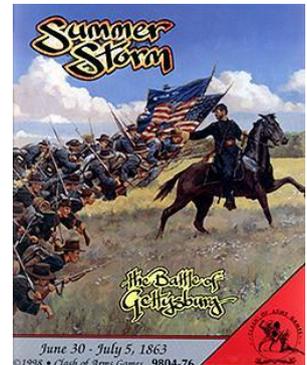
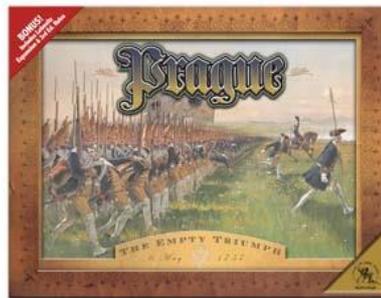
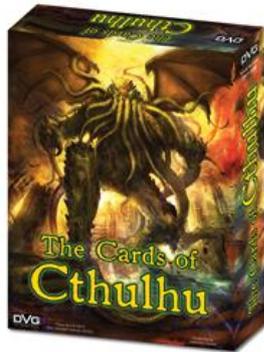
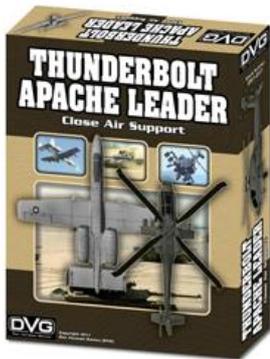


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Boletín de novedades, 9 de julio de 2014



Títulos ya disponibles:

Thunderbolt-Apache Leader. (DVG)

The Cards of Cthulhu. (DVG)

The Cards of Cthulhu Bonus Pack. (DVG)

Prague. (Clash of Arms)

Summer Storm. (Clash of Arms)

The Naval Sitrep 46. (Clash of Arms)



Modern War 12: Dragon vs. Bear. P.V.P.: 25,50 € **YA DISPONIBLE**

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

Dragon vs Bear: China vs Russia in the 21st Century is a wargame based on the premise that the People's Republic of China and the Russian Federation go to war sometime in the twenty-first century. The game is an update of SPI's East Is Red game, specifically showing the developments in warfare that have occurred in the intervening decades, and projected out to the near future. Both side's armed forces are smaller than they were during the Cold War, but have access to modern high-tech weapons and tactics, termed in the game as Hyperwar.

Dragon vs Bear: China vs Russia in the 21st Century is operational level with two players: One for China and one for Russia. It puts players in the position of having to utilize the full spectrum of military operations, which also include weapons of mass destruction. The game is played in scenarios, each postulating different reasons for the war, as well as different levels of mobilization. You win by defeating the enemy and gaining national objectives.

The game emphasizes land and airpower. Naval warfare is factored out on the premise that the Chinese and Russian navies would cancel each other out for the period that the game scenarios covered.

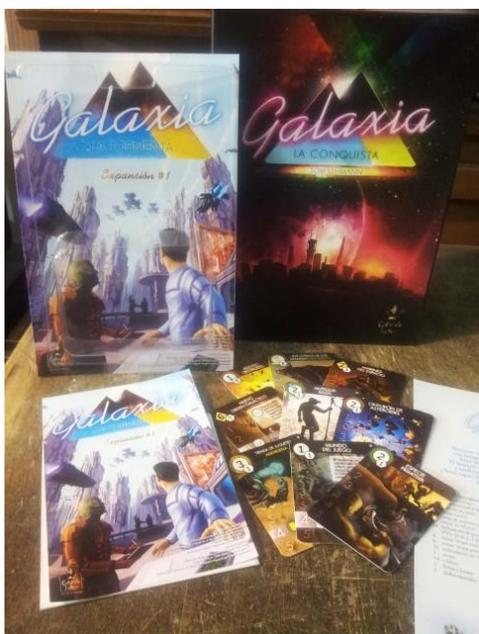
Conventional land and airpower are treated in a generally similar manner. This is in part because of the lack of sophisticated higher level airpower doctrines in the Chinese and Russian armed forces, but also because of the range and lethality of modern munitions: firepower is going to be the same whether delivered by a multiple rocket launcher system, an attack helicopter, or a jet bomber. The real difference will come in with the application of Hyperwar capabilities. Hyperwar is inherent in certain unit types, and can be assigned to others via Hyperwar strikes.

