
A & A Game Engineering Retail Catalogue May 2009

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You can also get information on all of our products at our Website:

www.aandagames.co.uk

On the website you will find the more details about our products and support items, as well as an order form which you can print out. In addition there are links to related sites which you might find useful. If we receive Email enquiries your address will automatically be added to our Email list. If you no longer wish to receive mailings then please contact us and we will delete you from our lists.

On-Line Product Purchases

All our products are available to purchase as downloadable PDF files via Wargame Vault. The prices for these products are lower than a printed version, because you would print your copy at home. The PDF versions of the rules can be located at the following web site:

www.wargamevault.com

The prices on the WV website can be displayed, and payment made, in various currencies.

Titles that are no longer available in printed format will remain available as PDF downloads.

May 2009

How to Order

In the product summary you will find a series of order codes. Note these down and indicate them clearly when ordering. Add up the total price, deduct your discount (if any), then add carriage.

*A discount of £1.00 per rule set is offered to members of the armed services and following Societies:
NWS and SOTCW*

Carriage costs are based on the total value of your order

UK & BFPO	10% minimum £1.00	maximum £4.00
Europe	20% minimum £2.00	maximum £8.00
Rest of world	30% minimum £3.00	maximum £12.00

Payment

All payments must be in Sterling and cheques or bankers orders must be made out to A and A Game Engineering. We also now accept payment via Paypal, and details of how to do this are shown on our website. We regret that we do not accept Credit Cards.

Guidance Notes

All our products are designed to provide a game with a final result in a playing time of between 2 and 4 hours (including set up time).

For your assistance this summary shows in addition to the title a number of additional aspects about the game:

- The era in which the game is set
- Features of the product (Rules or supplement, other features)
- Amount of game data provided
- Construction system included
- The current edition
- Number of pages
- Recommended scale
- Game complexity (DBA = 2)
- Level of detail (DBA = 1)
- Dice types required
- Catalogue number
- Retail price in £. If this is blank the item is no longer, or will not be, available as a retail product, but remains available in a download version.
- The price in US\$ for the download version at Wargame Vault

