
Stations Manned and Ready 2nd Edition

Game Template Booklet

A and A Game Engineering

Terms and Conditions

This product is made available for your personal use only.

The pages in this document are intended to be printed and copied for use when playing a wargame using the Stations Manned and Ready 2nd Edition Rules. They may be copied among players.

Visit our website for additional information, Clarifications and FAQs on all our products, as well as supporting material and useful links. We hope that you enjoy using this product, and by recommending it to fellow wargamers you will support our further development of rules.

If you have any questions regarding the rules or other products, contact us via the links on the website, or through the email address shown below.

Andrew Finch and Alan Butler
Partners, A & A Game Engineering

Published by *A&A Game Engineering*
20 Shrublands Court
Mill Crescent
Tonbridge
Kent TN9 1PH
Great Britain

Email *Info@AandAGames.co.uk*

Website *http://www.AandAGames.co.uk*

Product Code AA502WV-rev 2

II *STATIONS* *MANNED AND READY*

GAME TEMPLATE BOOKLET

BY ANDREW FINCH AND ALAN BUTLER

EDITION 1.1

First published by A&AGE 2013

Revision published by A&AGE 2015

All parts of this publication are Copyright © 2013, 2015 A&AGE

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form, or by any means, electronic, mechanical, photocopying, record or otherwise whatsoever, without the prior permission of the publisher and authors.

