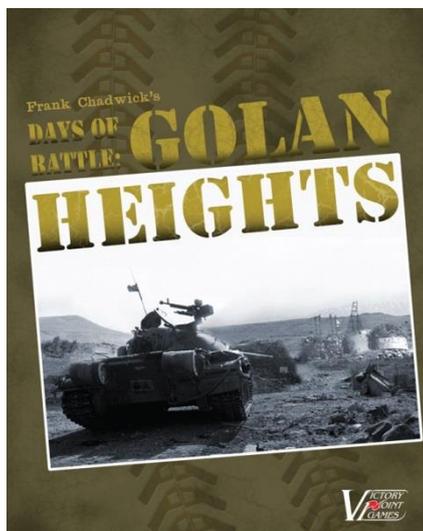


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Boletín de novedades. 29 de enero de 2014



Days of Battle: Golan Heights. P.V.P.: 33,25 € **YA DISPONIBLE**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** VICTORY POINT GAMES.

The Syrian Army's attack against Israel on the Golan Heights in October of 1973 caught the Israeli Defense Force by surprise. From the afternoon of 6 October through the morning of 10 October, the issue hung in the balance. Several times it seemed as if nothing could stop the Syrians from sweeping down into the Jordan River valley and placing all of Northern Israel in artillery range again.

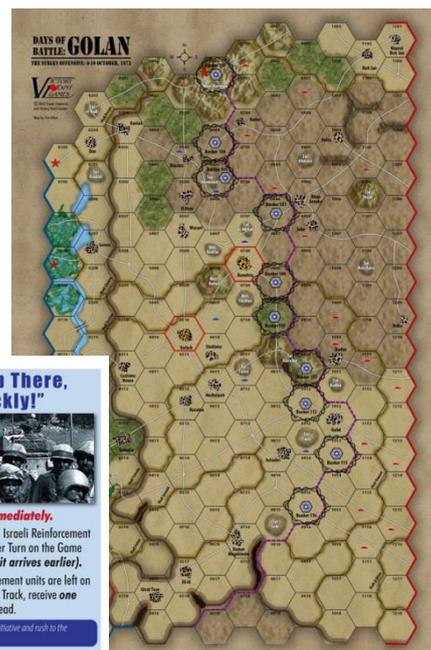
Then arriving Israeli reservists gained the upper hand and in a powerful counteroffensive broke the Syrian Army and sent it streaming back across the pre-war ceasefire line. The first several critical days of that struggle are the subject of Days of Battle: Golan Heights!

Complexity: 4 on a 9 scale. **Solitaire Suitability:** 7 on a 9 scale.

What's In The Box?:

- One 12-page, full color Rulebook
- One exclusive 16-page, full color Campaign Manual by Frank Chadwick.

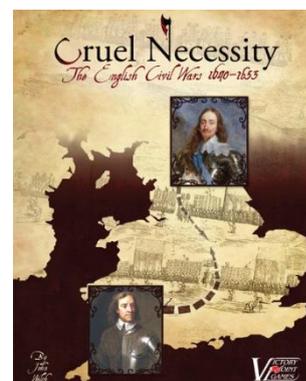
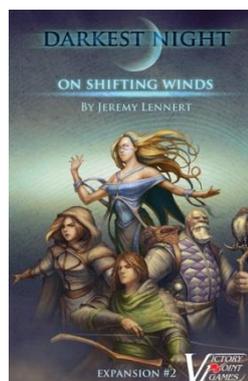
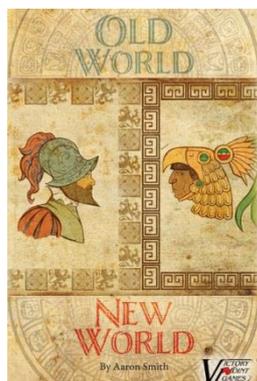
- One 11" x 17" map
 - 75 thick, two-sided, multi-shaped game pieces
 - 24 Event cards
 - One Player Aid
 - One Turn Record / Reinforcement Track sheet
 - One 6-sided die
 - One 11" x 17" mounted, jigsaw-cut game map
 - One bright red, 9" x 11 7/8" Deluxe cardboard VPG game box
 - One beautiful box cover sleeve
 - One "Wipes-A-Lot" napkin
 - One charcoal desiccant packet
- Para 2 jugadores a partir de 13 años. Duración de la partida: 120 minutos.