PRICES APPLICABLE FROM 1 OCTOBER 2008

Title	Era	Features	Data	Constr.	Ed.	# PP	Scale	Compl.	Detail	Dice	Item #	Retail	WV
Salamis ad Actium <i>(only available as WV download)</i>	Ancient; Naval	Rules; extensive navy details; campaign system	80+	—	1.0	40	1/1200	6/10	6/10	D10, 6	AA130	—	\$12.50
Form Line of Battle	16-19thC; Naval	Rules; 9 scenarios	25	Yes	4.1	36	1/600 to 1/2400	6/10	6/10	D6	AA060	£9.00	\$12.50
Grand Fleet Actions in the Age of Sail		Rules; 23 scenarios	70+	Yes	2.0	36	1/1200 or 1/2400	3/10	5/10	D10, 6	AA110	£7.00	\$10.00
Iron and Fire	19th C; Ironclad	Rules	90+	Yes	2.2	36	1/1200 or 1/2400	5/10	5/10	D20, 10, 6	AA040	£9.00	\$12.50
Blue Steel, Grey Thunder <i>(only available as WV download)</i>	Naval	Supplement; additional rules	170 ACW plus 130 European	—	2.0	24	Requires a copy of Iron and Fire for use				AA041	—	\$10.00
Fire When Ready	19th C; Predreadnought Naval	Rules; 10 scenarios	90+ for 7 nations	Yes	2.0	44	1/1200 to 1/3000	6/10	6/10	D20, 10, 6	AA020	£9.00	\$12.50
Perfidious Albion <i>(only available as WV download)</i>		Rules	32	Yes	9.0	36	1/1200 to 1/3000	5/10	4/10	D10, 6	AA070	—	\$12.50
Fighting Fleets		Supplement	200+		1.0.1	48	Game Data for Fire When Ready and Perfidious Albion				AA075	£9.00	\$12.50
Tsushima <i>(only available as WV download)</i>		Rules	130 for 10 nations	Yes	1.2	24	1/1200 to 1/6000	4/10	4/10	D20, 12, 10, 8, 6, 4	AA120	—	\$10.00
Action Stations	20th C Naval	Rules (WW2)	140 ships 90 aircraft	No	3.2	40	1/600	7/10	6/10	D10, 6	AA010	£9.00	\$12.50
Bulldogs Away		Rules (Modern)	140	No	1.0	36	1/600 or 1/700	6/10	5/10	D20, 10, 6	AA015	£9.00	\$12.50
Jutland		Rules	300 for 10 nations	Yes	1.0	36	1/1200 to 1/6000	5/10	4/10	D20, 12, 10, 8, 6, 4	AA125	£7.00	\$10.00
Sea Wars Fleet Action <i>(only available as WV download)</i>		Rules	700 ships and aircraft	No	4.1	60	1/2400 to 1/6000	7/10	3/10	D10, 6	AA090	—	\$15.00
Stations Manned and Ready I (WW1)		Rules; 4 scenarios	74 ship types	No	1.0	40	1/1200 to 1/3000	7/10	7/10	D20, 10, 6	AA140	£9.00	\$12.50
SMR Naval Battles I.1 – Jutland		Supplement; scenarios	All ship at the battle	No	1.0	26	Support product for Stations Manned and Ready I				AA150	—	\$10.00
Stations Manned and Ready II (WW2 Surface Actions)		Rules; 6 scenarios	98 ships from 7 countries	No	1.0	44	1/1200 to 1/3000	7/10	7/10	D20, 10, 6	AA141	£9.00	\$12.50
SMR Naval Battles II.1 – The European Theatre		Supplement; scenarios	Over 80 ships	No	1.0	24	Support product for Stations Manned and Ready II and III				AA152	—	\$10.00
SMR Naval Battles II.2 – The Pacific Theatre		Supplement; scenarios	Over 80 ships	No	1.0	25	Support product for Stations Manned and Ready II and III				AA153	—	\$10.00
Stations Manned and Ready III (WW2 Carrier and Air Action)		Rules; 5 scenarios	94 ship types and over 250 aircraft	No	1.0	48	1/1200 to 1/3000	7/10	7/10	D20, 10, 6	AA142	£9.00	\$12.50
Stringbags	WW1 Air	Rules; simple campaign system	150 for 9 nations	No	1.1.1	40	1/144 to 1/600	4/10	7/10	D10, 6	AA055	£9.00	\$12.50
Scramble	WW2 Air	Rules	200+	No	3.2	52	1/300 to 1/600	4/10	7/10	D10, 6	AA050	£9.00	\$12.50
Angels 15		Supplement	500+	No	3.1.1	56	Additional Game data for Scramble				AA051	£9.00	\$12.50
Fox Two Reheat	Modern Air	Rules	200+	No	1.1	52	1/300 to 1/700	7/10	7/10	D10, 6	AA058	£9.00	\$12.50

NAVAL RULES — OAR AND SAIL

ANCIENT

Salamis ad Actium

(Now only available as WV download)

David Manley

With these rules you can take command of the fleets of antiquity with oared galleys roaming the Mediterranean, maintaining control of your Empire and keeping the Pirates in check. In those days warfare was up close and personal. The wars between Greece and Persia, Rome and Carthage, The Roman Civil War, all are covered. You can ram, carry out oar rakes, board the enemy, fire archers and ballistae, hurl rocks from stone throwers.

A list of 40+ ship types is provided, which with their variants adds up to a total of 80 data sets. There is also a points value system. We have incorporated a command system which allows for both good and bad commanders, and which has an effect on the flow of the action. The turn is of variable length and certain actions will only be permitted during an Intermediate Phase which happens at random.

A simple campaign system is provided as a basis for those with Imperial ambitions.

AGE OF SAIL

Form Line of Battle

David Manley

These rules enable you to take on the role of Hornblower RN, John Paul Jones or even Horatio Nelson. They are prepared in such a way that you can take command of a squadron of Ships of the Line, or on larger games with many players you may be given command of but one vessel. We would recommend that each player should have up to 3 vessels under his command. Experienced players could probably handle more once they have got an understanding of the game system. The basic rules are quick to learn, and there are a host of optional extras to give the feel for the period.