This document contains the following templates for Stations Manned and Ready II

Torpedo Template

Manoeuvre Templates for MVR 2 to MVR 5

Manoeuvre Templates for MVR 6 and MVR 7

Manoeuvre Template for MVR 8

Manoeuvre Template for MVR 9

Manoeuvre Template for MVR 10

Manoeuvre Template for MVR 11

Manoeuvre Template for MVR 12

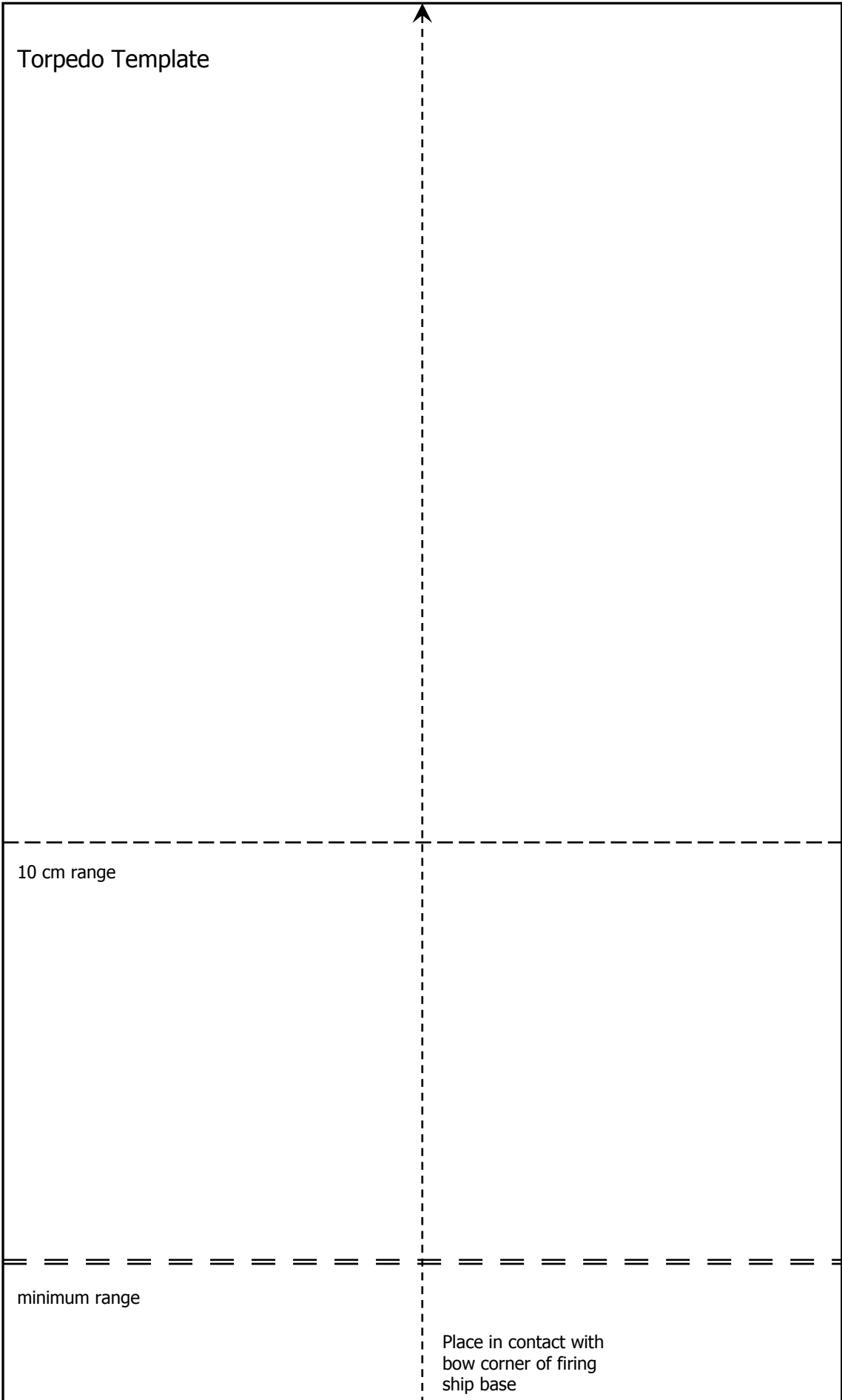
Manoeuvre Template for MVR 13

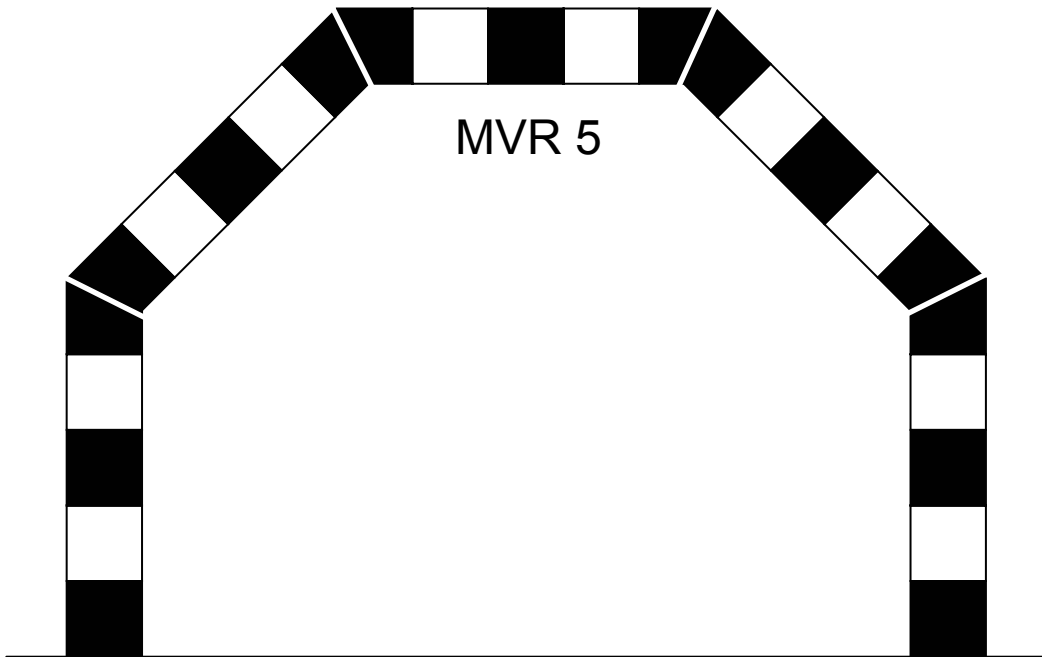
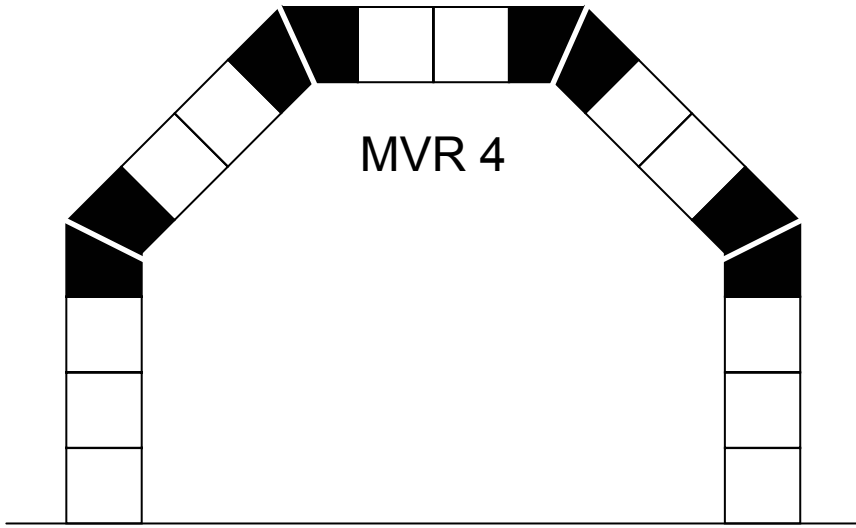
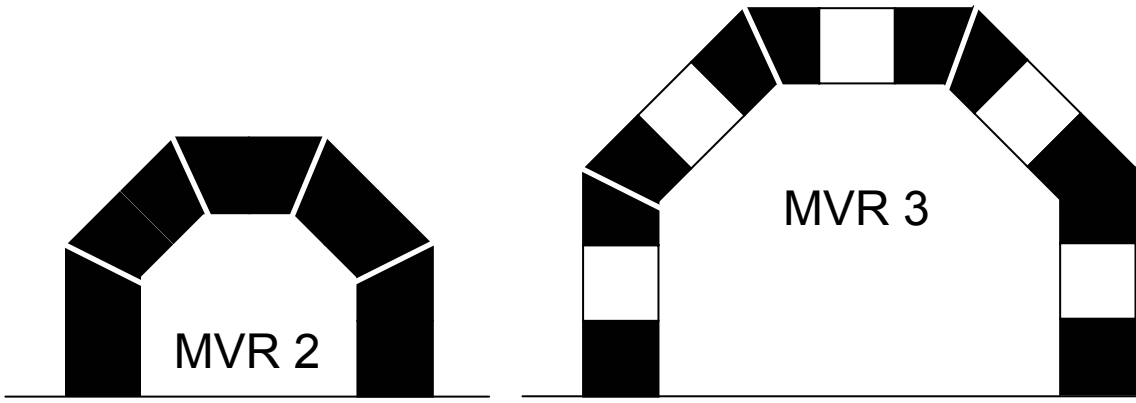
Carrier Aircraft Handling Sheet (v2 November 2015)

