Stations Manned and Ready 2nd Edition

Game Template Booklet

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STATIONS MANNED AND READY

GAME TEMPLATE BOOKLET

By Andrew Finch and Alan Butler Edition 1.1

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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

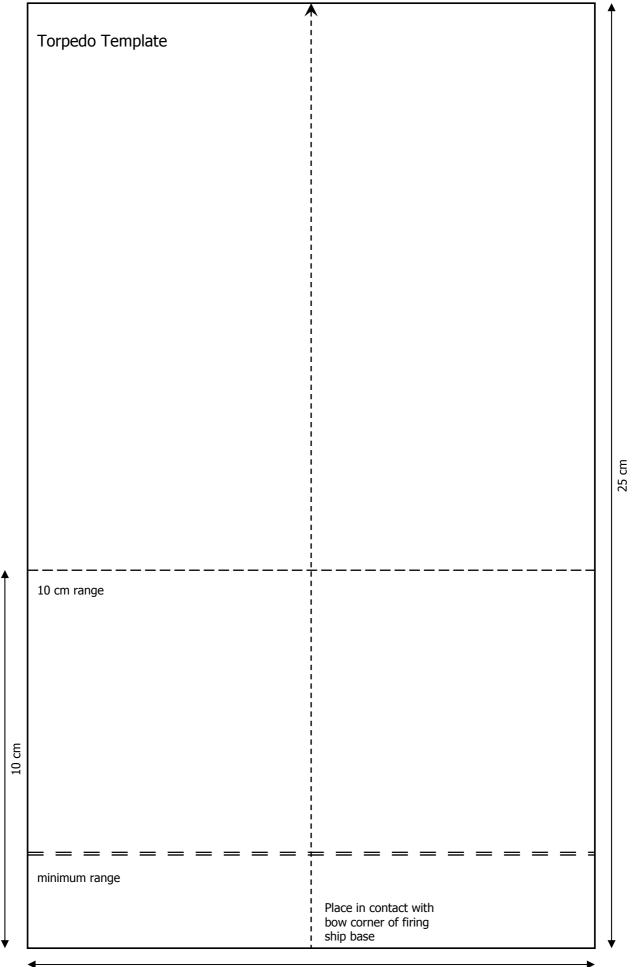
Carrier Aircraft Handling Sheet (v2 November 2015)

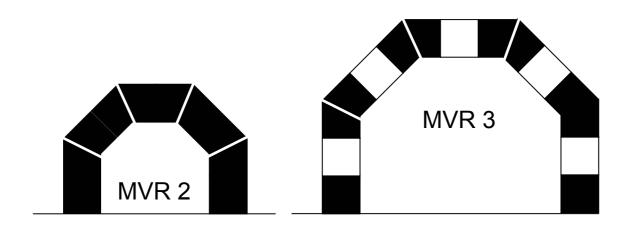
Air Base Aircraft Handling Sheet (v2 November 2015)