The basic rules are designed around the turn of the 18th to 19th Century, however they are equally able to be used for the Dutch Wars of the 17th Century, and there are rules covering this.

The game sequence is managed using a card system, which randomises when, and whose, command and action phases happen. There are advanced and more detailed rules for actions using frigates and smaller vessels.

9 Scenarios and 25 typical ship classes are provided to get you into the game, as well as an easy to follow system to create your own ships based on historical research.

Grand Fleet Actions in the Age of Sail 1580 – 1820

Alan Butler with scenarios by David Manley

The rules cover the era from the beginning of gunpowder (the Armada) through to the end of the era of fleet actions in the age of sail.

They offer a fast game system to enable fleet actions to be played and are uncomplicated, being designed to allow a player to use squadrons of vessels on the table top. The system gives the right feel to the action, bearing in mind that your role is an admiral commanding a fleet, rather than as captain commanding a ship. The intention is that each player should command at least 6 ships, and with experience two players should be able to complete Trafalgar in an afternoon

There are 70+ different ship types spread over three historical eras. They incorporate about 23 fleet actions with fleet organisations and game data for the protagonists.

NAVAL RULES — IRONCLADS AND PRE-DREADNOUGHT

IRONCLAD ERA

Iron and Fire

David Manley

The American Civil War saw the beginnings of the use of armoured vessels for naval warfare. The guns are still virtually cannon, though in some cases rather LARGE cannon, making a very big bang. Ramming is a valid tactic, and can cause your opponent some headaches.

The rules include 90+ typical vessels, mainly from the American Civil War though other nationalities are also included. These should enable you to get started. All the necessary information is also included to allow you to recreate historic vessels of your choice (or you can design your own).

Blue Steel, Grey Thunder (Iron and Fire Supplement)

(Now only available as WV download)

A COPY OF IRON AND FIRE IS REQUIRED TO MAKE USE OF THIS PRODUCT.

David Manley

This supplement provides additional ship data for the Ironclad age in the American Civil War and European Conflicts of the mid 19th Century. It includes some additional rules for use with **Iron and Fire**.

There are 16 pages of ship data with extensive information for 170 vessel types for the American Civil War and 130 Austrian, Italian, Turkish, Danish, Prussian, French and British vessels of the era.

PRE-DREADNOUGHT

Fire When Ready

David Manley

Fire When Ready covers actions with pre-dreadnoughts. They come with a set of rules for creating your game statistics for your vessels using published sources such as "Jane's" or "Conway's".

The rules features an choice of game systems. The "Duel" Game is intended for use with a small number of ships and each ship has a captain and crew generated individually. The "Battle" system is for large battles such as Tsushima and ships operate in formations, each of which has a Commander and ships' crew ratings are generated for a formation.

There are alternative gunnery systems offering simultaneous effects (which can be used with the "Duel" Game) or sequential effects based on initiative, in which shooting follows in order of initiative (highest scores shoot first) and where damage is applied immediately (this can be used in either game system).

The gunnery rules include the effects of "crossing the T" and other features. It is now possible to achieve significant amounts of damage and multiple special hits.

There are 10 scenarios and ready calculated ship data is provided so you can sit down and play any of them.

Perfidious Albion

(Now only available as WV download)

John Hurst

The game system uses a broadside ship plan to record both the ship game details and the damage caused by shooting. Guns, turrets, conning tower, propulsion, steering gear, magazines and quick firers are all shown, and the damage system records hits and resulting damage. Also included are ship's crew skills, differences in technology, armour penetration and torpedoes, weather, etc. The rules also allow for torpedo resolution and the use of mines.

The Dockyard Manual is part of the rules, enabling the player to design his own ships for the game, either from historical sources or his imagination. Technological variety is allowed for, so that ships can range from early ironclads to modern (for 1910) warships. The booklet also includes some sample ships built using the design system.

Fighting Fleets (Game Data for Perfidious Albion and Fire When Ready)

PERFIDIOUS ALBION OR FIRE WHEN READY ARE REQUIRED TO MAKE USE OF THIS PRODUCT.

