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Actualización de novedades, 30 de agosto de 2013

Canadian Crucible. P.V.P.: 46,75 € FORMATO: JUEGO DE ESTRATEGIA

(WARGAME). EDITOR: MMP

Canadian Crucible es un nuevo juego de la Tactical Combat Series (TCS) sobre la defensa de los canadienses en Norrey el Día-D +2 (8 de junio de) frente a un contraataque alemán encabezado por los granaderos de la 12ª División Panzer SS.

La batalla comienza el 8 de junio y continúa durante 3 días. Los alemanes la denominaron “Primera Batalla de Caén”. Al comienzo del ataque, la 7ª Brigada de la 3ª División canadiense está atrincherada en sus objetivos del Día-D. Consciente de la derrota sufrida por la 9ª Brigada a manos de la Hitlerjugend en los días anteriores, la 7ª prepara una Fortaleza alrededor de Bretteville, Norrey y Putot. Los soldados de los Regina Rifles y de los Royal Winnipeg Rifles, aún por debajo de sus efectivos teóricos debido a las bajas del Día-D, esperan que llegue el momento de su inevitable encuentro con los granaderos de la 12ª División Panzer SS. Los canadienses deben mantener su delgada línea roja a toda costa, ya que lo contrario sería un grave revés para el calendario de la invasión y una cesión de la iniciativa a los alemanes.

El juego está muy bien equilibrado, y la superficie de juego es muy razonable (1 solo mapa). ¡Lánzate a la lucha entre la altamente motivada 12SS Hitlerjugend y los igualmente motivados canadienses decididos a aguantar y a aumentar la cabeza de puente.

Algunas reglas especiales:

- Bombardeo Naval
- Tabla Variable de Eventos
- Opciones de despliegue histórico y libre
- Panzer Meyer
- Munición Discarding Sabot
- Radio jamming
- Captura de planes de batalla

Componentes:

- Reglamento Tactical Combat Series
- Reglamento específico Canadian Crucible
- Ayudas de juego
- Mapa de 60x80 cm.
- 560 fichas
- 5 escenarios
- Caja y dados

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!



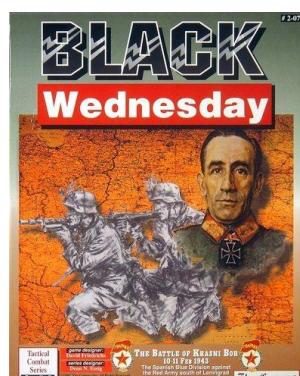
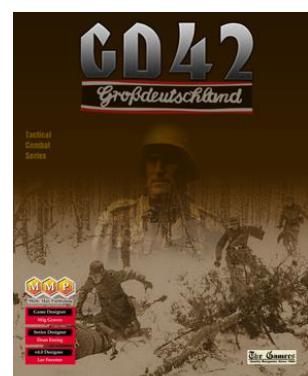
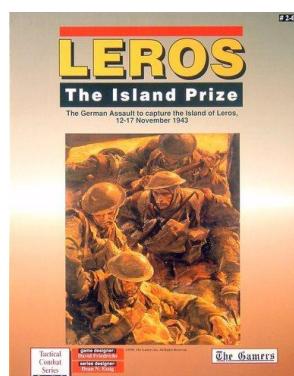
Otros juegos disponibles de la misma Tactical Combat Series:

Black Wednesday. ***¡¡REGLAS EN***

CASTELLANO!!

GD '42. ***¡¡REGLAS EN CASTELLANO!!***

Leros.



BAR Primer. P.V.P.: 30,60 € **FORMATO:** SUPLEMENTO (WARGAME).

EDITOR: CLASH OF ARMS GAMES

For twenty years, the "Battles from the Age of Reason" (BAR) game series has been the ultimate gaming expression of mid-eighteenth century warfare. The BAR games feature a highly detailed, realistic and interactive game system, gorgeous map and counter graphics, thorough research and exciting battles throughout Europe and America.

However, because of rules depth, detail and period "elan", many gamers have been perplexed in learning the system. This Primer is designed as an illustrated learning tool to accompany and enhance the Third Edition BAR rules. This Primer features illustrated rules demonstrations, game tactics, learning modules and 280 upgrade and errata counters for previous BAR games.

This BAR Primer can be used with all BAR games and even with older rules sets, but is designed around the Third Edition BAR rules and ownership of Fontenoy is required for use of the "Learning Modules" sections.

