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Actualización de novedades, 6 de agosto de 2013



Napoleon against Europe. P.V.P.: 60,00 € **FORMATO:**

JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** HEXASIM
Amenazada por la coronación del Emperador y el despliegue de la Grande Armée frente a sus costas, Gran Bretaña reaccionó rápidamente mediante sus métodos habituales: conseguir la hegemonía en el mar y aliados en el Continente mediante subsidios! Napoleón no tenía alternative: si quería conservar el trono, debía aplastar la nueva Coalición... ¡y muchas más!

Napoleon against Europe nos lleva la epopeya napoleónica y su intento de asegurar su dinastía y conservar las conquistas de la Revolución. El juego emplea cartas que reflejan los grandes acontecimientos de este emocionante periodo.

Los jugadores toman el control de los destinos del Emperador y sus enemigos, la infatigable Albión y sus coaliciones sucesivas. El jugador francés no tiene otra alternativa que imponer su voluntad

sobre Europa para aislar a Gran Bretaña mediante un fuerte bloqueo que obligue a las potencias continentales a reconocer la hegemonía francesa. El destino se decidirá en la indómita Península Ibérica y en las estepas de Rusia.

Cada bando tiene su propio mazo de cartas dividido en dos periodos: Épico y Castigos. Cada jugador controla flotas navales y tropas terrestres presentadas al nivel de cuerpos de ejército, además de algunas unidades célebres como la Caballería de la Guardia Imperial, la King's German Legion, etc... La calidad de los generales de cada bando juega un rol esencial en las operaciones.

Cada año consta de seis rondas de juego. Los jugadores no solo deben tener una visión a largo plazo de sus objetivos, si no que también deben demostrar habilidades operacionales en el curso de las campañas: la importancia de las líneas de comunicación será crucial para conducir a los ejércitos a la batalla decisiva. El sistema de juego tiene en cuenta las marchas forzadas, el desgaste, la evasión frente al enemigo, contramarchas e intercepciones...

En un inmenso teatro de operaciones, ambos bandos intentarán hacerse co la iniciativa y equipara a sus fuerzas cada año para proseguir la lucha y red desplegarlas antes de pasar a la fase operacional: pobre del jugador que no haya considerado correctamente las distancias de comunicación.

Frente a la excelencia operacional francesa, la Coalición debe responder con una visión estratégica a largo plazo que le permitirá agotar a su enemigo.

¡Es vuestro turno de decidir si el Aguiluch será Napoleón II o Duque de Reichstadt !

Componentes

Un mapa montado (96 cm × 67 cm), 216 fichas de 15mm, 140 fichas de 13mm, 110 cartas de juego, un reglamento original a color, ayudas de juego, dos dados de seis caras,

¡¡REGLAS EN CASTELLANO!!



Newtown. P.V.P.: 55,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME).
EDITOR: GMT GAMES

La serie de batallas de la Revolución Norteamericana sigue ampliándose con este volumen VIII, que presenta varias novedades a las reglas de la serie para reflejar aspectos específicos de los combates con indios en el s. XVIII.

Newtown incluye un sistema de movimiento organizado en tres niveles para simular los combates con los indios. Pequeños grupos actuaban a menudo por cuenta propia y lugar de seguir órdenes de los oficiales al mando.

El juego incluye dos mazos de cartas de oportunidad. Cada jugador comienza la partida con una carta, y aunque el jugador indio puede “ganar” una más mediante acciones durante la partida, el jugador americano puede usar “momentum” para “comprar” cartas adicionales a lo largo de la partida.

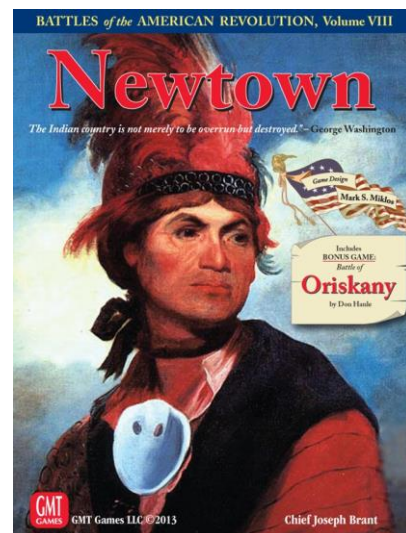
La posibilidad de Mejora de los indios previa a la partida, y la inteligencia limitada norteamericana son recursos para equilibrar posibles partidas en las que los indios se vean superados en números. También existen refuerzos indios opcionales.

Newtown también incluye reglas sobre honor indio, aguante bajo fuego de artillería, ferocidad y evasión. En Oriskany el jugador indio elige en secreto el hex de emboscada antes de la partida, mientras que el jugador Americano decide en cada turno el ritmo de su marcha. La proximidad a Fort Stanwix no es el único aspecto que debe tenerse en cuenta. Si la columna es emboscada mientras se mueve muy rápido, los indios reciben ventajas. Por otro lado, si el oficial americano al mando, Herkimer, se aproxima con demasiada cautela, se podrá defender mejor, pero corre el riesgo de que su ejército se desmoralice por la tardanza en rescatar a los sitiados.

La Tryon County Militia de Herkimer está formada por unidades de 1 punto de fuerza y dos pasos, lo que permite que absorban una baja y sigan luchando. Esto se hace para reflejar la dureza de la lucha entre ambas fuerzas. La milicia en Oriskany luchó como las unidades veteranas, dando y recibiendo sin cuartel durante casi seis horas seguidas.

Oriskany también incluye Secuencias de Juego distintas para antes y después de la emboscada, y reglas para formar círculos de carros y para enganchar los carros de suministros americanos, así como saqueo, destacamento de guarnición de artillería y la posibilidad de tormentas.

Componentes: One 22"x34" double-sided mapsheet; 176 full-color 5/8" counters with replacement counters for previous games in the series; Series Rules & Battle Scenario Books; 24 Opportunity & 16 Tactics Cards; Two Player Aid Cards; Two 10-sided dice.



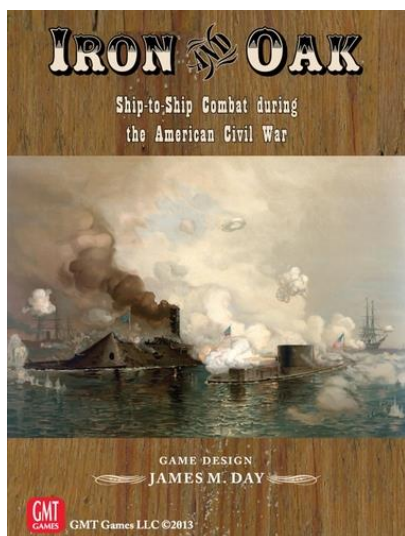
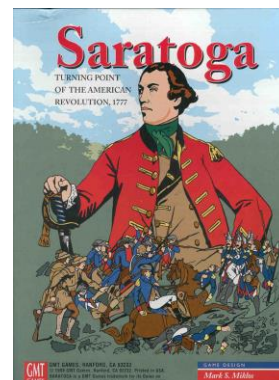
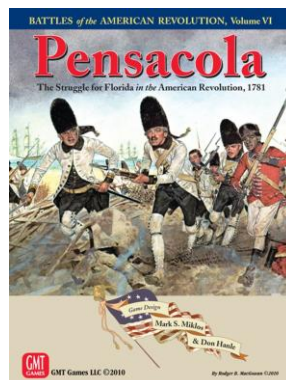
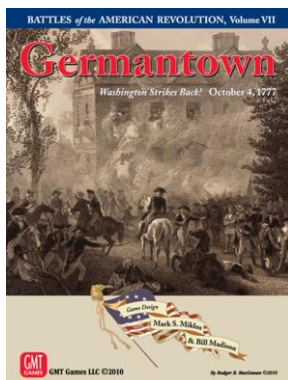
Otros juegos de la misma serie:

Pensacola. ¡¡REGLAS EN CASTELLANO!!

Germantown. ¡¡REGLAS EN CASTELLANO!!

Saratoga. ¡¡REGLAS EN CASTELLANO!!

Savannah. ¡¡REGLAS EN CASTELLANO!!



Iron & Oak. P.V.P.: 50,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME).
EDITOR: GMT GAMES

Iron and Oak is game of ship-to-ship combat set during the American Civil War. As a tactical representation of naval warfare, each of the ships is accurately modeled for offensive capability including gunnery, ramming and spar torpedoes; for defensive capability including damage and five distinct armored or wooden hit locations; and for maneuverability, crew size and draft.

You command 70 famous ships of the era, including the Union: *Onondaga*, *Tecumseh*, *Winnebago*, *Monitor*, *Osage*, *Minnesota*, *Brooklyn*, *Hartford*, *Essex*, *Carondelet*, *Kearsarge*, *Ossipee*, *Queen of the West*, *Iroquois*, *Spuyten Duyvil*; and the Confederate: *Tennessee*, *Virginia*, *Atlanta*, *Palmetto State*, *Arkansas*, *Albemarle*, *Alabama*, *Florida*, *General Beauregard*, *Sumter*; and many more.

Many of the 14 scenarios, in this easy-to-learn game, are playable in an hour or less. Included are 13 historical and 1 hypothetical engagements featuring Hampton Roads, Mobile Bay, Trent's Reach, Wassaw Sound, the duel between *Alabama* and the *Kearsarge*, and the saga of the *Arkansas*, which may be played as three individual scenarios or as a linked mini-campaign.

In addition, forts bristling with guns make their appearance to challenge the will of the ship captains. If that was not enough to heat things up, scenario based optional rules add a few interesting ‘what if’ situations to expand on play.

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If you are interested in commanding your own fleet, *Iron and Oak* includes a standalone campaign module where player selected forces fight it out in the many rivers, bays, inlets and costal areas. The campaign game recreates the brown water actions, typical of the period, in a series of randomly generated battles. As play progresses, the players do not know the exact length of the campaign or the specific mix of the battles. Players must not only manage the unfolding battles, but must also strategically allocate resources and repair and refits their ships. The 16 card Navy Yard deck is used to plot a course through and influence the challenges of the campaigns.

Two or more players battle it out on an 22" x 34" map that features an area movement grid. This simple approach controls ship movement as well as all combat action. Gone are the long periods of inaction, typical of ACW tactical naval games, as these early steam-era ships struggled to maneuver into battle.

This innovative game system places the emphasis on quick action and tactical decision making. The 50 Action Cards are used to assist and enhance play, not drive it. Each time you battle it out, whether in a scenario or campaign game, the action unfolds in a very different manner. Do you wish to employ hot shot or incendiary shells? Is now the best time to rapid fire or is it wise to maneuver and ram? Should you allocate part of the crew as a repair party? Is that enemy ship going to maneuver into your torpedo (mine) field? These and many other possibilities exist through the play of the action cards. Or, you may decide to not play any action cards at all and just maneuver and shoot. You control how and when the action will unfold.

