
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 1.1

DATE: 17 JANUARY 2007

UPDATED: 23 JUNE 2011

1. INTRODUCTION
 2. MEN AND MACHINES
 3. SETTING UP A GAME, DEPLOYMENT
 4. SEQUENCE OF PLAY
 5. FLIGHT FUNDAMENTALS
 6. GAME ARCS
 7. RADAR AND DETECTION
 8. SHOOTING GUNS AND AIR TO AIR ROCKETS
 - ⇒ Corrections to terminology in the following rules sections:
 - ⇒ Shooting Procedure (8.6)
 - ⇒ Hitting the Target (8.8)
 - ⇒ Automatic Hit Bonus (8.10)
 - ⇒ Critical Hits [Crit Table] (8.13)
 - ⇒ Air to Air Salvo Rockets (8.15)
 9. SHOOTING AIR TO AIR MISSILES
 10. ATTACKING A SURFACE TARGET
 11. GROUND DEFENCES
 - ⇒ Correction in note regarding SAM launchers
 - AIR TO AIR MISSILES
 - ⇒ There is a new table of these incorporating some adjustments to costs and ranges as a separate PDF download.
 12. AIRCRAFT DATA
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Corrections to terminology

There are some errors in rules section 8, because a text correction after a “cut and paste” was not carried out. Please accept our apologies for any confusion.

The corrections required are listed below, and in all cases require references involving Gunnery Skill to be replaced by Weapons Skill.

These errors are all corrected in the most recent print run dated 17 January 2007.

Sequence of Play (4)

Movement Phase

The last sentence in the 2nd para should read “The winner of the initiative can always move one of the above items last, if desired.”

Shooting Procedure (8.6)

Replace Gunnery Skill in the third paragraph with Weapons Skill.

Hitting the Target (8.8)

Replace Gunnery Skill in the first paragraph with Weapons Skill.

In the example Gunnery Skill must be replaced with Weapons Skill twice.

Automatic Hit Bonus (8.10)

In the example Gunnery (Skill) must be replaced with Weapons Skill twice.

Critical Hits (8.13)

In the Critical Hit table “GSR” should be corrected to “WSR” in the following entries:

D10 score 9 / D6 score 1,2,3

D10 score 10 / D6 score 1,2,3

D10 score 10 / D6 score 4,5

Air to air salvo rockets (8.15)

In the third paragraph of the example Gunnery Skill must be replaced with Weapons Skill.

Ground Defences (11)

Note regarding cost of SAM launchers

The points value in the last sentence should read 80 points not 75.
