

## ***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 !***

## **RULE AMENDMENTS UP TO AND INCLUDING EDITION 1.0**

**DATE: 31 MARCH 2004  
UPDATED 31 MARCH 2005**

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.

\* A Correction to the entry 4.9 Climbing Half Loop has been made.\*

### **1. INTRODUCTION**

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### **2. MEN AND MACHINES**

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### **3. SETTING UP A GAME AND DEPLOYMENT**

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### **4. FLIGHT FUNDAMENTALS**

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⇒ 4.6 – Turning, Effects of Damage on Turning (New Rule)

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### **5. SHOOTING**

⇒ 5.1 – Guns (range)

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### **CRITICAL HIT TABLE**

⇒ Typographical error

### **6. ATTACKING A SURFACE TARGET**

⇒ 6.1 – Hitting the target and Bomb Damage

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### **7. A CAMPAIGN SYSTEM**

⇒ 7.2.2 – Defensive Patrol

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⇒ Data correction (11.5 – Germany)

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### **QUICK PLAY SHEET**

⇒ Critical Hit table correction

### **GAME RECORD CARDS**

### **CAMPAIGN ROSTERS**

### **Game Play Concepts (1.3 New Rule)**

The following new definitions have been introduced:

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.

### **Skills (General Remarks)**

The first edition was confusing with reference to bombardier skill as well. The first paragraph has been modified as follows:

“Your airmen are characterised by having one or two “skill factors”. In the case of pilots, these are their PILOTING SKILL and GUNNERY SKILL. Air gunners have only the GUNNERY skill factor. In some cases, a pilot will use his PILOTING SKILL to drop bombs. These factors can range from 1 (very poor) to 10 (very good).”

### **Skill Rolls (2.2)**

At the end of the first paragraph add

“When testing, a 10 is always a failure, even with a Skill of 10.”

### **Pilot Skill Roll (2.2 A)**

Add the following action

- Drop Bombs (in a single seat aircraft)

### **Variable Pilot Skill Roll (2.2 B)**

The following note seeks to clarify the use of MVR when failing the VPSR test. Add it at the end of the section.

“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 rule in mind when moving as well.

### **Gunnery Skill Roll (2.2 C)**

The Gunnery Skill roll is also used to recover a gunner from being dazed. At the end of the bullet list modify the last item and add a new one

- Dropping Bombs (by any crew other than the pilot)
- Recover a gunner from being dazed.

### **Dazed, Wounded or Dead Aircrew (2.4)**

In the final paragraph, replace “incapacitated” with “unconscious”.

### **Victory and Defeat for stand-alone games (3.5)**

The text needs some minor adjustment to take account of some comments and other changes. The second bullet point under Victory Points is changed, and a third bullet point added:

- Carrying out successful campaign-type missions. VPs are awarded for destroying or photographing the targets attacked as shown in the Ground Attack and Reconnaissance Flight campaign missions and are the same value as the Bonus Funds defined in the campaign rules.
- If an enemy aircraft RETREATS (not retires) the opponent gains half its VP value.

Under **Ending the Game and determining the Winner** the third paragraph should start “If ALL aircraft...”.

Delete the fourth paragraph.

### **Formations (4.1)**

Delete the final paragraph in the first section starting “When it comes to shooting...” and refer to new rule 5.14 added below.

### **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 new rule section has been inserted

#### **Effects of Damage on Turning**

As aircraft get damaged their MVR rates will increase and you may well end up with an aircraft with an MVR greater than the AS. Such aircraft may become unwieldy or unmanoeuvrable (see below).

#### **Unwieldy Aircraft (Aircraft note 5)**

Aircraft where the MVR is greater than the AS but less than 1½ times the AS are permitted to make a single Turn or attempt to make a Tight Turn at the start of movement. Tight Turns will be at a severe disadvantage due to the negative aerobatic modifier. Such aircraft are specifically identified in the data list. They may be capable of normal manoeuvres if they enter a shallow dive, thereby gaining a ½ AS bonus in the normal manner.

#### **Unmanoeuvrable Aircraft (Aircraft note 6)**

There are some aircraft, notably the large bombers like the Short Bomber, Gothas, Friedrichshafen R Types, etc. which have an MVR that is greater than the Air Speed. Some of these are unable to turn at all under normal circumstances, though we have made specific rules (below) that allow their use. This situation may also apply after the aircraft has been damaged.

Aircraft where the MVR exceeds 1½ times the AS cannot turn at all in game play unless you are using the optional Special Rule shown below.