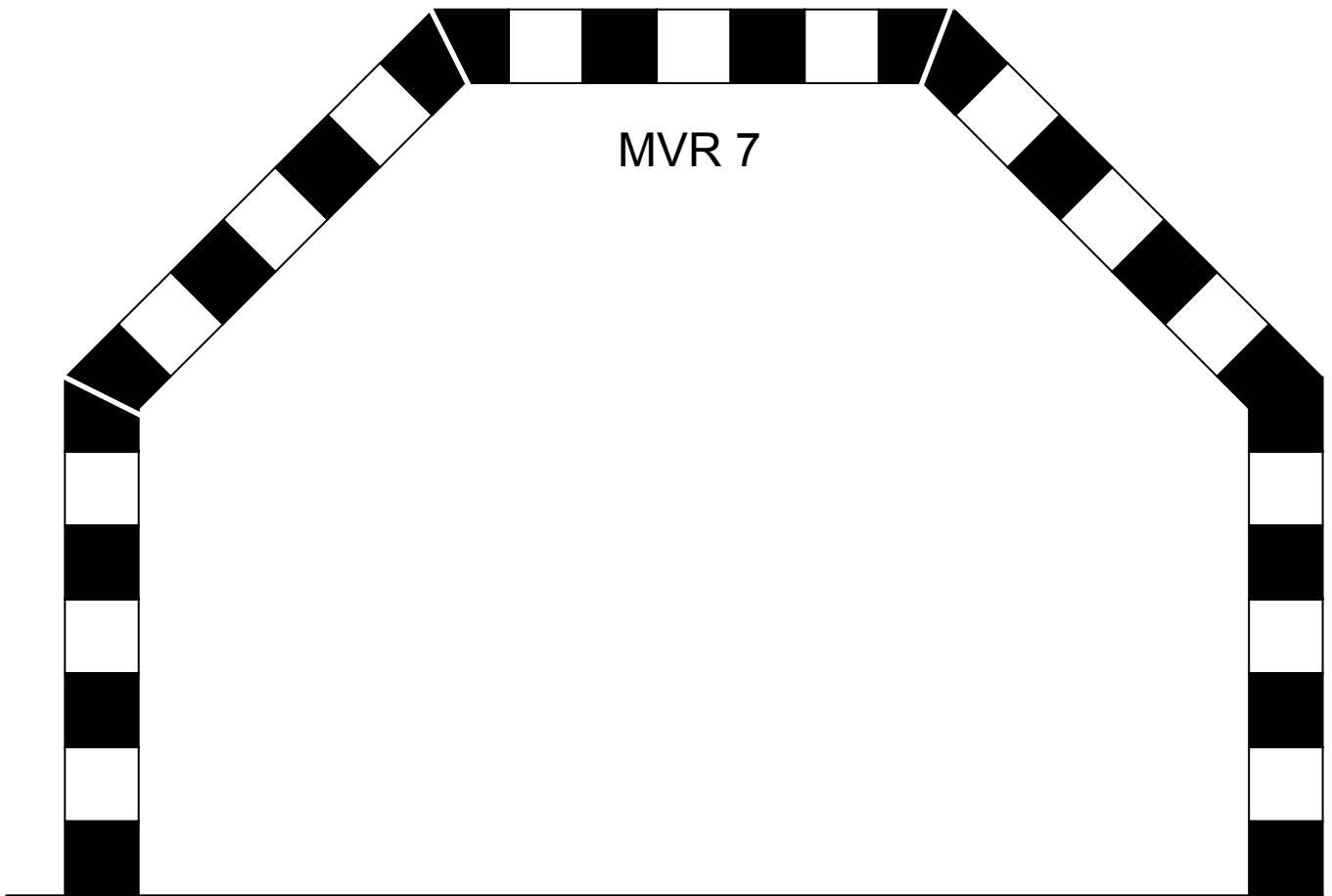
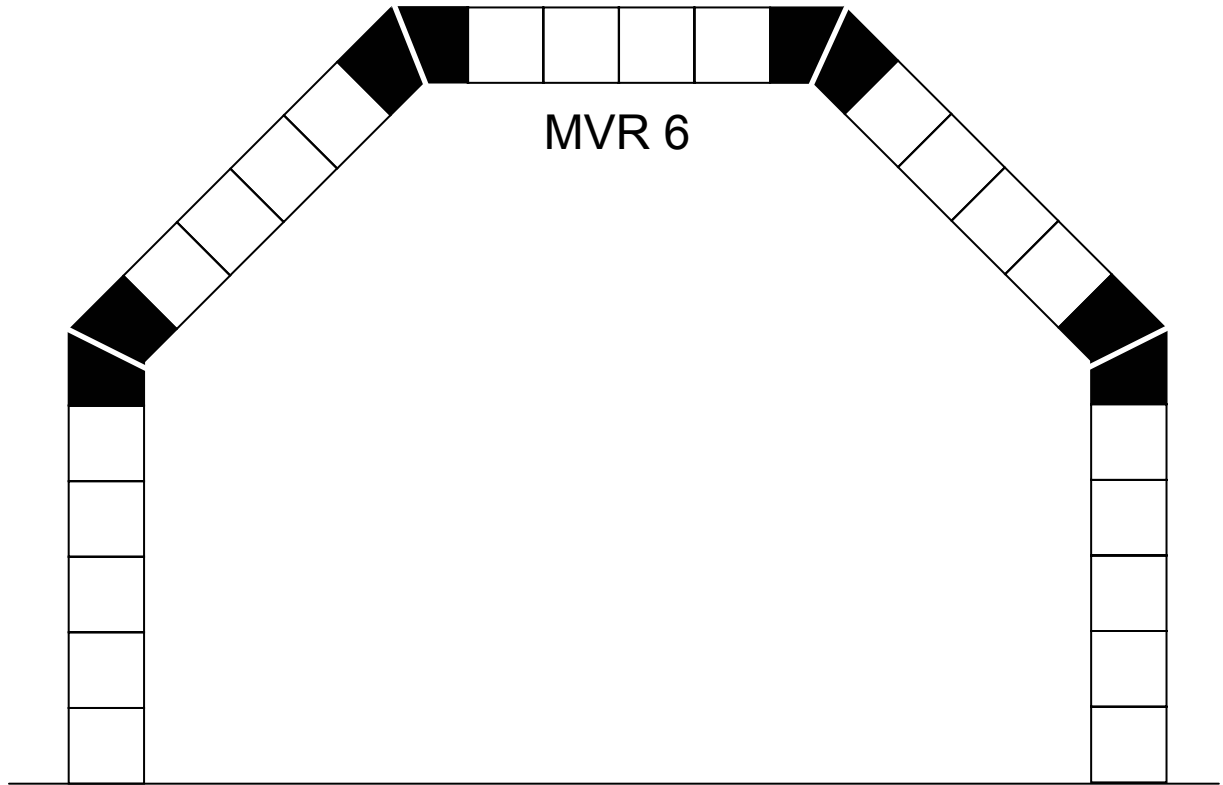
Air Base Aircraft Handling Sheet (v2 November 2015)

