**Rules**

1) **Correction** - on page 11, **3.3.1 Sub Group Order**, the Enemy up sun rule is B4.6 not C4.6.

2) **Clarification** - on page 15, **3.11 Loaded Aircraft**, change the section to: "Load status is changed at the end of a turn. Aircraft are considered loaded at the state in which they started the turn until turn end, even though ordinance may be “released” in the Air-to-Air fire segment or as per C2.2.1 Over-Target Air-to-Surface Ordnance Release.

**Scenarios**

1) "Day of the Hunter" (p.41) Remove the text “They are flying in two pairs and do not all have to enter on the same turn” from the end of Scenario Rule #1. Also under Jordanian Red Flight, add "(enter turn 1 from edge 2 or 4, any speed, TAL3, SURFACE LOW CAB)"

2) "First Kill: Phantom" (p.43) variable rule "Better Atolls" should read “…AA-2D Improved Atoll missiles.” not “…AA-2B Improved Atoll missiles (Modern DFM).

3) "Sons of Pharaoh" (p.44) variable rule "Better Atolls" should read "...equipped..." not "quipped".

4) "Gunfighter" (p.49) each A-4 is only allowed one “Shrike Attack” – text has been clarified.

5) "Helo Ambush" (p.60) "Mi-25" in the History section should be "Mi-24".

**QRC p.1**

1) Remove the words “HALF-LOAD that drop load are CLEAN at start of move” from the Loaded Aircraft Rules Table

2) Based on poor operational performance (one account has 24 weapons fired in combat with only 1 hit), the AA-10A RHM should be rated on the same line as the AIM-7E2 rather than the AIM-7F.

**Aircraft Statistics**

1) New aircraft: B.2 Canberra, F-5E, F-18A/C, MiG-23BN.

2) Replace all existing MiG-23 stats with the ones below.

3) All MiG-19 modes have top speed increased to “8” (rather than “7”) and include the following note: “Make OOC if ending move at speed 1 after extreme turn in HIGH CAB or above”.


5) Change MiG-29B weapons to: “…FF: 1x LRHC, 4x IRM, 2x RHM” and radar range to “380”.

6) add “(1965)” after the F-4B ECM rating.

7) Upgraded versions of the USAF F-4E (Oct1972), Israeli AF F-4E (Dec1971-1978) and F-4J (1978) should use both the C Move and C Maneuver Charts instead of the F-4 special chart.

8) A-6E Intruder should have Dive of “60” not “600”.

9) Sea Harrier FRS.1 radar range should be “140”.

10) All F-16 should have “4” Afterburner instead of “3”.

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### Jet Aircraft Statistics

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<tbody>
<tr>
<td>B.2 Canberra</td>
<td>1950</td>
<td>C6 +1(-) Lx 36/58</td>
<td>none</td>
<td>R2 / d6</td>
<td>none</td>
<td>@FF: 2x MC, 4x IRM, 2x RHM</td>
<td>R: d8 - 270 RWR</td>
<td>PVA; M =Soviet Version MF = Exp. Version; AA-8 (’81)</td>
<td>R2 / d6 none</td>
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<td>MiG-23BM/&quot;Flogger-B&quot;</td>
<td>1972/1978</td>
<td>D8 +1 384/S+ AQC3</td>
<td>R1 / d8</td>
<td>@FF: 2x MC, 4x IRM</td>
<td>R: d6 - 120, RWR</td>
<td>PVA; Export Version May only use IRM</td>
<td>R2 / d6 none</td>
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<td>D8 +1 384/S+ AQC3</td>
<td>R1 / d6</td>
<td>@FF: 2x MC, 4x IRM</td>
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<td>D8 +2 Hx 423/S+ AQC3</td>
<td>R1 / d8</td>
<td>@FF: 2x MC, 4x IRM, 2x RHM</td>
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<td>PVA; Ground attack version</td>
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<td>B8 +3 320/S AQC2</td>
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<td>Exp. Ver., some with d9 Def Sys</td>
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<tr>
<td>S-58</td>
<td>1954</td>
<td>H2 +0 12/18 none</td>
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<td>none</td>
<td>R2 / d6 none</td>
<td>Helicopter</td>
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