

EL VIEJO TERCIO

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Novedades juegos, 13 de febrero de 2013

Fading Glory. P.V.P.: 50,00 €

FORMATO: JUEGO ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES

Fading Glory es el primer juego que GMT Games publica en la Napoleonic 20 series que comenzó Victory Point Games. Este volumen y los que vendrán después tendrán 3-4 batallas por caja, incluyendo alguna batalla inédita en la serie. El Sistema Napoleonic 20 nos ofrece batallas napoleónicas con baja complejidad (generalmente nunca hay más de 20 fichas en total en juego, incluyendo ambos bandos). Esto crea situaciones tensas, dramáticas y de juego rápido en el tablero, donde las unidades de mayor tamaño (generalmente cuerpos de ejército) luchan por dominar la batalla. Uno de los últimos números de la revista C3i incluía el juego *Jena*.

El veterano diseñador Joe Miranda, con los editores Alan Emrich y Lance McMillan, han creado y refinado esta serie. Una característica primordial es el empleo de cartas de eventos aleatorias que ayudan a “contar las historias” que forman el relato único de cada batalla y campaña. Se incluye la versión más reciente (3.0) de las reglas estándar de la serie. La Moral tiene un papel básico, ya que ambos bandos pueden “gastar” este recurso para forzar la marcha de sus unidades, ayudar a recuperar tropas dispersas, o enviar reservas a un ataque o defensa importante. Pero hay que tener cuidado... cuando la moral de un bando se reduce a cero, ¡habrá perdido la partida!

Este multi-pack incluye:

Salamanca 20 (Wellington vs. Marmont, 1812)

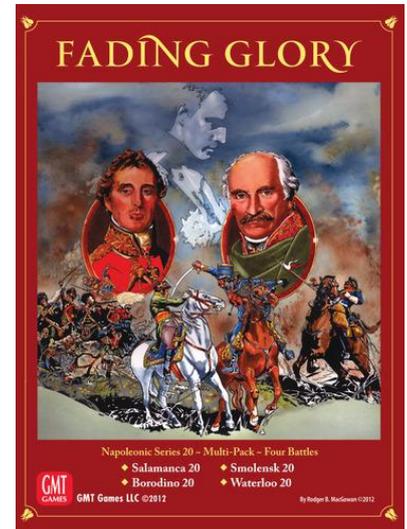
Smolensk 20 (Napoleon vs. Barclay de Tolly en la batalla que pudo haber decidido la Campaña de Rusia, 1812)

Borodino 20 (Napoleon vs. Kutusov frente a Moscú, 1812)

Waterloo 20 (Napoleon vs. Blucher y Wellington, 1815)

Componentes: dos mapas montados de 42x55 impresos por ambas caras, dos planchas de fichas, 48 cartas de Eventos (12 para cada juego), un cuaderno de reglas estándar de 16 páginas, un Playbook a todo color, 2 ayudas de juego y 2 dados de 6 caras.

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!



Pax Baltica. P.V.P.: 46,00 €

FORMATO: JUEGO ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES

Estamos en 1700: un joven Karl XII ha ascendido al trono de Suecia recientemente. Los rivales alrededor del Mar Báltico aprovechan la oportunidad para hacerse con territorios suecos. Se establece una alianza entre Dinamarca, Sajonia-Polonia y Rusia (esta última bajo el encendido liderazgo del zar Pyotr). Esta coalición se moviliza para aprovecharse del rey novel y quebrar para siempre el dominio sueco sobre el Báltico. Así comenzó la Gran Guerra del Norte, que asoló el Norte y Este de Europa durante más de dos décadas. Al final de la guerra, un país perdería su condición de gran potencia, mientras que otro se convertiría en la potencia dominante de la región durante los siglos siguientes.

PAX BALTICA es un wargame para dos jugadores sobre la totalidad de la Gran Guerra del Norte (1700-1721). Publicado en Suecia de forma independiente en 2009 por Three Crowns Game Productions, ahora ve la luz mejorado y revisado por GMT Games en colaboración con los diseñadores originales.

El mapa comprende más de veinte años de lucha desde Noruega a Turquía, de Sajonia a Finlandia. Las unidades se representan mediante bloques de madera con sus etiquetas, los cuales se colocan de pie para esconder su identidad y fuerza al adversario. Para maniobrar por el mapa se consumen puntos de Acción, que también son necesarios para reconocimientos, reemplazos, o para tirar en la traicionera pero lucrativa Tabla de Políticas Nacionales. Incluye reglas sencillas sobre líneas de comunicación y forrajeo, así como los largos asedios. El rápido sistema de combate refleja las tácticas agresivas de “carga a cuchillo” que Suecia empleó para derrotar a sus enemigos al comienzo de la guerra.