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

Other Articles:

- **Dragon vs. Bear:** Possibilities for Chinese versus Russian operational conflict with a look at both countries' armed forces.
- **Chinese Special Forces:** Power projection in East Asia via unconventional warfare.
- **War in Mali:** Current fighting in the War on Terror leads to the Foreign Legion returning to Timbuktu.
- **Air Ambush over Vietnam:** The USAF's Colonel Olds springs a trap on North Vietnamese interceptors.
- **Operation Able Archer:** The incredible moment in 1983 when the USSR almost went to war with NATO.
- **The G-6 Rhino:** The South African Army's super artillery gun.





Galaxia Exp. 1: La Tormenta. P.V.P.: 19,95 € **YA DISPONIBLE**
FORMATO: EXPANSIÓN PARA JUEGO DE CARTAS. **EDITOR:** GABINETE LÚDICO

El pack de expansión de Galaxia: La Tormenta contiene:
 - 45 cartas del juego, incluyendo 9 cartas para un 5º jugador.
 - Piezas de cartón.
 - 1 tablero de juego para la versión del juego en solitario.
 - 2 dados de madera grabados.
 - Libreto de reglas.



También disponibles:

Galaxia: La Conquista. P.V.P.: 34,95 €
El Grande. P.V.P.: 49,95 €
1960: Carrera a la Casa Blanca. P.V.P.: 49,95 €
Se vende. P.V.P.: 22,95 €



Thunder Alley. P.V.P.: 56,00 € **NOVEDAD JULIO**
FORMATO: JUEGO DE TABLERO. **EDITOR:** GMT GAMES

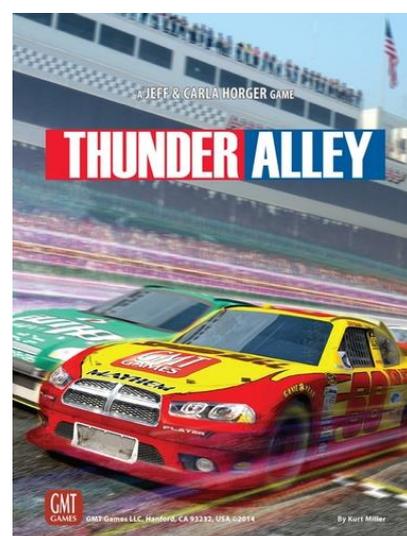
Thunder Alley es un juego de carreras de equipos de coches para 2-7 jugadores con la emoción y flexibilidad de una simulación con motor de cartas. Incluye detalles como selección de coches, trabajo en equipo, accidentes, banderas amarillas, estrategia de boxes, trabajo para encabezar vueltas y sprints para llegar a la meta: todo lo necesario para llevar la emoción de las carreras a la mesa de juego. Los jugadores no controlan un coche, si no un equipo de 3-6 coches. Por tanto, cada carrera no consiste solo en llegar a cruzar la meta el primero, si no un esfuerzo por maximizar el número de puntos de cada uno de tus coches. Ganar es importante, pero si solo un coche cruza la meta, tu equipo puede quedar fuera del círculo de los ganadores.

El juego incluye cuatro tipos de movimiento distintos, a menudo con muchos coches moviendo gracias a la jugada de una sola carta, y cada tipo tiene su lugar y momento:

- El movimiento en solitario te permite separarte del pelotón.
- Movimiento de grupo y de persecución se emplean para mantener reunido a tu equipo de coches.
- Movimiento de cabecera puede crear un grupo de coches que adelante posiciones.

Los turnos son rápidos, cada jugada es importante y la situación en la pista es fluida. El movimiento equivocado en la situación equivocada puede resultar desastroso, dejándote tal vez fuera del pelotón y descolgado. Los jugadores experimentados serán capaces de identificar el mejor tipo de movimiento en cada situación.