John Hurst, Andrew Finch, Clive McLeod & Hugh Munro

This booklet provides Ship "Grids" for **Perfidious Albion** and Combat data for **Fire When Ready** rules. There are about 200 classes of ship of all sizes provided from Austria-Hungary, China, France, Germany, Great Britain, Greece, Italy, Japan, Russia, Spain, Sweden, Turkey and United States, as well as some generic cargo ships.

For **Perfidious Albion** the 10 x 6 Ship Grids can be copied or transferred to blank ship cards as you wish. All the data you need to play the game is provided including gunnery modifiers and torpedo sizes. The points value for each ship has been calculated for a standard crew.

For **Fire When Ready** the game data has been calculated for the ships in the booklet and shows the gunnery data including gun type and penetration required for the game. The armour protection for ships has been assessed and is shown for all the locations needed for the game.

Tsushima

(Now only available as WV download)

Graham Short

These rules are quick and simple to play providing a very fast and bloody game in the period 1880 to 1906. The scale is 1 nautical mile to 10cm. The rules incorporate weather, spotting, minefields and allow for both written orders or sequential movement.

The gunnery system takes account of the ranges, penetration and damage by specifying the dice that are rolled to attack in a given situation. Torpedo, Mine and Ramming attacks are resolved using similar mechanisms, so there is a consistent feel throughout the combat system.

In line with the style and intention of the rules, armour has been standardised for each class of vessel (of which there are ten covered). Guns have been grouped into 9 classes following the same philosophy.

There is a fleet list covering the significant vessels of 10 nations in this period with 130 vessels. A simple conversion system allows you to quickly put together the game data you need to fight a battle.

Counters are provided to enable you to sit down and play both an introductory scenario and Tsushima-style encounter between Russian and Japanese fleets.

NAVAL RULES — 20TH CENTURY

20TH CENTURY NAVAL

Action Stations

David Manley

These rules are designed to fight actions in the First and Second World Wars and the Korean War. They provide the opportunity to refight skirmishes in the Channel, the Med and the Pacific with MTB attacks on Convoys and similar furious engagements. They are designed for use with models currently available in various scales, and come complete with a data annexe covering 140 vessels and 90 aircraft. (All that you could possibly wish for in your games.)

Bulldogs Away

David Manley

The rules are for the recreation of small naval engagements with Fast Attack Craft such as missile boats and smaller warships, mainly in coastal waters. The period covered runs from the late 1950's onwards, and allows also for the use of aircraft and helicopters.

An important aspect of the rules is that the units can start as unidentified "blips", which might be dummies, and there is a simple detection and identification system that changes the status to "contact" (detected as an enemy vessel) and "target" where the model is deployed. If you can get out of radar "sight" then you can revert to "blip" status again.

The shooting system allows for guns and missiles of various types, and damage is recorded in a graded system with 5 states from intact to sunk. Vessels can take Special hits when damaged which further degrade their ability. There are simple rules for operating helicopters from ships, as well as rules for anti aircraft fire with guns and missiles.

There are also additional rules for unconventional craft, mine warfare and operations against coastal targets.

They are rounded off with extensive data tables for missiles, torpedoes, guns, rockets, SAM systems, Air to Air missiles, ships, helicopters and aircraft. (There are 140 sets of ship data from over 40 countries).

Jutland

Graham Short

These rules are quick and simple to play providing a fast game for the Dreadnought Era between 1906 and 1918. The scale is 1 nautical mile to 10cm. The rules incorporate weather, spotting, submarines, aircraft and minefields, and allow for both written orders or sequential movement. An innovative gunnery system is used, taking account of the range, penetration and damage by using different damage dice. Base to hit chances depends on gun calibres and the introduction of director fire on modern battleships. Simple aircraft rules have been included which allow for rudimentary air attacks, which would have been possible against ships and for air to air combat.

In line with the style and intention of the rules, armour has been standardised for each type of vessel. Where there are specific cases where inferior armour was fitted, this has been allowed for. Guns have been grouped into 10 classes following the same philosophy.

There is a fleet list covering the significant vessels of 10 nations in this period with over 300 vessels. A simple conversion system allows you to quickly put together the game data you need to fight a battle.

Counters are provided to enable you to sit down and play two introductory scenarios. The rules also include an order of battle for the British and German Fleets at Jutland.