Los jugadores están sujetos a una gran variedad de influencias y distracciones que obstaculizarán sus planes a cada paso. Un elaborado plan puede fracasar por una tirada de acción fallida o una epidemia súbita, mientras que otros eventos dan forma a la estrategia con motivaciones y disuasiones históricas. Los jugadores deben prepararse para lo peor, a la vez que se mantienen abiertos a cazar las oportunidades que surjan.



Las reglas especiales reflejan eventos y circunstancias únicas del conflicto, como por ejemplo: • Reformas en el ejército ruso. • Levantamientos de cosacos ucranianos. • Intervención del Imperio Otomano. • Política real polaca. • Desgaste demográfico sueco. • Fundación de San Petersburgo.

El juego incluye cuatro escenarios: un escenario corto para campeonatos que abarca la invasión sueca de Rusia que llevó a la batalla de Poltava; dos escenarios sobre la primera y segunda mitad de la guerra; y un escenario de “gran campaña” que abarca la totalidad de la guerra. Los turnos en general no duran más que un par de minutos, lo que asegura la rapidez de las partidas. Los vaivenes de la fortuna aseguran que no habrá dos partidas iguales.

¿Podrás salvar el imperio sueco? ¿O asegurar el ascenso de Rusia? Tú tomas las decisiones que determinarán quien triunfará en la **PAX BALTICA**.

Componentes: 1 Mapa (55x85 cm.), 1 reglamento de 16 páginas, 1 librito de juego de 32 páginas, 65 bloques de madera (unidades) en cinco colores con sus etiquetas, 51 bloques de madera (marcadores de control, etc.) en seis colores, 8 dados.

Desarrollo: Stefan Ekström y Göran Björkman. Desarrollo para GMT: Scott Muldoon. Complejidad: 4. Adaptabilidad para jugar en solitario: 3. Escala: estratégica. 1 turno = una estación; las unidades son ejércitos, regimientos y flotas. 1 paso de fuerza = aproximadamente 1500 soldados o 6-8 buques de guerra. Para 2 jugadores. Duración de la partida: 1-2 horas el escenario más corto; 7-14 horas la gran campaña. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**

Rise of the Zombies. P.V.P.: 34,00 €

FORMATO: JUEGO CARTAS. **EDITOR:** DAN VERSSEN GAMES

¡El juego de cartas de supervivencia zombie!

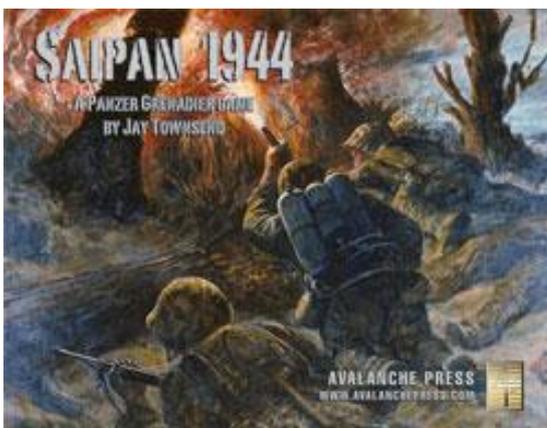
Todos los jugadores juegan cartas durante un “Turno de Supervivientes” común. Al comienzo del Turno, todos los jugadores pueden descartarse y rellenar sus manos de cartas. No hay turnos individuales para cada jugador. Simplemente declaras lo que haces, qué carta juegas, y a qué zombie atacas; entonces tiras los dados. Esto simula el caos del combate. La mayoría de las cartas pueden usarse para realizar más de 1 función. Puedes realizar tantas acciones durante el Turno de Supervivientes como te permitan tus cartas. Incluso puedes intercambiar armas y objetos con otros Supervivientes que estén en la misma Localización. Una vez todos los jugadores hayan resuelto sus acciones, llega el momento en que atacan los zombies. Luego sigue otro Turno de Supervivientes, y así sucesivamente. No solo deberás comportarte como un héroe, si no también trabajar en equipo para sobrevivir. Si te lanzas al ataque y nadie tiene cartas para seguirte, tendrás que enfrentarte a una banda de zombies tú solito –y probablemente mueras. Por otro lado, si no puedes mantener el ritmo de los demás, pronto empezarás a oír palabras como “Tú espera aquí hasta que volvamos a buscarte”... sí, claro.

La mecánica de combate es rápida y sencilla. Tiras un d6, sumas bonos y consultas tu carta de Arma para ver cuántas heridas has infligido. Cuanto mayor sea tu tirada, mejor. Si matas a una carta de Zombie, te la quedas y consigues la Experiencia que otorga. **EXPERIENCIA:** las cartas de zombies que consigas las puedes entregar para mejorar armas, comprar objetos y habilidades. También puedes regular armas y objetos a otros Supervivientes para ayudarles en una situación difícil.