También disponibles de la serie *Battles of the Age of Reason*:

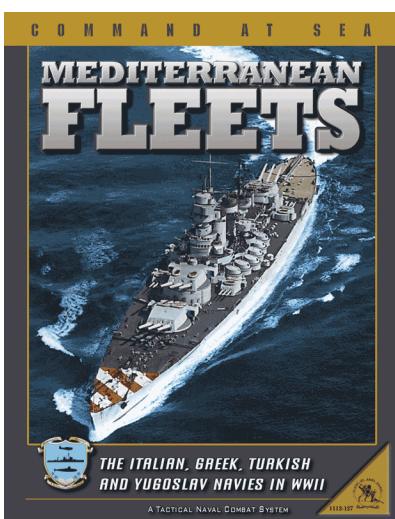
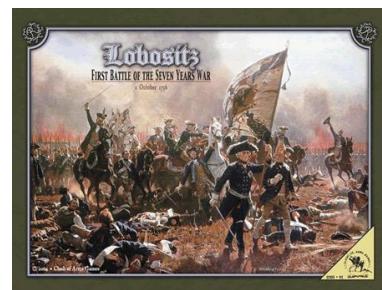
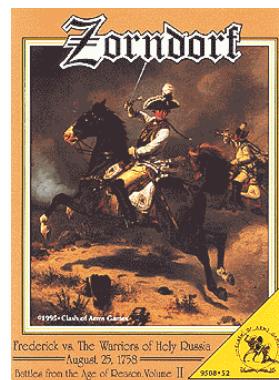
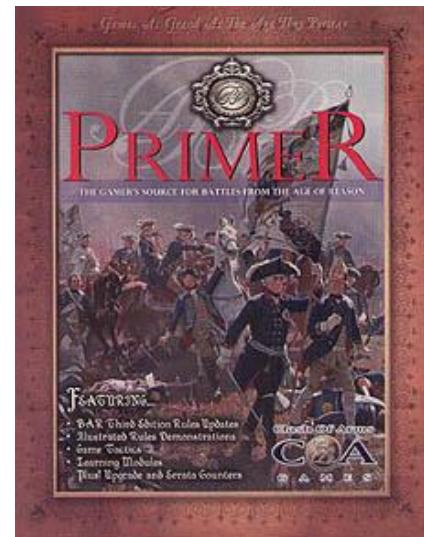
Fontenoy.

Lobositz.

Monmouth.

Zorndorf.

Leuthen.



Mediterranean Fleets (Command at Sea). P.V.P.: 20,50 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** CLASH OF ARMS GAMES

Mediterranean Fleets includes over 150 ships and 90 aircraft! For the first time the Admiralty Trilogy covers the Greek, Turkish and Yugoslavian Navies. Previous listings of Italian ships and aircraft have been updated with information from many new reference sources (including Italian naval experts in Italy who were consulted and graciously shared information that resolved many questions a number of issues caused by limited English references. Fire control Gunnery accuracy and ASW capabilities especially benefitted from their assistance).

All data and information has been updated to Command at Sea 4th edition standard. More than just making the information compatible with Command at Sea, this data is now in the same format as "Harpoon" and "Fear God and Dreadd Nought", the other core games in the Admiralty Trilogy.

All ships and aircraft extant from 1939 to 1945, including several projected or hypothetical platforms are here; such as the projected Italian aircraft carriers, the Turkish Batiray minelaying submarine, and the the Italian G.55/II Centauro fighter and the Piaggio P.108 bomber.

También disponibles en la 4ª Edición de *Command at Sea*:

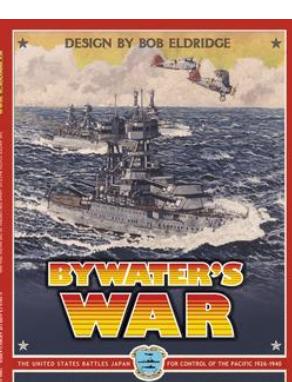
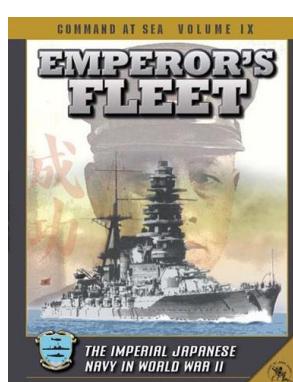
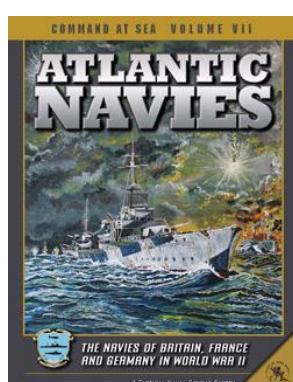
Atlantic Navies.