Los coches sufren desgaste a lo largo de una carrera y necesitarán hacer paradas en boxes. Desgaste de neumáticos, problemas con la suspensión, de combustible, así como problemas importantes de motor y de transmisión están reflejados en el juego. Si tienes suerte, puedes intentar aguantar un poco más con la esperanza de que salga una bandera amarilla que permita una salida en masa a boxes. Pero puede acabar con tus verrios mientras ves como el resto del grupo adelanta a tu coche agotado. Además, un



mazo de eventos puede recompensar o castigar tu estrategia si no has tomado las precauciones debidas. Accidentes, banderas amarillas, empeoramiento de la pista, coches que se deterioran, todo es parte del juego. ¿Podrán esas nubes de lluvia que se ciernen acabar con tu estrategia?

El juego incluye dos tipos de pistas de carreras: una rápida con tres óvalos para carreras muy libres, y otra corta para duelos rueda-con-rueda. Ambas usan el mismo mazo de cartas, pero las que son útiles en una pueden ser inútiles en la otra.

La mayor parte de los juegos de carreras necesitan de un gran número de jugadores para disfrutarse en condiciones. En cambio, *Thunder Alley* se puede disfrutar entre dos jugadores perfectamente con seis coches por bando.

Componentes

- 4 pistas impresas en 2 tableros montados.
- * Saint Adriana Speedway: Tenerife, España
- * Yunta Brothers Velodrome: Los Angeles, California
- * Pullinger's Pyramid: Glassboro, New Jersey
- * Verghn's Grove: Columbus, Ohio
- 42 fichas de coches impresas por ambas caras
- Varias fichas de ayuda
- 7 tapetes de jugador
- Ayuda de juego
- 84 cartas de carreras
- 26 cartas de evento
- Reglamento **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**

Across A Deadly Field – Regimental Rules for Civil War Battles. **NOVEDAD AGOSTO** P.V.P.: 38,95 €
FORMATO: REGLAMENTO PARA JUEGO CON MINIATURAS (WARGAME). **EDITOR:** OSPREY PUBLISHING

Author: John Hill. **Illustrator:** Mark Stacey.

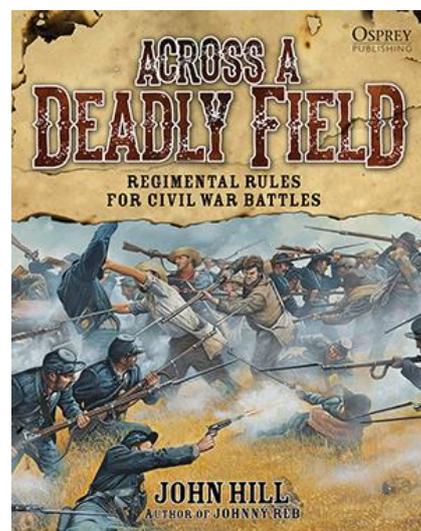
About this book:

The American Civil War was a turning point in the history of warfare, as Napoleonic tactics met deadly new technology. Cannons and rifles had become more accurate at longer ranges, rapid-fire pistols gave cavalry a new weapon, and the telegraph and railroad completely altered both strategic and tactical thinking. Across a Deadly Field, the new regimental-level wargame from Osprey Publishing, allows players to recreate this tumultuous period of warfare on the tabletop. Its versatile rules make it possible to refight any battle, from the early skirmishes of Ball's Bluff and Big Bethel to the grand, set-piece battles such as Gettysburg that decided the war. Written by John Hill, designer of the Johnny Reb series, Across a Deadly Field offers both new and experienced wargamers a fast-paced and dynamic game where even a single regiment can make the difference between victory and defeat.

Contents

- Introduction
- Basic rules
- Advanced rules
- Scenarios
- Quick reference sheets
- Index

Hardback; August 2014; 144 pages



On the Seven Seas. **NOVEDAD AGOSTO** P.V.P.: 16,75 €

FORMATO: REGLAMENTO PARA JUEGO CON MINIATURAS (WARGAME). **EDITOR:** OSPREY PUBLISHING

Author: Chris Peers. **Illustrator:** Steve Noon.