CO-OPERATIVO... más o menos ☺

Tú decides como juegas. No ganas nada por que los demás mueran, pero si pierdes mucho tiempo ayudando a los demás, tal vez te cueste la vida. ¿Los ayudarás? ¿Los dejarás abandonados? Tú decides.

Componentes: 168 cartas de juego, 2 dados de 6 caras, 8 peanas de plástico para los Personajes, 1 plancha de fichas, 1 cronómetro digital y un reglamento. Para 1 a 8 jugadores. Una partida dura entre 30 y 90 minutos. Al comenzar la partida se pone el cronómetro en marcha. Si se acaba el tiempo, el Helicóptero de Rescate se va y todo el mundo muere... **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



Panzer Grenadier: Saipan 1944. P.V.P.: 55,25 €

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** AVALANCHE PRESS

En junio de 1944, marines e infantes norteamericanos pusieron pie en Saipán, una gran isla en el Pacífico Central cuya posesión permitiría a los bombarderos pesados aliados alcanzar las ciudades japonesas. Aún tardarían tres semanas de encarnizada lucha para asegurar la isla, donde lugares como Death Valley, Hell's Pocket y Purple Heart Ridge entraron en el diccionario del Cuerpo de Marines. La campaña contuvo la mayor batalla de tanques de la guerra en el Pacífico, y también la mayor carga banzai, cuando casi la totalidad de la guarnición japonesa (y gran parte de la población civil) prefirió la muerte a la rendición.

Saipan 1944 es un juego en caja completa perteneciente a la serie Panzer Grenadier, basado en aquellas terribles batallas. El diseñador, Jay Townsend, ha incluido 40 escenarios. Los cuatro nuevos tableros son obra de Guy

Riessen e ilustran junglas, colinas, playas y campos de cañas de Saipán. Se incluyen también 330 fichas cortadas con laser y 165 fichas troqueladas.



Los Marines tienen una potencia de fuego terrorífica (uno de cada tres hombres tiene un rifle automático) y llevan también tanques, lanzallamas y artillería pesada al campo de batalla. El Ejército estadounidense también está presente, así como el Ejército Imperial japonés y las Fuerzas Especiales Navales de Desembarco japonesas. **¡REGLAS DE LA SERIE EN CASTELLANO!!**

Great War at Sea Confederate States Navy. P.V.P.: 21,25 €

FORMATO: SUPLEMENTO. **EDITOR:** AVALANCHE PRESS

When Confederate Gen. Albert Sidney Johnston's Army of Mississippi destroyed the Union's Army of the Tennessee at Shiloh in April 1862, it brought despair to a Northern public already restive over the war's course. A few weeks later the entire world saw how a single Confederate ironclad could isolate the Union's Army of the Potomac on the Virginia Peninsula; the Union ship that might have saved the day, the ironclad *Monitor*, had been swamped in heavy seas and sank before it could arrive on the scene. With no help of reinforcement, resupply or rescue and Robert E. Lee's Army of Northern Virginia launching incessant attacks, George McClellan surrendered his command. The American Civil War was over after roughly a year of fighting.

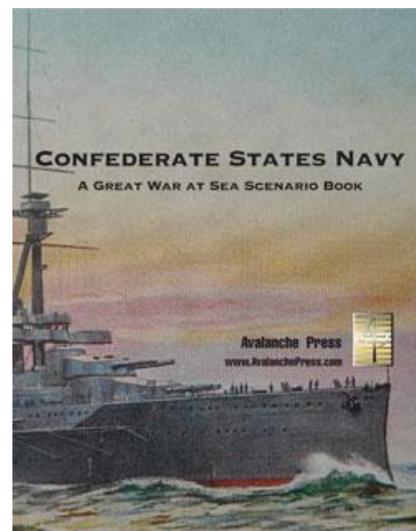
Fifty years later, the United States and Confederate States share a divided continent. The South has expanded into the Caribbean Basin and Central America, cutting a canal across Nicaragua and establishing new states and territories. Under pressure from their British and French allies, the Confederate States gradually eliminated slavery, but severe class and racial tensions remain. Northern politicians know talk of re-unification is an easy crowd-pleaser; even the United States Navy continues to name warships for Southern states and cities.

War in Europe has finally brought the long-simmering American feud into open conflict.

The United States, pressured by its German allies, seeks to disrupt trade through the Caribbean Basin and deny these resources to the Allied war effort. The Confederacy, outnumbered and outgunned by its rival, must protect its economic lifelines if it is to survive as an independent state.

Confederate States Navy is a supplement for the *Great War at Sea* series, based on battles that never happened, waged by a fleet that never existed. It is not a complete game: Ownership of *U.S. Navy Plan Gold* is necessary to play most of the two dozen scenarios included and *Jutland*, *Pacific Crossroads*, *Mediterranean*, *Sea of Troubles* and *Black Waters* to play all of them.