Emperor's Fleet.

American Fleets.

Steel Typhoon.

Bywater's War.



Phantom Leader Deluxe. P.V.P.: 76,50 €

FORMATO: JUEGO DE ESTRATEGIA (WARGAME).

EDITOR: DVG

¿Qué tiene de nuevo la Edición Deluxe?

Se ha expandido y actualizado el juego original llevándolo al estándar de excelencia alcanzado por *Hornet Leader*. El número de cartas ha aumentado de 165 a 330.

- Todos los pilotos tienen los 6 niveles de experiencia.
- Se han añadido nuevos aparatos: Air Force F-5, Air Force A-7, Navy A-5
- Se han añadido más pilotos para todos los tipos de aviones.
- Se han añadido más cartas de Objetivos
- Se han añadido algunas cartas de Eventos Especiales
- Se han revistado las 6 campañas originales para incluir los nuevos Objetivos y aviones. Se han añadido campañas para la Air Force y la Navy en la Crisis de los Misiles de Cuba en 1962. Se ha pasado a un tablero tactic montado de 28x42 cm.

Phantom Leader te pone al mando de un escuadrón táctico de cazas de la Fuerza Aérea o de la Marina norteamericanas en Vietnam entre 1964 y 1972. No solo debes destruir los objetivos, si no que también debes sopesar las delicadas repercusiones políticas de tus ataques. Si golpeas demasiado fuerte, tu ofensiva aérea puede verse interrumpida desde arriba. Si golpeas sin fuerza, te echarán la culpa de perder la guerra! ¡Bienvenido a la Guerra Aérea sobre Vietnam!

Cada una de las campañas puede jugarse con un escuadrón de la Air Force o de la Navy. Los objetivos asignados a cada arma son distintos y alteran las campañas. Cada campaña puede jugarse con tres duraciones distintas: escaramuza, Conflicto y Guerra. Cada misión necesita aproximadamente 30 minutos para colocarse, planearse y resolverse.

Cada uno de tus pilotos tiene sus propias habilidades personales. La elección correcta de los pilotos y el armamento de cada visión son vitales para el éxito. A medida que vayan volando misiones, tus pilotos ganarán experiencia y fatiga. Con la primera mejoran sus habilidades, pero con la segunda se reducen y puede que necesiten tomarse una temporada de descanso.

Los que ya conozcan la serie de juegos *Hornet Leader* tal vez se pregunten qué ofrece de novedad *Phantom Leader*... La libertad de elegir cada misión ateniéndose a objetivos militares es algo que hoy es comúm. Pero en Vietnam, la tarea de los militares era obedecer órdenes, a la vez que estaban enormemente limitados en las armas y tácticas que podían emplear para cumplir dichas órdenes. En muchos casos, las armas a usar, las rutas de aproximación o las altitudes de bombardeo se decidían para cada objetivo en la Casa Blanca. Los detalles de la misión se transmitían entonces por la cadena de mando hasta los pilotos individuales. Como cualquiera puede imaginar, aquella no era la mejor manera de librarse una campaña aérea.

Cada objetivo tiene un valor político. Si lo destruyes, mueves la ficha de Política un número de casillas igual a su valor. A medida que se mueve hacia la derecha, la variedad de objetivos se va reduciendo a los que son menos sensibles políticamente. Es muy importante decidir qué objetivos NO atacar. Ello te permite mover la ficha de Política hacia la izquierda. Todo esto significa que aunque te gustaría aplazar un gran objetivo enemigo y sumar puntos de victoria, tal vez sea más inteligente elegir un objetivo sin importancia y mover el marcador de Política a tu favor.