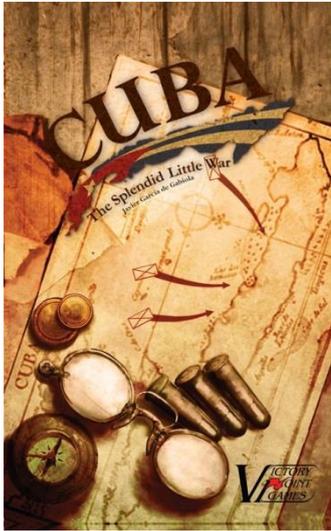


Old World New World. P.V.P.: 22,50 €
YA DISPONIBLE

Cruel Necessity. P.V.P.: 36,00 €
YA DISPONIBLE

Darkest Night Expansion 2: On Shifting Winds. P.V.P.: 22,50 €
YA DISPONIBLE





Cuba: The Splendid Little War. P.V.P.: 36,00 € **NOVEDAD FEBRERO-MARZO**
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** VICTORY POINT GAMES.

Cuba: The Splendid Little War, diseñado por **Javier García de Gabiola**, es una simulación para dos jugadores sobre la Tercera Guerra Cubana de independencia (1895-1898). Un jugador controla las fuerzas del gobierno colonial español que lucha por conservar Cuba; el otro jugador controla a los rebeldes cubanos que luchan por su independencia. El juego representa las principales operaciones de insurgencia y contrainsurgencia, y los jugadores deben tomar decisiones estratégicas para alcanzar sus objetivos con los recursos a su alcance, e impedir que el adversario haga lo mismo.

El juego incluye cartas de eventos que ayudan y obstaculizan la labor de ambos jugadores, como por ejemplo en enfermedades, emboscadas, asesinatos, o las reacciones de la prensa y el gobierno norteamericano. Ya había buques de vapor, las vías ferroviarias y telégrafos, pero no había radios, apenas había automóviles, y tampoco había aviones. Los periódicos y las revistas eran los medios de comunicación decisivos.



Si controlas al jugador español, ¿podrás mantener el control de la isla, mantener la economía a flote (basada en las plantaciones de caña de azúcar), y mantener fuera del conflicto a los EE.UU.? Si llevas a los cubanos: ¿podrás contrarrestar los esfuerzos españoles y obtener la independencia?

Para 2 jugadores a partir de 13 años. Duración de la partida: 120 minutos.

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!



Sign of the Pagan. P.V.P.: 22,50 € **NOVEDAD FEBRERO-MARZO**
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** WORTHINGTON GAMES.

Sign of the Pagan from Richard Berg portrays the most famous battle of one of history's most feared figures – Attila the Hun. It is considered by some to be the battle that saved Western Europe from the Huns and, for the most part, put an end to Attila's wide-sweeping drives for loot.

The Battle of the Catalaunian Fields was fought as the age of the Roman West faded away and the Dark Ages began. As Attila's Huns and their Germanic barbarian allies moved into Western Europe, leaving a trail of pillage and destruction behind and threats of more violence to come, the remnants of the Western Roman Empire joined with their former enemies, the mighty Visigoth tribe, to stop the deadly invasion.

The two coalitions squared off in battle in the summer of 451 A.D. in what is now central France. The result entered both history and mythic folklore, as one of the last armies of the Roman Empire stood in common cause with their bitter Gothic rivals to defend their lands and their peoples from the marauding terror of the Huns.

