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# ***FOX TWO REHEAT !***

## **RULES SUPPORT PACKAGE**

DATE: 11 APRIL 2014

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### ***Preamble***

The Rules Support package incorporates the following items:

A Set of Aircraft Record Sheets for:

- 1 and 2 seat aircraft
- Larger aircraft

# 1 AND 2 SEATER AIRCRAFT RECORD SHEET

<b>Type:</b>					<b>Points Cost:</b>	
Airframe TL:	AS:	Mv C:	AB C:	DV C	Cli C:	Dive Sh:
Systems TL:	VMin:	Mv L:	AB L:	DV L	Cli L:	Dive Stp:
Dam:					CEIL:	Dive Pwr:

Crew:	Skills:	Guns:		To Hit Mod.:	# of D10s (to hit)	# of D6s (damage)	Deplete Normal	Deplete Long Burst	Dive Vert:
		Arc:	# of Type:						
<input type="text"/>	P: <input type="text"/>	W: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Gun data is taken from the rules. The to hit modifier should allow for both the type and number of guns.
<input type="text"/>	P: <input type="text"/>	W: <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

**Stores:** E/I/P denotes location of the item and should be marked accordingly. Enter the name or type in the next box and optionally the number in the third box.

E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>
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E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>
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Systems TL:	VMin:	Mv L:	AB L:	DV L	Cli L:	Dive Stp:
Dam:					CEIL:	Dive Pwr:

Crew:	Skills:	Guns:		To Hit Mod.:	# of D10s (to hit)	# of D6s (damage)	Deplete Normal	Deplete Long Burst	Dive Vert:
		Arc:	# of Type:						
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E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>	E I P	<input type="text"/>	<input type="text"/>