At its core *Iron and Oak* is a naval simulation. It accurately models the close-range slugging matches typical of the period. You have the opportunity to play out the various battles to their conclusion. Will history repeat itself, or will a new account be written? Will the *Monitor's* 11" Dahlgren smoothbores blast through *Virginia's* armor plating or will their battle again end in a stalemate? Will the powerful *Tennessee* win out against Admiral David Farragut's Union fleet or again fall to his superior numbers? Will the *Atlanta* defeat the two Union monitors in kind or again slip aground and strike her colors. This time, you get to determine the outcome. You are not bound by history's stories.

Componentes: 22"x34" Full Color Map; 2 countersheets; 50 Action Cards; 78 Ship and Fort Cards; Rulebook; Playbook; 16 Order Cards; 16 Navy Yard Cards; 2 Player Aid Cards; 10 dice.

Rebel Raiders. P.V.P.: 58,65 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES

Rebel Raiders on the High Seas es un juego relativamente sencillo y rápido de jugar sobre el conflicto naval en el mar y en los grandes ríos durante la Guerra Civil Americana. Se juega fácilmente en menos de tres horas. Es una lucha estratégica entre dos jugadores: uno intenta reunir la Unión mediante la fuerza, y el otro conservar su recién ganada independencia frente a la potencia industrial y la resolución de su hermano nortño. Se trata más de una representación que una simulación de aquel conflicto, y es un juego muy intenso, muy interactivo y dinámico, en el que cada jugador resacciona continuamente a los movimientos de su adversario.

El jugador confederado envía Contrabandistas y Corsarios al exterior para conseguir suministros y provocar pérdidas económicas a la Unión (representadas como Puntos de Victoria), a la vez que construye baterías terrestres, cañoneras y ironclads para defender sus puertos y ciudades. El jugador de la Unión intent crear, extender y reforzar el bloqueo naval sobre la Confederación y conquistar sus ciudades, fuertes y puertos mediante la cominación de combates navales, asaltos anfibios y combates terrestres.

Lo que estas acciones es servir de base a la pregunta última del juego: ¿podrá el Sur, con medios limitados, resistir al poder industrial del Norte lo suficiente como para asegurar la independencia? Ambos jugadores se enfrentan al reto afrontar múltiples objetivos con recursos limitados; y el juego también nos ofrece el juego del ratón y el gato que protagonizan los bloqueadores frente a los que intentan escabullirse del mismo, así como los corsarios Rebeldes frente a las fragatas a vapor de la Unión.

La disyuntiva de centrarse en el bloqueo, o en el contrabando (o las operaciones anti-contrabando) frente a otras prioridades de las campañas en tierra y fluviales, es un problema a veces desesperante para los jugadores: sobre todo cuando las contingencias del combate dan al traste con los planes mejor trazados.

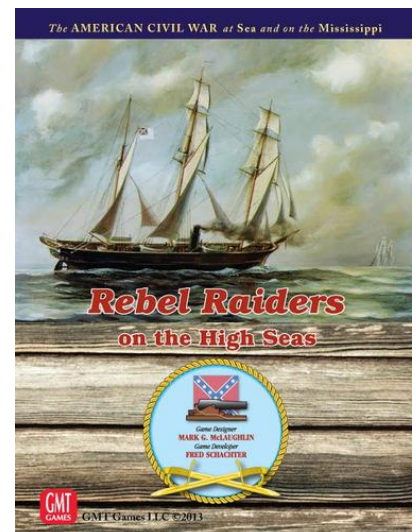
A medida que la partida avanza, y una lucha violenta tiene lugar en alta mar, donde los *Kearsarge*, *Brooklyn*, *Hartford* y otros buques de la Unión cazan a corsarios confederados como el *Shenandoah* y el *Alabama*. Los contrabandistas intentan burlar la red del bloqueo cada vez más intenso, corriendo a destinos como México, Brasil, África y Europa, para conseguir los sumnistros que la Confederación necesita desesperadamente para sostener su esfuerzo bélico.

Cañoneras e ironclads como los *Tennessee*, *Arkansas*, *Monitor* and *Carondelet*, por poner unos ejemplos, luchan saliendo y navegando río arriba y abajo por el Mississippi y hacia los grandes puertos de New Orleans, Mobile, Charleston, Savannah y Norfolk.

Mientras fuerzas navales bajo el mando de Farragut, Porter, Buchanan y Semmes se enfrentan entre sí en alta mar y en grandes ríos; Grant, Sherman, Lee y Johnston chocan con sus ejércitos en una sencilla pero emocionante lucha de avances y retrocesos para salvar o aplastar a la Confederación.

Aunque la mayoría de las fichas de juego de barcos representan buques genéricos de un tipo, un mazo de cartas y fichas especiales permiten la representación de muchos de los buques específicos, personalidades y eventos de la guerra. También se incluyen reglas que permiten a los jugadores tomar decisiones tácticas, como por ejemplo si los confederados deben efectuar salidas con buques de guerra para proteger sus baterías terrestres, o si la Unión decide usar sus ironclads para proteger sus más vulnerables buques de madera. Esto proporciona al juego estratégico un enfoque ocasional tactic para disfrute de los jugadores.

Aunque *Rebel Raiders on the High Seas* no es un juego con "motor de cartas", las cartas sí que aseguran que no haya dos partidas iguales, y que no haya una única estrategia ganadora, o que una estrategia ganadora en una partida pueda ser derrotada en



la siguiente. El juego también es personalizable gracias a un menu de reglas opcionales que ofrecen a cada bando distintas hipótesis para aumentar aún más la variedad de las partidas.

Además de los grandes buques, las cartas de juego incluyen eventos y personalidades como: · “Grant Takes Command”; · “Damn the Torpedoes! Full Steam Ahead!”; · “David Dixon Porters and His Little Mortar Boats”; · “The Horse Soldiers”; · “Cold Harbor”; · “Ring of Fire”; · “Infernal Machines”; · “Tempest’s Wrath”; · “The Trent Affair”; · “Maximillian”; · “Red River Fiasco”; · “P.G.T. Beauregard”; · “Nathan Bedford Forrest” y muchas otras, incluyendo cartas para representar las habilidades especiales de los buques de guerra individuales y contrabandistas famosos.

Componentes: mapa de 55x85 cm, 2 planchas de fichas, 110 cartas de Eventos, ayuda de juego, reglamento, 30 piezas de plástico y 8 dados. **¡¡REGLAS EN CASTELLANO!!**

Combat Commander Battle Pack 5: Fall of the West. P.V.P.: 25,50 €

FORMATO: AMPLIACIÓN PARA JUEGO DE ESTRATEGIA (WARGAME).

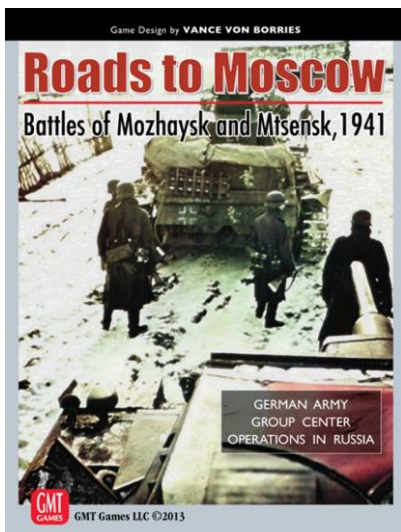
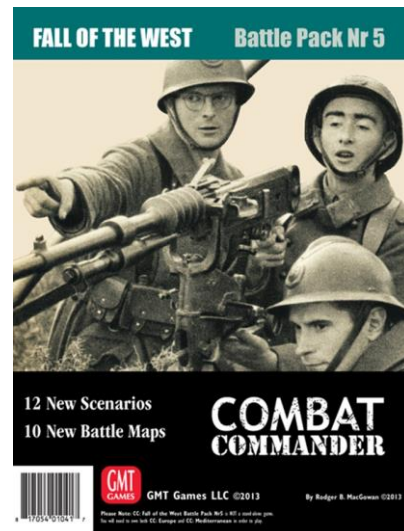
EDITOR: GMT GAMES

Combat Commander: Battle Pack #5 – Fall of the West is the fifth themed collection of scenarios for use with the Combat Commander series of games. The theme of this Battle Pack shifts to actions in France, Belgium and Norway from late April to June 1940, looking at critical moments in this brief span where the forces of both sides tested each other sorely. To reflect this, the scenario special rules are designed to make the Allied Minor hand exhibit flexibility (which was demonstrated whenever higher echelon interference was reduced). **CC–Fall of the West** features twelve new scenarios printed on cardstock as well as ten new maps.

Special experimental AFV Rules are featured in four of the scenarios where tanks are facing infantry in settings that reveal how the doctrines, armaments and countermeasures were still early in development. While unfettered races by companies of tanks across the countryside remain a landmark image of the blitzkrieg, we found many instances of a more tentative level of engagement, suitable for our attempt at capturing an unusual element in the CC scope – TANKS!

The new maps depict specific locations in France, Belgium and Norway, which have been located and specifically verified (from the sky, maps and in texts). The player will discover the actual names of roads and other terrain features as a reminder of the reality of the events.

NOTE: CC–Fall of the West is not a complete game and requires ownership of **Combat Commander: Europe** and **Combat Commander: Mediterranean** to play.



Roads to Moscow. P.V.P.: 46,75 € **FORMATO:** JUEGO DE ESTRATEGIA

(WARGAME). **EDITOR:** GMT GAMES

En octubre de 1941 los alemanes rompieron la línea defensiva principal soviética y comenzaron una carrera a lo largo de las carreteras principales que llevaban a Moscú. Las dos batallas separadas que se incluyen en este juego reciben el nombre de la ciudad objetivo principal de cada mapa del juego, Mzhaysk al oeste de Moscú y Mtsensk al sur. Tal vez la más dramática de las numerosas batallas desesperadas que se libraron frente a Moscú, estas dos batallas reúnen todos los aspectos clásicos que caracterizaron aquella titánica lucha. Los alemanes tienen una excelente máquina de Guerra, pero andan escasos de combustible y de tiempo. Deben tomar sus objetivos siguiendo un calendario muy estricto, o la nieve y el fango acabarán con la ofensiva. Los soviéticos apenas disponen de los restos de sus otrora inmensos ejércitos. Si los soviéticos pueden evitar ser embolsados por las rápidas fuerzas alemanas, los refuerzos de gran calidad que comenzarán a llegar pronto de Extremo Oriente permitirán detener su avance.

