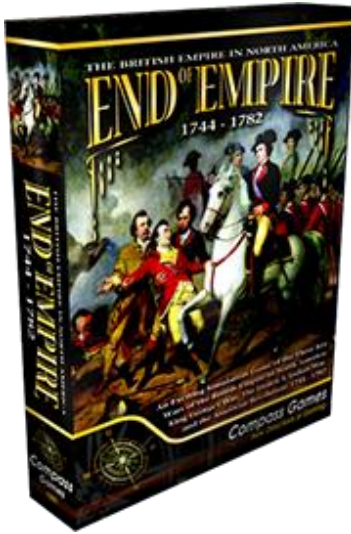


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Boletín de novedades, 11 de junio de 2014



End of Empire. PRÓXIMAMENTE P.V.P.: 89,00 €

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

End of Empire: 1744-1783 es un juego para dos jugadores que abarca los tres grandes conflictos que se libraron en Norteamérica entre 1744 y 1783: la Guerra del Rey Jorge, también conocida como la Old French War, que fue parte de la Guerra de Sucesión Austríaca, la Guerra Franco-India que fue parte de la Guerra de los 7 Años, y la Revolución Americana. La Guerra Franco-India acabó con el imperio francés en Canadá, y la Revolución Americana acabó con el imperio británico sobre las 13 colonias norteamericanas.

Cada turno de juego de *End of Empire* representa dos meses históricos. Cada año consiste de un turno de primavera, dos de verano, uno de otoño y dos de invierno. Cada hex abarca aproximadamente 20 millas de lado a lado. La mayor parte de las unidades son regimientos, aunque unas pocas son de otros tamaños. Cada paso de bajas representa unos 250 hombres.

End of Empire presenta dos mapas del este de Norteamérica. Cada hex o población contiene particularidades naturales o humanas que afectan al movimiento de las unidades y al combate entre ellas.

End of Empire es un juego de dimensiones épicas, posiblemente el juego que trata con más detalle este periodo decisivo que vio como las potencias imperiales de Inglaterra, Francia y España abandonaban Norteamérica, y el surgir de los EEUU. Incluye 13 escenarios que

permiten exprimir el juego al máximo.

Complejidad: 7 sobre 10. Adaptabilidad para jugar en solitario: 6 sobre 10. Unidades: básicamente regimientos y flotas. Para 2 jugadores. Duración de la partida: de 6 a 18 horas dependiendo del escenario. Diseñador: William M. Marsh. Desarrollo: Don Johnson. Diseño gráfico: Brien Miller.

Componentes: dos mapas de 55x85 cm, cuatro planchas de fichas, un reglamento, un cuaderno de juego, ayudas de juego.

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!

Prague. P.V.P.: 70,00 € PRÓXIMAMENTE

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** COA

Prague - The Empty Triumph es el volumen VII de la estupenda serie *Battles From The Age of Reason* y sigue el curso de la Guerra de los Siete Años en Europa.

El 6 de mayo, el rey Federico II de Prusia envió 65.000 hombres en una maniobra para sobrepasar el flanco de 62.000 austríacos desplegados fuertemente a lo largo de una altura al este de la ciudad de Praga y bajo el mando del Príncipe Carlos de Lorena. Ambos bandos estaban decididos a librar una batalla que sería la más grande de aquella guerra.

Aunque la batalla fue un éxito claro de los prusianos, sus consecuencias no lo fueron tanto, ya que Praga resistió el asedio hasta el 16 de junio, cuando la fuerza de socorro austríaca del mariscal Daun propinó a Federico su primera derrota en las colinas cercanas a Kolin.

Prague permite a los jugadores explorar todos los aspectos de la batalla con múltiples escenarios. Como bono, el juego también incluye un mapa expansión para *Lobositz*.

Componentes: 3ª edición de las reglas estándar; cuaderno de reglas exclusivas Exclusive Rules booklet containing Special Rules, escenarios and Historical Commentary; tres láminas de mapas de 55x85 cm ilustrados en el estilo de la época; 420 fichas; ayudas de juego; dos dados de 10 caras. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



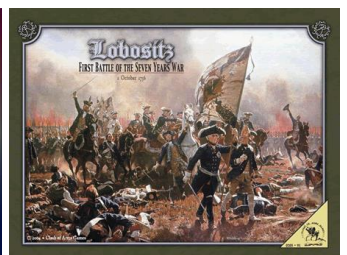
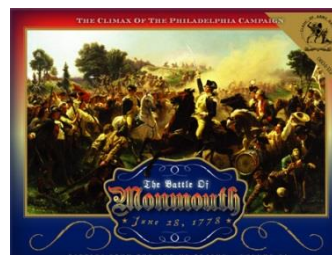
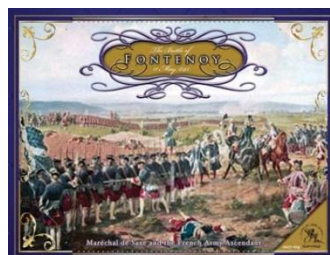
También disponibles en la misma serie:

Lobositz.

Fontenoy.

The Battle of Monmouth.

BAR Primer.



The Cards of Cthulhu. P.V.P.: 35,00 € **PRÓXIMAMENTE**

FORMATO: JUEGO DE CARTAS. **EDITOR:** DVG

I must warn you about a threat to our world.

Long before mankind roamed this earth, there lived great and terrible beings. Even a single of these ancient beasts held the power to enslave or even destroy the world. When they entered a state of hibernation, humanity was allowed to prosper.