#### **Special Rule**

You could use the following Special Rule regarding the manoeuvre of large bombers (which do not actually get the ability to turn in the game). With this Rule you can make a NORMAL turn at the start of a move, as long as you pass a PSR, which does not use an AB modifier.

You may NOT use Tight Turns, and any sort of Aerobatic climb or dive manoeuvre is definitely out of the question.

### ***Climbing (4.7)***

The following text is added at the end.

“You cannot climb if ST is greater than ½AS.”

### ***Zoom Climb (4.8)***

The following text is added at the end.

“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.

Update 31 March 2005. There was an error in the 2nd paragraph of the correction, for which we apologise. The initial test should have read “...is less than...”, which was overlooked when the text was rewritten. The revised text below is correct.

#### ***Climbing Half Loop***

This manoeuvre is limited by the capability of the aircraft in this period. It requires a manoeuvrable aircraft with a good climb rate.

The manoeuvre cannot be attempted if 2x the CR is LESS than the current MVR of the aircraft (depending on load). There are then 3 possible effects:

- If CR is greater than MVC/MVL then the Effective Skill to attempt the roll is increased by 1 (Pilot Skill + AB +1).
- If CR is equal to MVC/MVL then the Effective Skill for the attempt is as normal (Pilot Skill +AB).
- If 2x CR is equal to or greater than MVC/MVL then the Effective Skill to attempt the roll is decreased by 1 (Pilot Skill + AB -1).

This manoeuvre reverses the direction of the aircraft’s travel by 180° by using a vertical half circle upwards and a rollout. The manoeuvre takes all the AS because the aircraft travels in a half circle forwards and then back, and the aircraft gains HGT equal to CR.

- If the aircraft can attempt the manoeuvre, the model remains where it is and is first rotated 180°. This manoeuvre is not so easy in less manoeuvrable aircraft.
- You need to make a VARIABLE PILOT SKILL roll as described above. If you pass you add CR to the HGT. If you fail you lose HGT according to the degree of failure, and finally move MVR straight ahead.

If aircraft are in formation and all have the same statistics, then they can do this manoeuvre in formation, assuming all the pilots pass their Skill Rolls.

### ***Diving Half Loop (4.11)***

Insert a new the third sentence to read

“If 2 x current appropriate MVR (i.e. MVC or MVL) exceeds 10 the manoeuvre is not possible.”

In the next sentence change “12” to read”10”.

Add a new 5th sentence

“If using Variable Dive rates then replace 10 above with the Steep Dive distance (which is in most cases more restrictive).”

### ***Altitude loss following a failed VPSR (4.14 New Rule)***

This rule has been added to take account of the reality of being in a spin. The rule was also introduced in Scramble.

“If a pilot fails his VPSR and is forced to lose an amount of altitude which takes the altitude loss in this movement phase either over 10 (or over the STEEP dive rate for the aircraft if using the Variable Dive Rates), then the pilot must make an additional VPSR in order to pull out. If he fails this roll, the aircraft will lose further altitude and, once again, a VPSR will be required until he pulls out. Bad Planes with Bad Pilots will tend to become integral with the landscape!

If the test is passed he has regained control from the spin.”

### ***Leaving the Table (4.15 New Rule)***

This rule is added for clarification:

“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 ½ the VP.
- They may retreat with ammunition still on board. In a normal game this will give the enemy ½ 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)***

Add the following to the end of the section

“The range is the sum of any difference in HGT and the horizontal distance in units.”

### ***Shooting between height levels (5.4)***

Replace the second paragraph with the following

“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.”

### ***Hitting the Target (5.9)***

The second paragraph should be altered to read

“A natural roll of “1” is a miss under all circumstances and jams the gun (under some circumstances a 2 will also cause a jam).”

## ***Effect of Formations on shooting (5.14) New Rule***

To take account of the effect of a formation the following rule has been introduced.

### ***5.14 – Effect of Formations on shooting***

A formation is treated as if it were a single aircraft and all the members of the formation shoot at the same time, but within the following parameters.

#### ***Arcs and Lines of Fire***

The arcs of fire of a formation are defined by the position of its members.

*For example a box of four Bombers in a diamond formation will have the side arcs of the front and rear aircraft restricted by the aircraft to the left and right, and the nose and tail arcs of the left and right aircraft are restricted by the front and rear aircraft.*

Lines of fire are blocked by any member of the formation, so an aircraft on the right of the Bomber box above cannot shoot at an aircraft approaching from the left.