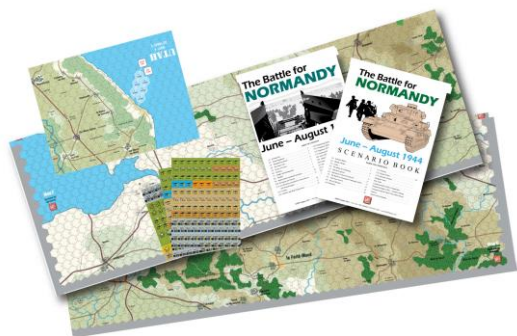
Los soviéticos resistieron duramente en Mzhaysk, luchando en el antiguo campo de batalla napoleónico de Borodino. Como Napoleón, los alemanes acabaron adueñándose del terreno, pero a costa de tiempo y de grandes bajas. Cerca de Mtsensk, los panzer de Guderian abrieron el avance hacia el norte desde Orel, cuando fueron sorprendidos por

tanques soviéticos. Esto dio tiempo para que la 6ª División de Rifles Guardias soviética pudiera atrincherarse en las Alturas que dominan Mtsensk, cortando la ruta hacia Tula y Moscow.

Roads to Moscow emplea mecánicas de juego como extracción aleatoria de fichas para activar formaciones. Ambos jugadores pronto aprenderán a usar sus tropas motorizadas de forma efectiva para arrollar al enemigo, el empleo de armas combinadas, y el movimiento de reservas. El tiempo es fundamental. Se incluyen reglas especiales para artillería de cohetes soviética, NKVD, unidades de cañones autopropulsados, suministro de combustible y muchas más.

Componentes: tres planchas de fichas, una lámina de mapa de 55x85 cm, ayudas de juego, reglamento y libro de juego.

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!



The Battle for Normandy Expansion. P.V.P.: 50,00 € **FORMATO:** AMPLIACIÓN PARA JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES

Components:

1 Rulebook (color)- Original rules plus updates and all additional optional rules

1 Scenario book (color): Originals plus 6 additional including Faliase Gap, Mortain and Operation Totalize.

Two full maps; the top halves of which will overlap Maps D & E, taking it just over a half map South. These will be back-printed with mid-map projections for scenarios.

2 full countersheets (560 counters) These will include the counters to fill out the OOB to the end of August, and optional type-specific breakdown counters (AT, SP AT, mech infantry, etc.)

1 8-1/2 x 11" color map section: (Utah Beach area), cardstock.

War of the Suns. P.V.P.: 144,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP

The war in China-India-Burma theatre is always looked at as through a veil; perceived as a backwater front of the far larger conflict that was World War Two. Nevertheless, this war was vital to the final Allied victory in the Pacific, and even more so to the impact this war would have on the post-war world. Many "what-ifs" could have dramatically changed the world. What if China had surrendered in 1937 and over a million Japanese soldiers would be free to overrun India. There would be no Flying Tigers or Doolittle's Raid, or even Pearl Harbor. If Japan could have mobilized Chinese manpower, the world as we know it might not exist.

War of the Suns (WotS) was first designed by Leonard To, a Hong Kong native, more than 20 years ago. It won the championship of the First Wargame Design Competition in Hong Kong in 1984. The game has since been updated in the early 90's, and extensively again during the last 3 years. Offering exclusive research based on recently opened Chinese archives, as well as many Japanese and English sources, has made **War of the Suns** one of the most painstakingly researched and accurate games of its type ever made.

The title of the — "**War of the Suns**", refers to the flags of Kuomintang China and Imperial Japan. The game itself covers the period from July 1937 to August 1945. The roughly 1:3,000,000 map covers most of China proper, Burma, Assam area of India, and parts of Thailand and Indochina.

There is a campaign game as well as 5 separate scenarios, and the game can be played as a 1-4 players' game-with players taking the roles of Japanese, KMT, CCP, and British Commonwealth. In the game, politics will play as vital a role in how the game progresses as the units presented on the map.

Other key game concepts include: The HQ activation system - Players move units under the activated HQ. The number of activated HQs is affected by command points, the quality of HQ selected, and whether China is cut off from foreign routes. Randomness and quality of the HQ affects who moves what first.

The KMT replacement system - KMT units are divided into 3 levels: The elite units with imported weapons; the standard units equipped with what Chinese herself produced; and the local units which simply bought whatever they could find locally.

The Political Affiliation system - Each warlord and minor country has its own home territory. They may be affiliated with different players at different levels under different conditions. Friend may become foe with a random or historical triggering event.

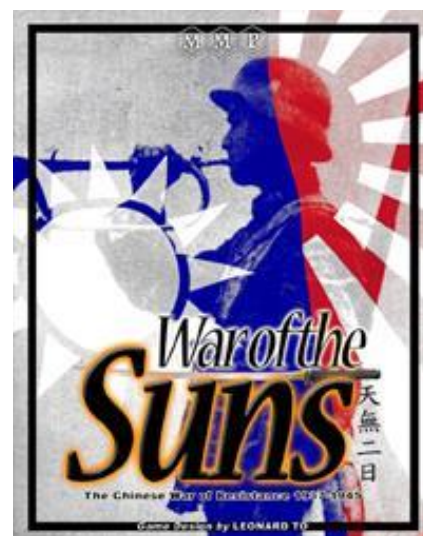
The Guerilla System - From the setting up of guerrilla bases to a unique combat system, Guerrilla actions from CCP, KMT, and even British player can be as active as the front line.

Optional Rules - The game does not shy away from controversial subjects such as wartime atrocity, opium production, and Japanese collaborators. It also includes an "alternate history" section that probes into many "what if?" situations, e.g. what if Stilwell has not been recalled, but instead was capable of commanding all the Chinese forces?

War of the Suns Scale: Game Turn: 3 months; Counters: Army/Division for the Chinese; Division/Brigade for the Japanese and British.

Game Details: Players: 1-4; Scenarios: 5; Complexity: Medium to Hard; Playing Time: 5 to 34 hours.

War of the Sun Components: 3 22"x32" mapsheets; 1 8-1/2"x11" map overlay; 10 countersheets; 36 page rulebook; 56 page playbook; 8 player aid cards; 4 six-sided dice.



Heights of Courage. P.V.P.: 37,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP

En octubre de 1973, Siria y sus aliados lanzaron un ataque sorpresa para recuperar los Altos del Golán, coordinado con un ataque egipcio a través del Canal de Suez hacia el Sinaí. *Heights of Courage* es un juego que nos lleva a la parte de los Altos del Golán de aquella Guerra –uno de los mayores choques de unidades blindadas desde el final de la 2ª Guerra Mundial.

Durante poco más de dos semanas, masas de blindados sirios intentaron arrollar las defensas israelíes que intentaban ganar tiempo para que pudieran llegar las reservas recién movilizadas. Tuvieron éxito y consiguieron dar la vuelta a las tornas, lanzando su propia ofensiva contra Damasco.

Heights of Courage es el 15º juego de la premiada *Standard Combat Series*. Complementa el ganador del premio 1995 CSR, el juego *Yom Kippur* (que cubre la parte de la lucha que tuvo lugar en el Sinaí). El juego emplea las reglas estándar de apenas 8 páginas que se aplican a todos los juegos de la serie, para llevar a tu mesa la acción de forma amena y sin complicaciones.

Como ambos bandos tienen fases defensivas y ofensivas, la victoria se determina comparando el grado de éxito de la ofensiva siria inicial siria con el grado de éxito de la ofensiva final israelí al final de la partida. Esto obliga a ambos bandos a luchar con uñas y dientes en ataque y en defensa bajo una enorme presión del calendario.

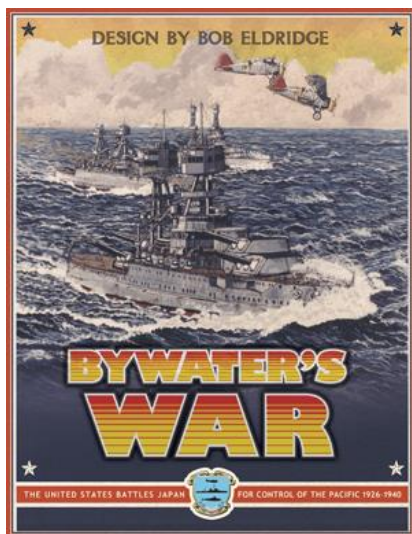
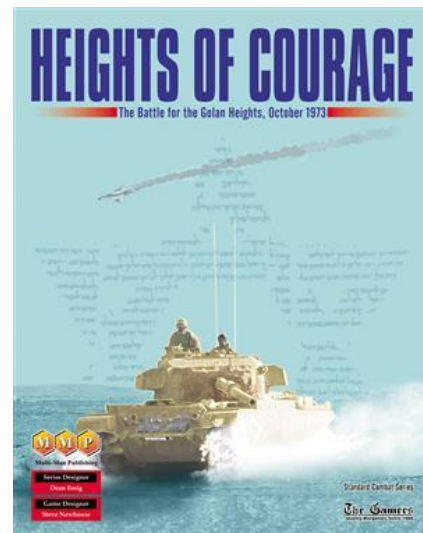
El diseñador Steve Newhouse (parte del equipo que creó *The Mighty Endeavor*) nos da toda la tensión de la rápida batalla de blindados con el detalle justo para conseguir la profundidad necesaria. Por ejemplo, da a ambos jugadores velocidades operacionales distintas, que se aplican cuando la batalla supera la capacidad de absorción de bajas de cada bando. Cada jugador puede optar por ir “rápido” para luchar más veces, o “despacio” para obtener más reemplazos.

Aunque *Heights of Courage* no puede unirse directamente a *Yom Kippur*, la partida ofrece reglas que permiten a ambos jugadores jugar ambos juegos simultáneamente para simular “la totalidad de la Guerra”.

Escala: turnos de entre ½ y 2 días (dependiendo del momento). Hexes de 1 milla de lado a lado. Las unidades sirias con batallones y brigadas. Los israelíes aparecen en task forces cuyo tamaño va desde medio batallón a compañías.

Cuatro escenarios permiten concentrarnos en distintas fases de la campaña de 17 turnos (la duración de cada turno varía dependiendo de cuando tiene lugar el alto el fuego).

Componentes: reglas de la serie, reglas específicas, mapa, 280 fichas, 4 escenarios y dados. **¡¡REGLAS EN CASTELLANO!!**



Bywater's War: The Interwar Years (serie Command at Sea). P.V.P.: 35,00 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** CLASH OF ARMS GAMES

In the late 1920s, naval analyst and former spy Hector C. Bywater wrote what today would be called a "techno-thriller." His novel described a hypothetical conflict between Japan and the USA, set in his near future, 1931. His background in naval tactics, ship design, and history made him the perfect choice to write the story, and it proved to be wildly popular. In addition to being well-written and exciting, he described many advances in naval technology, such as the rise of naval aviation. But his story was also rooted in the past (including the use of poison gas), and concluded with a Jutland-style clash between the two great fleets.