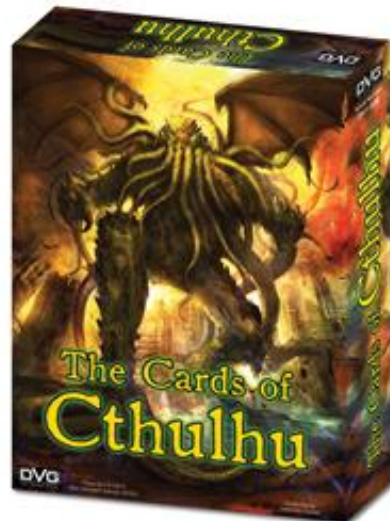
Even now however, their power infects mankind. Weak-minded men have fallen under their control and formed Cults dedicated to each Elder God's revival.

You must prevent them from succeeding or the world will be lost.

- Walter P Matherson

The Cards of Cthulhu is a solitaire card game that pits you against the forces of The Great Cthulhu and other Elder Gods. You will battle Cultists, slay Minions, banish Horrors, seal the Gates, and protect our world from the enveloping insanity that threatens to consume us all!

The Cards of Cthulhu is a great game for any gamer ages 12 and older. It doesn't matter if you are a rookie investigator or a battle-hardened investigator that has devoted your life to fighting the Great Cthulhu. Each game ends with you saving the world, or dooming us all to eternal torment, in 30 to 45 minutes for solo games, and 60 to 90 minutes for multiplayer games. 1 to 4 Players!



The Cards of Cthulhu Bonus Pack. P.V.P.: 18,00 € **PRÓXIMAMENTE**

FORMATO: SUPLEMENTO. **EDITOR:** DVG

The Bonus Pack has a set of 7 more Cards of Cthulhu custom dice (4 with White ink, 2 with Green ink, and 1 with Red ink), and 10 more custom Cthulhu coins.

You can use these to expand your game, or for any other games you play that have a Cthulhu feel!

Thunderbolt-Apache Leader. P.V.P.: 78,50 € **PRÓXIMA REIMPRESIÓN**

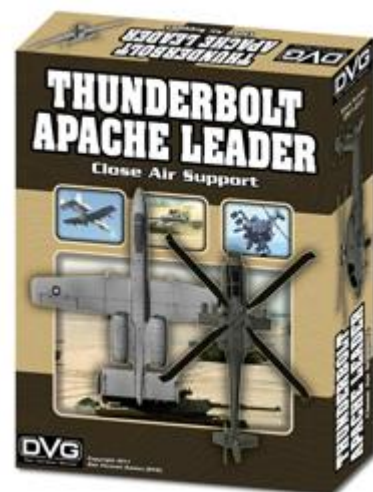
FORMATO: SUPLEMENTO. **EDITOR:** DVG

Thunderbolt-Apache Leader te pone en la cabina de los mejores aparatos de Apoyo Táctico del mundo. Volarás por desfiladeros en busca de tanques y tropas enemigos mientras te evades del fuego de la artillería antiaérea y los misiles antiaéreos (SAMs). TAL te hace vivir 8 campañas a lo largo del globo. El sistema de juego crea una rejugabilidad inmensa, ya que empareja una carta de Situación Táctica con una carta de Campaña para crear una ambientación única en cada campaña. Esto significa que tu campaña por ejemplo en Corea del Norte, puede ser parte de una misión Holding Action, Show of Force, Rapid Deployment, o General War.

El juego te pone al mando de los pilotos y aviones de un escuadrón de aparatos de Apoyo Táctico (Close Air Support/CAS) norteamericano en campañas de guerra por todo el mundo. Los aviones y armas disponibles para cada campaña son históricamente exactos. Gran parte del juego es la planificación de la misión. En ella decides cómo armarás a tus aparatos y qué pilotos son los mejores para la misión. Los pilotos tienen un nivel de habilidad. La decisión de qué pilotos volarán en cada misión es de gran importancia. Tus pilotos se irán fatigando con cada misión. Si haces volar demasiado a un piloto, sus habilidades se resentirán. Los pilotos también ganan experiencia en cada misión. Esto lleva a una toma de decisiones muy interesante. ¿Mantendrás en el aire a tus mejores pilotos para que hagan el trabajo aunque se fatiguen, o harás volar a los novatos para que se preparen para las misiones que vendrán más adelante?

Las misiones se resuelven rápidamente usando un sistema de movimiento por áreas mediante el que se refleja el combate táctico sobre el objetivo. La velocidad y el realismo son prioridades del juego. Las cartas de terreno generan un campo de batalla distinto en cada ocasión. Las cartas incluyen numerosas cadenas montañosas que bloquean la línea de visión para ambos bandos. Si planeas bien la operación, puedes volar bajo por cañones, oculto hasta el último momento para atacar antes de que el enemigo pueda reaccionar. Pero ten cuidado, pueden aparecer defensas enemigas donde menos te lo esperes...

En el combate se resuelve el resultado de cada lanzamiento de misiles contra los interceptores enemigos y cada ataque a suelo contra los objetivos. Cada tanque, artillería autopropulsada, vehículo acorazado, infantería, etc del enemigo se representa en el campo de batalla con su propia ficha. También resuelves los ataques enemigos de SAM, AAA y Bandidos (interceptores)



enemigos contra tus aparatos.

Mientras realizas la misión, decides cuántos pilotos se enzarzarán con los Bandidos, SAMs o emplazamientos de AAA del enemigo. La decisión a menudo no será fácil. ¿Atacarás primero los objetivos de más valor, o primero neutralizarás las defensas SAM y AAA enemigas?

