
A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
 - applicable to the most recent edition.
 - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

The content of the sheets follows the same order as the rules in the book and the first sheet shows a summary of these sections and indicates those that are affected by the current sheet.

FOX TWO REHEAT !

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 1.0

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Technology Levels; Cost (1.3)

By way of a clarification, but it should be noted that airframe maintenance may only bring the Airframe TL up to level of the Game TL, no higher.

Use of ECM

I have put this here for want of a specific section on ECM.

We have been asked about ECM and the use of chaff and flares, and whether these should be split up. There is a valid question about the availability of sophisticated equipment to poorer nations. Furthermore, what about onboard ECM (rather than pods) on modern aircraft. To take these one by one:

- From the outset we set our minds against flares and chaff. The game is not supposed to be about micromanagement (our rules policy is to avoid such minefields, littered with shredded anoraks !)
- The ECM rules we decided on base their effect on the skill of the crewman using the equipment available, and such inbuilt electronics as might be available in the airframe itself. If the nation can afford to buy ECM pods, then these are added to the defence value (=systems TL) of the target aircraft, which is then added to the Weapons Skill of the crewman attempting to break the lock. Against these are set the electronics systems of the attacking aircraft. The use of the skill roll (which can always fail) means that a sophisticated modern aircraft with a useless crewman may not avoid a missile launched by a 2nd generation jet. (When the missile gets really close to the target and is about to go BANG!, only ECM pods on the target will count against the final to hit roll.)
- Finally, inbuilt ECM is normally regarded as part of the Systems TL. The only time when it is treated as a weapon system in itself is in the case of pure ECM aircraft which are actively trying to help their friends and (usually) have no other weapons on board. They rely on their friends to defend them.

Organising a Game; Game Date and Technology Level (3.1)

Again, to clarify the effects of old aircraft and costs, leading on from the previous paragraph, the text of the first paragraph in this section has been expanded as follows:

...Older airframes will become obsolete and this will have an effect on their performance in the game (see below) unless they have been subject to proper maintenance procedures: To avoid obsolescence, the cost of an aircraft increases by 10% per TL difference between its airframe TL and the game TL.

The astute player will discover that it is in the long run better to purchase new aircraft rather than pay to maintain old aircraft. If he has a good set of pilots then he might be prepared to risk taking off in older aircraft if he thinks that the pilots will pass their skill rolls.

There is an error in the example which should show a modifier of +80% twice (it is shown as +40% once). The number (32) is correct.

By way of further clarification the example is expanded as follows:

...Because the aircraft has not been maintained to current standards the Pilot must make a Skill Roll when deploying the aircraft, with his Piloting Skill reduced by 3 (as shown below).

Stealth Technology (7—Radar and Detection)

Observant readers will possibly wonder about the game data for the F117 Stealth Fighter. The data presented represents the capability of the aircraft when it has been detected. To represent the inherent capability of the aircraft to be difficult to detect in the first place, you should purchase one or maybe more off table ECM aircraft as described at the beginning of the rules. This will provide you with a greater number of “blips” allowing you to burn off dummies for longer before you have to reveal the actual aircraft.

Obtaining a Lock (9.2—Table)

When attempting to get a lock on with a difference of over 2 HB, there is a -1 modifier for each HB difference when attempting this test. The modifier applies to each HB **in excess of 2**. The text in the table should be modified accordingly. This means an attempt at locking on which a HB 3 difference will be at -1.

Attacking an Identified target (10.4—Effect of “multiple targets” - new rule)

When resolving attacks on a multiple target, such as when a marker shows “4 targets”, we realize that we have not made it clear how this should be resolved in VP terms. After some consideration, we have decided that is fair to say that if you hit part of a multiple target with the right ordnance, you get the VPs for the part you hit or destroyed. The VPs are 10% of the value of the part of the target if you hit with “the wrong ammo”, or 100% of the Value of the part of the target if you used “the right ammo”. If you destroy part of a target, its defensive value is recalculated when it is next attacked. We have added the following section:

Effect of “Multiple Targets”

If attacking a “multiple target” each part hit or destroyed will give its value in VP terms. Each effective hit reduces the target size by 1. If a target has to be attacked several times then its defensive value is determined at the time the attack is made.

This means that an attack on a marker covering 4 targets which are identified as Defensive Installations, each worth 150 points and with a defensive value of 10, will score as follows:

Each effective hit will destroy part of the target reducing its size and defensive value by 1 and give 150 points. An ineffective hit will give just 15 points and it stays in place.

Aircraft Data (12)

The aircraft in the data tables are shown alphabetically by manufacturer (rather than by nation as we did in Scramble and Stringbags). We appreciate that when you combine this with the list of users which we also provided, this may cause a bit of confusion.

The list of nations shows aircraft in use by that nation but which are not produced by it. This decision was taken to avoid additional pages listing, for example, all the Russian aircraft under Russia. This was also the reason why we ruled that the Warsaw Pact and NATO members would use Soviet and Western aircraft.

We have also been asked about the use of aircraft such as the F-117, which has no actual game benefits if attacked. We are investigating what might be possible within the existing game structure. Bear in mind, however, that if it is given a better defence value etc then the cost will go up, so you are getting what you pay for with the current numbers, as it were.

Equipment that can be used can be determined from the list of Air to Air and Air to Surface Missiles, as well as from the table in the Men and Machines rules section.