Designer Bob Eldridge has transformed Bywater's novel into a gaming supplement of 30 scenarios for Command at Sea. Ship statistics include not only real-world units like the pre-war US and Japanese battleships, but also the ships that Mr. Bywater created for his story - the Alaska-class aircraft carriers and the Nagasaki-class supersubmarine. In addition he has included scenarios for another three campaigns, each determined by different historical events in 1926, 1932, and 1939. These also feature a mix of real-world

and hypothetical units, like the US Lexington class, which were planned as battlecruisers until the Washington Naval Treaty.

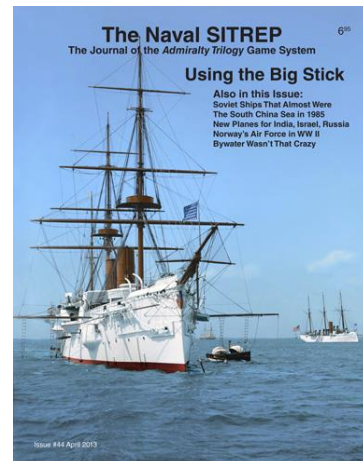
Contents:

- 128-page booklet including 30 scenarios and stats, grouped in four separate campaigns.
- Two counter sheets of historical, hypothetical, and fictional units.

* Not included but needed for play: Command at Sea 4th Edition Rules.

The Naval Sitrep 44. P.V.P.: 6,00 € **FORMATO:** REVI STA. **EDITOR:** CLASH OF ARMS GAMES

Revista oficial para la Admiralty Trilogy, es decir los juegos de las 3 grandes series navales de Clash of Arms Games: Fear God & Drednought, Command at Sea y Harpoon.



Top Cover #1: Spitfires Over Darwin. P.V.P.: 29,00 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** CLASH OF ARMS GAMES

Australia's Pacific Air War: In a one-sided fight over Rabaul on January 20th, 1942, Japanese Zeros annihilated a small force of RAAF Wirraway armed-trainers, which were all that stood between Japanese air power and Northern Australia. Little bothered by the smattering of slow climbing American P-40 fighters subsequently rushed to the area, high flying Japanese planes raided the Northern Territories an average of four times a month during 1942.

This changed dramatically in early 1943 when the rapidly expanding RAAF deployed an entire wing of British built Spitfires to Darwin. Led by Australian ace Clive "Killer" Caldwell, the Spitfires quickly and forcibly confronted the Japanese. At this same time, the RAAF fielded another famous British fighter, the long-range, twin engine Beaufighter. These fast, ten-gun behemoths had an offensive role, ranging far and wide to attack Japanese bases and shipping as far away as Timor, Rabaul and all of New Guinea. Mid-1943 also saw the deployment of the Boomerang to New Guinea. This nimble homegrown fighter, though lacking in air combat ability, proved excellent as a ground support plane. Thus, whether defending the north, sweeping the seas or bombing bunkers, Australian aircrews and their planes, were a decisive factor in reversing the Japanese fortunes of war in 1943.

Top Cover No.1: This is the first *Fighting Wings* game system expansion to be produced. This module explores the contribution of the Royal Australian Air Force to the fighting in the South Pacific in 1942 and 1943. You will need to own Whistling Death to fully access many of the scenarios contained herein.

The Module includes the following:

Four New Allied Aircraft - CAC Wirraway, CAC Boomerang, RAAF Spitfire Mk.V and the RAAF Beaufighter Mk.VIc.

Four New Japanese Aircraft – H6K4 Mavis, Ki.45 Nick, Ki.46 Dinah and a revised Ki.43 Oscar-II.

One die cut counter sheet with 140 counters, featuring the new aircraft and additional game markers.

One Top-View Operational Scale map of the Darwin area of Australia.

Thirty new air-to-air and air-to-ground scenarios for *Whistling Death*.



White Star Rising: Airborne. P.V.P.: 22,00 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** LOCK 'N' LOAD GAMES

White Star Rising: Airborne is an expansion to the widely popular White Star Rising series. Featuring fourteen scenarios and a set of new map overlays, the expansion details British and American paratroopers fighting in Europe during 1944-45.

Included are two persistent campaigns--one featuring the British Paras at Arnhem, and another detailing the battles fought by the troopers of the 101st Airborne on June 6th, 1944. The British campaign is five scenarios long and the Screaming Eagles three. Additionally, there are six stand alone scenarios detailing paratroop actions of the Americans, British, and Germans.

The persistent campaigns really make the gamer think. He must learn to conserve his forces, because what he finishes one scenario with is the basis for the next. On the other hand, the more objectives a player meets the more refit points he gets to refit his troops. These are the types of delicious decisions wargamers game for.

Ten of the scenarios in Airborne were originally published in Line of Fire, and four of the firefights are brand new. Fourteen scenarios, overlays to change your existing White Star Rising

maps, what's not to like?

The Expansion Includes: Fourteen scenarios put together in an attractive 30- page, full color scenario book, including historical commentary for each campaign/group of scenarios. Three new map overlays.

World at War: Counterattack. P.V.P.: 22,00 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** LOCK 'N' LOAD GAMES

World at War: Counterattack recreates the American and West German counterattack into the southern flank of the Soviet thrust into West Germany. The battles occurred just after the events chronicled in Blood and Bridges, and prior to the final battles for Paris.

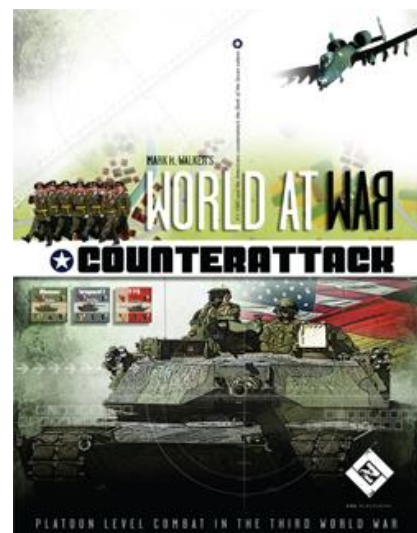
Nine scenarios comprise the module. Four are stand alone, another three make up one campaign, and four more build the second campaign (two of the campaign scenarios can also be played as stand-alone battles). See below for additional details on the scenarios.

The module uses a similar campaign system as the one that we employed in Battles within Battles. Winning scenarios awards the player with refit points, these points can be used to repair damaged units, buy new units, or buy unique skills for your units and leaders. The system rewards the gamer who conserves his forces. Win the scenario, but decimate your forces, and you'll lose the war.... Or at least this small piece of it.

World at War: Counterattack includes a full-color 26-page rules and scenario booklet, 10 counters (die-cut counters), and one spanking new, 8.5" x 11" map (on c

Here's what you get: A new 8.5" x 11" map. Nine new scenarios, laid out in an attractive 26-page full color magazine. Two persistent campaigns. Nine new counters.

El Viejo Tercio S.L. Tel/Fax: 91 8060157. quijanotercio@eresmas.net www.elviejotercio.com



Against the Odds Annual 2012: Forlorn Hopes. P.V.P.: 38,25 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** AGAINST THE ODDS

World War Two history has a pattern in both the European and Pacific Theaters. Constant Axis expansion, followed by steady Axis contraction, as the Allies recapture lost territory. In Europe, it is hard to pinpoint the transition point (a good barroom discussion any time!). In the Pacific, it is a little easier to focus precisely at the campaign where the Japanese tide of conquest began to ebb-- their unsuccessful campaign to take Port Moresby, the "step too far."

What then represents the "high tide" of the Japanese Empire? That would be their successful conquest of the Dutch East Indies, one of their most strategically vital targets for the oil and rubber it could provide. A broad look at the record suggest the Japanese mostly had things their own way against the hasty "ABDA" alliance (American, British, Dutch, Australian), with its varied mix of modern and obsolete weapons and widely differing priorities. But a closer look shows that this was a much closer campaign, stretching the Japanese to complete. With a few breaks, the Allies might have held on.

Can you do better? Find out for yourself.

Forlorn Hopes covers the entire two-month campaign for the region, using a system that fully integrates air/sea/land operations. Derived from the popular titles "Chennault's First Fight" and "Operation Cartwheel" (both published by ATO), this game give both sides difficult choices in facing their different challenges.

The Allies are spread thin and facing multiple routes by which the enemy can attack. They know the maxim that "those who defend everything defend nothing" but deciding what NOT to hold is difficult. You must make the Japanese pay for every gain...

The Japanese face an enemy already in control of much of the battlefield and fighting with their backs to the wall. They have a schedule crunch and must weigh to benefits of using high cost assets to gain objectives. The cost of success at too high a price is long term failure (and who will tell the Emperor?).

BOTH players can choose to increase their available forces, representing greater emphasis in overall planning. But the reinforcements come at a cost in victory points that could tip the scales to the enemy. Both sides are charged with using assets as effectively as possible. This is not an easy win for either side.

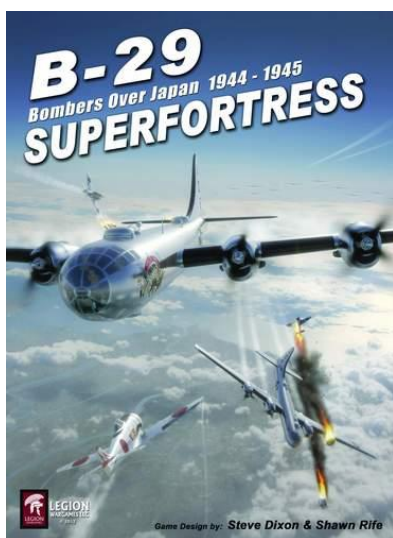
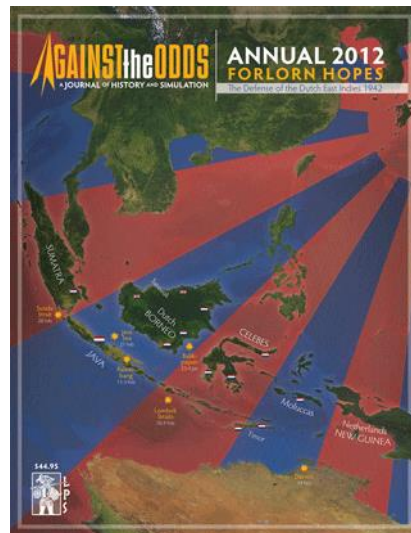
Forlorn Hopes, the 2012 Annual, delivers the extra size and contents you expect from ATO. Full color 22" x 34" map. 288 die-cut, full color large 5/8" counters provide players with the air, ground, and naval units which actually fought in the campaign, plus some which could have been there.

Bonus Item: After war broke out in 1939, throughout the remainder of the year the most pressing problem for the Allied navies was to hunt down and destroy the German surface raider, *Graf Spee*. This "pocket battleship" was too quick to catch by the heavy ships, and too powerful to engage by lighter forces alone...an enclosed mini-game with this issue shows how it was done.