Game Data:

Complexity: 4 on a 9 scale

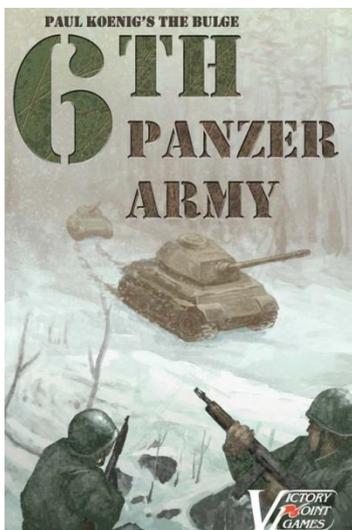
Solitaire Suitability: 6 on a 9 scale

What's In The Box?:

- One 20-page full color Rules booklet
- Two 11" x 17" paper game maps
- 96 counters
- 16 Opportunity cards
- One player aid
- One ten-sided die
- One bright red, 9 1/4" x 5 7/8" Standard cardboard VPG game box
- One beautiful box cover sleeve
- One "Wipes-A-Lot" napkin
- One charcoal desiccant packet

Para 2 jugadores a partir de 13 años. Duración de la partida: 120 minutos.





Paul Koenig's The Bulge: 6th Panzer Army. P.V.P.: 27,00 €
NOVEDAD FEBRERO-MARZO

FORMATO: REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES.

Paul Koenig's The Bulge: 6th Panzer Army is a system comprised of two small-format, competitive introductory level wargames covering the first 3½ days of the German 1944 winter offensive known as “The Battle of the Bulge.” As a player, you must command your German or Allied forces so as to capture the objectives on the board while keeping your casualties down (and your opponent’s casualties high). The design of these games is loosely based upon Paul Koenig’s D-Day and Market-Garden game systems.

Using a fresh take on the venerable wargaming system presented in the *D-Day* and *Market-Garden series*, Battle of the Bulge authority and game developer Randy Heller has brought Paul’s system up in scale to handle the larger operations in this campaign and provides the great (but manageable!) gaming “chrome” that wargamers so enjoy when exploring history using a “paper time machine” like *Paul Koenig's The Bulge: 6th Panzer Army*.

Game Data:

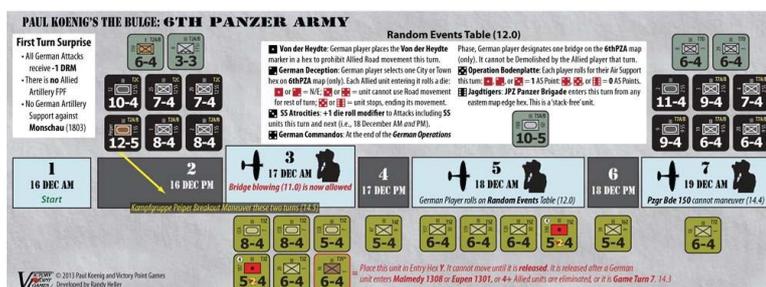
Complexity: 4 on a 9 scale

Solitaire Suitability: 7.5 on a 9 scale

What's In The Box?:

- One 20-page full-color Rules booklet
- One 11” x 17” map
- One sheet of 106, two-sided game pieces
- One two-sided player aid
- One 4.5” x 11” Turn Record mat
- One 6-sided die
- One 11” x 17” mounted, jigsaw-cut game map
- One bright red, 9 1/4" x 5 7/8" Standard cardboard VPG game box
- One beautiful box cover sleeve
- One "Wipes-A-Lot" napkin
- One charcoal desiccant packet

Para 2 jugadores a partir de 13 años. Duración de la partida: 60 minutos.



Knockout. P.V.P.: 23,50 € **NOVEDAD FEBRERO-MARZO**

FORMATO: JUEGO DE CARTAS. **EDITOR:** VICTORY POINT GAMES.

As the newest pug on the block, you're ready to sock the next lug to enter the ring with you. The wise heads have finally let you challenge the champ and it's up to you to prove that you can sing that sweet chin music with the best.

This is a knock-down, drag-out slugfest from designer Frédéric Moyersoen that only one fighter can win; the last man standing takes home the dough and the dames.

Maybe once you've beaten back the roundheels in the one-off brawls, you can go on to fight in the bigger tournaments...

What's In The Box?:

- One 12-page Rules booklet
- One mounted game board
- 13 counters
- 55 cards
- Four standees
- One bright red cardboard VPG game box
- One beautiful box cover sleeve
- One "Wipes-A-Lot" napkin
- One charcoal desiccant packet

Para 2-4 jugadores a partir de 13 años. Duración de la partida: 30 minutos.



