
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 !

STEALTH RULES

DATE: 14 SEPTEMBER 2009

While the rules deal in a rather abstract way with the concept of Stealth, aircraft like the F117, B2 and F22 possibly do not get the most “perfect” treatment, which you may feel they ought to receive.

We have considered the question and have come up with the rules presented overleaf, which you should try out as long as all the players are happy to do so.

STEALTHY AIRCRAFT IN FOX TWO REHEAT

Costing implications

The following rules suggestions have an implication in the actual cost of the aircraft. There are two specific areas of stealth that can be used, together or separately.

- If the aircraft is ruled to be less visible to radar, hence making it difficult to detect using rule 7.3, then the cost of the airframe is increased by 25%. This is in addition to any other cost alterations due to changes in Tech Level, and is applied as part of the same modification as one calculation, so cumulative TL changes that would cost +20% will cost +45% if the aircraft is also going to be STEALTHY.
- If the aircraft is ruled to be able to easily shake off contacts, using rule 7.5, then its cost after it has been loaded and crewed is increased by 50%.

The two above cost modifiers are applied sequentially, in the order shown.

3 – Setting Up the Game

Determining the number of Contact Markers (3.3)

Every Aircraft that has been agreed to be treated as STEALTHY receives 1 Contact Marker, in addition to the contact markers that are created at the start. It is NOT treated as a marker specifically for an aircraft and is placed in the Contact Marker Pool.

The player who uses the stealth aircraft will still have to manage his Markers carefully and they may still run out.

7 – Radar and Detection

Bear in mind that being STEALTHY does not mean you are invisible. The B-2 is enormous and cannot hide from Mk1 Eyeball.

Detection – Search Radar (7.3)

A STEALTHY aircraft which is being “pinged” by radar is treated as having a TL 3 higher than its listed value.

Losing Contact (7.5)

A STEALTHY aircraft can attempt to return to Contact marker Status, as long as there is a marker available. The rules apply as shown, though with the following changes.

- If all the conditions are met in the section dealing with Losing Contact, there is no need for a Pilot Skill Roll to return to Contact Marker status, this is automatic.
 - If the SECOND **OR** THIRD conditions are not met, then a normal Pilot Skill Roll is required to return to Contact Marker Status.
 - If the SECOND **AND** THIRD conditions are not met then a Pilot Skill Roll is required, but with a penalty of – 2 to the pilot’s skill (meaning that a Skill 6 pilot tests as if he has Skill 4).
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