Forlorn Hopes and the 2012 ATO Magazine Annual

Maps - One full color 22"x34" mapsheet; Counters - 288 full color die-cut 5/8" pieces; Rules length - 16 pages; Charts and tables - 4 pages; Complexity - Medium; Solitaire suitability - Low; Playing time - 2 to 10 hours depending on the scenario.

Design - Paul Rohrbaugh. Development - Lembit Tohver. Graphic Design - Mark Mahaffey



B-29 Superfortress 2ND Ed. P.V.P.: 50,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** LEGION WARGAMES

Bombers Over Japan, 1944 – 1945

Solitaire game by Steve Dixon and Shawn Rife **B-29 Superfortress** is a solitaire game featuring the technologically most advanced bomber of the Second World War - the B-29 - flying as part of the Twentieth Air Force from the Marianas Islands against targets in and around Japan in late 1944 and 1945. The game puts you in the cockpit of a B-29 Superfortress as you fly your missions over Japan. Your goal: successfully complete a tour of 35 missions and return home a hero for bringing the war with Japan to a close without a bloody hard-fought invasion of the homeland.

Your missions will be varied: high level, low level, day and night. You will face fighter attacks, flak, searchlight spotting, and bad weather; not to mention damage to your aircraft to include a shattered windshield and compromised cabin pressure, loss of oxygen supply, damaged landing gear, knocked out navigation or communication equipment, ruptured fuel tanks, inoperable machine gun armament, and just about anything else that can go wrong with a 100 ton aircraft flying 1,500 miles to it's target only to be met with fierce resistance from a determined enemy.

The Battle of Adobe Walls. P.V.P.: 50,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** LEGION WARGAMES

Indian Wars of the Am. West -Vol. I. The Battle of Adobe Walls November 25th, 1864 by Michael Taylor

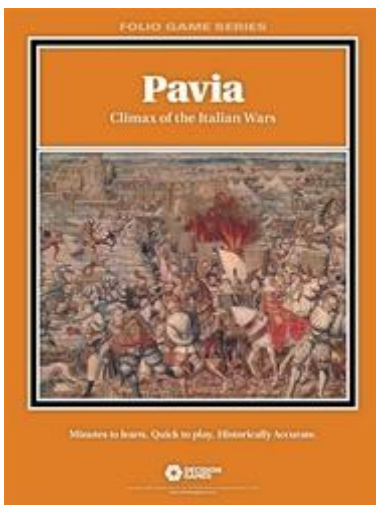
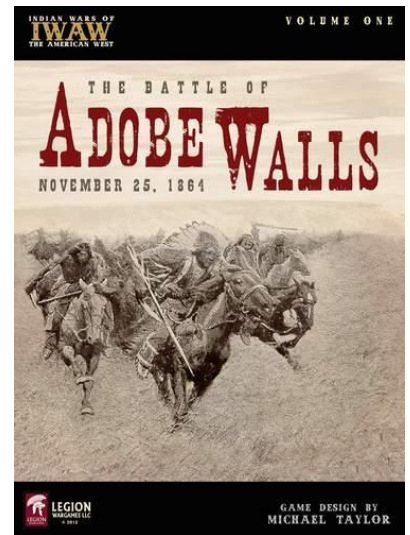
The Battle of Adobe Walls. Also known as the First Battle of Adobe Walls (November 25, 1864), it was one of the largest battles between U.S. and Great Plains Indians. Kit Carson was given command of the US forces, and his mission was to find the Comanche and Kiowa winter camps and eliminate this threat to the settlers that were moving into and through this area of the Texas panhandle.

Adobe Walls shares many similarities with Little Bighorn. The battle features a famous US leader in Kit Carson, attacking a large Indian camp along a river with a much smaller US force. He is also temporarily separated from the pack train, and the size of the Indian force was greatly underestimated. Adobe Walls adds a new weapon to the series, the Mountain Howitzer. Although short in range it was a very powerful weapon and it had a huge psychological impact on the Indian warriors who faced it.

The game features:

• Kit Carson and Chief Dohausen; • Mountain Howitzers; • Comanches and Kiowas; • Infantry, Cavalry, and Scouts; • 2 separate Indian camps.

Game scale: Each combat unit represents: - one US Cavalry company; - approximately 100 Indians; - individual leader. Each hex equals 1/4 mile across. Each game turn represents 20 minutes.



Pavia. P.V.P.: 17,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Pavia fue la batalla decisiva de las Guerras de Italia, una lucha que se libró durante décadas entre la Francia de los Valois y la España de los Ausburgo por el control de Italia. Ambos bandos tienen los nuevos ejércitos equipados con piqueros y armas de fuego. Pero si los franceses confían en sus caballeros feudales, los españoles han apostado más por las nuevas armas portátiles individuales. Ambos bandos disponen de mercenarios: mosqueteros italianos, piqueros suizos, lansquenets alemanes. Los tercios, la nueva formación española, aún están en su infancia: en Pavia, la batalla se libra con pequeñas formaciones que maniobran por un área boscosa.

Pavia usa el nuevo sistema *Pike & Shot* para retratar los campos de batalla del primer periodo de dominio de las armas de fuego. La infantería se basa en formaciones de piqueros con una cantidad variable de arcabuceros y mosqueteros adjuntos. Estos también pueden operar de forma independiente, lo cual es útil en escaramuzas pero los hace vulnerables frente a caballería e infantería. La potencia de choque reside en la caballería pesada, jinetes armados con pistolas y espadas pero que cada vez usan más sus armas de fuego para atacar al adversario. La caballería ligera también circula por el campo de batalla, siendo demasiado

débil para enfrentarse a sus equivalentes pesados, pero muy útil en las persecuciones. El tipo de tropa montada más Nuevo son los dragones, hombres entrenados para combatir tanto a pie como a caballo, lo que los hace ideales para apoderarse rápidamente de puntos clave por delante del grueso del ejército. La artillería aún está en su infancia, ya que los cañones, aunque potentes, son prácticamente inamovibles una vez desplegados. Sin embargo, varios ejércitos fueron experimentando a lo largo del periodo con cañones cada vez más ligeros y móviles.

En *Pike & Shot* los jugadores deben coordinar su infantería y artillería para desgastar a las formaciones enemigas, y luego acabar el trabajo con la caballería. El despliegue de las tropas de tener en cuenta que incluso la mejor infantería acaba cediendo, por lo que se usan múltiples líneas para que formaciones frescas puedan rellenar los huecos que se abran en la línea. Los mandos son esenciales para inspirar a las tropas en el combate, y para reorganizar a las que hayan huído del combate. Cada combate es crucial: cuando un ejército comienza a descomponerse, rápidamente puede acabar huyendo.

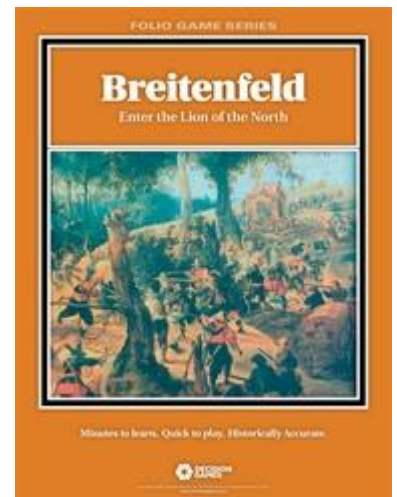
Componentes: mapa de 43x55 cm, 100 fichas, reglas de la serie y reglas exclusivas. **¡¡REGLAS EN CASTELLANO!!**

Breitenfeld. P.V.P.: 17,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Enter the Lion of the North

Breitenfeld was the first major clash involving the Swedish army of Gustavus Adolphus. Gustavus had adopted the advances of Maurice of Nassau, using smaller, thinner formations bringing mobility and flexibility to battlefields dominated by massive blocks of musket-ringed pikemen. But he faced a larger, more experienced Imperial army under Count Tilly, and had to rely on shaky Saxon allies. The battle becomes a contest between Swedish quickness and Imperial stolidity. Victory will go to the player who best utilizes his strengths and takes advantage of enemy weaknesses.

Game Contents: 17 x 22" map; 140 die-cut counters; One Standard Rules booklet for this series; One Exclusive Rules booklet for this title. **¡¡REGLAS EN CASTELLANO!!**



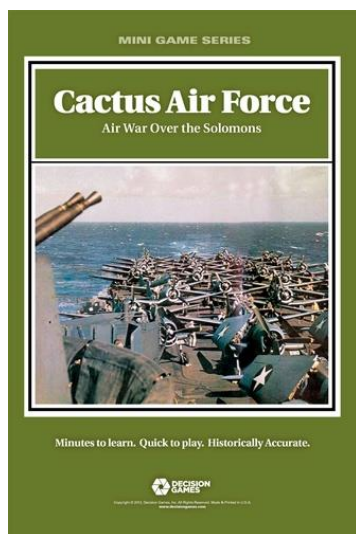
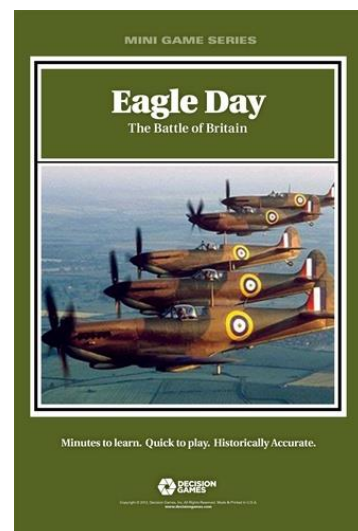
Eagle Day – The Battle of Britain. P.V.P.: 11,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

The sky over Britain in 1940 was the scene of one of the decisive battles of World War II, when the Royal Air Force defeated the Luftwaffe's bid to gain air superiority and open the way for Operation Sealion. Eagle Day is a two- player wargame covering the most critical period of the Battle of Britain. The Luftwaffe player must move bombers and their escorts to attack targets in Britain, while the RAF player must utilize interceptors to stop them.

Each player moves units representing historic wings and groups. All the famous aircraft are here, including Spitfires, Hurricanes, Me-109s, Ju-88s, He-111s and many more. Each unit is rated for air superiority, bombing and speed. The game uses a new and unique system that facilitates aerial operations, dispensing with record keeping.

Eagle Day is part of the Air Wars mini-game series. Each player has a deck of Campaign Cards. They generate a range of events, including Fuehrer Directives, the Empire Rallies, and critical morale checks. Certain cards can be played in combination to gain operational advantage, leading to tense decision making. There are special rules for radar, fog of war, and the infamous Stukas.

Game Contents: 11 x 17" map; 40 die-cut counters; 18 cards; Four page rule booklet.



