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 CORRECTIONS UP TO AND INCLUDING

EDITION 1.0

DATE: 13 DECEMBER 2004

Technology Levels; Cost (1.3)

This is more 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.

Miscellaneous Stores (2.8)

The guns shown in the table are for ground attack only, and the modifier only applies to such a role.

The rocket pods have a modifier based on the size of the pod. In this case the modifier can also be applied in the air to air role, where the number of rockets increases the hit chance.

The text on this section is modified as follows:

> Some aircraft payload is not listed elsewhere. The table on this page shows the values for various more generic types of hardware. The skill modifier is that applicable to ground attack. The modifier under Rocket Pods is also that which applies to air to air attacks based on the number of rockets fired (where it is greater than 10).

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

Again, by way of clarification, leading on from the previous paragraph, the text of the first paragraph in this section has been expanded as follows, to demonstrate the cost implication of maintenance of older aircraft:

> ...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.

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).*

Climbing Half Loop (5.10)

There is a significant problem of our own making (thanks to cut and paste technology and brain cell failure) in the effect of Climbing Half loops.

The second sentence in the second bullet points should be changed to read:

> ...If you pass you increase the aircraft's altitude in HEIGHT BANDS equal to its Climb Rate or adds its Climb Rate to the "climb track".

Diving Half Loop (5.12)

The previous discovery has led to discovering two sneaky errors here as well. The third sentence in the first paragraph of this section should read:

> ...It is not possible to dive more than the Steep Dive value and half loop in the same turn.

The second sentence of the second bullet point should read:

> ...If you pass you decrease the aircraft's altitude in HEIGHT BANDS by up to the STEEP DIVE rate.

The example is also corrected as follows:

> *An Phantom F-4C with a Shallow Dive of 2, Steep Dive Rate of 4, AS 26 wishes to reverse course by a diving half loop. Assuming the VPSR is successful the model is turned 180° and its HB can be decreased by up to 4. If the aircraft only reduced HB by 1 or 2, it could, if the player wishes, use the Dive bonus of 13 units to move ahead and/or turn after the loop is completed. Caution! At least two Iraqi pilots failed this manoeuvre during the first Gulf War and hit the ground.*

Air to air salvo rockets (8.15)

In the first and second paragraphs the references to the list of rocket pods should be corrected to read:

> ...in the list of rocket pods shown under Men and Machines, section 2.8.

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.

Firing a Missile (9.6—Resolving an Attack; Table of attack resolution modifiers)

The modifiers have got their plusses and minuses reversed. They should read, from the top:

> -2
> +1
> +2.

These modifiers apply to the to hit score required, not the dice roll. (The printed values could be applied to the dice score to get the same result)

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

When resolving attacks on a multiple target, such as when a markers 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.

Data Correction (12.4)

While examining underlying data for another project an error was found in the basic numbers for this aircraft. The correct numbers are shown below:

Republic F-84F Thunderstreak ***United States***

Points Value is shown as 29, this should be 33

MVC is shown as 5, it should be 3
MVL is shown as 6, it should be 4

ABC is shown as –2, it should be 0
ABL us shown as –3, it should be –1

Under the Russian aircraft the maker is shown as Yakolev, it should of course be Yakovlev.

Aircraft in Action (12.5)

In the third paragraph there is a typo. The text should read:

...with either an asterisk or another code letter