour [9.2.3]'.

7.2.2 (Change) Delete the reference in (5) to being issued an order, as this is not possible.

8.1.1 (Clarification) The third sentence has been changed to clarify that squadrons that spend MPs to circle can turn any amount without leaving the square.

8.3 (Clarification) Change text of the fourth paragraph to: 'A squadron can spend 1 or more MP to stay in its current square; this is termed circling. A squadron that circles can also turn within the square by any amount [8.1.1]. Circling does not end movement; squadrons can expend MPs to circle before entering another square.'

Circling. The changes to 8.1.1, 8.3 and 8.3.1 hopefully clear up some common misapprehensions about circling. Circling is not a state; rather, it is simply the expenditure of MPs to fly without moving on the map. However, some mission behaviours may require squadrons to circle for an indefinite period.

The changes also clarify that circling can take place in the middle of movement and does not end a squadron's move.

Note that to accomodate these changes, the second paragraph of 8.3 has been trimmed for length.

8.3.1 (Clarification) Change text to: 'Some mission behaviours instruct squadrons to circle for indefinite periods of time [9.2.4, 9.2.4.1, 13.4.3, 15.2.1.3, 15.2.3]. While circling they do not leave the square, though they may turn within that square [8.1.1]. Circling markers may be used to mark these squadrons.'

9.2.2 (Clarification) Change the text of the first sentence to: 'Fighters with an Escort mission marker usually start play unalerted [7.1].' Also delete the final paragraph.

Alert State. The changes to 9.2.2 and 9.2.3 clarify that alert state is defined by the scenario and is not an absolute. There are a few scenarios in which escort and sweep squadrons start alerted.

9.2.2.2 (Addition) Add the following condition to the detaching escorts rule:

'(d) When there are no bombers left to escort.'

9.2.2.2 Detaching Escorts. This addition fixes the behaviour of escorts to fighter-bombers that change their mission after bombing.

9.2.2.2 (Change) Change text to: 'An ex-escort on a sweep mission can form up as a bomber escort [9.2.3 (e)]. During movement select a destination square that meets the criteria for setting up as an escort (i.e. within three squares of a bomber squadron, etc.), then fly the shortest route to that square [9.2.5].'

9.2.2.2 Form Up. The old text created confusion as to whether the player must announce they were forming up in the Movement Phase prior to the Administration Phase in which the form up takes place. No such announcement is necessary, and this text change softens that requirement.

9.2.3 (Clarification) Change the text of the first sentence to: 'Fighters with a Sweep mission marker usually start play unalerted [7.1].'

9.2.3 (Change) Change the text of the second and third sentences to: 'Sweep squadrons fly to the far edge of the map and exit. They move two squares each turn, costing 2 MPs, without changing altitude, turning, or circling. A sweep squadron can also do the following:'

9.2.3 Sweep Behaviour. This change removes the references to alert status. In practice the only change is to permit unalerted squadrons to Return to Base. However, this also fixes a bug with the circling rules in 15.2.3 which could potentially trap unalerted squadrons in circles forever.

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The action list (a) to (e) has been rearranged into a more logical order, with the action Continue now in the middle, lettered (c).

Change the text of the final sentence to: 'Jet fighter squadrons always move 4 MPs. When they continue they move four squares per turn.'

9.3 Split Limits. This change clarifies that Split Limits apply for an entire scenario and not for a turn.

9.3 (Clarification) Change the text of the final sentence to: 'If the scenario lists a split limit, that is the maximum number of new flights that can be created during a scenario.'

9.3.1 Alert State. This change clarifies that alert states propagate across flights when a squadron splits.

9.3.1 (Clarification) Change the first sentence to read: 'After splitting both flights have the same alert state [7.1] and the same aircrew quality as the original squadron.'

Note the slight edit to the sidebar for clarity.

9.5 (Clarification) Added a sentence to clarify that wings cannot form after the start of play.

9.5.2 to 9.5.4 Wing Break-ups. This eliminates a minor rules-writing discrepancy between rules 9.5.3 and 9.5.4.

9.5.2, 9.5.3, 9.5.4 (Clarification) The rule on wing break-ups has been moved from 9.5.3 to 9.5.2. Rules 9.5.3 and 9.5.4 now only outline the mission-specific effects of a wing breaking up.

10.7 Breaking Units. Players frequently fail to comprehend that there is a difference between the number of disruptions required to break flights and squadrons. Presenting this as a bullet-point list should hopefully make this important detail 'stick' in the memory.

