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## ***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.

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# ***SCRAMBLE***

## **RULE AMENDMENTS INCORPORATED IN EDITION 3.2**

**DATE: 25 OCTOBER 2007**

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1. INTRODUCTION
  2. MEN AND MACHINES
  3. SETTING UP A GAME AND DEPLOYMENT
  4. FLIGHT FUNDAMENTALS
    - ⇒ 4.10 and 4.12 – Climbing and Diving Half Loops
  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  
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FIGHTER RECORD CARDS  
BOMBER RECORD CARDS
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### ***Climbing and Diving Half Loops (4.10 and 4.12)***

One of our users drew our attention to the fact that in theory it is possible for a good pilot to attempt these manoeuvres in a bomber. Within the scope of the rules, we have to say that it is possible for this to happen, though it is not in the spirit of the rules, and such attempts at unlikely manoeuvres should be actively discouraged.

We had a look to see if there was some clever mechanism that would allow this manoeuvre to be prohibited because the AB modifier was such and such a number. Regrettably this is not the case as some fighters, which can clearly make such a manoeuvre, have quite low AB Modifiers.

We have, however, decided, correctly, that ***if your aircraft is carrying any payload it cannot attempt either manoeuvre***. In this period, bombs, torpedoes, etc. are carried on quite rudimentary devices, and will wobble in a most disconcerting fashion if you turn the plane upside down. This new rule does appear in Edition 3.2.

An ***extremely unofficial rule of thumb*** which could be adopted is that in most cases, you have to have an AB modifier of zero or more to be able to try the manoeuvre. This is not an official rule, and you may well find aircraft that should be able to attempt this, but which have a negative modifier. This unofficial rule does NOT appear in edition 3.2.

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