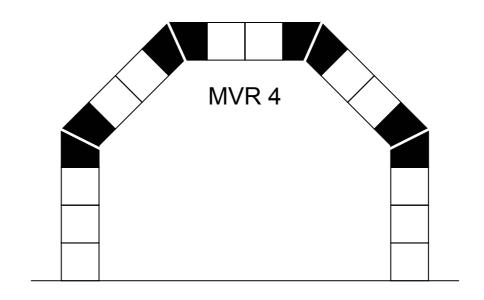
Aircraft Squadron Record

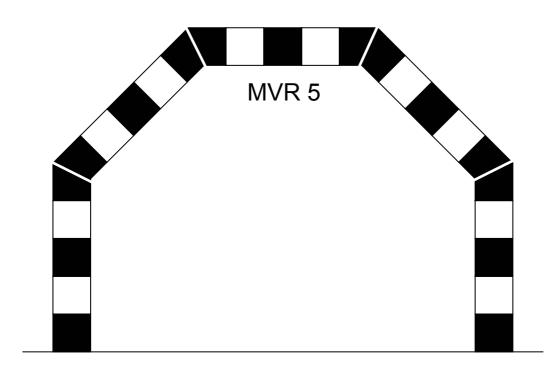
Aircraft Counters

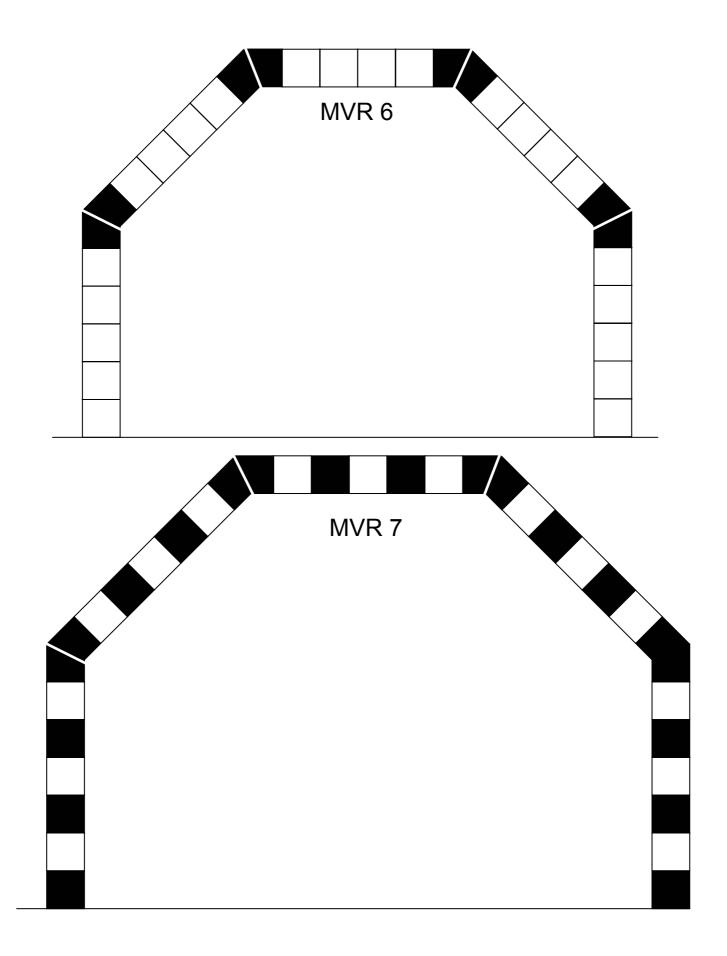
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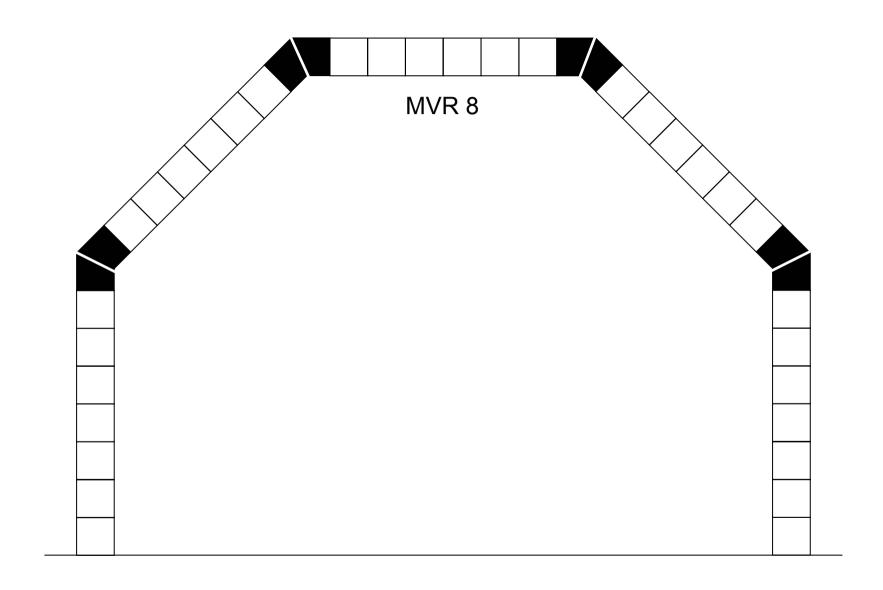