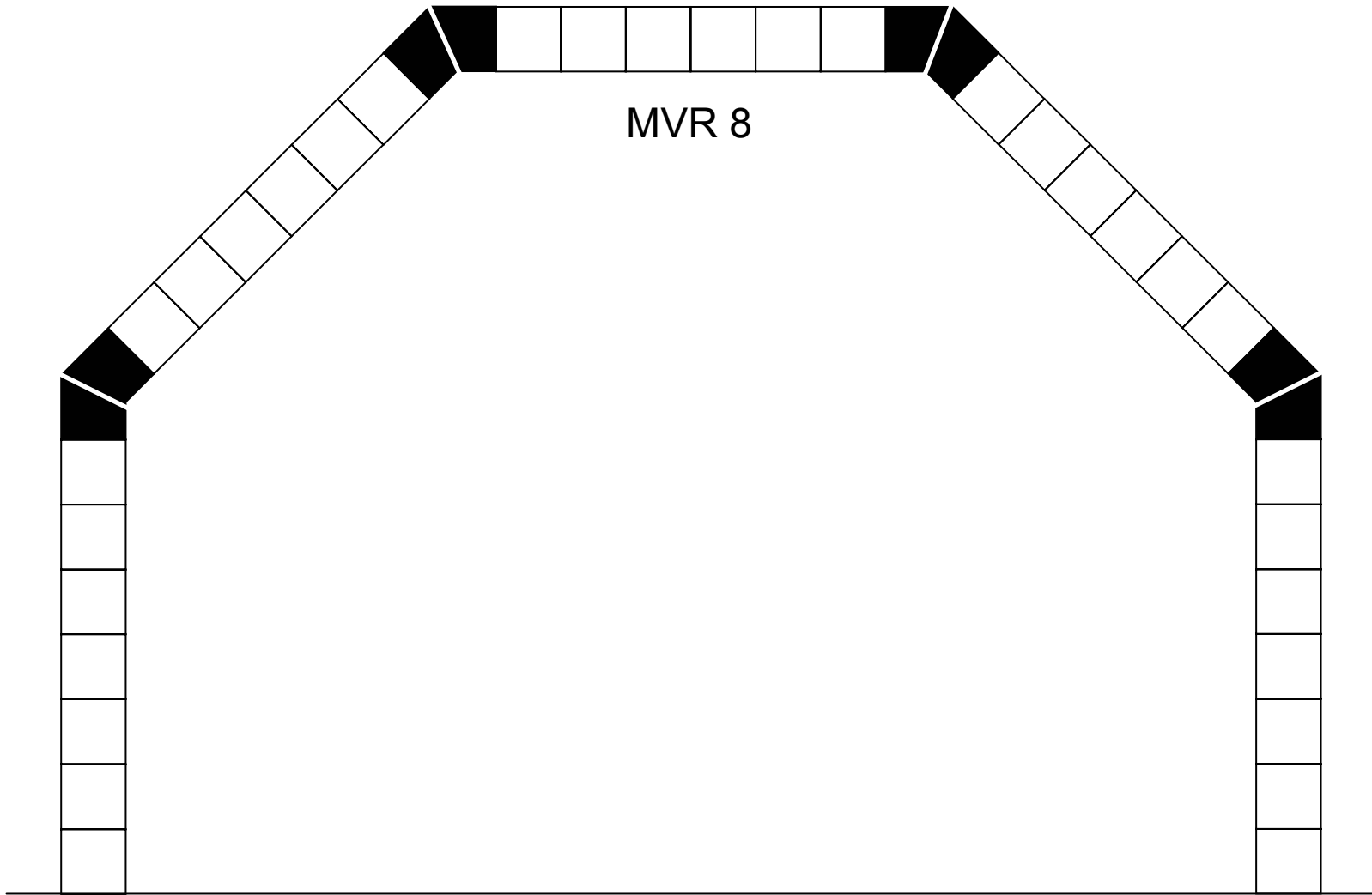
Aircraft Squadron Record

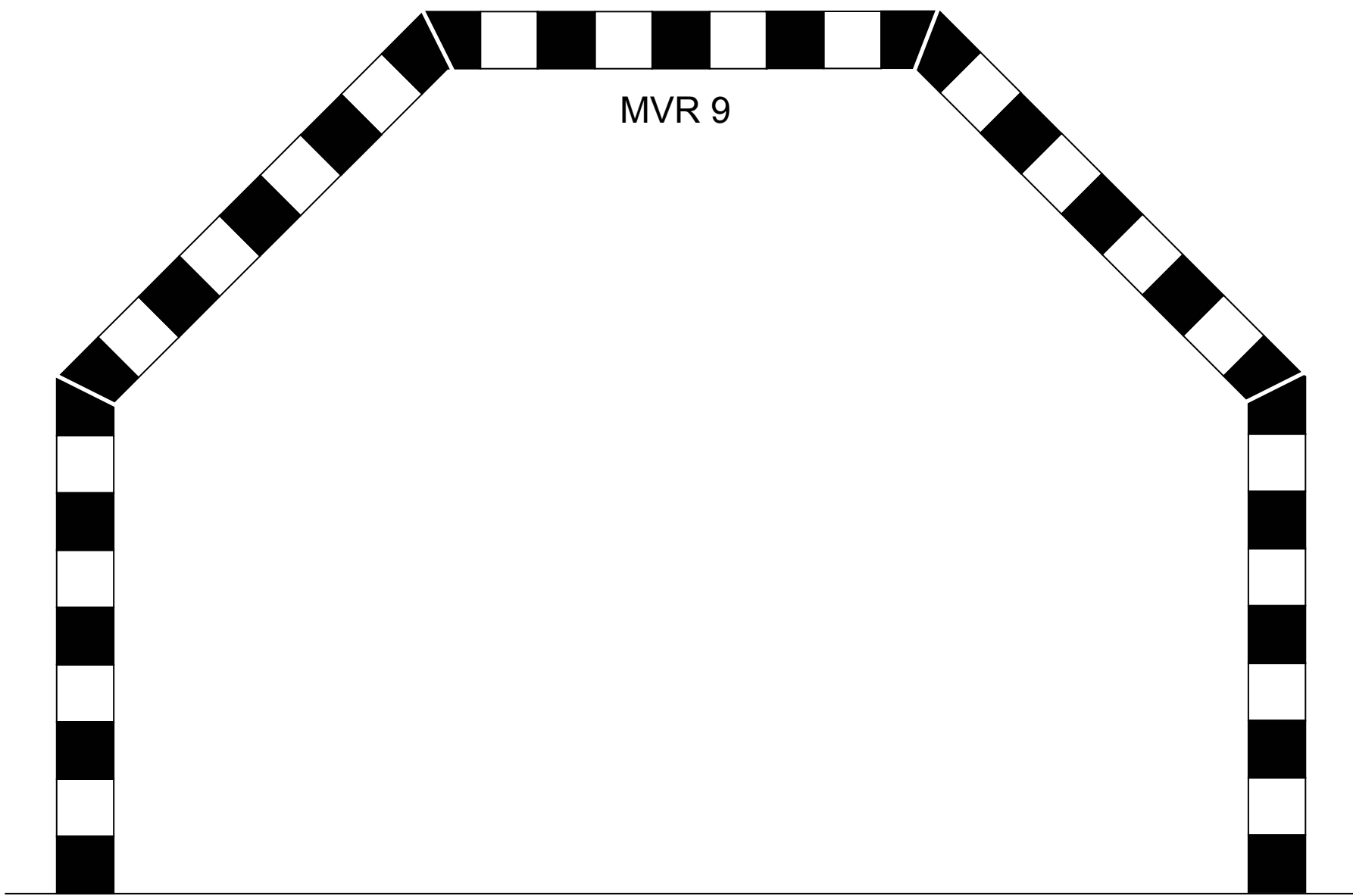
Aircraft Counters



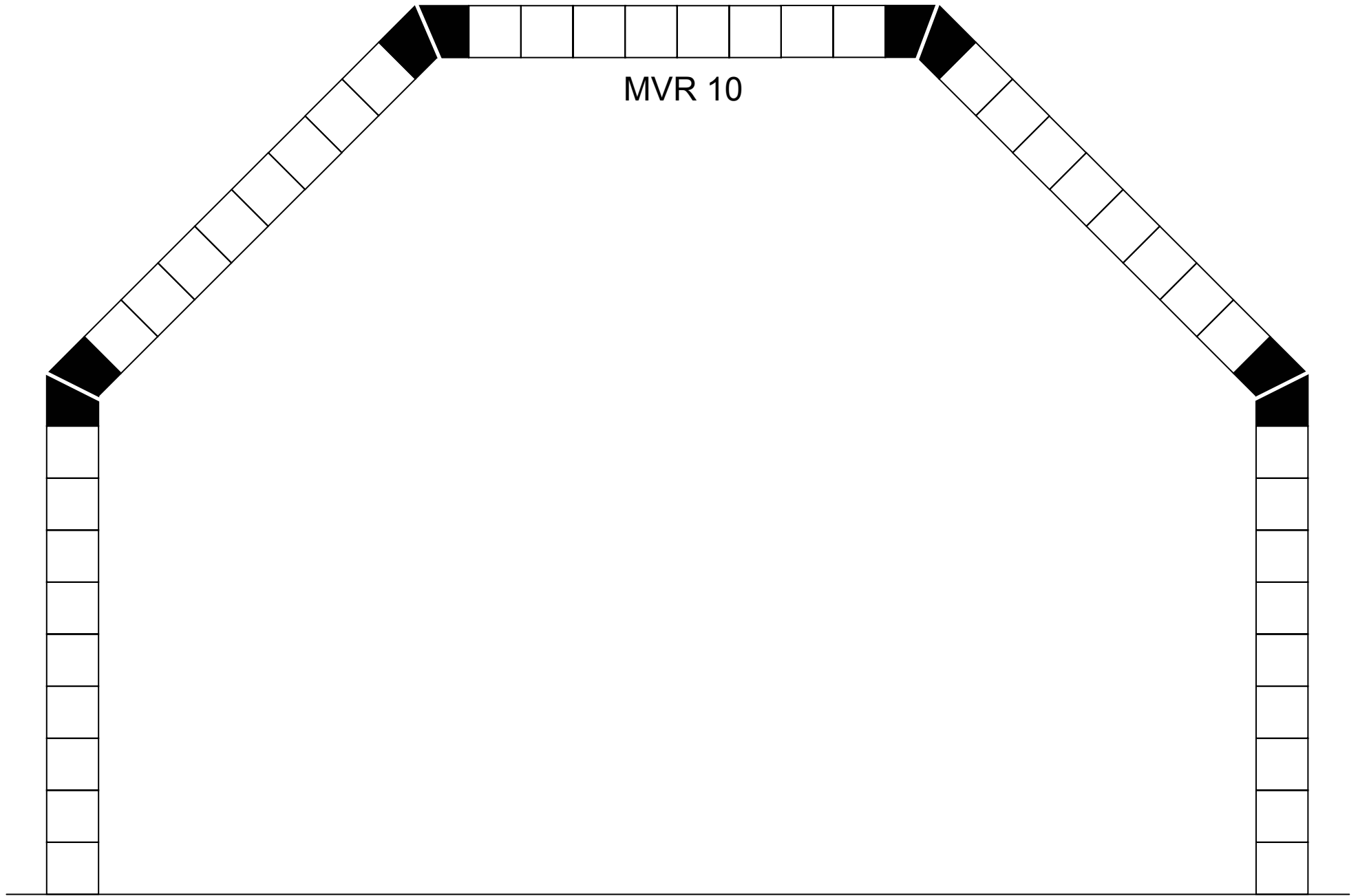