Sea Wars Fleet Action

Andrew Finch & Alan Butler

The rules are set at an operational rather than a tactical level. The system is based upon a detailed analysis of ship and weapon abilities for the period. Gunnery uses a fire effect table with no to hit rolls. Torpedo attacks also use a simple system. The game effects represent those significant hits which cripple a ship's ability to fight effectively. The ground scale of 1 cm to 500 yards (4 cm to the nautical mile) and time scale of 1 turn to 15 minutes enable realistic movement and gun ranges, combined with the problems of locating and identifying the enemy. The system incorporates national skill ratings for commanders and crew, effects of weather and night, radar, hidden movement and spotting, carrier and air operations.

The rules come complete with 700+ ships and aircraft covering the era from 1890 through to 1945.

This product is also supported by a game data print programme on the A and A Game Engineering Website at www.aandagames.co.uk.

(Now only available as WV download)

Stations Manned and Ready Rules Series

Andrew Finch & Alan Butler

Introduction

These rules are set at a squadron level, allowing relatively large battles to be fought on a normal table in 2 to 4 hours. The Series is split into three separate rule books, covering World War 1, World War 2 Surface Actions and finally Air and Carrier Operations in World War 2. Each rule book includes introductory scenarios and all the ship data needed for these. The break point for the “end” of the WW1 data is 1920. The underlying game system is common to all three volumes, so you would be able to use a ship from the first volume in a game using the carriers in the third volume. The second and third volumes add additional detail to the rules in Part 1. Please note, that Parts 1 and 2 are intended to be used independently. Part 3 has the rules that specifically cover air and carrier operations, and incorporates some revised sections from Part 2, which are expended to include the air aspect of the game, especially the interaction between aircraft and ships.

Time scales are 6 minutes for a game turn, combat is regulated by the use of 5,000 yard range bands, which provide gun penetration values and torpedo hit modifiers. Armour protection is converted to an armour class on specific areas of the ship, taking account of the armour type and date. Damage represents those hits that cause significant damage to the target, and critical hits cause degradation of the combat effectiveness of ships. Command and crew quality are important and ships are commanded and crewed by men of mixed ability, generated using systems which players will recognise from other A&A titles.

The set up procedure allows players to devote assets to scouting, to gain a tactical advantage in the ensuing battle. Deployment may or may not be as the player wishes, depending on how well he is scouted. Play follows a sequence using initiative for the ship formations, which move with the worst initiative first, followed by shooting, starting with the ships with the best initiative. Movement takes into account the manoeuvrability of ships of different sizes. Gunnery takes into account the crew skill of the firing ship, interference by shooting from other vessels, the size of the target and the number of guns firing. Hits will cause structural damage and may also cause critical hits, which will degrade the combat effectiveness of the vessel. As ships get more damaged, there is a possible effect on morale, which may cause formations to withdraw to lick their wounds.

Stations Manned and Ready I — World War I

The first part covers the First World War, and covers combat in an exclusively gun-based environment.

Stations Manned and Ready II — World War II Surface Action

The second part covers surface actions in the Second World War. The rules are expanded to incorporate the effects of radar, which has a great bearing on gaining the overall initiative. While the rules still concentrate on surface actions, some sections already incorporate mechanisms to take account of the addition of aircraft when using Part 3.

Stations Manned and Ready III — World War II Air Power and Carrier Action

A COPY OF STATIONS MANNED AND READY II IS REQUIRED TO MAKE USE OF THIS PRODUCT.

The third and final part of the series expands into the third dimension with the introduction of aircraft. Air power can be based off table in the form of planned air strikes, which will appear during the course of the game. Carriers and Air Bases may also be located on table, and the player will be confronted with the need to organise his own air assets while hoping that the enemy aircraft will not catch him unprotected. The rules contain some expanded and modified sections of the rules that appear in Part II, however a copy of Part II will be required to fully use the rules, particularly if both sides have ships on the table. The rules include Air to Air combat, anti aircraft fire, and air attacks on ships. They also incorporate rules for Kamikaze aircraft. Game data is included for aircraft used tactically in the naval environment and all ships for the scenarios provided. The rules also permit players to expand over a larger play area using several tables, should the players wish simulate the effects of distance between forces.