Confederate States Navy includes 105 laser-cut and mounted playing pieces: 35 "long" pieces representing major warships and 70 square ones representing smaller craft, submarines and aircraft.



Lock 'n Load: In Defeat, Defiance. P.V.P.: 29,25 €

FORMATO: EXPANSIÓN PARA JUEGO ESTRATEGIA (WARGAME). **EDITOR:** LOCK 'N'LOAD PUBLISHING.

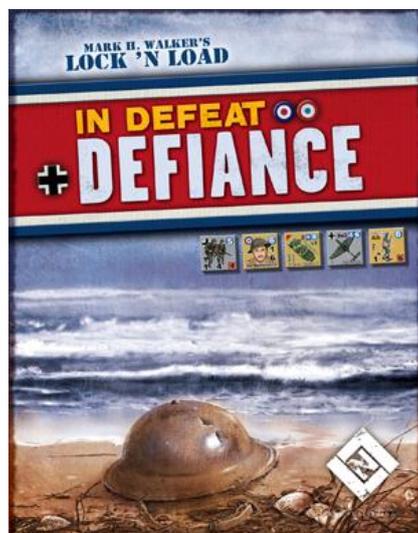
Lock 'n Load: In Defeat, Defiance brings the British Expeditionary Force to the battlefield of France 1940. An expansion to the hugely popular *Lock 'n Load: Heroes of the Blitzkrieg*, *In Defeat, Defiance* is the biggest British Lock 'n Load expansion ever. Included are over 170 counters, and fourteen intriguing scenarios.

The 170 counters include Vickers, Cruiser, and Matilda tanks, Bren carriers, 2pdr and 25mm Anti-tank guns, 51mm mortars, Leaders, heroes, snipers, Squads, Bren guns, Boys Anti-tank rifles, and much more. The fourteen scenarios, all designed by Dale Holmstrom (The Swift and the Bold) and Mark Walker, cover everything from British and SS fighting near Arras to Rommel crossing the Brasse Canal.

Game includes: 170+ Counters. 14 Scenarios and a nice player's aid card. Full color rule and scenario booklet.

The scenarios include:

The Canal: An allied defense line using the Brasse canal had been successful in stopping the relentless advance of the German Army. The



British were so stubborn that General Rommel went to the front lines to reconnoiter the situation.

Squeezing Limeys: The Allies were determined to hold onto all of the major seaports as long as they could. Calais had traditionally been a crucial strongpoint in channel crossings. Most of the city was made into a makeshift fortress. The 1st Panzer Division squeezed the stalwart defenders into a smaller pocket. The British used the north canal as a defending line and waited for the final onslaught.

The Price of Arrogance: The noose was tightening on the beleaguered allied forces. Curiously, Hitler had ordered a halt to the blitzkrieg. Sepp Deitrich, Commander SS Leibstandarte Adolf Hitler, on his own initiative, decided to push the



attack. British troops were assigned to delay the German advance around the town of Wormhout to prevent the destruction of the evacuating forces at Dunkirk. Deitrich expected light resistance: a near fatal error.

One Last Steak Dinner: The British 51st Highland Division was being squeezed into a small pocket around the town of Dieppe by Erwin Rommel and his 7th Panzer Division. Rommel was doing his best to capture the division before it could escape across the channel. The men of the 1st Black Watch were ordered to hold the middle of the perimeter against Rommel's panzers. After preparing their positions, the Highlanders shot a cow to supplement their rations. With full bellies, their idyllic afternoon in Normandy was forgotten as they heard the sound of German tanks approaching.

Kick 'em Out: German infantry of the 7th Panzer division had infiltrated the La Basse Canal defense line and had established a small bridgehead. As German engineers were building a pontoon bridge over the canal for reinforcements, a combined Allied infantry-armor counterattack struck the defending Germans.

I'll Take the Low Road: The 2nd Panzer Division had the port of Boulogne as its final objective. Resistance had been stubborn on the southern approaches. Aerial reconnaissance revealed that the low road by the village of Outrea would be the most advantageous route into the city.

Death's Head at Arras: As the 3rd British Infantry division attempted to withdraw to prepared positions at dusk, the Germans attacked the remaining rear guard elements. Hand-to-hand fighting broke out as the Irishmen of the Royal Ulster Rifles made a desperate stand to prevent the annihilation of their division.

And six more...

ASL Journal 10. P.V.P.: 25,25 €

FORMATO: REVISTA. **EDITOR:** MULTI-MAN PUBLISHING.

ASL Journal 10 is Multi-Man Publishing's magazine for **Advanced Squad Leader** and features six brand-new articles, the latest Q&A/errata, sixteen ASL scenarios printed on cardstock, and two cardstock player aids.

