

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.

STRINGBAGS !

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 1.1

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The section numbering refers to Edition 1.0. In Edition 1.1, which incorporates all these amendments the order of the rules sections 6 to 9 has changed slightly.

⇒ 7.5 – End of Mission

1. INTRODUCTION

⇒ Game Play concepts

2. MEN AND MACHINES

⇒ Skill Rolls

3. SETTING UP A GAME AND DEPLOYMENT

4. FLIGHT FUNDAMENTALS

⇒ Effect of MVR and ST when failing a VPSR

⇒ 4.6 – Turning

⇒ 4.7 – Climbing

⇒ 4.8 – Zoom Climb

⇒ 4.9 – Climbing Half Loop

⇒ 4.11 – Diving Half Loop

⇒ 4.12 – Stacking

⇒ Leaving the Table

5. SHOOTING

⇒ 5.1 – Guns (range)

⇒ 5.4 – Shooting between height levels

CRITICAL HIT TABLE

6. ATTACKING A SURFACE TARGET

7. A CAMPAIGN SYSTEM

⇒ 7.2 4 – Ground Attack

Game Play Concepts (1.3 New Rule)

There are two possible situations that must be defined in game play, which are important for Victory Conditions.

To RETIRE means that an aircraft is leaving the table having expended all its ammunition, bombs or rockets. An aircraft may also retire with ammunition if there are no enemy aircraft or targets left to engage.

To RETREAT means that an aircraft is leaving the table but still has ammunition, bombs or rockets.

Skill Rolls (2)

The first edition was confusing with reference to bombardier skill as well. The first paragraph has been modified. See the Stringbags Corrections Sheet for details

It is not explicitly stated how many skill rolls are permitted in a turn and when they happen. You can make several VPSR tests in a movement phase, these being mandatory as part of the movement action.

After movement each crewman may make ONE skill test that is neither related to movement nor to combat.

Effect of MVR and ST when failing a VPSR (2 and 4)

An important remark to note in this context is that when doing the mandatory movement of MVR forwards, this ignores the effect of moving less than the Stall speed. The use of MVR is simply a game effect, bearing in mind that the aircraft has (usually) just taken a dive so it will really have been moving faster than its Stall speed.

Keep this in mind when taking a VPSR and when moving.

Turning (4.6)

The effect of damage to the MVR may be such that the aircraft cannot turn normally. The text regarding unwieldy (2.11) and unmanoeuvrable aircraft (2.12) was also scattered around the rules so they have been consolidated here as well. Therefore the following a rule section has been inserted and can be found on the Stringbags Corrections sheet.

Climbing (4.7)

You cannot climb if ST is greater than $\frac{1}{2}$ AS.

Zoom Climb (4.8)

Zoom Climb cannot be combined with other forms of climb, dive or manoeuvre.

Climbing Half Loop (4.9)

There is a significant error in this rule section, which enables aircraft to climb much higher than they really can. This has meant that the entire rule has now been rewritten which also restricts significantly the number of aircraft that can attempt the manoeuvre. Note that the DIVING half loop does not carry the same restrictions (but has also been corrected as well).

See the Stringbags Corrections Sheet for details

Diving Half Loop (4.11)

The ability of aircraft to make this manoeuvre is limited by the current MVR which may not exceed 5 (because the maximum HGT loss permitted while doing the action may not exceed 10). If using the variable dive rates, the loss of HGT is limited to the Steep Dive rate.

Stacking (4.12)

It has been suggested that the displacement rules could be unfair in that the moving aircraft could be put in a shooting position. To some extent this is limited because if a target aircraft is now in front it can only be attacked if the aircraft is at the same level or, if it has a suitable mounting, higher but in range.

Leaving the Table

This new rule is added for clarification. The VPs mentioned refer to revised Victory conditions in edition 1.1

Aircraft will leave the table under the following conditions, assuming they have not yet crashed !

- They may retire when they have used all their ammunition. In a normal game this gives the enemy no VPs, but in a campaign the enemy gets $\frac{1}{2}$ the VP.
- They may retreat with ammunition still on board. In a normal game this will give the enemy $\frac{1}{2}$ VP, in a campaign the full VP value.
- The pilot may be unconscious, in which case the aircraft will count as destroyed and give the full VP value.
- The pilot may be dazed, with which case no VPs are awarded (this is an involuntary exit)
- An aircraft may also be forced off the table due to a failed VPSR causing involuntary forward movement. This is also an involuntary retreat.
- Leaving the table may also be part of the mission requirement, such as Reconnaissance Flight, where the Funds/Victory points depend on the aircraft leaving the table across a specific edge.

Guns (5.1)

The maximum range of guns is 6 units, which are calculated as the sum of the horizontal distance in units plus the height difference in HGT.

Shooting between height levels (5.4)

It is obviously impossible for an aircraft in base to base contact with one at a different height to shoot at it with fixed guns. The rule has therefore been introduced to say that Fixed forward firing guns can fire up or down as long as the vertical difference in HGT is not greater than the horizontal range in units.

Campaign Missions – Ground Attack (7.2 4)

The aircraft on the ground as targets in a ground attack are NOT part of the defender's campaign roster.

End of Mission (7.5)

Mission Success

Aircraft which have left the table by retiring, retreating, or with a dazed pilot are not considered as destroyed for the purpose of Mission Success. Aircraft taking photos that leave the table across their base line are actually fulfilling their mission requirements.

An aircraft that leaves the table with an unconscious pilot is considered to be destroyed for the purpose of mission success as it will probably crash.

Tactical Assessment

When the game ends, each side totals the losses they have inflicted, by adding up the following

- PV of destroyed enemy aircraft
- PV of enemy aircraft that left the table with unconscious pilots
- PV of destroyed enemy Defences (AA or balloons)
- PV for enemy aircraft which have **retreated** from the table
- ½ PV for enemy aircraft which have **retired** from the table

Photo aircraft that have left the table across one of their base line sections with photo plates on board are ignored for the purpose of **retreat / retire** status.

Aircraft that left the table with dazed pilots on board are also ignored for this purpose.

The PV is that which was used initially when setting up the mission (including any adjustments for obsolescence or unreliability). Do not include the value of destroyed targets. The side which has inflicted the lower score is assessed as the loser (though he may have succeeded in his campaign mission). There are bonuses for scoring at least twice as many points as the enemy and/or if there are no enemy aircraft left in the Combat Zone.

Repair and re-arm (8.1)

In order to carry out this the aircraft must leave the table with a conscious and not dazed pilot.