10.7 (Clarification) The last two paragraphs, describing how flights and squadrons are broken, are changed to read: 'Disruptions will break a unit depending on whether it is a flight or squadron. The number of disruptions required to break a unit are:

- Flights. 1 or more (disruption immediately breaks a flight)
- Squadrons. 2 or more

If a unit is broken flip the Disrupted marker to its Broken side'.

13.5.3 (Clarification) Change first sentence to read: 'Squadrons with the AAR ability [3.3] can carry air-to-air rockets if the player chooses.'

13.5.6 Gun/AT Pods. These are minor textual changes to bring the text in line with the wording used for AARs and to clarify that carrying a pod is the player's choice.

13.5.6 (Clarification) Change to read: 'A squadron with the Gun Pod or AT Pod ability [3.3] can carry a pod if the player chooses. Place a Gun Pod or AT Pod marker on its Wing Display. A squadron marked with either kind of Pod marker has its basic speed and turn values reduced [3.3.2]. A Pod marker may not be jettisoned.'

13.8.2 Me 163s. These additions deal with edge case behaviour for flights that have run out of fuel – although the 'no dogfight' rule also modifies the behaviour of flights at full throttle.

13.8.2 (Addition) Add a rule that Me 163 flights cannot enter a dogfight.

13.8.2 (Addition) Add a rule that Me 163 flights with no fuel and no tally must return to base.

14.0 (Clarification) Change the second sentence of Defence Modifier to read: 'If this value is underlined it means the unit receives the armoured ship modifier when being attacked.'

14.0 (Clarification) Change the second sentence of Damage Value to read: 'A triangle next to the damage value indicates the unit is a hard target and that rocket, strafing, and parafrag attacks have their bomb value halved against it [15.3.6, 15.3.7, 15.5.2].'

14.2.2 Barrage Flak. This change clarifies that placement and removal of a Barrage marker can happen in the same Administration Phase.

14.2.2 (Clarification) Change text of the fourth paragraph to: 'In any Administration Phase, heavy and light flak units can place or remove a Barrage marker from the map, or move it from one location to another. Markers can be placed even if the flak unit made direct fire attacks earlier that turn. Place the marker at the junction of four squares.'

15.1 Weapon Loads. The absence of Gun Pods and AT Pods from this section required correction.

14.3 (Change) The max losses for balloon units is reduced to 2.

15.1 (Clarification) Change the fifth paragraph to read: 'Strafing attacks require that a squadron meets prerequisites [15.3.7]. However, Gun Pod and AT Pod loads may be carried [13.5.6].'

15.1 (Clarification) Change the final paragraph to read: 'Unless scenario special rules say otherwise, the player can choose what weapon load a squadron carries.'

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15.2.1.1 (Clarification) Change the rule to read: 'A strafing mission is a variant of the bombing mission that permits a squadron to strafe as well as bomb. The squadron must be assigned a weapon load [15.1]. The squadron may conduct, in any order, one bombing attack and up to two strafing attacks. It may attack the same or different target until its ammo is depleted by strafing and its weapon load expended or jettisoned, or it wants to stop attacking, at which point it returns to base.'

A new sidebar outlines the exception for aircraft carrying Gun Pods and AT Pods.

15.2.1.1 Strafing. To clean up confusion over the strafing mission, these changes emphasise that a strafing mission is a bombing mission which allows bombing and strafing.

15.2.3 (Change) Change the second paragraph to read: 'A sweep squadron can strafe surface units [15.3.7]. It does not return to base after attacking but can continue strafing until it tallies or continues its sweep. After commencing a strafing attack, a sweep squadron can move 3 MPs, until it continues its sweep.'

The line about ammo depletion resulting in a squadron returning to base is removed from this rule.

15.2.3 Sweeps and Strafing. Granting strafing fighters 3 MP brings the rule into alignment with the fighter-bomber rule. Removing the line about ammo depletion fixes an inconsistency with the base Sweep rule.

15.2.4 (Clarification) Change the first sentence to read: 'Fighter-class units carrying weapon loads are called 'fighter-bombers' and behave as bombers up to the moment they jettison or drop their bombs, after which they revert to being fighters [3.2.1].'

15.2.4 (Addition) The sidebar outlines exception rules for fighter-class units carrying gun pods/AT pods while assigned to Strafing missions.