Los apartatos en general son capaces de sobrevivir más de un ataque. Se trata de aparatos duros y diseñados para absorber daño. Esto también tendrás que tenerlo en cuenta al decidir cuándo ha llegado el momento de volver a casa y dejar de patrullar por la zona atacando a los tanques enemigos. Si un aparato está demasiado dañado, no podrá volar el día siguiente.

TAL incluye una hoja de operaciones de combate en la que se lleva un registro del avance de las formaciones enemigas que intentan arrollar tu sector. Puedes elegir la formación con la que deseas enfrentarte en cada día y asignar los recursos aéreos más apropiados para la misión. Si ya has jugado a Hornet Leader o Phantom Leader, te será fácil aprender a jugar a TAL. Se incluyen las cartas de todos los niveles de habilidad para cada piloto.

Puntos clave: excelente diseño para jugar en solitario. Gestiona tus pilotos y tu material para tener éxito como comandante de escuadrón. Sistema de juego intuitivo y rápido.

Incluye los siguientes aparatos: A-10A Thunderbolt II, A-10C Thunderbolt II, AH-64A Apache, AH-64D Apache Longbow, AV-8B Harrier II, AH-1 Cobra, RQ-1 Predator UAV, MQ-1 Predator UAV, AC-130 Spectre. Incluye las armas siguientes: Mk.82 Iron Bomb, Mk.83 Iron Bomb, AGM-65 Maverick, AIM-92 Stinger, LAU-68, LAU-61, ECM Pod, AGM-114 Hellfire, AIM-9 Sidewinder, Mk.20 Rockeye. Componentes: 165 cartas, 2 planchas de fichas, 3 planchas de fichas de losetas de terreno, tablero montado y ayudas de juego.

Dirigido tanto a jugadores expertos como a primerizos. Las reglas principales son sencillas y muy intuitivas, a la vez que otorgan a los jugadores una amplia gama de opciones para tomar decisiones y elecciones tácticas. Puede jugarse también en modo cooperativo, repartiéndose los aviones entre los jugadores y planificando/resolviendo las misiones como un equipo. Cada misión se resuelve en 30 a 60 minutos. Cada

campaña consiste de 2 a 6 turnos en los que juegas una o más misiones en cada día. **¡¡REGLAS EN CASTELLANO!!**

Storm Over Dien Bien Phu **PRÓXIMAMENTE** P.V.P.: 39,50 €

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP

En la primavera de 1954, el General Giap sorprendió al mundo al hacer algo que se había considerado imposible—derrotar a una fuerza de ocupación occidental. *Storm Over Dien Bien Phu* nos lleva al momento climático en el que las aisladas fuerzas francesas (compuestas de legionarios franceses y unidades de paracaidistas de élite) se derrumbaron ante la presión de las fuerzas del Viet-Minh apoyadas por China.

Haciendo uso del mismo Sistema de movimiento por áreas que se remozó en *Storm Over Stalingrad*, el juego introduce el empleo de cartas para mejorar la jugabilidad y añadir tensión. Las reglas son similares a las de *Storm Over Stalingrad* y su complejidad es parecida, con los añadidos necesarios para reflejar las peculiaridades de esta batalla.

Las reglas adicionales incluyen asaltos y suministros franceses. Las nuevas cartas representan eventos históricos como “Detonate Mine Shaft”, “Rats of the Nam Yum”, “Giap Demands Success”, “Propaganda”, “Débouchez à Zéro!” y “B-26 Bombers”.

El juego se centra en los ataques sobre los reductos de Gabrielle, Anne-Marie, Beatrice, Eliane, Claudine, Huguette y Dominique desde mediados de marzo a primeros de mayo de 1954. La partida dura 8 turnos y puede terminarse en menos de 3 horas.

Componentes: un mapa de 55x85 cm, una plancha y media de fichas, reglamento a color, mazo de 55 cartas y 4 dados seis caras. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



Shattered Armada. **PRÓXIMAMENTE** P.V.P.: 34,00 €
 FORMATO: EXPANSIÓN PARA WARGAME. EDITOR: CLASH OF ARMS GAMES

SHATTERED ARMADA

NAVAL BATTLES OF THE SPANISH CIVIL WAR 1936-39

Command at Sea travels to the waters off Spain in 1936, where in July, right-wing "Nationalists" rebelled against the democratically elected left-wing "Republicans," resulting in the bloody civil war.

Italy and Germany quickly backed the Fascist Nationalists, as the Soviet Union rallied behind the Communist-Socialist-Anarchist Republicans. Meanwhile England, with a reluctant France, desperately sought to keep war from expanding.

SHATTERED ARMADA features 22 scenarios describing battles that actually did occur, "could have" battles with combatants who were close enough to fight; and "what if" battles drawn from war plans and journals.

From shore batteries and minefields to battleships and gunboats, players will re-live the role of the Spanish navies as they contend with each other and warships of the Great Powers, as war at sea reveals Spain's ultimate fate.