Dawgs of War. P.V.P.: 22,50 € **NOVEDAD FEBRERO-MARZO**

FORMATO: JUEGO DE CARTAS. **EDITOR:** VICTORY POINT GAMES.

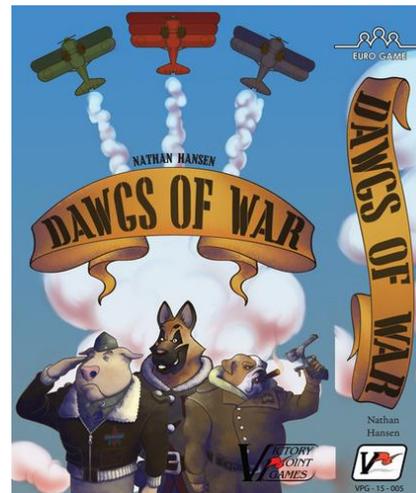
The Howling Skies are upon us! The greatest dog pilots of our time are battling overhead, each growl and yip bringing them closer and closer. As oil and wood rains down from their fight, I just hope I get to see the action up close some day...

In **Dawgs of War** from designer Nathan Hansen, you and up to seven additional friends take to the skies for aerial combat in the era of the Great Dog War. Each player takes on the role of a famous canine pilot as you battle both gravity and the other planes. All plays are made at the same time and you'll be hard-pressed to see the moves coming, as danger can come from any of twelve possible directions. Get ready for the Howling Skies!

What's In The Box?:

- One full color 12-page Rules booklet
- 11" x 17" game board
- 60 Control cards
- Eight rectangular plane counters
- Eight Plane Condition cards
- Eight Speed counters
- Eight Damage tokens
- One six-sided die
- 11" x 17" mounted game board
- One bright red, 9 1/4" x 5 7/8" Standard cardboard VPG game box
- One beautiful box cover sleeve
- One "Wipes-A-Lot" napkin
- One charcoal desiccant packet

Para 2-8 jugadores a partir de 13 años. Duración de la partida: 45 minutos.



Trieste. P.V.P.: 22,50 € **YA DISPONIBLE**

FORMATO: JUEGO DE CARTAS. **EDITOR:** VICTORY POINT GAMES.

Trieste, from designer Matthew Ma, is a boxed card game in which three players take on the roles of Thief, Merchant, or City Watch. Each role has its own unique deck and victory conditions. Turns are played out simultaneously, with each player selecting an action without knowing those chosen by opponents.

The City Watch player levies taxes on the Merchant and patrols the streets for the Thief, looking to fill the city's jail with ne'er-do-wells. Players in the role of the Merchant are out to cut deals and line their coffers in a quest for untold riches. As the Thief, that player is attempting to pilfer coins from the Merchant, while earning infamy and the respect of the secretive Foxtail Gang.

The coastal city of Trieste is a flurry of trade and activity, but where there's power, there are always those who will compete to grab as

much of it as they can. Conflict erupts in the streets, shops, and back alleys. Only one can truly rule Trieste. Will it be you?

Components

- One full color 12-page Rules booklet
- 99 Faction cards (33 each for the Thief, Merchant, and City Watch)
- 9 Hero cards (three each for the Thief, Merchant, and City Watch)
- 56 Treasure cards
- 11 Victory Condition cards

King's Ransom. P.V.P.: 9,95 € **YA DISPONIBLE**

FORMATO: JUEGO DE CARTAS. **EDITOR:** VICTORY POINT GAMES.

King's Ransom is a 2-player strategy game pitting royal rivals against each other. Using the basic mechanics of chess, there's an additional layer of strategy due to each card entering play hidden from the opposing player's view. If you can set traps and lure your opponent into making mistakes, you might be able to snatch their King and ransom him for control of the kingdom!

Turn Order:

- Flip a face-down card so it is face up
- Move a face-up card
- Announce check, if applicable
- Place a new card face down
- Draw a card from your deck

Game Components:

- 50 cards
- 1 tri-fold rule book
- 1 card sleeve
- 1 6.75" x 3.75" blister pack case