15.2.4 Fighter-bomber Exceptions. The sidebar deals with specific aircraft and possible gun pod/AT pod combinations they might carry. There was no space for this in the main rule text so this has been encapsulated in the sidebar.

15.3 (Clarification) After the second sentence, add: '(Declare this to your opponent)'.

15.3.6 (Change) Change the first paragraph of the Profile to read: 'Designate the target when the squadron is within four or fewer columns of it. The squadron flies the shortest route to that target's square [9.2.5]. It cannot dive more than one altitude level on the turn it attacks.'

15.3.7 (Change) Change the first paragraph of the Profile to read: 'Designate the target when the squadron is within four or fewer columns of it. The squadron flies the shortest route to that target's square [9.2.5]. It cannot dive more than one altitude level on the turn it attacks.'

15.3.6 ATGR and 15.3.7 Strafing. This change should limit abuse by players who use strafing to change a sweep squadron's altitude.

15.3.7 (Change) Change the final paragraph to read: 'Unlike other bombing attacks, after strafing the squadron can strafe again, provided its ammo is not depleted. Until it attacks again the squadron can move freely provided it stays within 4 columns of any enemy surface unit. If it cannot strafe again it must continue its mission behaviour [15.2.1.1, 15.2.3].'

15.5.3 (Clarification) Added a sentence clarifying that kamikazes are treated as bombers for all purposes, including movement and ammo.

WING LEADER: VICTORIES AIRCRAFT DATA CARDS

A-20C Havoc (Clarification) The v2.0 data card for the A-20C Havoc replaces the v1.0 A-20 data card from the first edition of the game.

G.50 *bis* (Clarification) The v2.0 data card for the G.50 *bis* replaces the v1.0 G.50 data card from the first edition of the game.

A-20, G.50 ADCs. These alterations to the data cards clarify or change the variant that each card focuses on.

WING LEADER: SUPREMACY SCENARIOS

S03 (Errata) Add a special rule: 'German Wing Leaders cannot split a squadron using an order [9.5.4].'

S15 (Errata) Order of Battle. The art for the American squadrons that enter from the right map edge should face to the left rather than the right.

S17 (Typo) Special rule 3. The rule should read 'The German intercept squadron has tactical flexibility'.

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S20 (Errata) Set-up. Players will find there is a clash between the P-51D and B-17 squadron counters when setting up this scenario. Players should find a workaround for this, such as assigning different ID letters to the conflicted P-51 counters; substituting P-51B squadron counters for two P-51D counters; or using different-coloured ID/Tally markers from *Wing Leader: Victories*.

Note that *Wing Leader: Supremacy* second edition adds two more P-51D squadrons to fix this problem.

S25 (Errata) Soviet Max Losses. Losses should read 'Squadrons 12; Flights 4'. Delete the note in parenthesis.

WING LEADER: BLITZ

C8.2 (Clarification) It is possible for the effort marker to generate an Extra MiG-3 flight, potentially creating a ID conflict between MiG-3 flight 'L' and I-16 squadron 'L'. Should this happen, take the MiG-3 flight and find a workaround, for example assigning a different ID letter to the MiG-3 flight, or using different-coloured ID/Tally markers from *Wing Leader: Supremacy* to distinguish between the two units.

Drive on Kiev Player Aid (Typo) On the Raid Target Damage (Intercept Scenarios) chart, "Squadron Ju-87A-4 or IL-2" should be "Squadron Ju-87B-1 or IL-2".

B04 (Errata) The Bf 110C-4 squadron should be marked Bf 110C-1.

B07 (Errata) Radio Net ***Domodossola*** is for the starting SM.79 squadron and the starting Re.2001 sweep squadrons. Radio Net ***Genova*** is for the Re.2001 sweep squadron that enters on Turn 6.

Operation Pedestal Mini-Campaign (Errata) All British radio nets should also say "and GCI".

Operation Pedestal Midday Annexe (Clarification) The Sea Hurricanes arriving turns 25 & 26 use Radio Net ***Baker***.

WING LEADER: EAGLES

E04 (Errata) In the surface units the 'Infantry in P0' should be 'Troops in P0'.

Fortress Rabaul Campaign (Errata) All references to the A6M5b should be replaced by the earlier A6M5a.

WING LEADER: ORIGINS

O08 (Errata) Special rule 1 states that the bombers carry no Bomb Load markers. However, they should still score VPs for exit as if they were carrying bomb loads.