ASL Journal 10's new format features separate, cards tock scenarios, rather than the traditional method of binding the scenarios in with the rest of the pages, with the magazine itself now printed on the same 80-pound gloss paper we use for our *Special Ops* magazine. Players will no longer have to photocopy the scenarios or remove them from the magazine prior to playing, and the new glossy paper for the 48-page magazine proper will significantly improve the brightness and clarity of articles therein. Using scenario card inserts also makes it easier to include other inserts, such as the player aids also provided in *ASL Journal 10*.

ASL Journal 10 contents include the following:

- *Scenario Replay* of the **Festung Budapest** scenario FB17 *Stalingrad Redux*, with Phil Palmer, John Slotwinski, and Sean Deller;
- Spencer Armstrong's *When In The War?* is a survey of date-dependent rules in table format;
- Robert Wolkey aims to ease newbie pain in *The Beginner Blues*;
- Bruno Nitrosso's *Close Combat Simulator* guides you to a better approach in CC;
- Bret Hildebran's *Son of Squad Bleeder* is a DYO-esque trio of scenarios;
- Aaron Cleavin explores low-odds FP attacks and Sniper tactics in *Bullet In The Head*;
- *Debriefing*, this issue's errata updates;
- *The Umpires' View* editorial, with various "deep" thoughts from MMP HQ;
- Frequently Asked Questions for **Festung Budapest**;
- The **Festung Budapest** Player Aid Chart; and
- 16 ASL scenarios (printed on 8" x 11" cardstock):

J147 *Into The Grinding Mill* (Chinese vs Japanese, 12 September, 1937)

J148 *Last Minute War* (Hungarians vs Slovaks, 24 March 1939)

J149 *Taking A Stand At Rosario* (Americans vs Japanese, 22 December 1941)

J150 *The Sangshak Redemption* (British vs Japanese, 26 March 1944)

J151 *Squeeze Play* (Japanese vs British, 25 May 1944)

J152 *Messenger Boys* (German vs British, 2 August 1944)

J153 *Dawn's Early Light* (American vs German, 7 August 1944)

J154 *Cradle To Grave* (American/FFI vs German, 1 September 1944)

J155 *It's Hardly Fair* (Americans vs Germans, 20 September 1944)

J156 *Mageret Mixer* (Germans vs Americans, 19 December 1944)

J157 *Rage Against The Machine* (Germans vs Russians, 21 December 1944)

J158 *It Don't Come Easy* (Americans vs Germans, 15 January 1945)

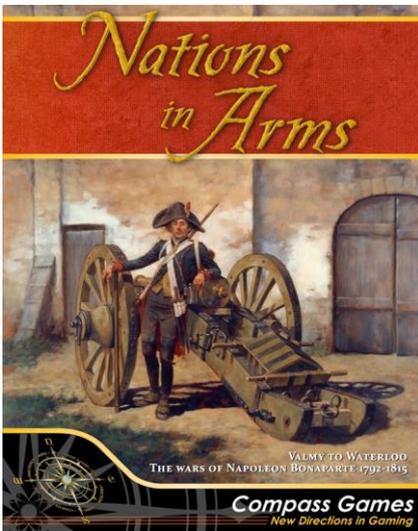
J159 *Tropic Lightning* (Japanese vs Americans, 24 January 1945)

J160 *Bienen Burnout* (Germans vs Canadians, 25 March 1945)

VotG25 *Urban Nightmare* (Germans vs Russians, 28 September 1942)

FB18 *Red Banner Days* (Germans/Hungarians vs Russians, 26 January 1945)





Nations in Arms: Valmy to Waterloo. P.V.P.: 100,00 €

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

Nations in Arms lleva a tu mesa de juego uno de los periodos más famosos de la historia: la Revolución Francesa y la Era Napoleónica, desde 1792 a 1815. Este tratamiento épico del periodo napoleónico abarca 24 años de guerra a escala estratégica.

Nations in Arms emplea un sistema muy mejorado y modificado de un juego célebre, Le Grand Empire. El resultado es que **Nations in Arms** es un juego totalmente Nuevo y muy jugable creado por Stanislas Thomas.

Los jugadores controlan cada potencia mayor o menor del periodo napoleónico, desde los participantes más importantes hasta los más pequeños. Esto permite jugar entre 2 a 7 jugadores. Los jugadores tienen que gestionar su producción anual, la diplomacia y lo más importante, la guerra.