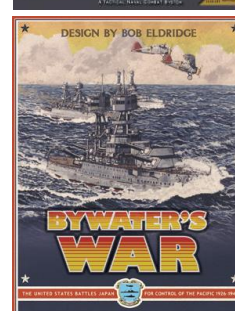
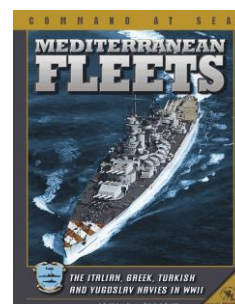
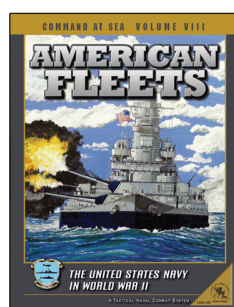
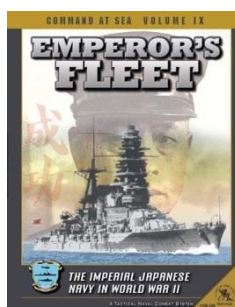
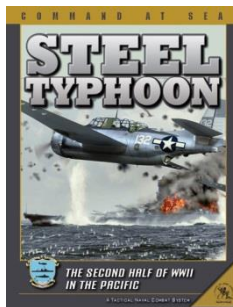
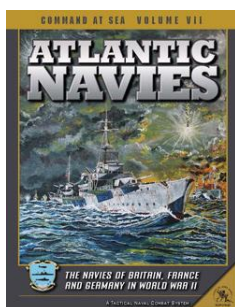
SHATTERED ARMADA includes one sheet of 210 die cut counters that represent ships, planes, submarines, merchant vessels, torpedoes, boats and markers needed to play the scenarios.

CAS 4TH EDITION RULES NOT INCLUDED

Command at Sea 4th Edition Rules are necessary for play.

Clash Of Arms
COA GAMES

También disponibles en la serie Command at Sea 4th Ed:





ASL Starter Kit 1 (10th Anniversary Edition). P.V.P.: 22,50 €

PRÓXIMAMENTE

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP

This 10th Anniversary Edition of **ASL Starter Kit #1** contains a completely updated rulebook and QRDC, incorporating all known errata. The game is a self-contained module which will let players start playing Advanced Squad Leader almost immediately. The tutorial-style rules teach gamers the basic concepts of ASL using conversational language and liberal illustrations.

Contents:

- 2 8x22 Geomorphic Maps (y and z) for the ASL System
- 1 full Countersheet of 1/2" counters
- 6 scenarios printed on 3 individual cardstock sheets
- 1 Quick Reference Data Chart printed on cardstock sheet
- 1 12-page rules booklet with plentiful color illustrations
- 2 dice

Time Scale: 2 minutes per Game Turn. **Unit Scale:** 5 to 10 men, plus individual leaders, vehicles, guns. **Map Scale:** 40 meters per hex. **Players:** 2 (also suitable for solitaire or team play). **Complexity:** Medium. **Solitaire Suitability:** Medium. **June**

7, 1944... On D+1, the 101st Airborne found itself embroiled in a two-fold effort: consolidating its units which were scattered all over the Cotentin Peninsula and establishing a firm eastern perimeter to protect the American landing at Utah Beach. Vierville, which lay a few miles inland from Utah Beach, had been liberated by American units on D-Day. Vierville was a major traffic thoroughfare since the southwesternly road which passed through Vierville led from Utah Beach to the German strongpoint of St. Come du Mont. On the morning of June 7, elements of the 2nd Battalion, 506th PIR moved out from Vierville towards St. Come du Mont, leaving Vierville virtually unoccupied. The Germans took this opportunity to launch a series of counterattacks on Vierville in hopes of cutting the road to St. Come du Mont...

September 26, 1942... During the summer months of 1942, German forces had advanced nearly unchecked across the Russian steppes. With Russian resistance west of the Don River broken, Hitler ordered Army Group B to capture Stalingrad. Using the traditional German tactics of lightning thrusts and envelopment, and with the Russians retreating before them, Sixth Army commander Paulus sent an armored spearhead into the suburbs of Stalingrad in an attempt to quickly capture the city. The German tactics failed inside the confines of the city, however, as the Russians were able to dig in and fight from every building. The initial spearhead blunted, the Germans committed more units and soon realized that this was a very different battle from what they had been fighting. The confines of the city stifled manoeuvre, and German superiority in artillery, air power, and armor were rendered ineffective as the infantry of both sides intermingled while fighting for each block of the city. This was Rattenkrieg--the war of the rats.

Scenario List

- ASL S01 Retaking Vierville
- ASL S02 War of the Rats
- ASL S03 Simple Equation
- ASL S04 Welcome Back
- ASL S05 Clearing Colleville
- ASL S06 Released from the East

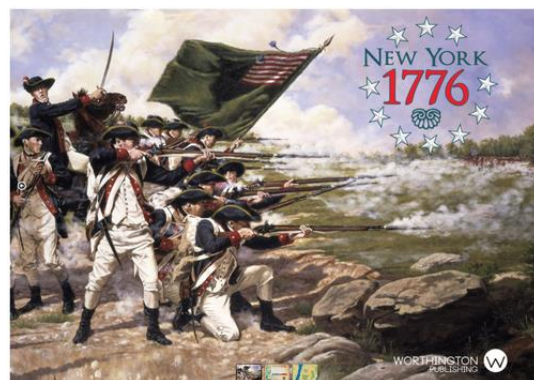
¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!

New York 1776. **PRÓXIMAMENTE** P.V.P.: 56,00 €

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** WORTHINGTON PUBLISHING

New York 1776 is the first volume of the American Revolution Campaigns series. It is strategic in scope with battles tactically carried out on a battle board. Wooden blocks are used for fog of war. This campaign involves point to point land and water zone movement. Group movement can only be done with commanders and some commanders can move faster than others. The British win by capturing Washington or reducing his army and holding New York City at the end of the game. The Americans win by avoiding British victory or reducing the British army to less than 20 strength points. Quick playing, deep strategy, and battles that show the weakness of militia facing trained professionals.