Scenario Supplements

There are also Scenario Supplements for the entire series, which are only available online via Wargame Vault. The first Scenario set covering the Battle of Jutland in the form of campaign is available.

World War Two is supported with two Scenario packs with scenarios for the Second World War covering surface actions and aircraft/carriers, split between the European and Pacific Theatres.

Additional Game Data

Details of the game data calculation system are available via our website, so you can create your own vessels from reference sources. We will also be happy to do the calculations for you.

Game data is available on the website in the form of PDF downloads, which will be added to as new data is prepared, or updated.

The layout of the data files is being modified to allow for better differentiation between the data for ship classes and even specific ships within a class, on various dates as the ships were modified. The data outlines will also be changed to allow for different types of torpedo being carried in the case of some nations.

Ultimately the game data will also be available in Excel format, and we are considering producing a ship data calculation programme, also as an Excel file.

AIR RULES

WORLD WAR I

Stringbags

Alan Butler & Andrew Finch

These rule operate in three dimensions while only physically using two, height being indicated beside an aircraft. Different types of machine gun are taken into account, and the skill of your aircrew is paramount. The system also caters for game balance to ensure that no game is a walkover. There are simple rules for ammunition expenditure and players can handle about 4 planes each. An added feature appropriate to the period is the availability of Luck, (assuming you are lucky enough to get any).

The rules are supplemented by data for over 150 aircraft and variants from World War One, for 9 nations and three theatres. The aircraft factors illustrate the differences caused by new designs. The rules incorporate a number of options to make life even more exciting for the unwary, including obsolescence and unreliability. An optional campaign system is provided.

This product is also supported by a game data print programme on the A and A Game Engineering Website at www.aandagames.co.uk.

WORLD WAR II

Scramble !

Alan Butler & Andrew Finch

These rule operate in three dimensions while only physically using two, height being indicated beside an aircraft. Weapon effectiveness is taken into account, and the skill of your aircrew is paramount. This is varied by nation and period to get the right feel for the game. The system also caters for game balance to ensure that no game is a walkover. There are simple rules for ammunition expenditure, Flak, Bombing, Night Actions, etc.

The rules are simple enough for a player to pick up the fundamentals quickly, and to control several aircraft. Experience has shown that a players can handle about 4 planes with ease.

There are a number of optional rules to make life even more exciting for the unwary, introducing new complexities into the game, as well as offering some emerging technologies.

While the rules are quite short, they are supplemented by introductory data with over 200 selected aircraft from the main theatres of World War Two. Players will be able to see the differences caused by new designs and trying to stuff more into an old design.

This product is also supported by a game data print programme on the A and A Game Engineering Website at www.aandagames.co.uk.

Angels 15 (Data Supplement for Scramble !)

A COPY OF SCRAMBLE ! IS REQUIRED TO MAKE USE OF THIS PRODUCT.

Andrew Finch & Alan Butler

This data encyclopaedia for Scramble provides over 500 additional aircraft for your Scramble dogfights. Information is provided about 5 theatres of operation for World War Two, as well as for minor wars of the 1920's and 1930's. This enables you to pit appropriate aircraft against each other for the area and date.

JET AGE

Fox Two Reheat

Alan Butler, Andrew Finch and David Manley

These rules simulate tactical level jet fighter combat from 1950 to the present day. They are specifically designed for jet versus jet combat and unlike other products that go into too much detail, each player can handle several aircraft. The rules operate in three dimensions while only physically using two, height being indicated beside an aircraft.

There are guns, air to air rockets, Infra Red and Radar guided air to air missiles, SAM sites, etc. Data for over 200 aircraft in use by many nations from the 1950's onward are included.

The skill of aircrew is very important and the system provides for this. The players can decide how good the crew are by deciding the level of training they think is appropriate, though a random system for skill generation is also provided.

Radar and electronics are handled within the rules by means of a Tech Level system that allows for systems to be improved or obsolete within the game, but without extra complication. Ground attacks are possible as part of the game mission mix, though the effect of the attack will depend on using the right weapon. SAM and AAA sites are also included.