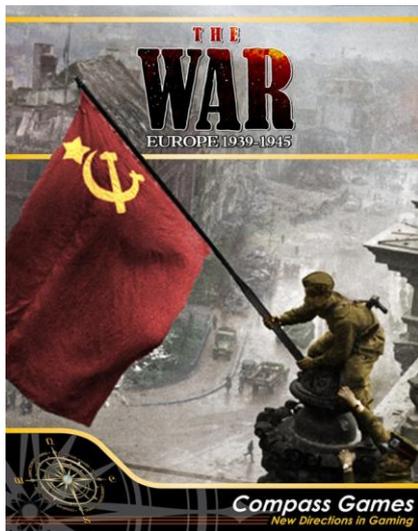
Los sistemas del juego subrayan la importancia militar de las líneas de comunicación, la capacidad de mando y control de los jefes más hábiles, la calidad de las tropas, y el impacto de las batallas, los asedios y el desgaste de los ejércitos. Tendrás el poder de los grandes

soberanos en tus manos, y el poder de los cuerpos de ejército que dirijan: infantería de línea, guardias, milicias, trenes de suministros, caballería ligera y de reserva, flotas y más.

Cada año de juego se divide en cuatro turnos estacionales interactivos. Se emplea un sistema de Fichas de Activación para recrear el "caos de la guerra", y además tienen lugar eventos mediante un mazo de Eventos Históricos. Esta combinación de fichas de activación y jugadas de cartas asegura una enorme rejugabilidad a los 10 escenarios incluidos en el juego: uno de aprendizaje, cuatro de campaña y cinco de mayor tamaño. Ha llegado el momento de extender las llamas de la Revolución Francesa por toda Europa, o de preservar el Orden Antiguo...

Componentes: mapa de 2 láminas con una superficie total de 150x110cm, 4 planchas de fichas, 6 ayudas de juego, 1 mazo de 110 cartas históricas y tácticas, reglamentos y 2 dados.

Complejidad: media (6 sobre 10). Duración de la partida: 50 horas la campaña completa (a partir de 1,5 horas los escenarios). Adaptabilidad para jugar en solitario: buena. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



The War: Europe 1939-1945. P.V.P.: 119,00 €

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

The War: Europe 1939-1945 (TW) is Compass Games' new WWII strategic level game combining all the best features of the genre into an intuitive, challenging new game. While offering all the expansive features of the WWII Monster Game genre (such as U-Boat warfare, diplomacy, espionage, strategic bombing, jets, rockets and numerous variants for each Major Power), TW also offers tremendous scope in its 12 scenarios (see below).

Although not a card driven game (and thus a good candidate for solitaire play), TW includes card play for the U-Boat War, Strategic Bombing, Espionage and Counter Espionage and naval warfare. The cards add elements of bluff and surprise more traditional hex-and-combat-table games cannot. But they're optional, so TW can be played solitaire in a way CDG's and block games cannot. Between two (or more) skilled players, no two games are ever likely to be the same. For multiplayer games, up to five gamers can play Campaign Games as Italy, Germany, France, the U.S., Britain and USSR.

For the hard-core military and naval history buff, TW addresses the details of WWII strategy: what if the Germans really built the carrier Graf Zeppelin; what if Mussolini had upgraded the quality of Italian forces; what if Stalin hadn't shot many of his best generals during the purges; what if the U.S. had entered the war earlier...or later; what if the British had been able to mobilize the Empire and the Dominions more effectively; what if the U.S. had developed the atomic bomb early enough to use in Europe, and so on.

Although the game is the result of extensive research by its designer, TW isn't a simulation and isn't intended to be. It's a "gamer's game" with quick, user-friendly combat systems on land, in the air and at sea. Veteran gamers familiar with classic WWII strategic level games should pick up the game very quickly. For new recruits, the short scenarios teach the basics, but can be played as stand-alone games in their own right. Both realistic and playable, TW should present a rewarding challenge for any WWII strategy game buff.

Scenario List for The War: Europe 1939-1945

1. 1939 Full War Campaign
2. 1941 Campaign
3. 1942-43 Turning Point Campaign
4. Poland 1939
5. Norway 1940
6. France 1940
7. Barbarossa 1941
8. North Africa 1941-43
9. The Atlantic Lifeline 1939-45
10. Bolshevik Hordes 1944-45
11. Regia Marina
12. D-Day to VE Day 1944-45

Complexity: High (about 8 out of 10). Playing Time: 50 hours for full campaign (1.5 hours and up for scenarios). Solitaire Suitability: Good. Designer: Ernie Copley. Developer: Paul Shackleton. Artist: Mark Mahaffey.

Components: 2 maps, 9 full sheets of 5/8" counters, approximately 20 full color 8.5" x 11" cards with various displays, tracks, reminders, tables, charts, worksheets, etc., 1 rules booklet, 1 scenario booklet, 1 deck of variant cards, 2 dice.

Modern Naval Battles Campaigns Expansion. P.V.P.: 21,25 €

FORMATO: JUEGO ESTRATEGIA (WARGAME). **EDITOR:** DAN VERSSEN GAMES

Build a Modern War Fleet! Carry-Out Vital Missions! Lead your Nation to Victory on the High Seas!