Cactus Air Force – Air War Over the Solomons. P.V.P.: 11,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

The island of Guadalcanal in the South Pacific was the base for American aircraft squadrons that engaged Japanese Navy and Army air forces over the Solomons. Those squadrons became known as the "Cactus Air Force" (from the codename given to the island itself). Cactus Air Force is a two- player wargame covering the air campaign over the Solomon Islands during critical period late in 1942. Both the American and Japanese players move their bombers to attack critical targets while using fighters to struggle for air superiority.

Each player controls units representing air groups. All of the famous aircraft are here: Japanese Zeroes, Bettys and Oscars, and Allied F4F Wildcats, P-40s, and B-17s. Each unit is rated for air superiority, bombing and speed. The game uses a new and unique system that facilitates aerial operations, dispensing with the usual record keeping. The map covers the entire Solomon Island chain centered on Guadalcanal.

Cactus Air Force is part of the Air Wars mini-game series. Each player has a deck of Campaign Cards. They generate a range of events, including major naval battles such as Eastern Solomons, to which players can commit their air units. Certain cards can be played in combination to gain operational advantage, leading to tense decision making. There are special rules for Henderson Field, fighter-bombers, and the Tokyo Express.

Game Contents: 11 x 17" map; 40 die-cut counters; 18 cards; Four page rule booklet.

The Grand Campaign. P.V.P.: 72,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** SPW

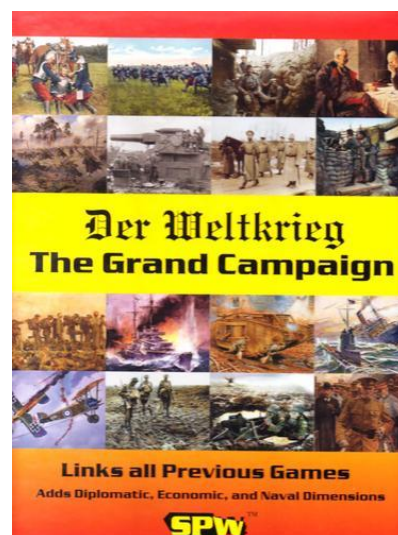
Duration: the Grand Campaign (SPW) covers the strategic and production aspects of Der Weltkrieg Series for WWI and completes the Weltkrieg series.

July 28, 1914: The peace of Europe is shattered. Rapid fire cannons and machine guns usher in a new and deadlier form of warfare. The major powers had prepared for years, building up massive armies and navies. It was supposed to end quickly. War was now too expensive, too deadly. But they would fight on to the death.

The War begins with sweeping invasions. Great armies marching to the largest battles yet seen. Murderous fire produces unimaginable casualties. Exhausted, they dig in. The Armies develop Siege Howitzers, Poison Gas, Tanks, and Combat Aircraft. New tactics attempt to overcome the deadlock of trench warfare. Mass Tank Attacks, Storm Troopers, Drumfire Barrages. The war is on multiple fronts. Belgium, France, Italy, Austria, Serbia, Greece, Turkey, Poland, Russia, Romania, Palestine, Mesopotamia. The conflict is much broader than just the battlefields. Factories must be supplied and people fed. Produce the guns, shells and bullets the armies need, or face disaster.

The Grand Campaign combines all of the Der Weltkrieg series titles (not a stand alone product). Link all of the campaigns together to simulate the entire war from start to finish. All options are now on the table, as you control everything.

CONTENTS: Scale is 20km / hex; 4 days per turn; Unit Size: Division / Brigade; 840 Backprinted Counters; Two 34in x 22in Maps; Two 17in x 11in Maps; Scenario Rulebook, Charts, and Tables.



The Eastern Front 1914-1917. P.V.P.: 105,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** SPW

Six different games PLUS Rules to Link the Games PLUS East Front Campaign Game.

Tannenberg: Eagles in the East

The vast majority of the German Army is arrayed against France and Belgium. Only a small force is left to hold off the Russian hordes in the east. German plans are to conduct a fighting withdraw from East Prussia. The Russian invasion causes the German commander to panic. Hindenburg replaces him, and bold plans are formed. The Germans take desperate gambles as they counterattack against two separate Russian Armies. Russian infighting and ineptitude lead to one of the greatest victories in German military history.

Galicia: The Forgotten Cauldron

The main bodies of the Austro-Hungarian and Russian Armies face each other across the fields of southern Poland. Each side moves to attack and drive the other back. The Austro-Hungarian vacillation between different war plans creates confusion, but the fighting spirit of their professional Army produces initial success. Additional Russian armies join the fray and attack the weak Austrian right flank. A see-saw fight ensues, ending with an Austro-Hungarian retreat to the mountain passes protecting their heartland. Both sides now steel themselves for a protracted struggle that could mean the end of either Empire.

Serbia the Defiant

Austria-Hungary invades Serbia as punishment for her role in the assassination of Archduke Ferdinand at Sarajevo. Since most of the Austrian Army must confront the Russians, the forces facing each other in Serbia are rather evenly matched. The Serbian Army, battle hardened by years of fighting in the Balkans, aggressively counters Austrian incursions. The Serbs fight for their national existence in one of the greatest "David vs Goliath" campaigns of modern history.

Gorlice-Tarnow Breakthrough

With the front in France stalemated across no-man's land, the Germans redeploy powerful forces to the east. Their objective is to save Austria-Hungary from Russian pressure. Initial penetrations at the towns of Gorlice and Tarnow soon unravel the Russian defenses. A dramatic pursuit of the Russian Army across Poland ensues.

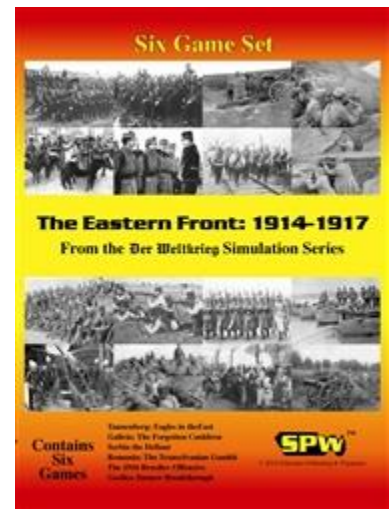
The 1916 Brusilov Offensive

The brilliant Russian general Brusilov develops tactics to crush the Austro-Hungarian front lines. His bold plans call for wide-front assaults that prevent the concentration of Austrian reserves against any single thrust. The Russians destroy an entire Austro-Hungarian army and create a crisis that the Austrians and their German allies will have extreme difficulty containing. The Russians have the opportunity to win the war on the Eastern Front.

Romania: Transylvanian Gambit

Russian successes bring the Austro-Hungarian Empire to the breaking point. The Romanians seize the moment to grab Transylvania from their once powerful northern neighbor. The Austrians have little left to hold off the Romanian invasion. An ad-hoc formation of Germans and Bulgarians counter-invade Romania from the south. Russia sends reinforcements to their new ally. Each side moves to seize and retain the initiative in an epic campaign.

Scale is 20km / hex; 4 days per turn; Unit Sizes: Division / Brigade; 1680 Backprinted Counters; Four 34in x 22in Maps; Two 17in x 11in Maps.



Western Desert Force. P.V.P.: 40,50 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** AVALANCHE PRESS

In September 1940, Italian divisions rolled over the border between their colony of Libya and British-dominated Egypt. After advancing several dozen miles they stopped to secure their supply lines, only to meet a devastating British counter-attack that soon had them reeling back halfway across Libya. For the next two and a half years, Axis and Allied armies surged back and forth across the North African desert until finally Gen. Bernard Law Montgomery's British Eighth Army wrecked Erwin Rommel's vaunted Panzer Army Africa.

Western Desert Force is a quick-playing game from the same designer as our Defiant Russia, following the same philosophy: a game you can play in just an hour or two, with the emphasis on tense action and lots of fun.

The map portrays the North Africa from El Agheila to Alexandria. It's divided into hexagons, at a scale of 15 miles across each. Players control the

actual units that fought in this campaign. Units are divisions, brigades and regiments with some battalions. The Axis player controls German, Italian and Italian Colonial (Libyan) units; the Allied player leads British, Australian, New Zealand, South African, Indian, Polish, Jewish, Free French and Greek units in the fight against fascism.

The objectives for each side are simple: kick the enemy out of North Africa. The strategy is not so easy: the Allies must hold on to protect the Suez Canal; the Axis must choke off this vital waterway. Neither can afford to be ejected from the otherwise worthless desert.

Western Desert Force is a complete boxed game. Game design is by William Sariego, development is by industry veteran Paul Dangel in his Avalanche Press debut.

Western Desert Force includes: One 33"x17" map; Full-color play aids; 140 game pieces; 16-page rulebook.



U.S. Navy Plan Red. P.V.P.: 54,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** AVALANCHE PRESS

"We would as soon fight the British as the Germans." Admiral William Shepherd Benson, U.S. Chief of Naval Operations, 1917

Rivalry between the U.S. and Great Britain didn't end with the War of 1812. Some naval officers from each country saw the other as a potential future threat, while others dreamed of close alliance between the English-speaking powers.

By the time of the First World War, American naval officers had clustered into two camps: those around William Shepherd Benson, the chief of naval operations, disliked the British and saw them as their navy's next enemy. Others followed the lead of William Sims, who admired the Royal Navy and saw Britain as a natural ally. During the war these camps polarized: Some Americans had very positive experiences serving alongside the British, while others burned at the arrogant attitude of some in the Royal Navy.

When the United States formalized its war plans in the early 20th Century, potential foes were coded by color. Japan became Orange, Germany was Black, and Britain was noted as Red. British dominions also drew shades of Red: Canada was Crimson, New Zealand was Garnet, India was Ruby and Australia was Scarlet.

The Red war plan saw a pair of primary goals: the conquest of Canada, and trade warfare. The first would be primarily the Army's job. The Navy would disrupt British trade while protecting American merchant shipping. Though the Americans respected British fighting power, the plans themselves reveal great confidence in the ability of American shipyards to outstrip British production and in the individual superiority of American sailors. There is also a powerful undercurrent of anti-Japanese hostility in the text of the plans. In some of the more hysterical passages, the British are seen practically as racial traitors for allying themselves with the Japanese. One pretext for war given several times in documents from 1919 and 1920 is an intelligence report claiming that the Royal Navy was on the verge of transferring eight modern dreadnoughts to Japan.

American plans to build powerful new dreadnoughts during the course of the First World War caused great hostility between the two navies. The British pointed out the great need for destroyers and merchant ships, while American resources went instead for new battleships that could not possibly see action before the war ended. American naval leaders saw this pressure as an attempt to maintain British naval supremacy. Some in the Royal Navy believed the new warships could only be meant as a challenge, and wondered if they had only beaten the Germans to lose control of the seas after all. The Americans, they feared, were arming for the next war even while the last was still under way.

War Plan Red, and its attached War Plan Crimson, gave the U.S. Navy the task of invading Nova Scotia and disrupting communications between Britain and Canada. This is usually the task of the American player in the game. The Royal Navy foresaw these moves, and hoped to damage the Americans with commerce raiders based on Bermuda.