Otra diferencia es la fuerza de combate. Durante las dos últimas décadas, la US Air Force y la Navy han disfrutado de superioridad aérea debido a mejor entrenamiento y tecnología. Pero la situación en Vietnam no era igual. El enemigo tenía equipo distinto, pero no inferior. También tenían el entrenamiento adecuado y la voluntad de sacarle el mayor provecho. Pronto se dieron cuenta de las limitaciones que los políticos imponían a las fuerzas norteamericanas, y supieron usar esas limitaciones en beneficio propio. Por ejemplo, a veces los pilotos norteamericanos no podían disparar a los aparatos enemigos sin antes haber obtenido una identificación visual. Esto anulaba la ventaja que les daban los misiles guiados por radar AIM-7 Sparrow. También era común la limitación a atacar a los aparatos enemigos en el aire, no en sus bases aéreas. Los aviones norteamericanos también estaban restringidos a volar por rutas de vuelo fijas y en momentos determinados del día. Esto propiciaba enormemente la preparación de emboscadas. Así que aunque ya seas un as en *Hornet Leader*, ¡Vietnam es otro juego totalmente distinto!

Componentes: 330 cartas, reglamento, 2 planchas de fichas, 8 hojas de campañas, 1 display táctico montado, ayudas de juego y 1 dado de 10 caras.

Aeronaves: F-4 Phantom IIs (USAF), F-105 Thunderchiefs (USAF), F-100 Super Sabers (USAF), F-104 Starfighters (USAF), F-105G Wild Weasels (USAF), F-5 Freedom Fighters (USAF), A-7 Corsair IIs (USAF), EB-66 (USAF), F-4 Phantom IIs (USN), A-4 Skyhawks (USN), A-6 Intruders (USN), F-8 Crusaders (USN), A-7 Corsair IIs (USN), A-5 Vigilantes (USN), EA-6 (USN).

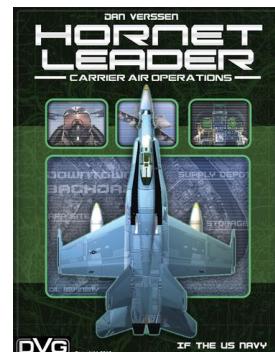
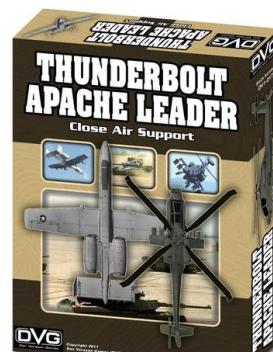
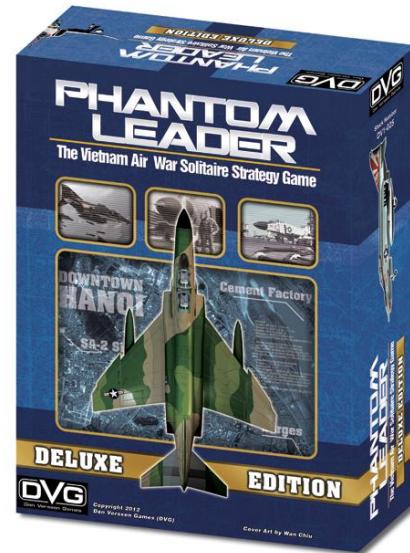
Campañas: 1962 Cuban Missile Crisis (USAF), 1964 War in the South (USAF), 1967 Rolling Thunder (USAF), 1972 Linebacker (USAF), 1962 Cuban Missile Crisis (USN), 1964 War in the South (USN), 1967 Rolling Thunder (USN), 1972 Linebacker (USN).

¡¡REGLAS EN CASTELLANO!!

También disponibles:

Hornet Leader. **¡¡REGLAS EN CASTELLANO!!**

Thunderbolt-Apache Leader. **¡¡REGLAS EN CASTELLANO!!**



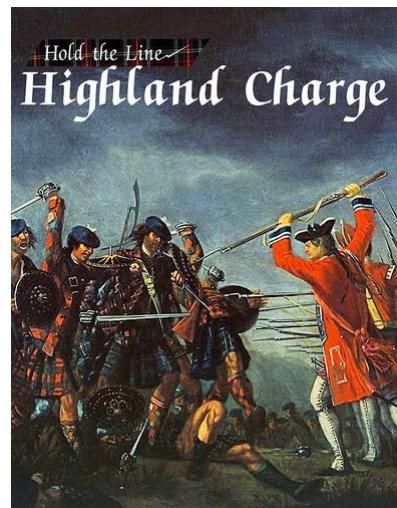
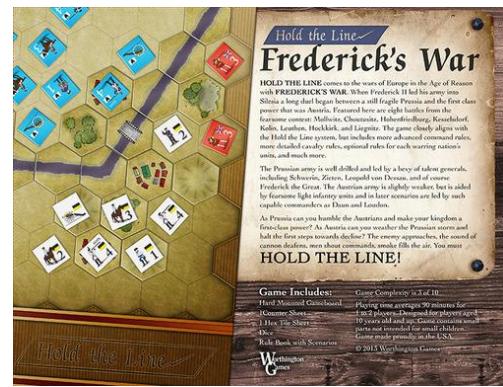
Hold the Line: Frederick's War. P.V.P.: 65,00 € FORMATO: JUEGO DE ESTRATEGIA (WARGAME). EDITOR: WORTHINGTON GAMES

