Doodlebugs! Errata

March 26, 2026

Clarification – chits pulled from the cups/containers are placed back into the cups/containers once used. They are never taken out of the game.

March 24, 2026

Q: Section 13 mentions using the 3+ Crew Column on table T-3 there is only a 1 Crew and 2+ Crew Column -- no 3+ Crews. So either a typo in rules and it should say 2+ Crew or the Table is wrong.

A. The rule should state +2 Crew Column.

March 10, 2026

Rule 8 Clarifications

Clarification – Second paragraph: If the player has ***day fighters***, he places them on any land or water square track in any or all Abteilung. However, the number that can be placed in a water zone is based on the Table below (see page 4 left column in Rule 8).

Clarification Rule 8 - In the table, under the "number that can be placed in a water zone before AA Fire" column, add "***V-1 per track***" after each number in the column. In Rule 9, the player is further restricted by placing only 1 at close range – if he chooses - in each track. *So, as an example, if the player can place 3 fighters in a water zone, he can place 1 fighter at close range and the other two at medium or long range. He could also spilt his placement by placing 1 at close, 1 at medium and 1 at long.*

Only one night fighter may be placed in a water zone (any range) ***before AA coast fire*** in each V-1 track. If he has more than one night fighter available, they must be placed on the land track if he chooses to use them. Do not use Rule 9.

March 9, 2026

Errata and Clarifications:

Do you have to deploy all the day fighters that are available? In turns where few V1's are launched I might want to hold them back to have more available on a future day turn.

No, you do not have to place all available day fighters. The number placed is up to the player.

Water vs. Land placement for Night Fighters - it seems like there is no advantage to placing Night Fighters in Water vs. Land spaces as they are all available in the next night turn if they are not destroyed. Am I missing something?

No, you are not missing anything. It's up to the player to determine where he places his fighters. I have a tendency to place mine over water when I can so I can get an early chance to try to shoot those buggers down.

Water vs. Land placement for day fighters- It seems like the only advantage of water placement is that day fighters over the water that are not damaged or destroyed are available in the next day turn automatically, while day fighters over land may miss the next turn based on a die roll. Am I missing anything?

This rule in Section 9 should read: For day fighters remaining in water and land zones after all combat is complete, total up the number of day fighters that remain in the tracks and roll one die, divide the die roll by 2 rounding down (1 counts as one). The number rolled is the number of fighters that may not be used in the following day turn! They are considered assigned to other duties until they return. "Water" should be added to that paragraph.

Night fighters are not bound by this rule since the few that were assigned to this duty were strictly for use of countering the V-1.

You draw the sector chits to determine where V1's land in London. There are eighteen sector chits. I noticed that there is only one chit for sector four and one chit for sector five.

Is there a reason that these sectors are less likely to be hit? I was just wondering if this is reflecting how the V1's were targeted or something else. With such a low hit probability, the odds of fires in those sectors is very low which effects game balance. Maybe there should have been three chits for each of those areas like the other areas?

There should be three chits for each sector. The chits for sectors 4 and 5 can be downloaded from my site. Look under errata or use the copies on the next page.

March 7, 2026

Section 13 Fighting Fires – last paragraph, Page 5: "(on the back of this rule book)" should be removed. All tables are on the map.