
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 !

AIR TO AIR MISSILES—REVISED VALUES

DATE: 23 JUNE 2011

On the basis of an enquiry from one of our readers, we had cause to examine in more detail the table of AAMs. This has meant that there are a large number of revisions in both ranges and costs. True life confessions time—the corrections are entirely down to believing the numbers in the spreadsheet we used to calculate them—which was displaying one number (rounded) but using another (unrounded) to determine other figures.

TABLE OF AIR TO AIR MISSILES

Country	Guidance	Name [Designation] (Date of Introduction)	TL	Damage	Range:Nose/Flank/Rear Aspects	Cost
China	IR1	PL2 (1976)	6	5 D 6	—/—/7	4
	IR2	PL-3 (1980)	6	5 D 6	—/11/7	5
		PL-5B (1982)	6	4 D 6	—/15/10	6
	IR3	PL-8 (1990)	7	5 D 6	32/24/16	13
PL-9 (1991)		7	5 D 6	20/15/10	8	
SAR	PL-1 (1964)	4	5 D 6	20/15/10	9	
France	IR2	Magic 1 [R550] (1975)	5	5 D 6	—/11/7	5
	IR3	Magic 2 [R550] (1985)	6	5 D 6	32/24/16	13
	SAR	R 530 (1963)	4	6 D 6	32/24/16	17
		Super 530F (1980)	6	7 D 6	42/32/21	26
Super 530D (1987)		6	7 D 6	54/41/27	34	
MICA (1997)		7	5 D 6	66/50/33	30	
Germany	IR4	IRIS-T (Contemporary)	8	5 D 6	30/23/15	15
Israel	IR2	Shafir 2 (1978)	6	5 D 6	—/11/7	5
	IR3	Python [Python 3] (1982)	6	5 D 6	32/24/16	13
Python [Python 4] (1992)		7	5 D 6	32/24/16	13	
Italy	SAR	Aspide (1980)	6	7 D 6	8/6/4	5
Russia	IR1	AA-2 Atoll [R-3S] (1961)	4	4 D 6	—/—/7	3
		AA-3 Anab [R-8MT] (1963)	4	7 D 6	—/—/15	12
	IR2	AA-5 Ash [R-4MT] (1965)	4	8 D 6	—/32/21	23
		AA-3 Anab [R-98T] (1967)	5	7 D 6	—/27/18	18
		AA-2 Atoll 2D [R13M] (1973)	5	5 D 6	—/24/16	11
		AA-7 Apex [R-23T] (1973)	5	6 D 6	—/32/21	18
		AA-8 Aphid [R-60] (1973)	5 (+)	3 D 6	—/11/7	3 (4)
		AA-6 Acrid [R-40T] (1974)	5	7 D 6	—/38/25	24
	IR3	AA-3 Anab [R-98MT] (1976)	6	7 D 6	42/32/21	25
		AA-7 Apex [R-24T] (1981)	6	7 D 6	60/45/30	35
		AA-6 Acrid [R-46TD] (1982)	6	7 D 6	60/45/30	35
		AA-8 Aphid [R-60M] (1982)	6	3 D 6	20/15/10	5
		AA-10 Alamo [R-27T] (1985)	6	7 D 6	54/41/27	32
		AA-11 Archer [R-73M1] (1987)	6	4 D 6	38/29/19	13
	IR4	AA-11 Archer [R-73M2] (1996)	7	4 D 6	46/35/23	19
	SAR	AA-1 Alkali [R-55] (1958)	4 (-)	5 D 6	20/15/10	9 (7)
AA-3 Anab [R8-MR] (1963)		4	7 D 6	30/23/15	19	
AA-5 Ash [R-4MR] (1965)		4	8 D 6	42/32/21	30	
AA-3 Anab [R98-R] (1967)		5	7 D 6	36/27/18	23	
AA-2 Atoll 2C [R-3R] (1972)		5 (-)	4 D 6	24/18/12	9 (7)	
AA-7 Apex [R-23R] (1973)		5	6 D 6	42/32/21	23	
AA-6 Acrid [R-40R] (1974)		5 (-)	8 D 6	50/38/25	36 (28)	
AA-3 Anab [R-98MR] (1976)		6	7 D 6	42/31/21	26	
AA-7 Apex [R-24R] (1981)		6	7 D 6	60/45/30	38	
AA-6 Acrid [R-46RD] (1982)		6	8 D 6	66/50/33	47	
AA-10 Alamo [R-27R] (1985)		6	7 D 6	60/45/30	38	
AR	AA-9 Amos [R-33] (1980)	6	8 D 6	94/71/47	76	
	AA-12 Adder [R-77] (1994)	7	6 D 6	74/56/37	45	
South Africa	IR2	Kukri [V3A] (1977)	6	5 D 6	—/14/9	6
	IR3	Darter [V3C] (1990)	7	5 D 6	20/15/10	8
	IR4	A Darter (Contemporary)	8	5 D 6	38/29/19	19
Taiwan	IR3	Sky Sword 1 (1993)	7	5 D 6	20/15/10	8
	SAR	Sky Sword 2 (1996)	7	7 D 6	54/41/27	34
United Kingdom	IR2	Firestreak (1958)	4 (-)	6 D 6	—/18/12	10 (8)
	IR3	Red Top (1964)	4 (-)	7 D 6	44/33/22	26 (21)

<i>Country</i>	<i>Guidance</i>	<i>Name [Designation] (Date of Introduction)</i>	<i>TL</i>	<i>Damage</i>	<i>Range:Nose/Flank/Rear Aspects</i>	<i>Cost</i>
United Kingdom (cont'd)	IR4	ASRAAM [AIM-132] (Contemporary)	8	5 D 6	26/20/13	13
	SAR	Sky Flash (1978)	6	7 D 6	54/41/27	34
United States	IR1	Sidewinder [AIM-9B] (1956)	3	3 D 6	—/—/6	2
		Falcon [AIM-4D] (1960)	4 (-)	6 D 6	—/—/7	5 (4)
	IR2	Sidewinder [AIM-9D/E] (1965)	4	4 D 6	—/11/7	4
	IR3	Sidewinder [AIM-9L] (1976)	6	4 D 6	24/18/12	8
	SAR	Falcon [AIM-4F] (1960)	4	5 D 6	24/18/12	11
		Sparrow [AIM-7E] (1962)	4 (- -)	7 D 6	54/41/27	34 (20)
		Falcon [AIM-26] (1963)	4	5 D 6	26/20/13	12
		Sparrow [AIM-7F] (1975)	5	7 D 6	54/41/27	34
Sparrow [AIM-7M] (1982)		6	7 D 6	56/44/29	36	
AR	Phoenix [AIM-54] (1974)	5	8 D 6	104/78/52	84	
	AMRAAM [AIM-120] (1991)	7	6 D 6	60/45/30	36	
Radio	Genie [AIR-2A] (1957)	3	16 D 6	12/12/12	96	

Notes on table:

The entry '(Contemporary)' under the date means that at the time of publication (2004) this weapon may or may not be in service. Feel free to use it if the date of the game is appropriate.

(-) in the TL indicates a weapon that was less effective than others. You may optionally reduce its To Hit number by 1 and use the cost in parenthesis.

(- -) in the TL indicates a weapon that was considerably less effective than others. You may optionally reduce its To Hit number by 2 and use the cost in parenthesis.

(+) in the TL indicates a weapon that was more effective than others. You may optionally increase its To Hit number by 1 and use the cost in parenthesis.