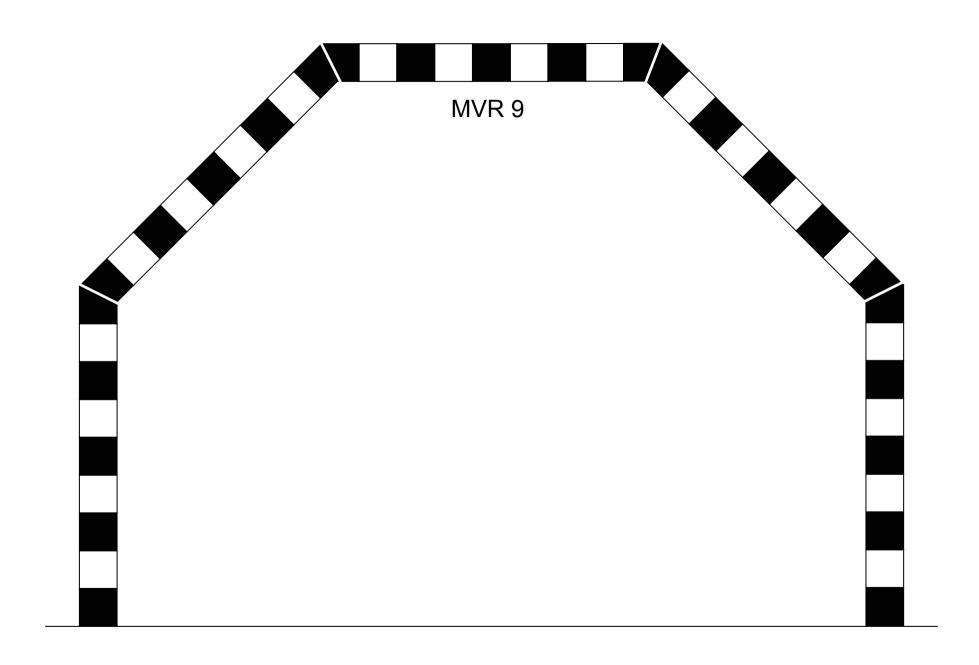


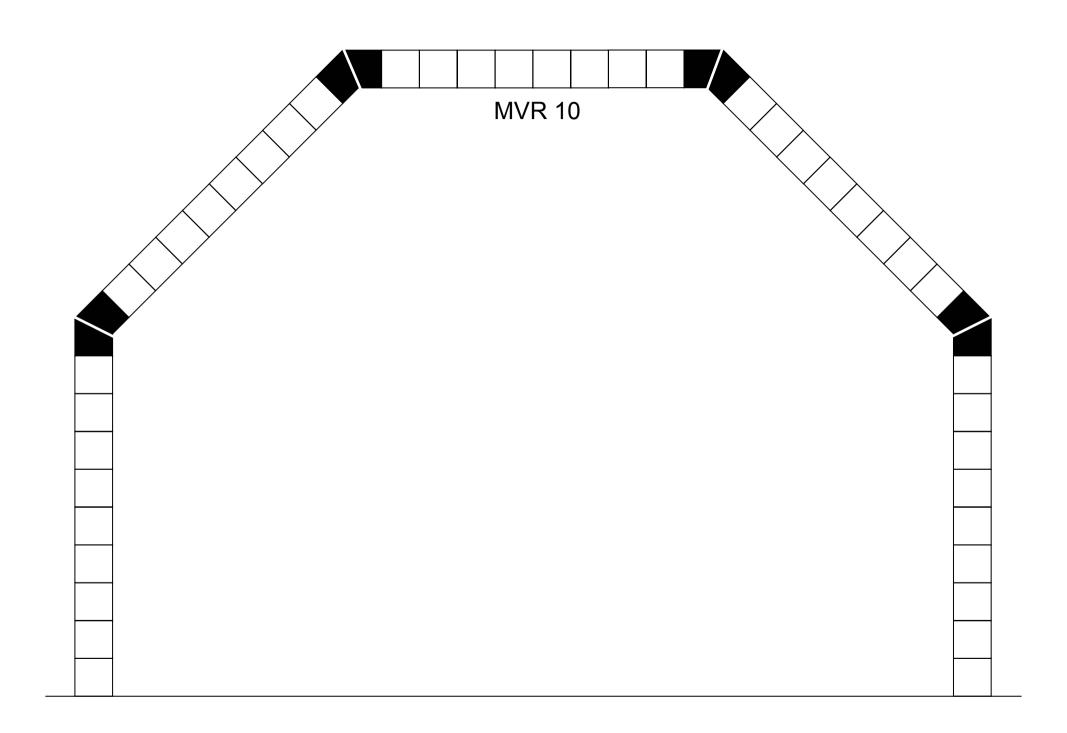


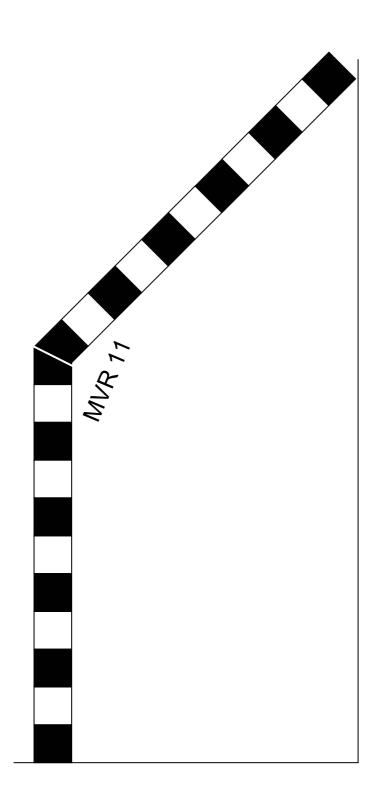


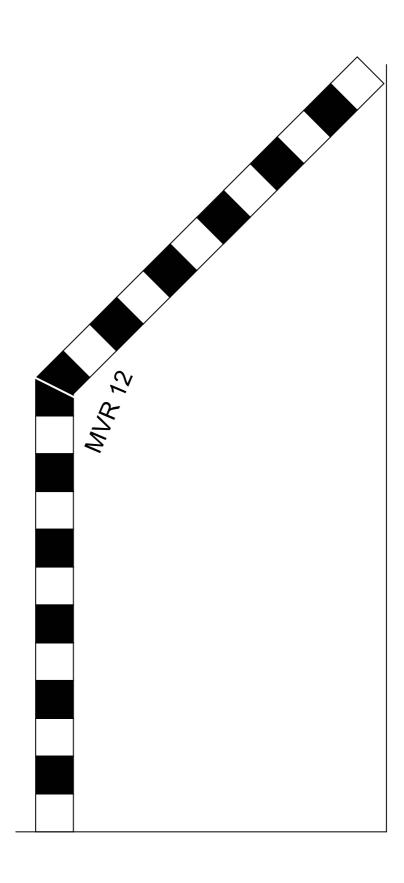


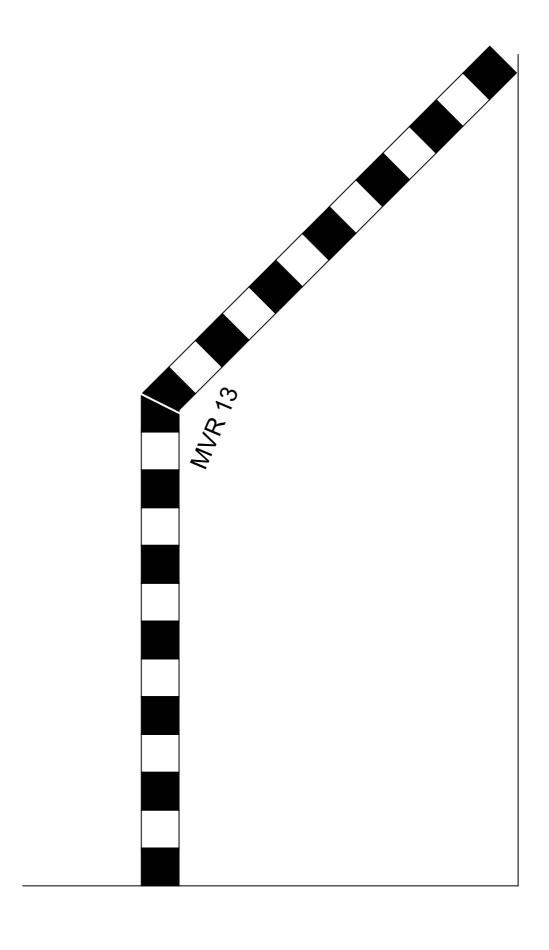












Carrier Aircraft Handling Sheet

Name:	Handling:	(H) # Catapults:		RRR Limit:	(RRR)		
	Maximum capacity start of the game i	in aircraft after the s 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			
To land costs 1H per stand Cost is increased by 1H per stand if: Ship is slowed	To move a stand t	Cost to refuel and rearm one stand is 1 H	To move a stand f	# air 1 - 2 3 - 6 7 - 1 13 - 2 21 + Cost is increas	2 H 2 3 H 20 4 H		
LANDING	from Landing to RRR costs	REFUEL RE-ARM REPLACE	from RRR to Take Off costs	TAKE (OFF		
NO LANDING if Ship is stopped or Ship has damaged steering (SV = 0)	ts 1 H per stand	Cost to replace aircraft in a stand # Missing aircraft: Cost 1 - 2	ts 1 H per stand	NO TAKE OFF Ship is stopped Ship has dama			

Air Base Aircraft Handling Sheet