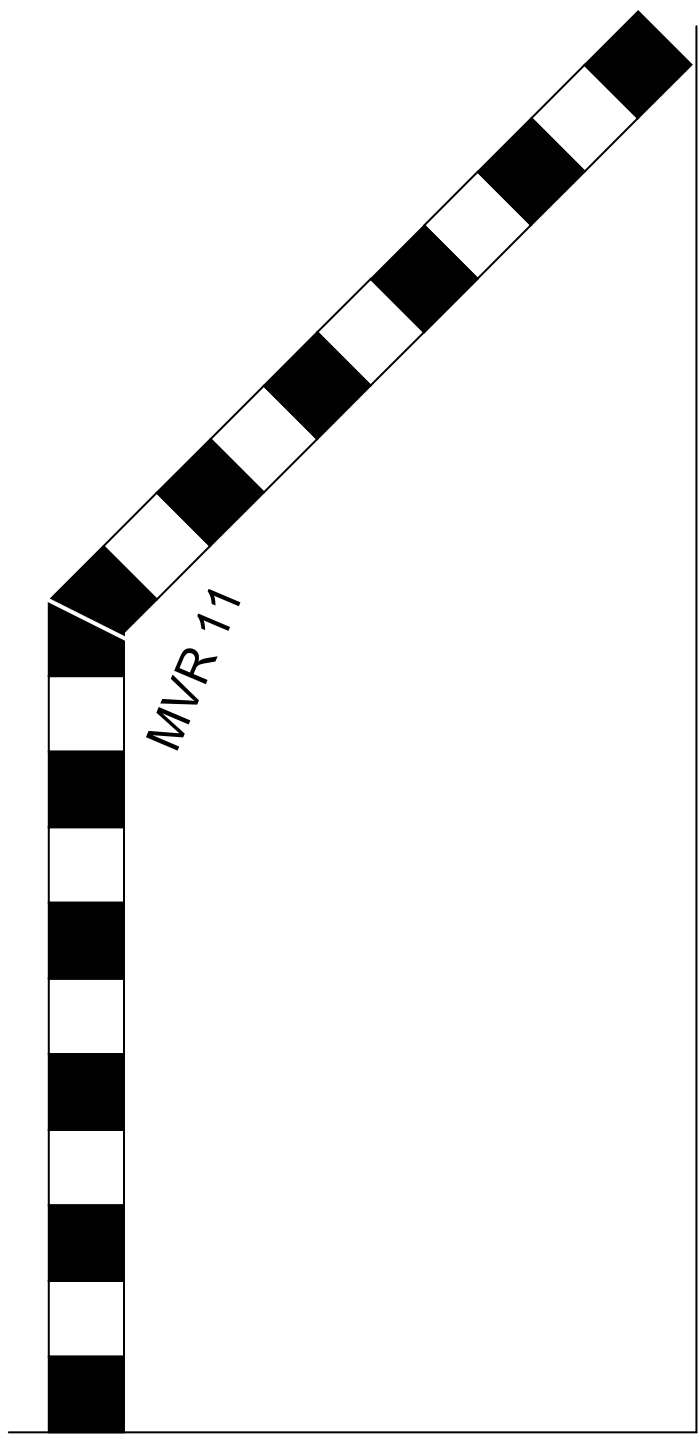




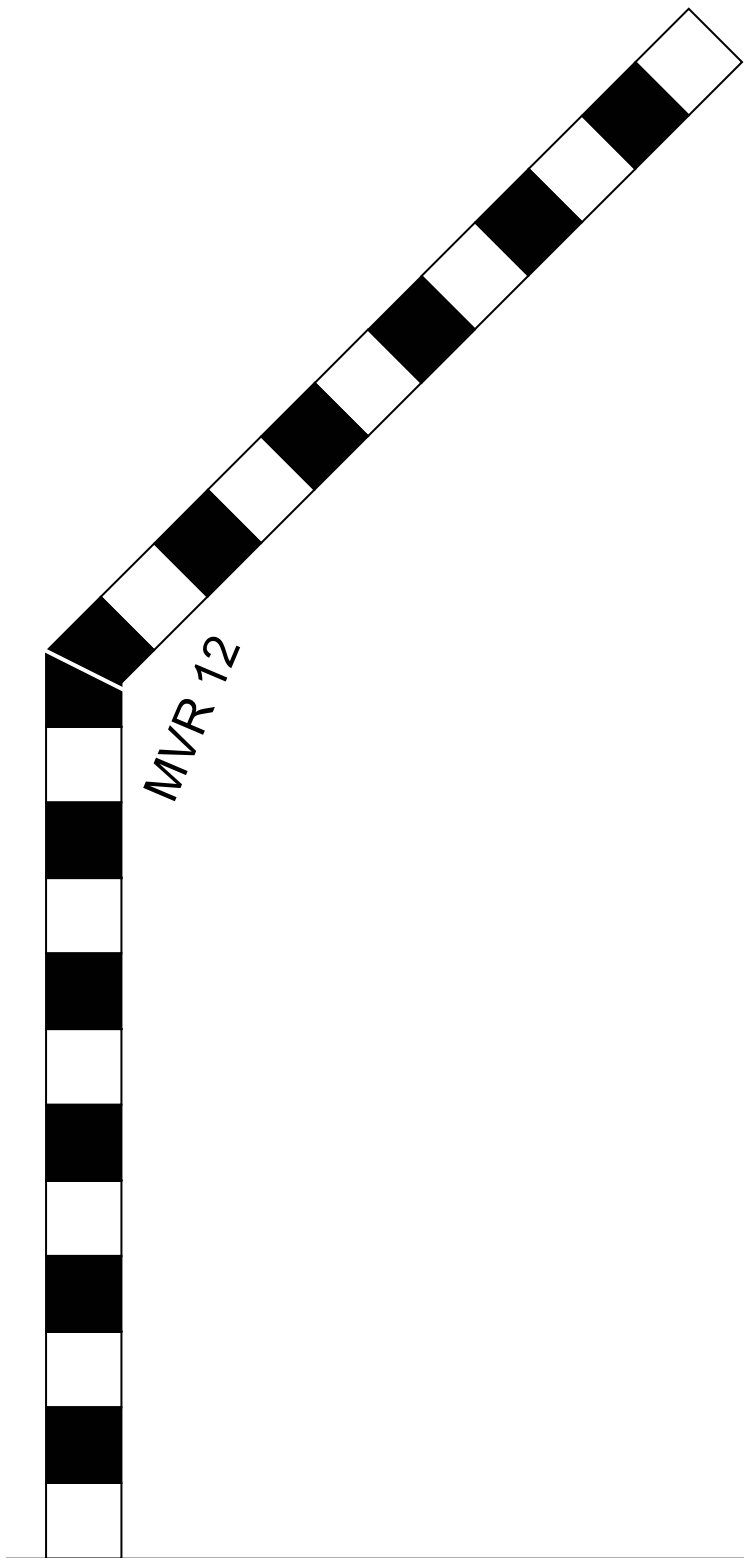
MVR 9

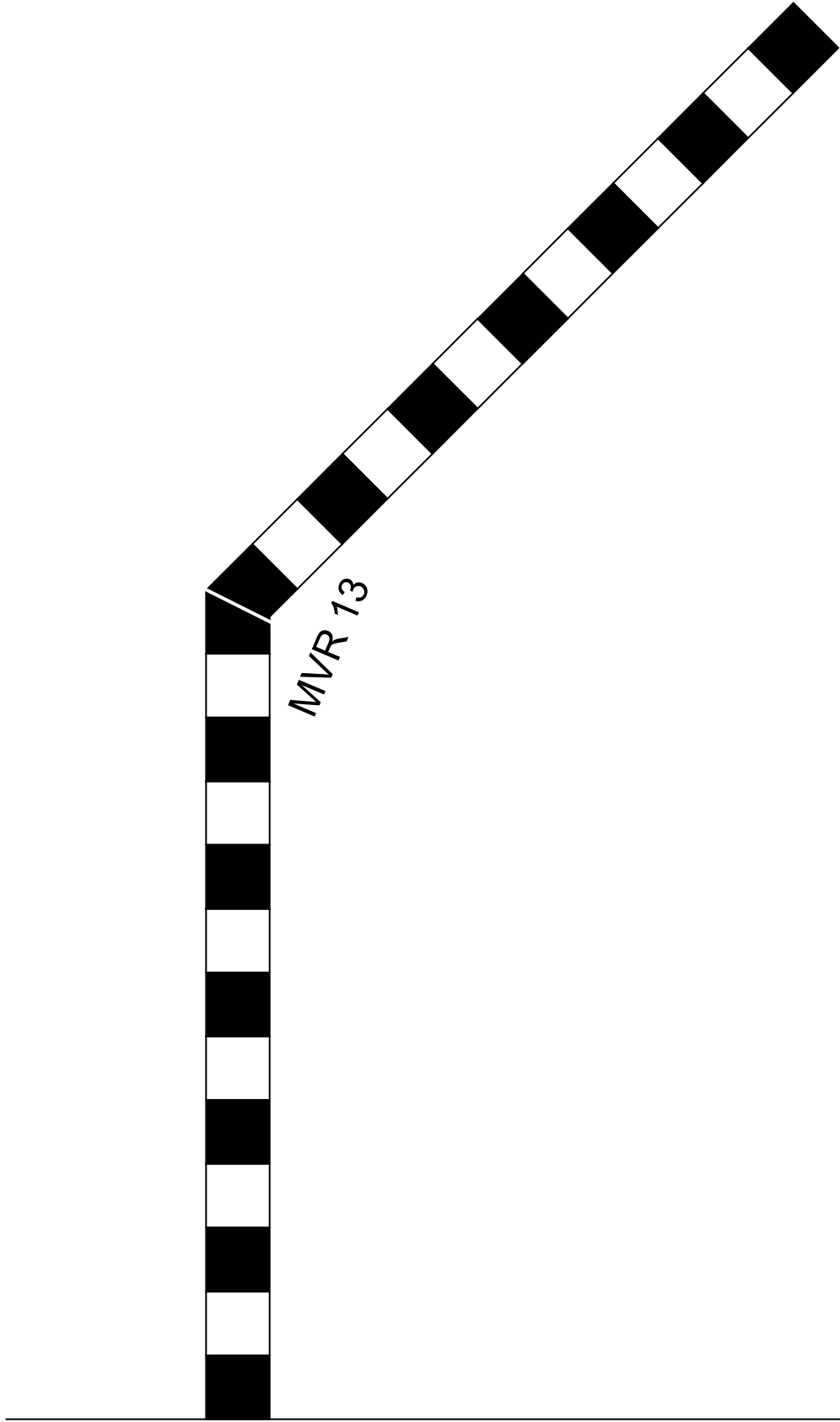


MVR 10



MVR 11