El estupendo sistema de **HOLD THE LINE** se acerca ahora a las guerras en Europa durante la Edad de la Razón con este nuevo **Frederick's War**. Cuando Federico II lanzó se adentró con su ejército en Silesia, comenzó un largo duelo entre una aún frágil Prusia y una potencia de primer orden como era Austria. El juego contiene ocho batallas de aquella terrible lucha: Mollwitz, Choutusitz, Hohenfriedburg, Kesseldorf, Kolin, Leuthen, Hochkirk y Liegnitz. El juego sigue la línea del afamado sistema *Hold the Line*, pero incluye reglas de mando más avanzadas, reglas de caballería más detalladas, reglas opcionales para las unidades de cada país, y mucho más.

El ejército prusiano está bien entrenado y dirigido por una pléthora de generales de talento, como Schwerin, Zieten, Leopold von Dessaú, y por supuesto Federico el Grande. El ejército austriaco es ligeramente más débil, pero posee excelentes unidades de infantería ligera, y en algunos escenarios generales muy capaces como Daun y Loudon.

¿Podrás, en el papel de Prusia, humillar a los austriacos y convertir tu reino en una potencia de primer orden? ¿O podrás, en el papel de Austria, aguantar el temporal prusiano y evitar los primeros pasos de la decadencia de tu reino? El enemigo se acerca, el sonido del cañón es ensordecedor, los hombres gritan las órdenes, el aire se llena de humo... ¡Debes defender la línea!

En cada escenario cada jugador recibe un número de puntos de mando para activar su ejército para movimiento, combate cercano y combate de fuego. Cada bando también recibe un número aleatorio de puntos de mando para lo mismo, pero nunca sabes cuantos, lo que crea un caos de batalla que hace muy rejugables las partidas. Cada escenario se juega en aproximadamente 1 hora, así que puedes jugar varias partidas en una tarde. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



Highland Charge (Frederick's War Expansion). P.V.P.: 17,00 € FORMATO: SUPLEMENTO (WARGAME). EDITOR: WORTHINGTON GAMES

HOLD THE LINE now looks at one of the most fabled conflicts in history, the Jacobite rebellions, in **HIGHLAND CHARGE**. These uprisings were, as of 2013, the last battles fought on British soil. Featured here are four battles from the fearsome contest: Sheriffmuir, Prestonpans, Falkirk, and Culloden. Worthington is also offering the Killiecrankie scenario free to download. The game closely aligns with the Hold the Line system, but includes rules for Highland charges, Scottish militia, and of course the feared Highland clan units. James II lost his throne in 1689, but he and his supporters did not give the fight to reclaim his rights and titles. From 1689 to 1745 no less than four major Jacobite rebellions broke out in the Scottish highlands, often with limited aid from France and Spain. The battles were the last hurrah for a dying way of war. The Highlanders relied on assault tactics, in particular the feared Highland charge. The Loyalists, made up of British regulars and Scottish militia, used the linear tactics of the day, including volley fire, artillery barrages, and bayonets. For a time the Highlanders seemed to be tactically superior until the shattering defeat at Culloden, a battle that proved the ultimate superiority of musket and artillery fire over the claymore.

As the Jacobites can you reclaim the throne for the Stuart dynasty? As the Loyalists can you protect the Hanoverian succession and deal a final death blow to absolutism in Britain? Across the way the bagpipes can be heard. The clans have mustered, the sound of cannon deafens, men shout commands, smoke fills the air. You must HOLD THE LINE!