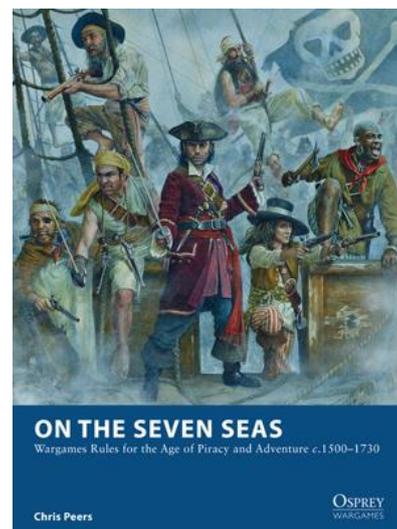
About this book:

On the Seven Seas is a set of wargames rules covering the high adventure and low morals of the world of the pirate. The rules cover licensed privateers such as da Gama and Drake, ruthless pirates of the Spanish Main, Blackbeard, the Barbary corsairs, the wako of the Far East, not to mention the anti-pirate squadrons, Spanish garrisons and native warriors from around the world that found themselves at odd with generations of sea-borne reavers. The focus of the game is on boarding actions and the exploits of pirate crews on land, and the rules offer a quick-to-learn basic game based around individual characters and small units of rank-and-file.

Contents

- Introduction
- The Battle Rules
- Characters
- Naval Encounters
- Campaigns and Adventures
- Army Lists
- Quick Reference Sheet

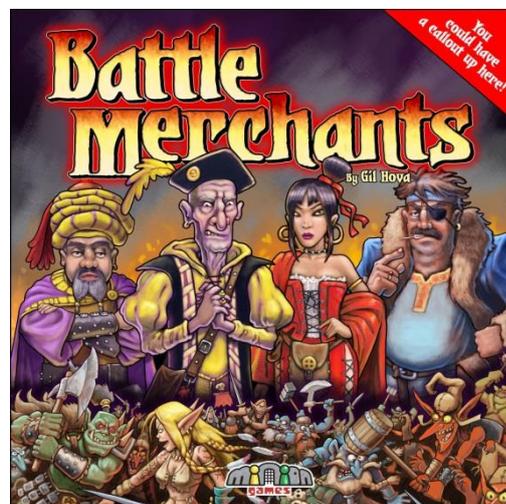
Paperback; August 2014; 64 pages.



Battle Merchants. P.V.P.: 49,50 € **NOVEDAD JULIO-AGOSTO**

FORMATO: JUEGO DE TABLERO. **EDITOR:** MINION GAMES

Battle Merchants is an economic game set in a fantasy land in which players manufacture four different weapons, then sell them to various warring races. Demand for each type of weapon differs throughout the game, but a well-crafted weapon will last longer. In a faraway land, the Elves, Dwarves, Orcs, and Hobgoblins stand on the brink of war. After years of failed peace negotiations, they have finally decided to take up arms and stand ready to fight. Which is great news for you. Because you'll be selling them their weapons.



Who Stole the Cookie? P.V.P.: 5,50 € **NOVEDAD AGOSTO**

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

In Chris Castagnetto's *Who Stole the Cookie?* you're going to have to figure out who has both of your cookies, because just one is never enough!

This lightning fast party game for 3 to 8 players creates quite a rumpus at the game table as players deduce where the few cookies among the crumbs to determine who stole the cookies. Lots of laugh-out-loud gameplay and the perfect "filler" game for desert at any gaming night!

