
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.

SCRAMBLE

RULE CORRECTIONS TO EDITIONS UP TO 3.1.3

DATE: 7 FEBRUARY 2007

1. INTRODUCTION
 2. MEN AND MACHINES
 3. SETTING UP A GAME AND DEPLOYMENT
 4. FLIGHT FUNDAMENTALS
 - ⇒ 4.6 – Turning (text correction)
 5. SHOOTING
 6. ATTACKING A SURFACE TARGET
 7. BIBLIOGRAPHY
 8. GROUND DEFENCES AGAINST AIR ATTACK
 9. NIGHT ACTIONS
 10. OPTIONAL RULES
 11. SETTING UP A TYPICAL GAME
 12. AIRCRAFT DATA AND THEATRES OF USE
- APPENDIX A - A TASTER SCENARIO
APPENDIX B - AIR COMBAT FOR THE BEGINNER
APPENDIX C - TABLE OF AIRCRAFT WEAPONS
APPENDIX D – DESIGNERS' NOTES
FIGHTER RECORD CARDS
BOMBER RECORD CARDS
-

Turning (4.6)***Tight Turns***

There is a minor correction required in the 4th paragraph in this section. In the third sentence it should read:

To succeed you need to make a successful VPSR.

The text under skill rolls in 2.2 is correct in that it includes tight turns in the list of actions that require a VPSR.
