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

2nd PRINTING EDITS
1) added “2nd Printing” to bottom of introduction page
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.

<table>
<thead>
<tr>
<th>Ki-84-la Frank</th>
<th>Aug44</th>
<th>C5 +3 Hx</th>
<th>33/55</th>
<th>C5 +2</th>
<th>14/55</th>
<th>R2</th>
<th>FF: 2xMC, 2xHMG</th>
<th>Single Engine Fighter</th>
</tr>
</thead>
</table>

9) Aircraft Stats: **Ki.61-I Tony** change robustness from “R2” to “R1”
10) Aircraft Stats: **F4U-4** changed year available to Nov 44.

3rd PRINTING EDITS
1) added “3rd 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 end 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

4th PRINTING EDITS
1) added “4th Printing” to bottom of introduction page
2) Aircraft Stats: **Yak-9**

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

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

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<tr>
<th>Yak-3</th>
<th>Jun44</th>
<th>C5 +3 Hx</th>
<th>36/52</th>
<th>D5 +2(+)</th>
<th>14/55</th>
<th>R1</th>
<th>FF: 1xMC, 2xHMG</th>
<th>Single Engine Fighter</th>
</tr>
</thead>
</table>

5th PRINTING EDITS
1) added “5th Printing” to bottom of introduction page
2) Aircraft Stats: **Typhoon IB**

<table>
<thead>
<tr>
<th>Typhoon IB</th>
<th>Aug42</th>
<th>C5 +2 Hx</th>
<th>28/50</th>
<th>D5 +1(-)</th>
<th>15/52</th>
<th>R2</th>
<th>FF: 4xMC</th>
<th>Single Engine Fighter</th>
</tr>
</thead>
</table>

3) Aircraft Stats: **Battle III** change RB: 1x LMG to RT: 1x LMG
6th PRINTING EDITS
1) added “6th Printing” to bottom of introduction page
2) 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”
3) Aircraft Stats: Walrus II and PO-2 change Max Speed to "2"