Game Data:

Number of Players: 3-8

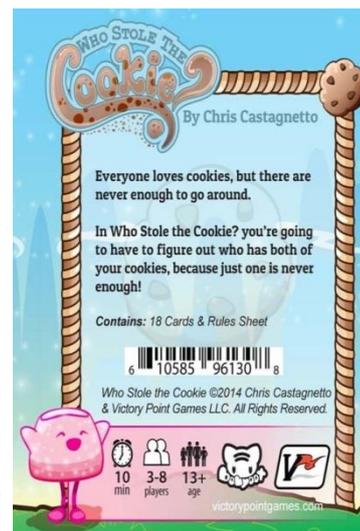
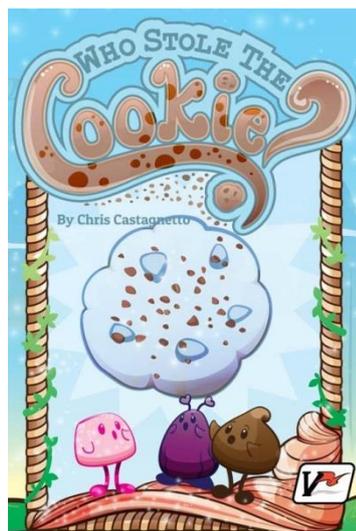
Ages: 13 and up

Playing Time: Approximately 10 minutes

Game Components:

- One full-color Rule sheet
- 3 Cookie cards
- 15 Crumb cards

Credits: Game Design and Development: Chris Castagnetto



Tricked Out Hero. P.V.P.: 40,50 € **NOVEDAD JULIO-AGOSTO**

FORMATO: JUEGO DE CARTAS. **EDITOR:** PROLIFIC GAMES

Take the tricks, slay the monsters, win the Gold! *Tricked-Out Hero* combines the best of trick taking card games with a dungeon crawl all in one game. You take on the role of one of the heroes and gather tricks in order to gain tokens that will power up your melee and magic prowess, health, and - if you aren't careful - the power of the monsters you are fighting. As you kill monsters using your tokens and powers, you gain victory points in the form of gold. The person with the most gold at the end of the game wins.

Dragon Dice: Kicker Pack Amazon (Dragon Dice Expansion). P.V.P.: 9,00 €
NOVEDAD JULIO-AGOSTO

FORMATO: EXPANSIÓN PARA JUEGO DE DADOS. **EDITOR:** SFR. INC

On the plains of Esfah, the Amazons prepare for their first solo foray into battle. SFR, Inc. is releasing the Amazons in their own kicker pack for the first time in Dragon Dice™ history. Now you can build your Amazon collection with these packs dedicated to just that race. The Amazons bring speed and ranged prowess to your battles. Unlike other Dragon Dice™ races, the Amazons are ivory, and have no link to any particular elements in the game. Instead, they produce magic based on the terrain on which they are located. This flexibility adds a strategic twist to your battle planning. With this release, the legendary Nightmare makes its first appearance. This aptly named monster is one of the most anticipated dice ever released by SFR, Inc., and will prove to be a nightmare for your opponents with its speed and melee strength. Each Amazon kicker contains a random assortment of 8 dice. There are 7 six-sided units: 4 16mm commons, 2 18mm uncommons, and 1 20mm rare. The kickers also contain one 20mm 10-sided monster unit, plus a rules sheet.

(Disponible también toda la gama de Dragon Dice y Daemon Dice: consúltanos).



Rolling Freight. P.V.P.: 49,50 € **DISPONIBLE JULIO-AGOSTO**

FORMATO: JUEGO DE TABLERO. **EDITOR:** APE GAMES

Rolling Freight is a route building and cargo shipping game in which dice represent each player's resource pool. Players spend these dice to purchase and complete rail contracts, deliver cargo, and improve their companies' competitive abilities. Who can build the best rail network and deliver the most profitable goods? Get rolling and find out!

Players begin the game with a pool of six dice with multi-colored sides. On each turn, a player can spend his or her dice to purchase contracts, construct rail links, build switching stations, purchase improvements and deliver one cargo of passengers or freight. Unused dice can be converted into stockpile markers for future use. By purchasing improvements, players can gain more dice with special abilities, become more efficient at laying rail or stockpiling dice, or increase the points they receive when other players deliver cargo over their rails.

Bonus points are awarded for delivering passengers quickly or delivering freight over long distances.