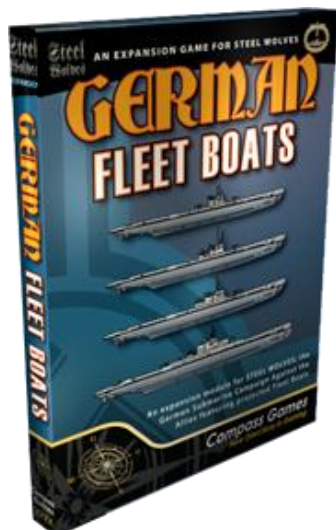
The game's map covers the Eastern Seaboard, from the Labrador coast in the north to Virginia Beach in the south. In addition to the British and American fleets, Plan Red the game also includes Canada's three proposed dreadnoughts.

The game also includes a number of ships planned or begun but never completed. The Americans receive four examples of the 1919 battleship design, a monstrous ship with eight 18-inch guns, and also four of the South Dakota class, begun but never completed.

There are three examples of the original design of the Lexington-class battle cruiser with 14-inch guns, and five smokestacks. We've also got the American 1914 design of a fast armored cruiser with eight 10-inch guns, which would have been built for commerce raiding.

On the British side, we have the huge N3 design battleships, with nine 18-inch guns, and the similar G3 battle cruiser with nine 16-inch guns. The Royal Navy also gets its proposed F-class cruiser, and the three R-class battleships which were ordered but later cancelled.

Plan Red includes: One 17x22-inch operational map; 210 playing pieces; 32 scenarios.



German Fleet Boats. P.V.P.: 27,00 € **FORMATO:** AMPLIACIÓN (WARGAME). **EDITOR:** COMPASS GAMES

Steel Wolves Expansion Game 1: German Fleet Boats assumes that Germany never entered into the 1935 Naval agreement, instead following OKM's original view that aircraft and hydrophone technology will dramatically impact concentrated submarine operations around the British Isles and that the fleet boat concept of long range submarines are needed to operate outside areas of dense ASW coverage.

German Fleet Boats assumes significant changes to the historic design strategy: instead of focusing on medium Type VII boats, the Germans turn to the larger U-cruiser with which they experimented with in World War I. German Fleet Boats assumes that early Type I, II, and VII submarines are built as historically occurred, but prior to starting a more extensive building program, OKM makes the decision to build cruiser/fleet type submarines starting with more Type Is and four of the even larger (projected) Type III, the designs for which were based on the IA, then followed by the VIII, XI, and XII.

German Fleet Boats alters the opening of the campaign allowing players to play through to the end of the England Imperiled scenario which ends at the start of Operation Barbarossa. Modifications include changes to allied task forces and the availability of additional allied units.

Also included are three additional Italian Cagni class submarines.

Complexity: Moderate - Requires a copy of Steel Wolves

El Viejo Tercio S.L. Tel/Fax: 91 8060157. quijanotercio@eresmas.net www.elviejotercio.com

Playing Time: Play time is based on Steel Wolves and varies depending on scenario

Solitaire Suitability: This is a Solitaire game. Designer: Brien Miller & Stephen Jackson. Developer: Stephen Jackson. Artist: Brien Miller.

Components: 1 full sheets of 1.30" x 0.65" submarine counters; 1 rules booklet; 1 full color box and lid set.



Operation Skorpion. P.V.P.: 49,50 € **FORMATO:** AMPLIACIÓN (WARGAME). **EDITOR:** COMPASS GAMES

Battleground, North Africa, 26 May, 1941 - The recent Allied attack to relieve the Tobruk garrison, "Operation Brevity," had been largely a failure. However, it left them in possession of the strategically important Halfaya Pass, the gateway to Egypt. In addition, British forces were harassing the German defenders with mobile columns to the South. German General Rommel recognized the need to recapture this terrain in order to stabilize the front. Still fearing the British infantry tank, Matilda, an under gunned, ponderous, mobile fortification, Rommel launched three panzer battalions plus supporting units to sweep the British from the field. The offensive was code named, "Unternehmen Skorpion," ultimately known to the Allies as Operation Skorpion. The battle was brief and violent. Although there was a significant disparity in firepower, the Germans had a definite Achilles heel. Can the Germans accomplish their goals of capturing the Halfaya Pass and clearing its southern approaches before their supplies are exhausted, particularly the remainder of their fuel allotment?

Operation Skorpion is a relatively short, fast moving game that introduces a new fog of war game system. Opposing strength is unknown until units enter combat. Once revealed, those combat values can continue to fluctuate during the course of the game based on judicious use of mobile supply units, which can distribute and absorb Allocation Points. Although fighting a

defensive battle, the British Player is not without counterattack capability. He will find his artillery arm, both direct and indirect fire, to be a potent force. Game rules such as: Combined Arms, HQ Coordinated Combat, Road Overrun, Engineers, and Reconnaissance Probe, all contribute to an appropriate sense of realism. *Operation Skorpion* provides exciting, tense, and balanced game play. Determining the ultimate winner often occurs on the last or next-to-the last game-turn. Turn back the clock to the heady days of Spring 1941 and command the Afrika Korps, or take on the British and ultimately break the sword of the Desert Fox, himself, in this battle game by Compass Games.

Complexity: Medium (on a scale of 1 to 10, 10 the highest): 5. Solitaire Suitability: Medium. Time Scale: Approximately 30 mins. per game-turn. Twelve game-turns. Map Scale: Approximately 1/10 mile per hex. Unit Scale: Companies and Platoons. Players: Two. Playing Time: Three to four hours. Designer: Randy Heller. Developer: Steve Lapierre. Artist: Mark Mahaffey
Components: 2 Counterheets: 5/8 and 1/2; 1 Map; 1 Rulebook; 2 Charts and tables.

World at War 30: Hinge of Fate. P.V.P.: 25,50 € **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES

Hinge of Fate is primarily meant to examine the strategic alternative history possibilities inherent in the campaign that could've occurred within Poland and the Rhineland in September 1939 if the French had resolved to keep their promise to launch a "major offensive" into Germany within a week after that nation invaded Poland. The action in that scenario is fought on two maps, East and West, and also allows for the possibility of a last-minute change of side by Stalin. It can be played by two, three or four. There is also a smaller (one map) Historical Scenario, which is played only on the East Map. It can be played by one or two. Both sides' orders of battle are entirely historical in both scenarios. The main body of rules is written with the alternative history scenario in mind.

Each game turn represents three days. Each hex on the West Map represents eight miles from side to opposite side, while the corresponding figure on the East Map is 16 miles. Each counter typically represents an army or occasionally a corps.

Also included with this game are bonus and errata counters for South Seas Campaign, Afrika Korps, Sedan, Partisan and Patton's First Victory.

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

OTHER ARTICLES: Lend-Lease; Army Group Courland: 1944-45; Auchinleck vs. Montgomery.



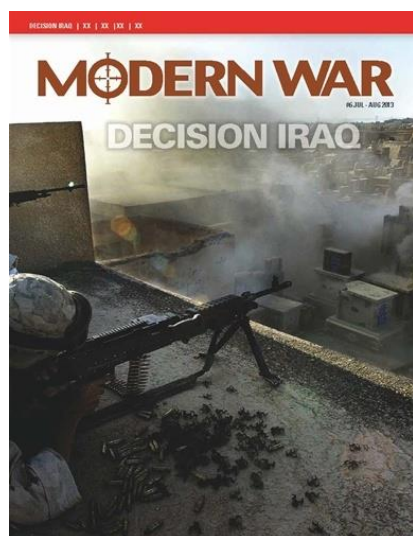
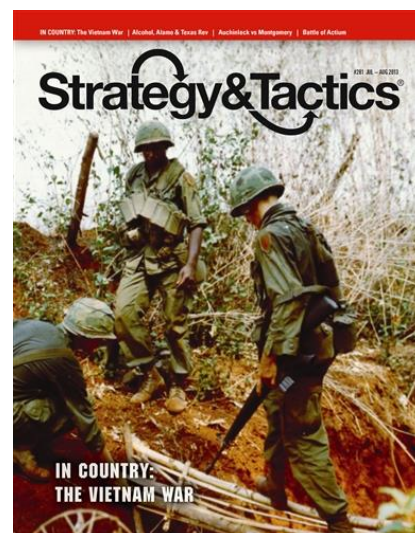
Strategy & Tactics 281: In Country: Vietnam 1965-1975. P.V.P.: 42,50 €

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

In Country: Vietnam 1965-75 is a simulation of several critical campaigns of the Vietnam War, 1965-75. This is a two-player game. One player controls the Communists, the other the Allied forces. The game has several scenarios (1965, 1968, 1970, 1972.) Each simulates a period of intense conventional warfare in which a critical decision might have been reached. It was during the periods of major offensive operations that there was the possibility to have altered the outcome of the war. While the emphasis of the game is on conventional operations, unconventional war also has its place; woe to the player who ignores it. The map shows the Republic of Vietnam, Cambodia and the adjoining regions of Laos and North Vietnam, as they were in 1965 to 1975. The game includes 560 pieces to simulate the entire war.

Components: Two 22" x 34" maps & 560 counters

OTHER ARTICLES: *Battle of Iwo Jima:* 1945; *The Battle of Gettysburg:* 1863; *Battle of Actium:* 31 BC.



Modern War 6: Decision Iraq. P.V.P.: 25,50 € **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES

Decision: Iraq, designed by Joseph Miranda, is a game that emphasizes the fight against the insurgency in Iraq, which began in 2003 following the US-led invasion of that country. Historically, the quick US-Coalition victory over Saddam Hussein's military forces in March of that year quickly degenerated into an insurgency that swept the country. The situation was eventually turned around, but only after a steep learning curve for the United States and its partners. The game shows some of the major factors involved.

There are two players in the game: The Insurgents (who want to seize control of Iraq. These represent various Iraqi Rebels and Foreign Fighters, the latter including Al Qaeda and Iranian support, among others), and the Counterinsurgents (who want to restore stability to a democratic Iraq, as well as defeat any Al Qaeda elements which may be operating in the country.) These represent Multinational (MNF) forces (US and allies) and Iraqi Government Forces (which also include friendly Iraqi tribal militias).

Both players have a set of pieces that represent conventional and unconventional forces. During their respective turns, players move their pieces amongst the spaces on the map, and engage in various kinds of conflict in order to destroy enemy forces. The objective for each player is to establish control over Iraq.

One unique feature of the game is that units', as they engage in combat, effectiveness may increase or decrease as they gain experience in fighting, or become demoralized.

The game includes one map (22x34") and 228 counters.

OTHER ARTICLES: AirLand Battle; Operation Just Cause – Panama, 1989; Soccer War; The A-10.

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

"As people think over the actions of Hannibal in the 2nd Punic War, many great battles come to mind...Cannae, Zama, Trebia, Lake Trasimene..."