FREQUENTLY ASKED QUESTIONS

Wing Leader Series
Q. In what order should I buy the games?

A. There isn't a set order for buying or experiencing *Wing Leader*. However, *Wing Leader: Victories* covers the early war and can be expanded with both *Blitz*, *Origins* and *Legends*, while *Wing Leader: Supremacy* covers the late war and can be expanded with *Eagles* and *Legends*. Pick which era you wish to start with and progress from there.

Stacking
Q. Is there a penalty for stacking fighter squadrons in a single square?

A. There isn't. However, if a single unbroken enemy squadron occupies a square with a stack it prevents all squadrons in that stack from rolling tallies outside that square [7.2].

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Facing
Q. Can I change facing after spending my last MP to enter a square?

A. No. As rule 8.1.1 notes, turning takes place *before* entering a square.

Movement Points
Q. Rule 8.2 states that a squadron must spend its full MP allowance in the Movement Phase (except for unspent 0.5 MP). Are there exceptions to this?

A. No, though rule 8.3.1 notes that you can spend MP circling (i.e. staying in a square), which has the same effect as not spending the full MP allowance. However, some mission behaviours may prohibit circling.

Free Movement
Q. If a squadron tallies an enemy, can it move anywhere or must it move towards the tallied target?

A. Only the movement restrictions of rule 7.2.3 apply (must stop movement on entering the target's square). Otherwise, a squadron with a tally can move freely. Also see 9.2.7.

Stopping Movement on Entering the Target's Square
Q. A fighter squadron moves into the same square as its tallied target. Can it still expend MP in that square, say, to turn?

A. No. Stopping movement means no further MP can be expended.

Returning to Base
Q. If a sweep squadron flies past the enemy without tallying them, can I declare a return to base to have them double-back and try to search for them again?

A. Yes, this is a legitimate tactic. While returning to base the sweep squadron can move freely (though must move towards the friendly map edge) and can even benefit from the +1 MP bonus from diving.

Returning to Base and Dogfights
Q. Can units returning to base participate in a dogfight?

A. If they are not broken, then yes.

Tallying on Entry
Q. Can a squadron that enters via a map edge tally or be tallied on the turn of its entry? After all, according to 5.3.1 it is placed at the map edge next to its entry square.

A. No.As rule 7.2 states, only fighter squadrons *on the map* that do not have a tally can roll a tally attempt in the Tally Phase. As rule 5.3.1 notes the squadron only occupies the entry square for the purpose of determining initiative.

Entering a Lufbery While Circling
Q. If my fighter squadron must circle because I've reached the square containing my Vector marker, can I enter a Lufbery?

A. Yes. As 8.3.1 notes, circling is when a squadron spends MPs to stay in its current square. Provided it meets the requirements for entering a Lufbery [13.4.3] a circling fighter squadron can expend its MPs to enter one.

Reacting Escorts
Q. An enemy fighter squadron has tallied my escort squadron and moved into its square. Then another enemy squadron tries to move into the bomber's square. Can my escort react?

A. No. Escorts must be available to react [10.4]. Having an enemy squadron with a tally in the same square as the escort renders it unavailable [1.1].

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Reaction Movement

Q. An intercepting fighter squadron has a tally on a bomber and begins movement in the square directly above its target. It attempts to dive into the bomber's square but an escort successfully reacts, stopping it from entering the square. Is the intercepting squadron marked with a Dive marker?

A. No. If the squadron does not complete movement because of reaction then any dive attempted does not take place. Without movement there is no dive.

Breaking a Reacting Squadron

Q. My intercept fighter squadron moves to attack a bomber squadron. The escort successfully reacts, halting the interceptor in the square next to the bomber, but has to move through barrage flak to enter the interceptor's square. It rolls for flak on finishing its reaction move as per 14.2.3. What happens if the flak breaks the reacting escort? Could the interceptor continue on to the bomber?

A. No. Reaction movement occurs after the intercept squadron's move is halted [10.4.2]. So breaking the escort will cause it to lose its tally, and no air combat will take place. However, the intercept squadron will still have been prevented from moving into the bomber square.

Broken Fighter-bombers

Q. A fighter-bomber squadron is broken and has no bombs and has to return to base. What is its MP?

A. Regardless of whether it has dropped its bombs or jettisoned them, the moment a figher-bomber squadron loses its bomb load it changes its mission to sweep [15.2.4]. As a sweep squadron it moves 3 MP when returning to base, per 9.2.3.

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