World at War: America Conquered. P.V.P.: 66,00 € FORMATO: SUPLEMENTO (WARGAME). EDITOR: LNL PUBLISHING

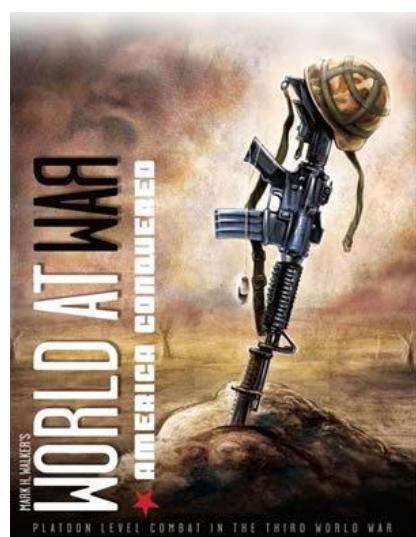
The nukes have flown, and darkness has spread across the globe. However, the missiles didn't bring the apocalypse many had predicted. The exchange of nuclear-tipped missiles was only limited, and the destruction was merely crippling. Now the war continues, fought with a strange mixture of equipment—some of it more suited to a museum, some of it fresh off the assembly line.

The war continues on America's own soil; devastated by the nuclear exchange, the remnants of America's once mighty military, aided by a smattering of their NATO allies, fight against a horde of ravenous predators including Cuba, Nicaragua, and their Central/Southern American allies, hoping against hope to hold their country until the last vestiges of their mighty European army returns home.

Command formations of Nicaraguan T-72s against American M-48s, fight Cuban T-62s with Canadian Centurions, and battle against Soviet Spetsnaz with the indomitable French Foreign Legion. America Conquered introduces airboats that fly over river and swamp, Texan cavalry that ride disrupted infantry into the ground, mixed-equipment platoons that allow gamers to split their units to take advantage of their unique equipment and American patriots that would rather die fighting than lose their country. New terrain includes swamps, sparse/destroyed city and more.

Componentes: Four 11" x 17" Mounted Maps. 704 Double-sided Color Counters. 13 Full Color Scenario Cards. Rule Book. Two Player's Aid Cards. Dice. Full Color Game Box

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Space Infantry: New Worlds Expansion. P.V.P.: 29,75 € FORMATO:

SUPLEMENTO (WARGAME). EDITOR: LNL PUBLISHING

Space Infantry es uno de los juegos más populares de LNL Publishing. Now designer Gottardo Zancani is back with another heaping helping of science fiction, solitaire gaming goodness. Space Infantry: New Worlds includes new missions, new enemies, and special creatures, all in one, neat zip locked package.

Once again gamers can take their squad of Space Infantry into the hives, or

experience a pair of new surface missions. Additionally, you'll battle the deadly Void Spiders or heartless Drones. And you'll have some brand new equipment to battle them with, including the new Flamer.

Components:

Four New Missions Sheets

Two New Enemy Sheets

Two New Enemy Cards

New Flamer Unit

Campaign Sheet

Rule Book

New Color Counters

All in a Zip-lock Bag.



Strategy & Tactics 282: War of the Pacific. P.V.P.: 25,50 € FORMATO:

REVISTA CON JUEGO (WARGAME). EDITOR: DECISION GAMES

War of the Pacific, Chile vs. Perú and Bolivia, 1879-1883 is a two-player, low-complexity simulation of one of the most decisive wars waged in South America during the 19th Century. This game simulates the conventional aspects of the war, from the outbreak to January of 1881 when the Chileans captured the Peruvian capital of Lima, and the guerilla war that followed, to the standoff that ensued to 1883.

The game consists of twelve game turns, each game turn representing approximately two months of real time. Each hexagon on the map represents approximately 31 miles (50 kilometers) from side to opposite side, and individual units represent battalions and regiments; naval chits generally represent individual ships.

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

Other Articles:

Churchill vs. the Zeppelins: the story of Winston Churchill's involvement in combating the WW1 German zeppelin blitz against England in 1915.

Charlemagne's Empire: a military analysis of the founding of the Holy Roman Empire in AD 800.

The Indo-Pakistan Wars: a detailed analysis of the wars India has fought and won against Pakistan since 1948.

