

# Foxbat & Phantom

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I quite enjoy "Foxbat and Phantom", yet I was forever losing my sorry MiG-21's to the Phantom. The main problem was the all singing, all dancing RH missiles. As I was interested in this I did some checking on them. This is the basis of the modifications. In order they are:

1. Missile Range Point Allowance
2. RPA Hit Point (Rule 7.48)
3. Missile Carriage/Turn mode link.
4. Addition of the Phoenix missile
5. Modification to the Lightning's 'RH' missile.

## 1. Missile Range Point Allowance

**New** RPA for Radar-homing Missile weapon for Starfighter, Phantom, Tomcat, F111E, F-15, **now** 13 Range Point Allowance.

**New** range for Soviet Heat Seeking Missile weapon. Foxbat, Fishbed, Flagon **now** 3 hexes.

**New** range for all non-Soviet aircraft Heat Seeking Missile weapon, **now** 4 hexes.

When calculating the chance for a Soviet Heat Seeking Missile weapon **do not** use ranges one or two. Instead count ranges 3,4, 5 as 1,2,3 respectively. The same goes for Non-Soviet Heat Seeking Missile combat except only range one is ignored - 2,3,4,5 **now** 1,2,3,4.

## 2. RPA Hit Point Modifications

(replaces Rule 7.48)

|     |       |               |
|-----|-------|---------------|
| RPA | 5     | 0 Hit Points  |
| RPA | 6-10  | 2 Hit Points  |
| RPA | 11-15 | 1 Hit Points  |
| RPA | 16+   | -1 Hit Points |

(This last one is to show the fact that a missile's motor fires only a few seconds, so at long ranges the missile's ability to manoeuvre is greatly depreciated).



## 3. Missile Carriage/Turn Mode Link

Firstly, the Phantom, Tomcat and F-15 can have 4 Radar-Homing Missiles **and** 4 Heat Seeking Missiles. If they do carry this weapon load their manoeuvrability will be affected. To show this:

**Add 2** to the present turn mode "

**Reduce** by 1 for every 2 missiles of any type fired.

## 4. The Phoenix Missile

I don't use this one much as it is not much fun.

RPA - 60 (I worked it out as 120 but I thought your enemy should at least have a chance to get on the map).

### Turn-Mode

|                       |   |              |
|-----------------------|---|--------------|
| It retains the normal | 2 | up to 20 RPA |
|                       | 3 | 21-30 RPA    |
|                       | 4 | 31-40 RPA    |
|                       | 5 | 41-50 RPA    |
|                       | 6 | 51-60 RPA    |

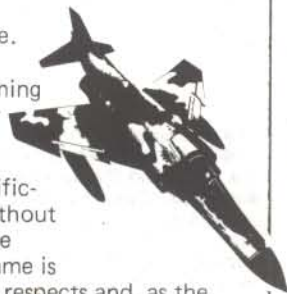
## 5. Lightning/Mirage F1 Missile Mod.

Firstly, the Lightning does not carry a Radar-Homing Missile weapon. Technically it is a 'Super Heat Seeking' missile. To show this count it as a normal Heat Seeking weapon for ranges 1-5. For ranges 6-12 use the Radar-Homing technique but **do not** count electronic counter measures; instead move **two** columns to the right of the actual hit point column, i.e. 9-12 is now 16-20.

Finally, the French Radar-Homing Missile can change 'heads' to a Heat Seeking missile.

If used as this then keep then Radar-Homing range and treat as for the British weapon.

I hope you find modifications acceptable. Without drastically altering the game structure the game is balanced up in some respects and, as the Americans found in Viet-Nam, MiG-21's are not lightly dismissed.



### Bibliography

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