Yet, Creasy chose The Metaurus as the decisive battle for the entire war. How can that be? Hannibal was not even there!

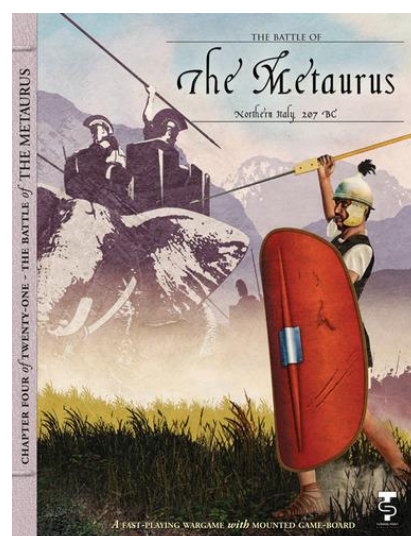
But his brother was there, in command of an army sent to reinforce Hannibal and give him the strength and stamina to finish off the Romans. By this time (207 BCE), the Romans were mostly avoiding head-to-head battles with Hannibal, and he mostly lacked the cavalry strength to force them to fight where he wanted them to. When the Romans intercepted messengers Hasdrubal sent to alert Hannibal to his arrival, they realized how critical it was to keep the brothers from joining together, and rushed an overwhelming force to surprise and destroy the new army. And won.

Now, see if you can change or maintain the history.

The Romans have numbers and overall troop quality on their side. Hasdrubal has a wide range of troops, from crack heavy infantry and light cavalry from Africa to poor quality Celtic levies. And, they have the superior position. The game calls on both players to "do better" than their historical counterparts. Richard Berg's design emphasizes morale and the importance of getting troops to execute the right commands.

The Battle of the Metaurus includes: One 11" x 17" mounted game-map; 200 die-cut mounted counters; 8 page Rules Booklet.

Part of the TPS "Decisive Battles" series. That means straightforward rules, key insights into the history behind the game, and designs aimed at one-session conclusions and high replay value. "

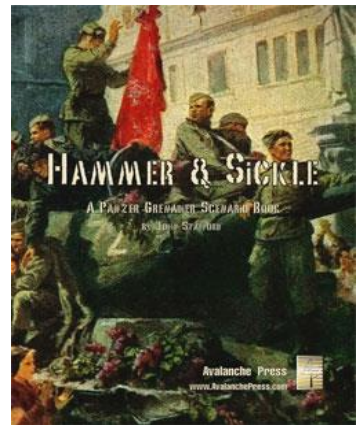


Panzer Grenadier: Hammer & Sickle. P.V.P.: 21,25 € **FORMATO:** SUPLEMENTO (WARGAME). **EDITOR:** AVALANCHE PRESS

Three years after the Union of Soviet Socialist Republics and the United States jointly vanquished Nazi terror, the two former allies began a four-decade-long Cold War. While it never ignited into a Third World War, both sides armed for it, trained for it, and planned for it. Hammer and Sickle explores the use of huge tanks and other weapons prepared for this war that never happened. Besides the twenty scenarios, players can take the role of the 11th Tank Corps, 8th Guards Army as it fights a hypothetical campaign to seize the American airfields at Rhein Main (Frankfurt am Main) and Wiesbaden, followed by the border crossings near Saarbrücken.

Unlike most other Panzer Grenadier titles, Hammer and Sickle covers battles that never happened. We've given you one plausible scenario background leading to war, that provides the setting and troops for the scenarios and campaign included.

Hammer and Sickle includes 77 mounted and die-cut Soviet playing pieces. Playing all of the scenarios and the campaign in this supplement requires the use of the included pieces plus boards and pieces from our Road to Berlin and Elsenborn Ridge games. We hope you enjoy them.



Quarantine. P.V.P.: 27,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** MERCURY GAMES

In **Quarantine**, players seek to build the biggest and most efficient hospital, while trying to keep ahead of the steady stream of incoming patients arriving at their doors. In this tense struggle for medical supremacy, players must infuse new life into their hospitals through the timely addition of special rooms and abilities. But beware the highly contagious patients! Infection can spread quickly, causing entire wards to be shut down under quarantine!

In game terms **Quarantine** is a tile-laying game with each player having an entrance and lobby. More than fifty other tiles are available, with two each of 14 different "special room" tiles. Players acquire these tiles and others via a novel "Price-Drafting" mechanic. Players set a price for the tiles they want to draft, but other players get the chance to buy them first, so you'll need to price your services accurately in order to supply your hospital while not overpaying. With dozens of tiles available, no two hospitals will be set up the same way...

Components: 96 Patient Cubes, 32 Graysles Disease Cubes, 8 Bonus Action Markers, 4 Action Disks, 56 Tiles (28 Special Room Tiles, 16 Starting Treatment Room Tiles, 8 Additional

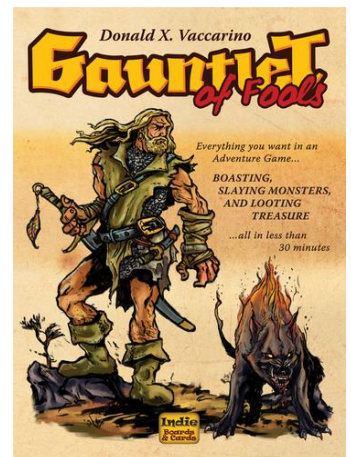
Treatment Room Tiles, 4 Lobby Tiles), 1 Draw Bag, Rulebook.

Gauntlet of Fools. P.V.P.: 25,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** IBC

Gauntlet of Fools is an adventure game of skill and fortune for 2-6 that plays in under 30 minutes. Choose your hero from hundreds of possible combinations. You'll make ridiculous boasts to get the best hero – but every boast comes at a cost. How awesome is your knight with a flaming sword after you boast that he'll fight blindfolded with a hangover?

You'll find out in the gauntlet: fifty encounters that will kill you. That's right. You will die, fool! But even a fool wants his gold, and the monsters have it. Roll a handful of dice, slay a monster, get its treasure. Die with the most gold to win the game.

Components: 30 dice, 90 cards, 200+ tokens, Rules and play examples.



San Juan. P.V.P.: 27,00 € **FORMATO:** JUEGO DE CARTAS. **EDITOR:** DEVIR

San Juan está inspirado en el famoso juego de gestión de recursos Puerto Rico. Se trata de una versión más ligera y rápida del juego, en la que los jugadores usan sus cartas de edificios como fábricas, edificios singulares con poderes especiales, o monedas para pagar el resto de edificios. Al igual que en Puerto Rico, los jugadores eligen en su turno qué papel quieren desempeñar durante ese turno, y gozan de ventajas para sus acciones durante ese turno.

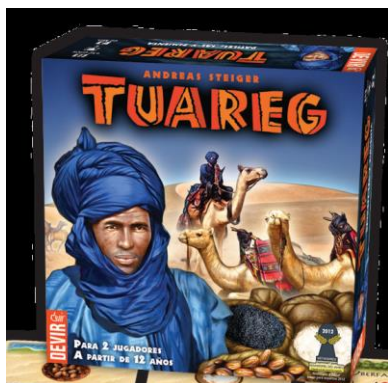
Componentes: 110 cartas de edificio, 1 loseta de gobernador, 5 losetas de personaje, 5 losetas de casa de comercio, 1 bloc de puntuación y 1 lápiz. Jugadores: 2-4. Duración: 45 min.

Catán: Piratas y Exploradores. P.V.P.: 32,23 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** DEVIR

Catán: Piratas y Exploradores es la cuarta gran expansión de Catán, después de Navegantes, Ciudades y Caballeros y Mercaderes y Bárbaros. Incluye cinco escenarios y tres misiones.

A diferencia de una partida normal de Catán, en Piratas y Exploradores el mapa se forma con tres islas diferentes, dos de las cuales empiezan el juego por explorar.

Componentes: Figuras de plástico: 16 ciudades portuarias, 36 unidades (mercaderes o guerreros), 12 barcos, 8 colonos, 12 fichas de puntuación, 4 barcos piratas, 6 bancos de peces, 24 sacos de especias. En troqueles: 40 monedas de oro de valor 1 y 36 de valor 3, piezas de marco, 30 hexágonos de terreno, 12 fichas numeradas, 6 fichas de guarida pirata, 3 marcadores de misión, 3 marcadores de puntos de victoria, 4 tarjetas de costes de construcción y 10 bolsas con cierre. Jugadores: 3-4. Duración: 90 minutos



Tuareg. P.V.P.: 32,23 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** DEVIR

En Tuareg, los jugadores adoptan el papel de jefes de clanes rivales que compiten por conseguir los mejores tratos en el comercio de sal, pimienta o dátiles, y los mejores enclaves para sus caravanas.

Componentes: 80 cartas, 30 fichas mercancías, 15 fichas de puntos de victoria, 6 figuras tuareg, 1 figura de asaltante, 4 marcadores de tribu, 8 monedas de oro, 1 ficha amuleto.

Para 2 jugadores a partir de 12 años. Duración de la partida: 60 min.

El desierto prohibido. P.V.P.: 27,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** DEVIR

En *El desierto prohibido*, una secuela temática de La isla prohibida, los jugadores adoptan el papel de valerosos aventureros que deben sobrevivir a las tormentas del desierto y encontrar las piezas enterradas bajo la arena de una mítica nave solar que es su única oportunidad de abandonar el desierto. Todo ello, antes de que la sed acabe con su resistencia.

Componentes: 49 cartas, 48 indicadores de arena, 24 losetas de desierto/ciudad, 6 peones de madera, 6 agujas indicadoras, 4 partes de la máquina, 1 modelo de máquina voladora, 1 medidor de fuerza de la tormenta, 1 soporte del medidor, reglamento.

Para 2-5 jugadores a partir de 10 años. Duración: 45 min.



LIBROS OSPREY PUBLISHING

BOLT 5 Bolt Action: Armies of Imperial Japan

Following the assault on Pearl Harbor, the Imperial Japanese military saw action across Asia, from the capture and defence of the islands of the Pacific to the occupation of territory in China and Burma. With this latest supplement for Bolt Action, players have all the information they need to build a force of the Emperor's fanatically loyal troops and campaign through some of the most brutal battles of the war.

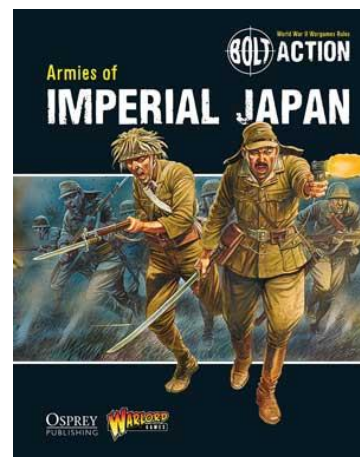
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