Name:	Handling:(H) Maximum capacity in aircraft after the start of the game is 6 x current H	RRR Limit:(RRR) You may not spend more points of H in the Refuel, Re-Arm and Replace Box than the current RRR limit
To land costs 1H per stand	Cost to refuel and rearm one stand is 1 H	Cost per stand to Take Off is # aircraft Cost 1 - 2
LANDING	REFUEL RE-ARM REPLACE	13 - 20 4 H 21 + 5 H TAKE OFF
	Cost to replace aircraft in a stand # Missing aircraft: Cost 1 - 2	costs 1 H per stand

Stations Manned and Ready Aircraft Squadron Record

Formation	rmation: Command value:					_	Command radius:	Command radius:			Crew Quality:				
Stand ID	Aircraft Type	<u>HP</u>	<u>Speed</u>	<u>DVL</u>	DVC		Attacks:	To Hit:	<u>IP</u>	<u>CV</u>	<u>PEN</u>				
		ACF-I	ACF-D1	ACF-D2	ACF-S	ACF-A/S									
Stand ID	Aircraft Type	<u>HP</u>	<u>Speed</u>	<u>DVL</u>	DVC										
		ACF-I	ACF-D1	ACF-D2	ACF-S	ACF-A/S									
Stand ID	Aircraft Type	<u>HP</u>	<u>Speed</u>	DVL	DVC	7									
		ACF-I	ACF-D1	ACF-D2	ACF-S	ACF-A/S									
Stand ID	Aircraft Type	<u>HP</u>	<u>Speed</u>	<u>DVL</u>	DVC										
		ACF-I	ACF-D1	ACF-D2	ACF-S	ACF-A/S									

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	r·				# of A/	٠.				# of 1/	۲.				# of ^ /	<u>ر.</u>				
# 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/:	
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEI	
# 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/	
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PE	
# of A	C:				# of A/	# 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/	
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PE	
<i>u</i>					" 6 4 /	0				" 6 4 4					<i>"</i>					
# of A				1	# of A/				1	# 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/	
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	ΙP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	ΙP	CV	PE	
# of A	rc.				# of A/	C.				# of A/	C:				# of A/	rc.			_	
# of A _/	Speed	DVL	DVC		# of A/	C: Speed	DVL	DVC		# of A/	C: Speed	DVL	DVC		# of A/	C: 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/	
Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PEN	Pay.:	To Hit	IP	CV	PE	