World at War 32: Dubno 1941. P.V.P.: 25,50 € FORMATO: REVISTA CON

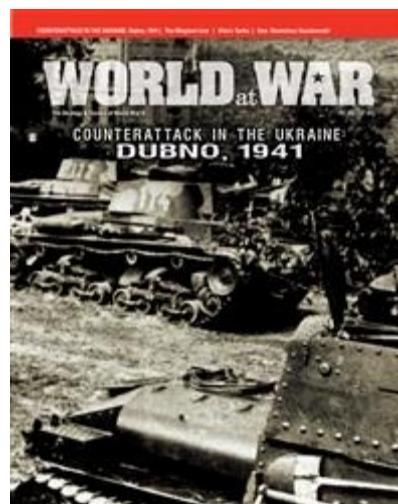
JUEGO (WARGAME). EDITOR: DECISION GAMES

Dubno, 1941. During the opening days of Operation Barbarossa, the German First Panzer Group drove deep through the Ukraine with its ultimate objective the great city of Kiev. Leading the thrust was the 48th Panzer Corps. The Germans broke through the Soviet frontier defenses, but the Red Army quickly counterattacked with several mechanized corps. While the Germans were outnumbered, especially in tanks, they had superior command control and tactics, allowing them to defeat the Soviets piecemeal. Moreover, the Red Army at this stage of the war was in the midst of reorganization, and suffering from severe logistical shortfalls. Still, the Germans got a surprise when they ran up against T-34 and KV tanks which were far heavier than the German AFVs, and were largely impervious to their anti-tank fire, except for the infamous 88mm flak guns. Following several days of mobile battles, the Wehrmacht routed the Red Army. Yet, the Germans were delayed long enough to cost them a quick capture of Kiev, a failure which would have considerable ramifications in the next several months of the campaign.

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

OTHER ARTICLES:

- **The Maginot Line:** An in depth look at this iconic French fortified line's role in the campaign of 1940.
- **Slim's Tanks:** an analysis of the brilliant use of armor in the difficult terrain of Southeast Asia by the British Field Marshal William Slim in 1944-45.
- **Gen. Stanislaw Sosabowski:** the military biography of the famous WW2 Polish Parachute Brigade commander (played by Gene Hackman in the movie *A Bridge Too Far*).



Against the Odds 39: These brave fellows. P.V.P.: 38,25 € FORMATO:

REVISTA CON JUEGO (WARGAME). EDITOR: AGAINST THE ODDS

There might not have been a “sun of Austerlitz.”

It was a bit after four that afternoon. The Russians had moved a column behind Gazan into Durenstein. His men, though victorious up to this point, were exhausted and nearly out of ammunition, with no relief in sight. Brigadier Jean Graindorge begged Marshal Mortier to escape the encirclement by boat to avoid capture or death. Mortier's answer was clear: "No! We must not separate from these brave fellows; we must be saved or perish together!" *

For most people, even veteran Napoleonic *Grognards*, the “War of the Third Coalition” has three distinct parts.

1. Turning away from the aborted invasion of England, Napoleon takes his army on an astonishing force march, surprises Mack and much of the Austrian army at Ulm, and forces their surrender.

2. French capture Vienna, using sneaky tactics.

3. Big, decisive battle at Austerlitz.

Game over.

Austerlitz may have been Napoleon's classic battle, in his own estimation. It was certainly one ‘title’ he refused to award to anyone else, though several of his marshals coveted being named “Duke of Austerlitz” or something. No, it was his masterpiece.

But it was not the only battle of the war. And another one might have changed everything.

While most of the French army is heading for strudel in Vienna, a newly slapped together corps - the VIII - is chasing the Austrians out of Bavaria, looking to snap up stragglers, loot, and also block anticipated Russian reinforcements from making it to the decisive battle for Vienna that Napoleon expected to fight. Newly created corps often have ragged organization, and such was the case here. While Marshal Edouard Mortier had an entire division of cavalry under his command, he allowed most of it to separate on its own mission and then allowed the tiny remnant to go adventuring also. In tactical terms, he was “blind” when he reached the town of Durenstein, perhaps most famous as having the castle where King Richard I had been held for ransom.

Commanding a Russian army much closer than Mortier realized was the wily Marshal Kutuzov, who was neither blind nor overconfident. He saw the overextended enemy advance as a chance to strike a blow and suckered the lead division into a valley between two heavy Russian columns. Not only had Mortier lost touch with his cavalry, but he allowed his three infantry divisions to become widely separated as well. He was marching with his lead Division, under T.M. Gazan, into a situation that might have been known as the “Valley of Death” fifty years before a spot in the Crimea earned that title. Kutuzov did not have everything his own way, however, as the columns he wished to attack with were exhausted, starving, and freezing...hardly in condition to be launching an assault.

But they did, in a battle that lasted for hours and on into the night. "We must not separate from these brave fellows; we must be saved or perish together!"