MVR 13

Carrier Aircraft Handling Sheet

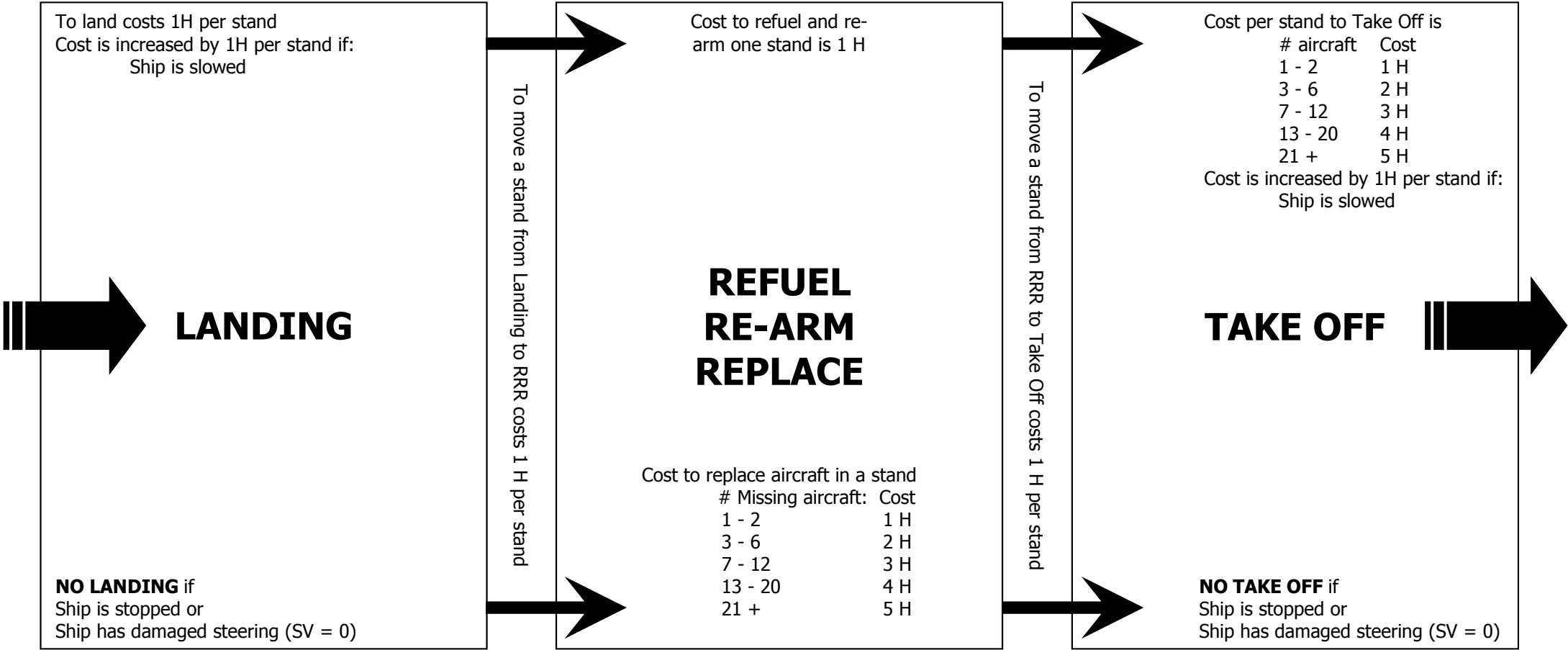
Name: _____

Handling: _____(H) # Catapults: _____

RRR Limit: _____(RRR)

Maximum capacity in aircraft after the start of the game is 6 x current H

You may not spend more points of H in the Refuel, Re-Arm and Replace Box than the current RRR limit



