

## **CONSOLIDATED ERRATA & ADDENDA (as of 30 June 73**

### ***Spitfire***

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

#### **[6.0] MOVEMENT**

Case D, Diving, last paragraph

The aircraft need not perform a dive while in the Horizontal Dive portion of the Speed Track (portions of Speed Track labeled DIVE) It may elect not to dive and move in level flight but it loses one Movement Point for each Movement Phase that it moves in level flight (that is, each Movement Phase while at dive speed that it does not lose altitude). Reset the Current Speed Marker in the Altitude Decision Segment.