The **New York 1776** campaign of the American Revolution pitted a newly formed American army, comprised of Continentals and militia, facing a large, highly disciplined British army that included a significant number of Hessian soldiers. This campaign involved the largest number of troops of the war. An inexperienced army faced a very experienced one. It unfolded with an intricate set of maneuvers around New York City and its waterways involving a large British fleet executing numerous amphibious landings in an effort to trap the Colonials. It was truly the best opportunity the British had for capturing Washington and America's entire army. Historically, the Americans just barely escaped to live and fight another day. Can you, as the British player, defeat the American army and end their revolution in its infancy? Or as the American player can you, like Washington, defend your country while avoiding disaster? The decisions are yours... **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



For the Crown: The World is Round. P.V.P.: 18,00 € **PRÓXIMAMENTE**

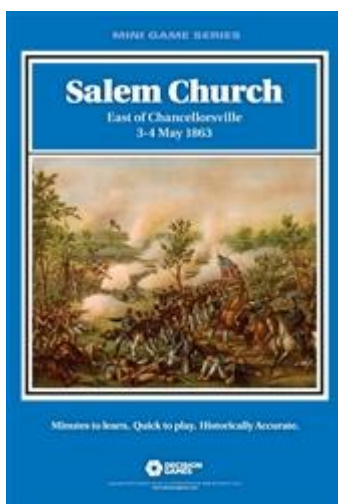
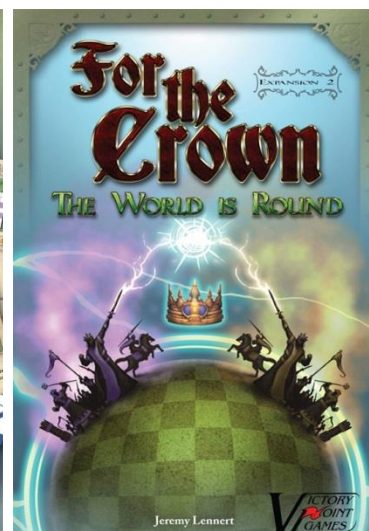
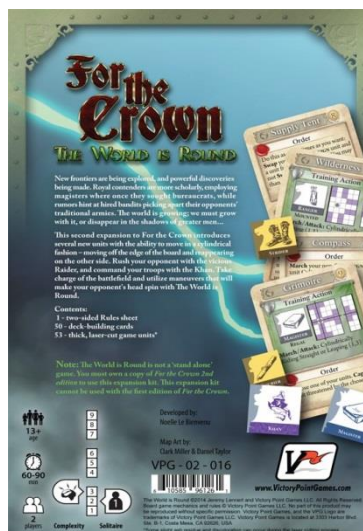
FORMATO: JUEGO DE TABLERO. **EDITOR:** VPG

The world is growing.

New frontiers are being explored, and powerful discoveries being made. One can sense the excitement in the air; it is a time of new ideas and expanding horizons. Visionaries chart courses that recently would have been unthinkable. Even common folk are pulling up their stakes and setting out as brave explorers, hoping for a chance at fame and riches.

But bravery is not enough today; traditional methods no longer suffice for victory. The royal contenders are becoming more scholarly, hiring magisters where once they sought bureaucrats. Rumors hint at bandits being hired to pick apart their opponents' less-flexible traditional armies. The world is growing. We must grow with it, or disappear in the shadows of greater men...

The second expansion to **For the Crown, The World is Round** introduces several new units with the ability to move in a cylindrical fashion – moving off the edge of the board and re-appearing on the other side. Rush your opponent with the vicious Raider, and command your troops with the Khan. Take charge of the battlefield and utilize maneuvers that will make your opponent's head spin with **The World is Round!**



Salem Church. P.V.P.: 9,00 € **YA DISPONIBLE**

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

As the battle of Chancellorsville raged, a Union corps was dispatched to hit the vulnerable Confederate army from behind. The flanking column was delayed by a single Confederate brigade at Salem Church. The battle grew as Confederate arrived first to firm up the front, then to turn the tables on the Federals. The flankers became flanked, then had to fight for their lives.

Game Contents:

- 11 x 17" map
- 40 die-cut counters
- Scenario Instructions
- Four page rule booklet

Scale:

- Level: Brigade
- Hex: 352 yards

Battles of the Scheldt. P.V.P.: 17,00 € **YA DISPONIBLE**

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

Battle of the Scheldt: The Devil's Moat

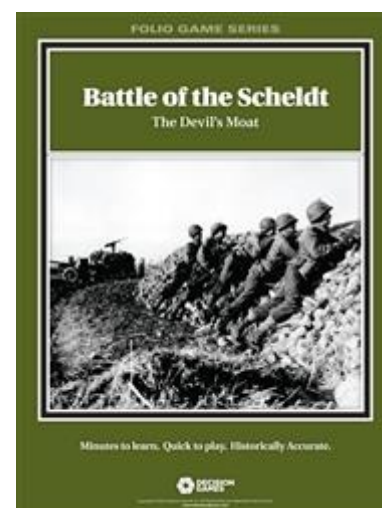
The Battle of the Scheldt covers the fighting between the First Canadian Army and the Fifteenth German Army in November 1944. The Canadians had to clear the area so that the docks of Antwerp could be used to supply the Allied armies, then still dependent on truck convoys from the Normandy bridgeheads. The Germans were attempting to delay this as long as possible, having set up formidable defenses covering the obvious approach routes, using pre-sited artillery, snipers and mines to break up the Allied advance even before it reached the main line.