The large, two-sided, colorful board has two maps. The western U.S. map, from the California gold rush era, is designed for 2 – 4 players. With many double-track routes, this map allows newer players to effectively plan their networks and maximize deliveries. The southeastern U.S. map, depicting the late Nineteenth Century, has only single-track routes that are significantly interwoven. This provides more advanced strategic options and is intended for 3 – 5 experienced players.



Rolling Freight. P.V.P.: 18,00 € **NOVEDAD JULIO-AGOSTO**

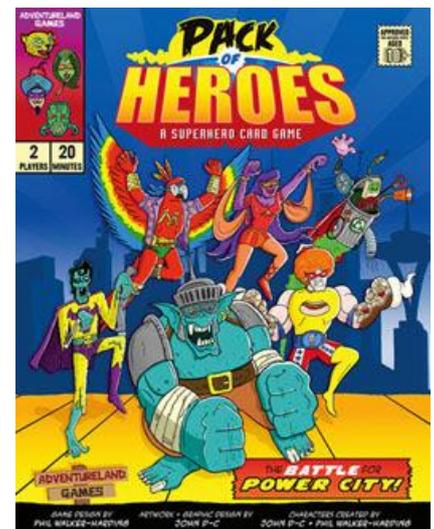
FORMATO: EXPANSIÓN PARA JUEGO DE TABLERO. **EDITOR:** APE GAMES

Rolling Freight: Great Britain and India, an expansion for *Rolling Freight*, includes a double-sided game board that features maps of Great Britain and India and new rules for canals, ferries and caravans. Canals are links that exist at the start of the game, but which become owned by individual players when rail is built over them. Cargo can also be moved using ferries and caravans, which are permanent map placements that cost one dice to cross. These new maps also include rules for improvements that decrease in cost as the phases advance.

Pack of Heroes. P.V.P.: 22,50 € **DISPONIBLE JULIO-AGOSTO**

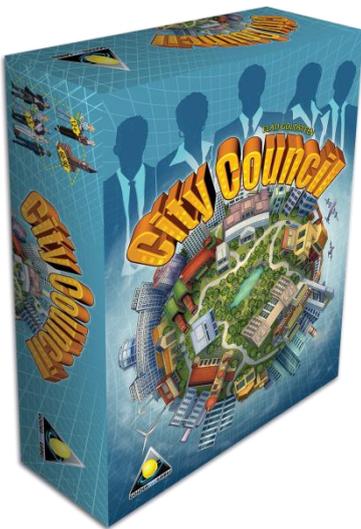
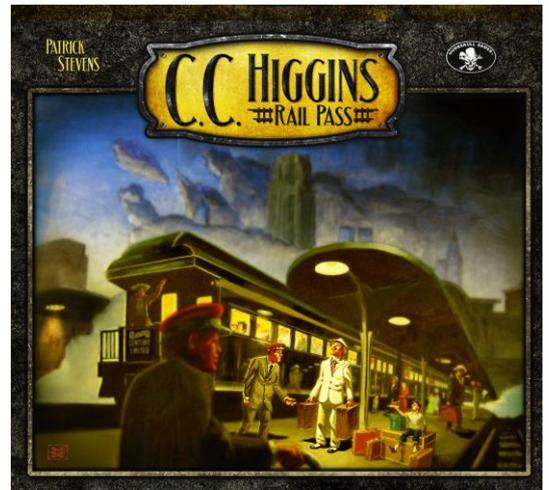
FORMATO: JUEGO DE CARTAS. **EDITOR:** ADVENTURELAND GAMES

Pack of Heroes is a superhero card game from the designer of *Sushi Go!*, *Dungeon Raiders* and *Archaeology!* Choose your very own team of superheroes from the 40 unique heroes in the game. Then fight your opponent in an all out tactical battle with surprising super powers and killer combinations! Whichever team wins will be declared the official superhero team of Power City! *Pack of Heroes* is set in a fun parallel universe of vintage comics. Each hero card features amazing artwork, fun stats and an origin story. The game even comes with a 12 page mini comic book and a 24 page hero almanac! *Pack of Heroes* is for 2 players aged 10 and up and takes around 20 minutes. Contents: 40 unique hero cards, 18 power cards, 12 weapon cards, 8 team cards, 2 reference cards. 29 wooden markers, 12 page mini comic book, 24 page hero almanac, rules booklet.



