

DOWNTOWN

Rules FAQ

22 December 2005

The following are the answers to Frequently Asked Questions (FAQs) and are clarifications of the rules.

Counters

Q: There are two sets of F-4 counters and two sets of A-7 counters. In each case, one set has camouflage, the other doesn't. What's this difference represent? Air Force versus Navy?

A: Correct. The grey schemes are Navy (with Navy callsigns) and the camo schemes are Air Force (with Air Force callsigns).

9.44 Landing

Q: The last sentence of 9.44 says that MiG flights are made unready and may never take off again after landing. But this seems to conflict with the Quick Reaction Alert random event which says "ready ANY unready MiG flight". Does 9.44 take precedence, or can a landed MiG that is unready be made ready for flight again?

A: As 9.44 states, a MiG flight that has landed may not take off again. This is regardless of its ready/unready state.

11.32 Shot Resolution

Q: The rules state in 11.32 that "shots are resolved in an order determined by the players," but I can't find what that order is?

A: It's any order the players decide upon. The important thing to remember is that the results are not allocated until after ALL shots are resolved, so that it doesn't really matter which player rolls their shots first.

15.43 SAM Avoidance

Q: If a US flight is attacked by two different SAMs on the same MP expenditure and both attacks result in avoidance, does the flight apply rule 15.43 twice?

A: A SAM attack should be resolved before another takes place against that unit.

Q: If so, do you compute the second attack after performing the first avoidance maneuver?

A: Yes. If the first attack causes avoidance, the second takes place after the avoidance.

Q: If a flight is attacked on expenditure of its last MP is it marked with 2 SAM Avoidance markers so that it expends 2 MPs next game turn to remove them?

A: Yes.

15.35 Anti-Radar Tactics

Q: Do US flights executing Anti-Radar Tactics have to expend their first MP normally, either freely descending one altitude band while moving forward (if Low or Medium) or using the

MP to descend two or three bands (if Medium or High), OR is the first MP some kind of special "Anti-Radar Maneuver," just as it is for SAM Avoidance?

A: It's a normal move, not a special case such as SAM avoidance. However, the acquisition maintenance roll is made after that first MP is expended.

16.22, 17.32 Toss Bombing and Carriage Limits

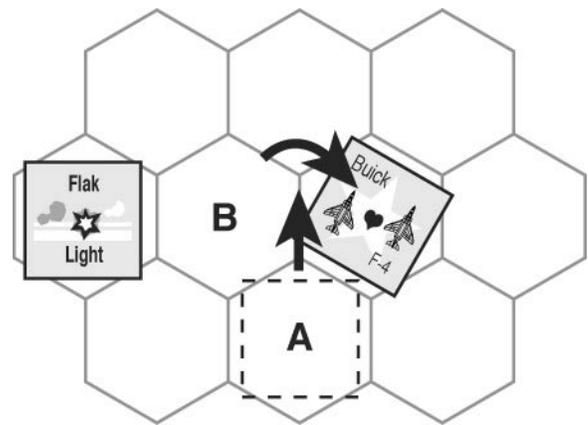
Q: Under 17.34 Toss Bombing Profile, it says that the flight needs to be at speed 4 or more. However, under 16.22 Carriage Limits, if the flight exceeds speed 4 its "ordnance is rendered useless and cannot be used". Does that effectively mean you can Toss Bomb from speed 4 only, or does 17.34 temporarily suspend 16.22 during the resolution of the bombing run?

A: Both rules apply so yes, you need to be going speed 4 to toss-bomb without rendering the bombs useless. If you toss bomb at speed 5 the bombs fizzle.

17.2 Bombing

Q: At what point during a flight's MP do AAA attacks, SAM attacks and bombing occur?

A: AAA/SAM fire takes place after completion of movement associated with the flight's MP [14.3, 15.41] (i.e. after all movement, altitude change and free turning resulting from expenditure of the MP). Bombing takes place after the AAA/SAM fire [17.2].



EXAMPLE: Buick flight starts in hex A, moves onto the hexside and then free turns to the right. This flight would be unaffected by AAA barrage in hex B because at the completion of all movement associated with that MP it is not in the barrage zone hex.

Note that the 14.31 clause on choosing which altitude band to attack does not affect when AAA fire takes place. The roll still takes place after the move, but may use the flight's altitude for the start of its move.

Q: Can the flight wait and see what happens in the bomb attack and then turn at the end of its MP?

Check the exception clause in 6.32 and the last sentence of 17.2. You can't free turn when bombing. However, there's nothing to stop you bombing and then, after resolving that attack, expending another MP to turn in the hex.



17.31 Dive Bombing

Q: A flight starts its bomb run at Medium altitude and dives to Low and presses the attack. Should the extra round of flak fire be take place at Low level or Medium?

A: Low. Pressing should be announced at the moment of attack and the attack resolved at the flight's attack location.

17.52 ARM Launches

Q: If a SEAD flight moves forward one hex and expends the extra MP to initiate a lofted ARM shot, can the target SAM unit (assuming it has acquisition) fire at them before the ARM shot?

I played it that the SAM fired on the movement MP, and the loft MP came after the SAM's response. Or are these potentially simultaneous?

A: No. 17.2 is the 'master rule' on air-to-ground attacks and also applies to ARMs, so you must resolve all SAM and AAA attacks before launching the ARM. However, note that flak will attack after expenditure of a movement point for lofting [14.3 d.], and SAMs can attack after expenditure of an MP [15.41]. So AAA would attack on both MPs; a SAM could attack on either MP, and all fire against the SEAD flight would be resolved before the ARM launch.

17.52 ARM Launches

Q: Is the ARM Morale Check roll mentioned in the second paragraph to see if the SAM site is brave enough to play chicken with the incoming Shrike and the Morale Check roll in the third paragraph part of the attack sequence?

These paragraphs are one after the other in the same section of rules. Am I misinterpreting this or is the third paragraph written as a how-to-proceed on the morale check in the second paragraph?

A: The latter. To clarify, the procedure is:

- (1) Decide whether to voluntarily shut down any radars. (At this point the target of the ARM has not been declared.)
- (2) After all voluntary shut-downs, declare the target.

(3) If the declared target radar didn't voluntarily shut down, roll an ARM Morale check for each ARM launched.

(4) If the radar shuts down, for whatever reason, any attacks against it fail (unless they are Standard B, in which case resolve as indicated by the rule).

19.33 Off-Map Standoff Jamming

Q: Can you stack off-map standoff jamming markers in the same hex? Rule 6.4 forbids ending movement stacked with another flight, but markers aren't flights.

A: Yes, you can stack off-map standoff jamming markers. There is no prohibition on doing so.

24.1 Photo Recon Runs

Q: Can a disordered Recon flight gather BDA?

A: Yes it can. There is nothing in the rules to prohibit this.

US Navy Aircraft Data Charts

Q: Can the A-6B carry both Standards and Shrikes at the same time? Note 'p' suggests they carry both missiles.

A: Correct. As the last paragraph of 16.1 makes clear, multiple ordnance types are permissible where noted on the ADC. As a careful reading of note 'p' reveals, the following are legitimate ordnance options for the A-6:

- A-6A:**
 - Bombs, strength 4
 - EOGB (1)
 - Bombs, strength 2 + Shrike (2)
 - Shrike (4)
- A-6B:**
 - Bombs, strength 4
 - Bombs, strength 2 + Shrike (2)
 - Shrike (4)
 - Shrike (2) + Standard A or B (1)
- A-6C:**
 - Bombs, strength 4
 - EOGB (1)
 - LGB (1)
 - Bombs, strength 2 + Shrike (2)
 - Shrike (4)