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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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# ***FOX TWO REHEAT !***

**RULES CLARIFICATIONS UP TO AND INCLUDING**

**EDITION 1.1**

**DATE: 11 APRIL 2014**

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1. INTRODUCTION
  2. MEN AND MACHINES
    - ⇒ Use of ECM
  3. SETTING UP A GAME, DEPLOYMENT
  4. SEQUENCE OF PLAY
  5. FLIGHT FUNDAMENTALS
  6. GAME ARCS
  7. RADAR AND DETECTION
    - ⇒ Stealth Technology
  8. SHOOTING GUNS AND AIR TO AIR ROCKETS
  9. SHOOTING AIR TO AIR MISSILES
  10. ATTACKING A SURFACE TARGET
  11. GROUND DEFENCES
  12. AIRCRAFT DATA
    - ⇒ General remarks for clarification
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## ***Use of ECM***

I have put this here for want of a specific section on ECM.

We have been asked about ECM and the use of chaff and flares, and whether these should be split up. There is a valid question about the availability of sophisticated equipment to poorer nations. Furthermore, what about onboard ECM (rather than pods) on modern aircraft. To take these one by one:

- From the outset we set our minds against flares and chaff. The game is not supposed to be about micromanagement (our rules policy is to avoid such minefields, littered with shredded anoraks !)
- The ECM rules we decided on base their effect on the skill of the crewman using the equipment available, and such inbuilt electronics as might be available in the airframe itself. If the nation can afford to buy ECM pods, then these are added to the defence value (=systems TL) of the target aircraft, which is then added to the Weapons Skill of the crewman attempting to break the lock. Against these are set the electronics systems of the attacking aircraft. The use of the skill roll (which can always fail) means that a sophisticated modern aircraft with a useless crewman may not avoid a missile launched by a 2nd generation jet. (When the missile gets really close to the target and is about to go BANG!, only ECM pods on the target will count against the final to hit roll.)
- Finally, inbuilt ECM is normally regarded as part of the Systems TL. The only time when it is treated as a weapon system in itself is in the case of pure ECM aircraft which are actively trying to help their friends and (usually) have no other weapons on board. They rely on their friends to defend them.

## ***Stealth Technology (7—Radar and Detection)***

Observant readers will possibly wonder about the game data for the F117 Stealth Fighter. The data presented represents the capability of the aircraft when it has been detected. To represent the inherent capability of the aircraft to be difficult to detect in the first place, you should purchase one or maybe more off table ECM aircraft as described at the beginning of the rules. This will provide you with a greater number of “blips” allowing you to burn off dummies for longer before you have to reveal the actual aircraft.

## ***Aircraft Data (12)***

The aircraft in the data tables are shown alphabetically by manufacturer (rather than by nation as we did in Scramble and Stringbags). We appreciate that when you combine this with the list of users which we also provided, this may cause a bit of confusion.

The list of nations shows aircraft in use by that nation but which are not produced by it. This decision was taken to avoid additional pages listing, for example, all the Russian aircraft under Russia. This was also the reason why we ruled that the Warsaw Pact and NATO members would use Soviet and Western aircraft.

We have also been asked about the use of aircraft such as the F-117, which has no actual game benefits if attacked. We are investigating what might be possible within the existing game structure. Bear in mind, however, that if it is given a better defence value etc then the cost will go up, so you are getting what you pay for with the current numbers, as it were.

Equipment that can be used can be determined from the list of Air to Air and Air to Surface Missiles, as well as from the table in the Men and Machines rules section.

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