The Campaign Expansion puts you in command of a nation fleet in a series of linked battles. Each battle has its own parameters and victory conditions. Between each battle, you'll have the chance to reinforce, repair, and rearm your fleet for the next battle. Master your tactical and strategic options and lead your fleet to victory!

Each mission lasts 3 to 6 game turns and a complete campaign consists of 2 to 8 missions.

This expansion adds a total of 112 Ship, Mission, Strategy, and Target cards to your Modern Naval Battles - Global Warfare game!

More Ship Cards! More ships for: USA, USSR, UK, France, China, Argentina, Taiwan, Norway, Japan, Germany, Italy, and Canada! Plus, the new navy for India!

Mission Cards! Each Mission card modifies the upcoming battle for each side and sets the battle's victory conditions.

Strategy Cards! You can purchase these cards to expand your strategic and tactical options.

Target Cards! Some Mission cards utilize Target cards as part of their victory objective. You will be responsible for either destroying or defending these key objectives.

Counters! Damage counters to record the hits inflicted on ships. The game also includes rules and counters to track the expenditure of missiles when ships perform huge missile volleys.

You must have Modern Naval Battles - Global Warfare to use this expansion.

Components: 112 Full Color Cards, 1 Full Color Counter Sheet.

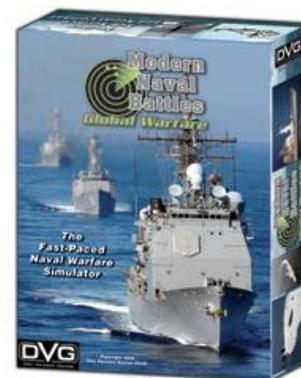
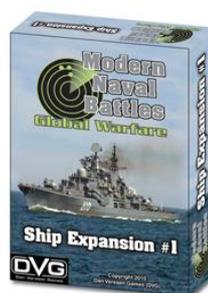


También disponibles:

Modern Naval Battles.

¡REGLAS EN CASTELLANO!!

Modern Naval Battles Expansion 1.



Against the Odds 38: Askari. P.V.P.: 29,75 €

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

German Naval Zeppelin L-59 had been specially lengthened for code-name "China-Show," and was longer than THREE Boeing 747s. It must have made quite a sight as it neared Khartoum and, hearing the faint "abort" message from naval command, turned back north again. The remarkable episode of a naval zeppelin, embarking on a one-way resupply mission, for an army campaign, was over... just one more example of historical events which sound too unlikely to be used for movies. But that could be said about every portion of Lettow-Vorbeck's campaigns in East Africa. Heavily outnumbered from the opening days of the War, the Swahili-speaking German commander only surrendered after being informed of the Armistice on the Western Front.

From the opening guns, when he disobeyed the orders of the German governor and attacked, von Lettow-Vorbeck's plan for the war was quite simple. Knowing that East Africa would only be a sideshow, he determined to tie down as many British troops as he could, and succeeded beyond anyone's imagination. Depending primarily on his "Askaris," well-trained and highly motivated African soldiers, who were better able to endure the climate and diseases, he conducted what some have called the greatest guerrilla campaign of all time.

Few "Against the Odds" situations lasted as long, or ended as successfully, as the East African Campaign. And now, you can see the whole operation from the inside out.

Guns of the Askari (GoA) recreates the imperial struggle for East Africa during WWI. This often overlooked campaign featured classic land battles, naval engagements between lake flotillas, cruiser duels at sea and finally hit and run guerrilla engagements. It opened with conventional force-on-force battles dominated by infantry, machine guns, and trenches. But the low troop densities and wide open spaces enabled a war of movement spearheaded by South African cavalry that broke the stalemate in mid 1916. This left Von Lettow-Vorbeck a choice between surrender or guerrilla war. He chose the latter and dragged his weary pursuers through a series of running battles in Portuguese East Africa.

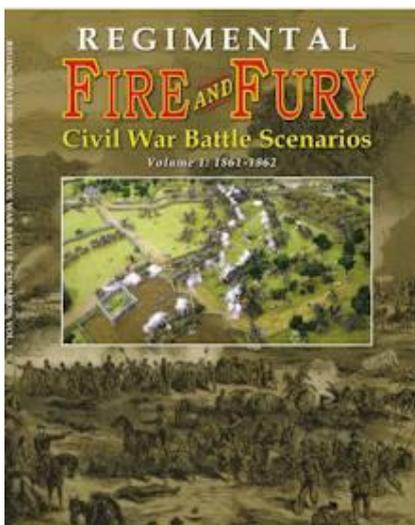
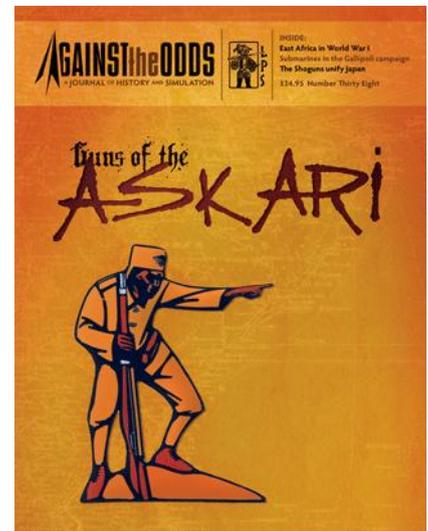
Designed by WWI game specialist John Gorkowski, *Guns of the Askari* features 280 half-inch full color counters that represent forces as varied as rifle companies, armored cars, naval units for oceans or lakes, and the supply units on which both sides depended. There are even artillery units back-printed with the other side's colors, so that they can be captured and used again. The game offers four different scenarios, from the complete campaign to the 1918 guerrilla operation and two periods in between. Combat mechanics change as the nature of the conflict evolves, and each turn has a variable end point.