Air Base Aircraft Handling Sheet

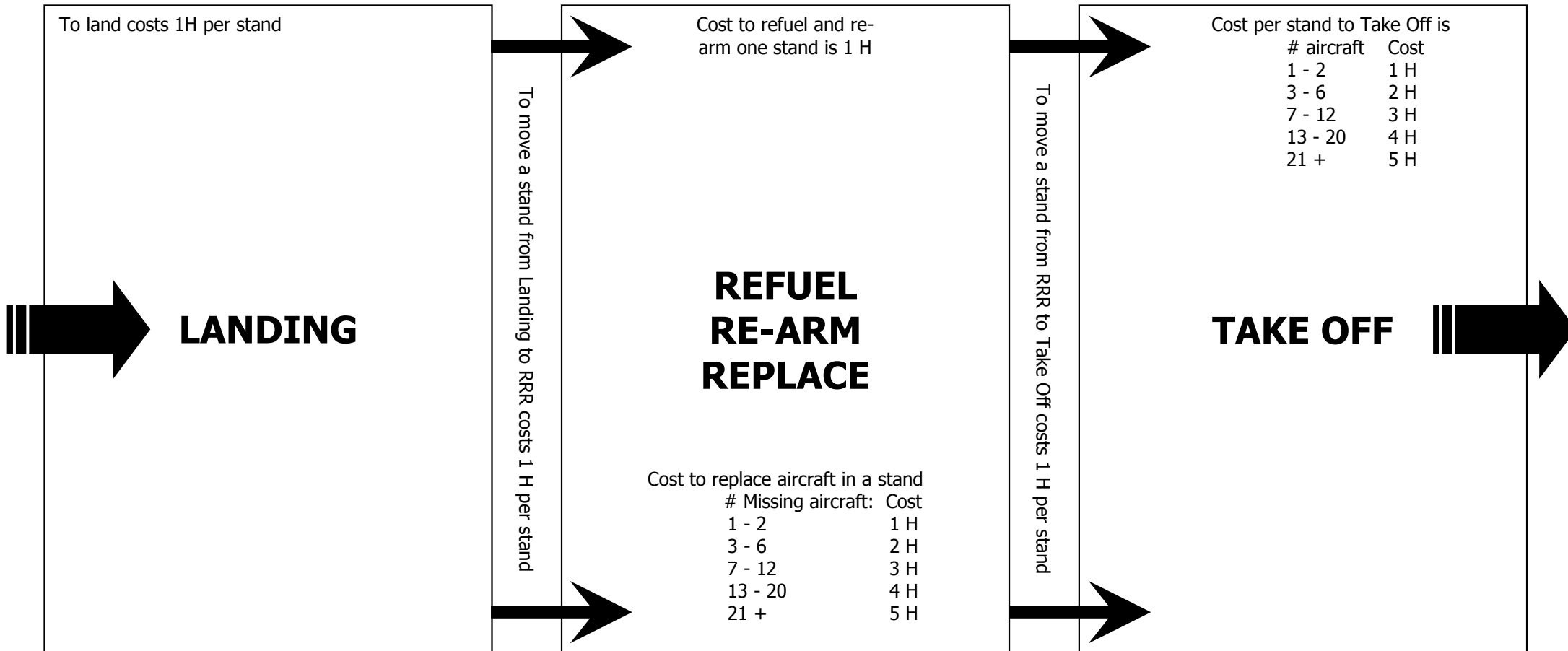
Name: _____

Handling: _____ (H)

RRR Limit: _____ (RRR)

Maximum capacity in aircraft after the start of the game is 6 x current H

You may not spend more points of H in the Refuel, Re-Arm and Replace Box than the current RRR limit



Stations Manned and Ready Aircraft Squadron Record

Formation: _____ Command value: _____

Command radius: _____ Crew Quality: _____

Stand ID Aircraft Type

<u>HP</u>	<u>Speed</u>	<u>DVL</u>	<u>DVC</u>	
<u>ACF-I</u>	<u>ACF-D1</u>	<u>ACF-D2</u>	<u>ACF-S</u>	<u>ACF-A/S</u>

Attacks: To Hit: IP CV PEN

.....

.....

.....

Stand ID Aircraft Type

<u>HP</u>	<u>Speed</u>	<u>DVL</u>	<u>DVC</u>	
<u>ACF-I</u>	<u>ACF-D1</u>	<u>ACF-D2</u>	<u>ACF-S</u>	<u>ACF-A/S</u>

.....

.....

.....

Stand ID Aircraft Type

<u>HP</u>	<u>Speed</u>	<u>DVL</u>	<u>DVC</u>	
<u>ACF-I</u>	<u>ACF-D1</u>	<u>ACF-D2</u>	<u>ACF-S</u>	<u>ACF-A/S</u>

.....

.....

.....

Stand ID Aircraft Type

<u>HP</u>	<u>Speed</u>	<u>DVL</u>	<u>DVC</u>	
<u>ACF-I</u>	<u>ACF-D1</u>	<u>ACF-D2</u>	<u>ACF-S</u>	<u>ACF-A/S</u>

.....

.....

.....

Stations Manned and Ready, Aircraft Counters

The counters below can be used if you wish to include aircraft in the game. They are 4cm square so they follow the requirements of the air rules.

- The first row is intended for the aircraft type, or squadron ID if you prefer.
- The second row shows the number of aircraft in the stand, with space for this to change during the game.
- The third row is for the hit points, speed, DV loaded and DV Clean.
- The fourth row is for the Air Combat factors for Intercept, Dogfight 1, Dogfight 2, Strafe, and Anti Shipping.
- The fifth row is for the payload. Most aircraft carry only 1 type of load, some carry two.

# of A/C:					# of A/C:					# of A/C:					# of A/C:				
HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC	
ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN
-----					-----					-----					-----				
# of A/C:					# of A/C:					# of A/C:					# of A/C:				
HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC	
ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN
-----					-----					-----					-----				
# of A/C:					# of A/C:					# of A/C:					# of A/C:				
HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC	
ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN
-----					-----					-----					-----				
# of A/C:					# of A/C:					# of A/C:					# of A/C:				
HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC	
ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN
-----					-----					-----					-----				
# of A/C:					# of A/C:					# of A/C:					# of A/C:				
HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC		HP	Speed	DVL	DVC	
ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S	ACF-I	D1	D2	S	A/S
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN
-----					-----					-----					-----				