Game Contents:

- 17 x 22" map
- 100 die-cut counters
- One Standard Rules booklet for this series
- One Exclusive Rules booklet for this title

Scales:

- Level: Brigade
- Hex: 2 miles (3.2 km)



Strategy & Tactics 286: Sparta & Athens. P.V.P.: 25,50 € **YA DISPONIBLE**
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Sparta versus Athens is a strategic level game of the Peloponnesian War in its entirety, spanning twenty-eight years, from 431 B.C. to 404 B.C. The map is a point-to-point map, using city-states and the common land and navigable sea routes as the conduits that defined the Grecian Mediterranean. The game is designed for simple movement and combat mechanics to resolve battles and sieges, all centered upon the predominance of famous and historic leaders (e.g., Alcibiades). The game is richly historic, and keeps players within historic parameters in such a way that alliances and politics can shift, depending on how the war is going, but only within the limits of historic possibilities. Some city-states of the Delos Confederation may ally with Athens, while others may ally with Sparta, for example. Athens vs Sparta includes four scenarios: The Archidamian War (431 - 422), The Peace of Nicias and the Sicilian Expedition (421 - 413), The Ionian War (412 - 404), and the campaign scenario covering the entire war.

The game includes one 22x34" map of the Grecian Mediterranean, including Sicily and southern Italy, and as far east as the Persian empire, 280 counters of all participants in the Peloponnesian War. Each game turn is played as four seasons of one year. Each inch equals ~18 miles. One naval strength point represents 5 galleys of the era (Triremes), and one land strength point represents 350 to 450 heavy infantry (Hoplites) or 500 to 600 light infantry or 200 to 300 cavalry.

Components: One 22" x 34" map & 280 counters

Other Articles:

- **French Naval Strategy, 1792-1815:** how the revolutionary and Napoleonic French tried – but failed – to defeat the British Royal Navy during a quarter-century long naval war fought all around the globe.
- **The AEF 1918 Marne Counterattack:** a detailed study of the US Army's first great offensive battle in World War I.
- **Jules Verne & Modern Submarine Warfare:** an analysis of the 19th century science fiction writer's effect on the later development of submarine warfare down to the present-day.



Strategy & Tactics 287: Goeben 1914. P.V.P.: 25,50 € **YA DISPONIBLE**
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Goeben, 1914 puts you in command of the SMS *Goeben*, the German battlecruiser that made a historically epic voyage through the Mediterranean during the opening days of World War One. This is a solitaire game in which the player must accomplish a specific "objective" to win the game, which will be generated at random at the start of the scenario. The player must manage the various outfittings and functions of the SMS *Goeben* and its escorting light cruiser, the SMS *Breslau*. As you fight your way through the Mediterranean, you will encounter various Allied warships, merchantmen for raiding, and unexpected opportunities and objectives. These are represented by "Incident" chits.

German ships in the game are shown in detail. Allied ships are shown in a more abstract way because you, the player, are seeing the situation from the standpoint of Admiral Souchon, the fleet commander of the German Mediterranean Division. The possibility of running into enemy warships will be increased via the "Alert Level", which represents how much the Royal Navy's Admiralty is concentrating its resources against your task force. The game can be played with two players, one in command of the *Goeben*, the other in command of the *Breslau*.

Each game turn represents about one day, and each sea spaces are approximately 100 miles apart. Most warship counters represent one ship each, although some counters represent flotillas, such as destroyer and convoy chits.

Components: One 22" x 34" map & 176 counters

Other Articles:

- **Seirra Leone Civil War:** a military analysis of the civil war that tore apart this west African nation from 1991 to 2002.
- **The Battle of Sluys:** The Anglo-French naval battle of 1346 that kicked off the 100 Years War.
- **Jan Sobieski & the Siege of Vienna:** the story of this Polish king's 1683 triumph over the besieging Turks at the city of Vienna.
- **Alamo to Appomattox:** analysis of the evolution of US military strategy and tactics from 1836 to 1865.

Struggle for the Galactic Empire. P.V.P.: 53,00 € **NUEVA EDICIÓN**
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Nueva edición mejorada de este excelente juego en solitario de Decision Games.



Modern War 11: Greek Civil War. P.V.P.: 25,50 € **YA DISPONIBLE**

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

The Greek Civil War is a game for two players simulating the 1947-49 conflict between the government of Greece and the DSE (*Dimokratikos Stratos Elladas*, or “Greek Democratic Army”), the fighting organization controlled by the Greek Communist Party. During the game, the DSE player tries to erode the power of the Greek authorities and replace their governing structures with his own, while the Government player tries to contain that threat to civil society with civilian police and the servicemen and reservists of the Greek National Army (GNA).

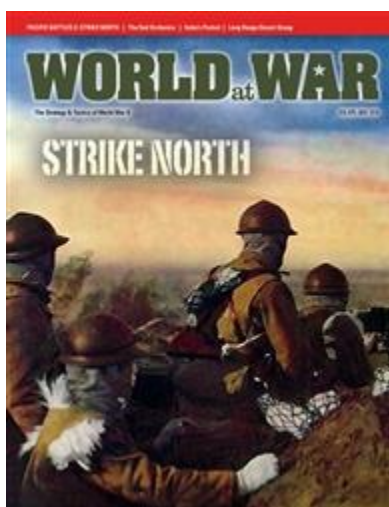
Central to play is the Political Index (PI). Both players maintain their own PI during the game. A player’s PI is a quantification of the level of support or commitment the Greek “man in the taverna” is willing to give him (as opposed to other political movements or methods) as an agent of social change—or guarantor of security. For the Government player, his PI is also a measure of the stability of the regime. PI are measured in Political Points (PP) and recorded on the Record Track. PI change constantly during the course of the game depending on events and who controls various territory. The highest level is 99, and the lowest is 0. If either player’s PI reaches 0 at any time, he is deemed to have reached the point of political collapse for his side, and the game ends.