Gazan (and Mortier) would certainly have “perished together” had not the nearest support, Dupont's division, covered a day's march in half the time. The battle sputtered on into a freezing cold night before the Russians finally withdrew, even more miserable than they had been at the start.

Both sides claimed victory, but, with 60% casualties, Gazan wasn't very thrilled at the outcome, though he may have felt better about it when awarded the highest Legion of Honor. Mortier's reward was simply to be reassigned... although he would later have a distinguished career, both under Napoleon and the rulers who followed him, dying under bizarre circumstances that merit a story all their own.

Now this hardly-known battle - fought three weeks after Ulm and three weeks before Austerlitz - can be yours to explore. Step into Mortier's shoes, in a truly “Against the Odds” situation. When the battle starts, you are outnumbered 4-1 in infantry, 20-1 in guns, and “lots” to “almost none” in cavalry. But Kutuzov has challenges too. His men are exhausted and hard to get into motion.

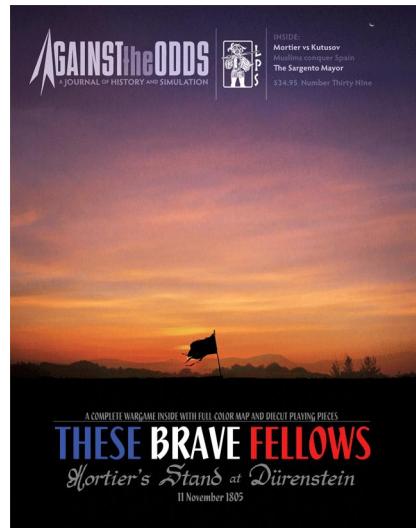
These Brave Fellows comes complete with a 22" x 34" full color map, 216 9/16" full color, die-cut counters, charts, and only 10 pages of rules.

Game mechanics cover the difficulties of coordinating attacks (and fighting in the snow), and variable arrival times of the Russian columns and supporting French. Optional rules allow players to explore the “what might have been” situations that were so close to happening - both sides had additional troops who could have been involved (or could have gotten there a lot sooner than they did). Can you, as Marshal Kutuzov, thoroughly smash the arrogant French and increase the shaky confidence of the Third Coalition? Can you, as Marshal Mortier, do better than “hold on” with the last few survivors and lower the battered Russian army's morale even further?

* Quoted from S. Bowden, *Napoleon and Austerlitz*.

These Brave Fellows and issue #39 of ATO

Map - One full color 22" x 34" mapsheet. Counters - 216 full color 9/16" die-cut pieces. Rules length - 10 pages. Charts and tables - 2 pages. Complexity – Low. Solitaire suitability – Good. Playing time - Up to 3 hours. Design - Andy Nunez. Development - Lembit Tohver. Graphic Design - Mark Mahaffey.



The Battle of Saratoga. P.V.P.: 31,50 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** TURNING POINT SIMULATIONS

Many people mistakenly believe “Cinco de Mayo” is “Mexican Independence Day.” (That event is actually September 16.)

No, “Cinco de Mayo” celebrates the surprising victory of the Mexicans over the French invaders at the Battle of Puebla. Surprising, and the first sign—the first ray of hope—that the Mexicans could actually win.

By that standard, the U.S. should celebrate October 17 as “Saratoga Day.” For of all the battles in the American Revolution, this campaign was the one that really gave the Patriots a belief that they could win—and convinced the outside world (starting with France) that the rebels were worth supporting. Take away the victory at Saratoga, and we can only wonder how much more time would have passed before the French alliance happened...if ever.

Now you can explore the two main battles of Saratoga, both Freeman’s Farm and Bemis Heights, as a growing storm of colonial militia and regulars, commanded by Gates but really led by Arnold, turned “Gentleman Johnny’s” adventure into a disaster.

Rob Markham’s design gives life to the combatants, as players wrestle with command-control, fog-of-war, and troop quality ratings that mean a larger force may actually be weaker.

The Battle of Saratoga contains:

One 11” by 17” mounted map sheet. One set of 200 die cut mounted counters. One 8 page rulebook. Two Six-Sided Dice

Can you, as the British, salvage the campaign and avoid turning the rebellion into a world war? Can you, as the Americans, motivate “Granny Gates” into actually putting all his troops into action and creating the great victory that might have given him what he wanted (to replace Washington!)? The choices are yours, as you decide whether October 17 becomes an American or a British holiday.

