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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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# ***STRINGBAGS***

## **NEW OPTIONAL RULES**

**DATE: 1 MAY 2004**

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The section numbering refers to Edition 1.0 and (in parenthesis edition 1.1).

1. INTRODUCTION  
2. MEN AND MACHINES  
3. SETTING UP A GAME AND DEPLOYMENT  
(4). SEQUENCE OF PLAY  
4 (5). FLIGHT FUNDAMENTALS  
5 (6). SHOOTING  
⇒ 5.9 (6.9) – Hitting the Target—Effect of Pilot Skill  
CRITICAL HIT TABLE  
6 (8). ATTACKING A SURFACE TARGET  
7 (9). A CAMPAIGN SYSTEM  
8 (7). SPECIAL OPTIONAL RULES  
9 (10). BIBLIOGRAPHY  
10 (11). DESIGNERS NOTES  
11 (12). AIRCRAFT DATA  
12 (13). AIRCRAFT THEATRE LIST  
QUICK PLAY SHEET  
GAME RECORD CARDS  
CAMPAIGN ROSTERS

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***Relative Pilot Skills in Gunnery (5.9 / 6.9)***

*We should have considered this issue for the effect of fighters fighting fighters (and attacking bombers as well). Of course a more skilled pilot should be able to either aim his craft better or dodge the bullets (depending on where he is).*

This rule only applies to cases where the pilot is shooting fixed guns. Compare the PILOT skill of the shooter and the target. If the pilot skill of the shooter is greater than that of the target aircraft ADD +1 to the to hit roll. If the pilot on the target has a better pilot skill then the shooter is DEDUCTS -1 from the to hit roll.

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