The game map shows mainland Greece divided into regions, and parts of the adjoining countries to the north (Albania, Yugoslavia, Bulgaria).

Components: One 34” x 22” map & 280 counters

Other Articles:

- **French Army in Indochina:** before America fought in Vietnam, France took on communist insurgents.
- **M-24 Chaffee:** America’s light tank sees combat on farflung battlefields.
- **Soviet Pilots in the Korean War:** the USSR sent its aces to take on UN airpower in Korea.
- **Art of Tracking:** an upfront view of a lost art in low intensity conflict.
- **Close Combat:** Asymmetrical operations in the Hezbollah War.
- **Breaking the Sound Barrier:** US pilots take to the skies to create a new jet air force.



World at War 35: Strike North. P.V.P.: 25,50 € **YA DISPONIBLE**

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

Strike North presumes that Imperial Japan has decided to invade the Soviet Union in 1941, instead of going to war with the United States. Conceptually, a Japanese invasion of the Soviet Union would be in conjunction with the German attack on the USSR (Operation Barbarossa) on 22 June, 1941. The strategic possibilities of this alternative course are incredible; The Soviets will be under the pressure of fighting a two-front war. However, by following this strategy, the Japanese would be temporarily abandoning their planned invasions of the resource regions of the East Indies and beyond, leaving Japan less than a half-year of oil to sustain their war effort.

The map shows Northeast Asia as it was in 1941, with each hex on the map equaling roughly 37 miles (60 kilometers) from side to opposite side. Each game turn represents one month of operations. The units are brigades, divisions and corps.

Components: One 22" x 34" map & 228 counters

Other Articles:

- **The Red Orchestra:** The story of Stalin’s spy ring inside Nazi Germany.
- **Hube’s Pocket:** an analysis of the encirclement and subsequent escape of the German *1st Panzer Army* in the northwest Ukraine in the late winter and early spring of 1944.
- **Long Range Desert Group:** an analysis of the important role played in the war in North Africa by this elite British commando force.

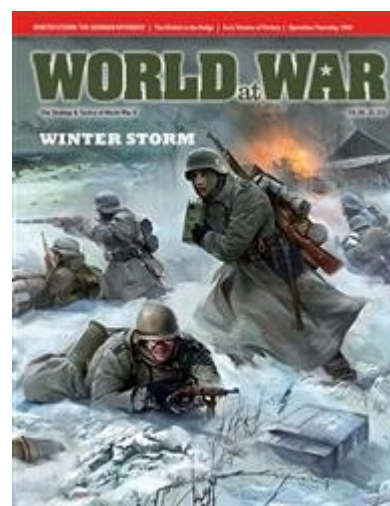
World at War 36: Winterstorm. P.V.P.: 25,50 € **YA DISPONIBLE**

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

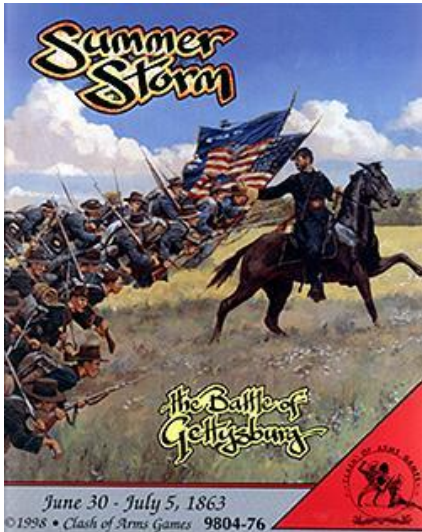
Winterstorm (EFB 4) covers the December 1942 effort by a scratch German corps to break the Soviet ring around Stalingrad and rescue *Sixth Army*. The German begin the game on the Aksay River, and must cross the entire map to reach the roads beyond the Myshkova River leading to the Stalingrad pocket. This is the fourth entry of Joseph Miranda’s East Front Battles system, which emphasizes the importance of command control. Combat units are battalions of not just infantry and armor, but a variety of supporting weapons. Each unit type has strengths and weaknesses, and all must be coordinated by a headquarters to fight at full power. This game pits German mobility and flexibility against Soviet numbers and combat power.

Components: One 22" x 34" map & 228 counters

Other Articles:



- **The British in the Bulge:** The story of the British involvement in this key 1944 battle.
- **Axis Visions of Victory:** The 'new world order' the Axis dictators hoped to put in place once they'd won WW2.
- **Operation Thursday:** This 1944 Allied glider operation in Burma was the largest such mission of its type ever executed.



Summer Storm. PRÓXIMA REIMPRESIÓN P.V.P.: 77,00 €

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** CLASH OF ARMS GAMES

Tired of marching up Cashtown Pike and running into the same old Union cavalry? Tired of Ewell always coming in on the same old flank and scattering the XIth Corps? Does it drive you mad to see, after all the Gettysburg games you've played, Sickles once again get his head handed to him? Just how many times does Pickett have to charge before we finally cry "Enough!"

Well, Rick Barber is tired of it. That's why he designed *Summer Storm: The Battle of Gettysburg*. Actually two games in one *Summer Storm* begins at the operational level with a unique double-blind game covering the approach marches of Meade's Army of the Potomac and Lee's Army of northern Virginia. Sure, there'll be fightin' aplenty at Gettysburg, but how these armies arrive and from what direction is up to you (within historical parameters, of course). Thus, no two playings will ever be the same. For the first time cavalry play the role for which they were intended. Will you allow Stuart to deprive you of your eyes and ears? Can you even stop this from happening?