The game can be played by two OR THREE players, giving the option for German, British, and Belgian players, and making it possible for the "neutral" Portuguese to (perhaps) join the German side!

Can you, commanding greatly superior numbers, do better than the Allied commanders? Can you, commanding a mix of Europeans and native troops (including sailors from a scuttled German cruiser), manage the right balance of caution and audacity to keep your foes off-balance and elude destruction? The choices are yours in *Against the Odds #38, Guns of the Askari*.

Guns of the Askari and issue #38 of ATO:

Map - One full color 22"x34" mapsheet. Counters - 280 full color 1/2" die-cut pieces. Rules length - 12 pages
Charts and tables - 2 pages. Complexity - Medium. Solitaire suitability - Average. Playing Time - 6 to 8 hours. Design - John Gorkowski. Development - Lembit Tohver. Graphics - Mark Mahaffey.



Regimental Fire and Fury: Civil War Battle Scenarios. Volume 1: 1861-1862. P.V.P.: 23,75 €

FORMATO: EXPANSIÓN PARA REGLAMENTO DE MINIATURAS. **EDITOR:** FIRE & FURY

Stand with the Stonewall Brigade at First Bull Run, test the mettle of the Iron Brigade in its first action at Brawner's Farm, charge through The Cornfield at Antietam, and lead hard-fighting Westerners into battle at Pea Ridge, Perryville, and Prairie Grove.

The full-color, 80-page softback book offers 16 early war battle scenarios to go with your Regimental Fire and Fury rulebook. The scenarios have been thoroughly researched, playtested, and designed to offer a wide range of gaming experiences. Each scenario comes with a detailed battlefield map, a complete order of battle with unit labels, and the special rules and content you need to set up and play each game. The book also has a section of optional rules and a new oblique template.

SCENARIOS

Battle of Big Bethel, June 10 1861

First Battle of Bull Run, July 21 1861 - Henry House Hill

Battle of Belmont, November 7 1861

Battle of Pea Ridge, March 7, 1862

Leetown

Elkhorn Tavern

First Battle of Kernstown, March 23, 1862

Battle of Port Republic, June 9, 1862
Second Battle of Bull Run, August 28, 1862 - Brawner Farm
Battle of Antietam, September 17, 1862 - The Cornfield
Battle of Iuka, September 19, 1862
Battle of Perryville, October 8, 1862
Polk's Right Wing Attack
Hardee's Left Wing Attack
Full Battle
Battle of Prairie Grove, December 7, 1862
Herron Assaults The Ridge
Blunt To The Rescue
Full Battle

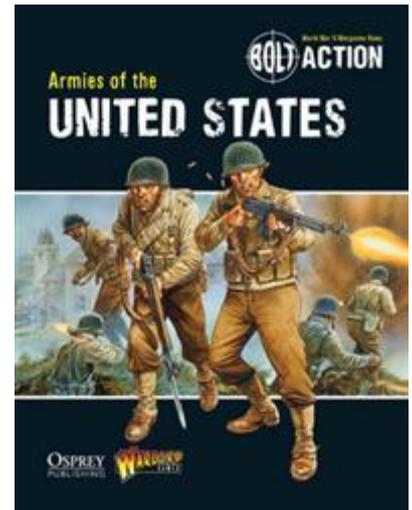
This book only contains scenario information. The Regimental Fire and Fury Rulebook is needed to play these scenario

Bolt Action: Armies of the United States. P.V.P.: 20,95 €

With this latest supplement for Bolt Action, players now have all the information they need to field the varied military forces of the United States of America. Entering the war after the attack on Pearl Harbor, the United States immediately went to war on several fronts. In Europe and Africa, the Americans battled against the Germans and Italians, while in the Pacific the men of the Army and Marines faced the forces of Imperial Japan. This book allows players to choose from dozens of different troop types including Sherman tanks, Marine raiders, and paratroopers, and build a US force to fight in any theatre of the war.

Contents

- Introduction
- Army Lists
- Theatres



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