#### ***Target Priorities and Timing***

These are unchanged, but all targets must be declared before any aircraft in the formation shoot. You must shoot at the target aircraft nearest to the shooting formation in the arc of fire concerned. Note that this can be particularly frustrating if the guns have 360 degree arcs.

If a target is destroyed by an aircraft in the formation this does not enable the other aircraft to shoot at any new target revealed.

#### ***Ranges and Skills used***

The actual range from the shooting aircraft is taken. The skill of the Pilot or Gunner on the firing aircraft is always used.

## ***Critical Hit Table***

There is an unwanted semicolon in the effect box D10: 2, D6: 4/5.

### ***Hitting the Target and Bomb Damage (6.1)***

Modify the text of the first paragraph as follows

“To hit the target, make a Skill roll using pilot or gunnery skill as appropriate, modified using the numbers shown in the table below.”

### ***Hitting the Target with Strafing Attacks (6.3)***

The end of the second paragraph should be corrected to read

“A natural roll of “1” (“1” and “2 if using incendiaries) jams the guns as usual.”

### ***Campaign Missions – Defensive Patrol (7.2 2)***

It has come to light that you could fly a Defensive Patrol and immediately retire from the table. While this would provide the enemy with a tactical victory it gives the defender “free” funds, and is not in the spirit of the game. We have therefore modified the funds made available, and the text of the mission has the following sentence added at the end of the second paragraph:

“The defending aircraft must be maintained in place on the table for as long as possible, gaining VPs at the end of every turn where at least one active aircraft from the Defensive Patrol remains in place on the table. Aircraft with dazed pilots are treated as active, while those with unconscious pilots are not.”

### ***Campaign Missions – Ground Attack (7.2 4)***

The aircraft targets in a ground attack are NOT part of the defender’s campaign roster. Therefore add the following to the end of the second paragraph:

“Aircraft on the ground as targets are NOT taken from the defender’s campaign roster.”

Due to the constraints placed on the attacker to destroy the targets to avoid losing VPs, there is risk that a sneaky defender could retire immediately and unbalance the VPs. In order to force the defender to play an active role the Mission rules have been modified as follows, replacing the third paragraph, and adding new rules:

“Aircraft are deployed on your Base Line using the random Set-Up rules. The attacker and defender gain and lose funds depending on the outcome of the mission.

- The Defender loses funds equal to each point of damage inflicted on targets.
- The Attacker gains funds equal to the cost of the target when it is destroyed.

If the defender **retires** from the table having expended all the ammunition on his surviving aircraft, the game ends and the results are determined.

If the defender **retreats** from the table still with ammunition on any of his surviving aircraft, the attacker gains Bonus Funds equal to 1 x the cost of each target that remains on the table not destroyed by the attacker. In addition the defender LOSES funds equal to the damage points of every target on the table not destroyed by the attacker. These points are in addition to any already deducted for previously damaged targets.”

### ***Campaign Missions – Reconnaissance Flight (7.2 5)***

The attacker is required to exit the table with his photo plates in order to gain his Bonus Funds. To prevent unfair play caused by the defender retiring prematurely causing game end, we have added the following rules at the end of the section:

“If the defender **retires** from the table having expended all the ammunition on his surviving aircraft, the game ends and the attacker gains the Bonus Funds he would have obtained if he had exited the table with his photographs.

If the defender **retreats** from the table still with ammunition on any of his surviving aircraft, the attacker gains Bonus Funds equal to 1 x the cost of each target on the table, in addition to any funds for targets already photographed.”

### ***Force Selection and Game Duration (7.4)***

Delete the text in parenthesis at the end of the second paragraph, it is misleading.

### ***End of Mission (7.5)***

#### ***Mission Success***

The text is revised and expanded as follows:

“A mission is considered successfully achieved if the player did not have all the aircraft he put into play destroyed.

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***

The text is revised and expanded as follows:

“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.”

#### ***Table***

The words for mission success for Ground Attack should be changed to

“Attacker’s gain or defender’s loss depends on damage caused”

The points value for mission success for Defensive Patrol should be changed to

“+ 25 at end of each turn that the patrol is maintained”

### ***Repair and Rearm (8.1)***

In the second paragraph, insert after the first sentence:

“The pilot **MUST** be conscious and not dazed.”

### ***Data Correction (11.5, Germany)***

So far we have only detected one data error:

The Rumpier C.1 (late) should have points value 23, not 20.

### ***Quick Play Sheet Critical Hit Table***

The d10 result row 2 has some wrong data in it. Remove all reference to AB reductions, leaving just ST.