Troops don't actually deploy on the battlefield (the tactical maps) until you see the enemy, or blunder into them, as was more often the case.

The second game starts on the tactical maps. Divisions break down into brigades, brigades into from one to three counters, depending on their raw numbers. A unique command system virtually removes book-keeping while at the same time rewards players for good gaming and strategy. Movement and combat are extremely smooth.

Contents:

- Rules: Suitable for novice or expert
- Scenarios: Historical scenarios are included, as well as a training scenario
- Counters: Nearly 1,000 unit pieces and markers
- Three 34" x 22" grand tactical maps and two 17" x 22" operational maps
- Charts & Tables: Two sets of three double sided
- Players: Two or more

The Devil's to Pay. PRÓXIMAMENTE P.V.P.: 19,00 €

FORMATO: EXPANSIÓN PARA WARGAME. **EDITOR:** CLASH OF ARMS GAMES

The Battle of the Yellow Breeches/Dillsburg, July 3, 1863. An Expansion module for Summer Storm.

The body hung limply from the roadside apple tree, as General Buford and his staff rode by. "Well, gentlemen," Buford noted grimly, "I guess that's one more report that General Lee will have to do without!"

The Gettysburg Campaign remains a source of endless interest to both historian and wargamer, in part for the many ways in which small acts of fate worked to shape the course of larger events. THE DEVIL'S TO PAY explores a little known, but quite plausible, alternate chain of events turning on one such small incident.

Longstreet's scout Harrison ends up swinging from an apple tree, festooned with one of John Buford's famous 'let him hang for 7 days' notes. Bereft of the knowledge that the AoP is NORTH of the Potomac and hot in pursuit, General Lee simply continues as before for a few days longer, with his 3 Corps following the orders that he had already historically given them. Ewell attacks the Harrisburg defenses, which fall after a day or so. The bridges are burned, but with the shallow water and fords, the city itself is taken a couple of days later (helped by Jenkins' taking of the Rockville RR bridge to the north). However, the Pa Reserves (Crawford's Division) have been rushed north from the Washington defenses, and with their help Couch has drawn a defensive line along the Swatara Creek, a few miles to the east of Harrisburg. Early moves north from York along the Harrisburg Pike, which follows the river from York Haven. Hill, and then Longstreet follow Ewell down the Cumberland Valley (to the NE) towards the Pennsylvania capitol. By July 2nd, the Confederate Army is badly strung out; Ewell has two of his Divisions (Rodes & Johnson) across the Susquehanna, with the third (Early) holding the West Shore. Hill is a couple of miles west in Mechanicsburg/Shiremanstown with Anderson's Division, while Heth and Pender's Divisions are ranged to the south holding the wide 'gap' at Dillsburg. Longstreet has two Divisions in Carlisle (Hood's & McLaw's), while Pickett is still a few miles to the west guarding the ever-lengthening supply line running south to Virginia. Jenkins' coup de main has resulted in the immense Union supply base at Harrisburg being captured almost intact, and every wagon that makes it west over the shallow ford means another day of supplies for the ANVA in the fall and winter to come.

With the Confederates now further to the north, the AoP continues to move forward on the Gettysburg/Hanover/Manchester line it had reached by June 30th. By the evening of July 2nd, Buford's Cavalry is skirmishing with Heth's troops in the Franklintown area. Reynolds has passed Petersburg (York Springs) and is moving forward with the I & XI Corps, with Sickles' III Corps and Merritt's Reserve cavalry Brigade in position to threaten the Mt. Holly Gap a few miles to the west, on the direct route between Gettysburg and Carlisle. Spurred on by the fall of Harrisburg, the rest of the Army of the Potomac is steadily marching north as well, its concentration greatly aided by the convergence of all the main roads north at Dillsburg. The Union intelligence arm has been working overtime, and General Meade has been handed an opportunity bigger than that which faced McClellan at Frederick nearly a year before. The Confederate Army is stretched over 20 miles, from west of Carlisle to east of the Susquehanna; if he can get the Army of the Potomac through the gap at Dillsburg in force before Lee can concentrate, he will split the ANVA in two with

a good chance of cutting the bulk of it off, 100 miles north of the Potomac.

Stuart has continued to bounce off of the right flank of the marching Union Army, and has finally followed Early over York Mountain and back into contact. Lee now knows the true danger of his position, and hurriedly orders Ewell to get his troops back across the river while the rest of the Army rushes to reinforce the troops holding the vital gap. Apprised of the situation, Couch endeavors to maintain contact, using Crawford's veteran troops to slow Ewell's withdrawal as much as possible.

Essentially, this scenario is very similar to the Battle of South Mountain in '62, except that the 'gap' is far wider and less defensible and the stakes, if anything, are even higher! A desperate defense/attack, coupled with wildly variable reinforcements should make for a game with quite a bit of replay value! The Union player must mount a furious attack with his arriving troops, regardless of casualties, knowing that he has a chance to strike a war-winning blow. The Confederate player must form a desperate, collapsing defense on several fronts, while trying to extricate both Ewell's troops and as many supplies as possible from his foothold on the east shore of the Susquehanna.

THE DEVIL'S TO PAY Contains:

- Full color 22 x 34 tactical map covering the critical gap at Dillsburg, Pennsylvania.
- Identical 8 1/2 x 11 Op/Maps covering the battle area, as well as the operational area surrounding it.
- 16 Pages booklet detailing the scenario set-up and conditions, as well as a 'historical' article giving the background leading up to the battle.

The Naval Sitrep 46. *PRÓXIMAMENTE* P.V.P.: 6,00 €
FORMATO: REVISTA **EDITOR:** CLASH OF ARMS GAMES