C. C. HIGGINS RAIL PASS. P.V.P.: 54,00 € **DISPONIBLE JULIO-AGOSTO**

FORMATO: JUEGO DE TABLERO. **EDITOR:** NUMBSKULL GAMES
C. C. HIGGINS RAIL PASS is a railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Collect sets of rail passes as you travel the rails of historically and geographically authentic North American railroad companies of 1920. A simple, fast moving strategy game of skill without dice or chance cards, suitable for the entire family.
Designer: Patrick Stevens
Artists: Patrick Stevens, Mike Neumann David Prieto
Players: 3-6
Ages: 8 to adult
Play time: 1 - 2 hours



City Council. P.V.P.: 54,00 € **DISPONIBLE JULIO-AGOSTO**

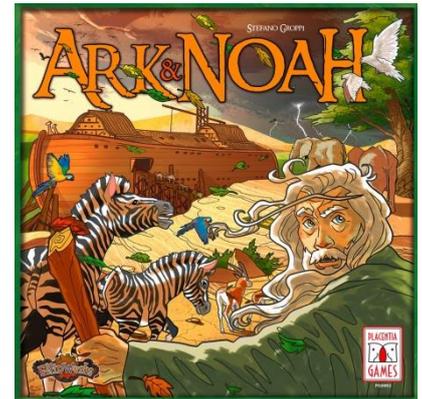
FORMATO: JUEGO DE TABLERO. **EDITOR:** GEG

Build a city with your fellow councilmen, fight crime, cut down pollution and unemployment. The best politician will be the new mayor! In *City Council* each player takes the role of a council member of a newly founded city. The government has selected the members of the city council for the first few years until the city rises and flourishes, by which time the most popular member will receive the position of mayor. In order to build the city, you and the other councilmen must maintain a low level of pollution, fight crime, create jobs, and sustain an adequate city budget. If you and the others don't keep up the good work, the city project might not succeed, the government will take over, and all players will lose.

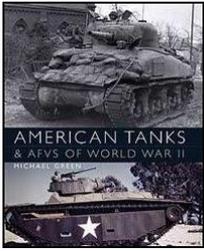
Ark & Noah. P.V.P.: 54,00 € **DISPONIBLE JULIO-AGOSTO**

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

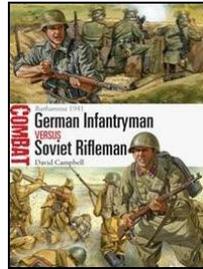
Ark & Noah is a game of strategy in which players must not only compete for points, but must also work together to build and load the Ark. Everyone shares the task of saving the animals, but in the end there can be only one winner! In the game, the players are Noah and his sons, and they must find the animal couples and load them on the Ark before the Flood starts. In each round, they will choose which action they will take: Searching for Animals; Collecting Wood, Food or Pitch; Building Corrals in their color; or Loading Animals on the Ark. This choice also determines the round order for the next turn. Players score points by loading animals in the right corrals, possibly in the player's color. Thus, in each round there is a strategical phase (choose action) and a tactical phase (execute action).



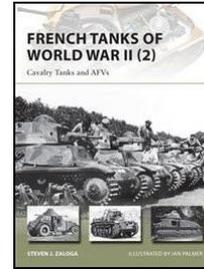
NOVEDADES OSPREY JULIO:



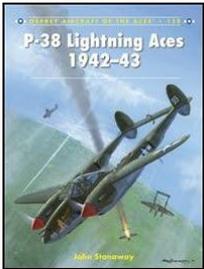
American Tanks & AFVs of World War II
P.V.P.: 41,95 €



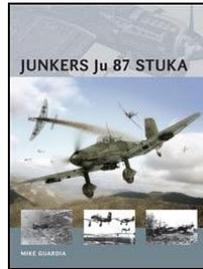
German Infantryman vs Soviet Rifleman: Barbarossa 1941 (COMBAT 7)
P.V.P.: 16,75 €



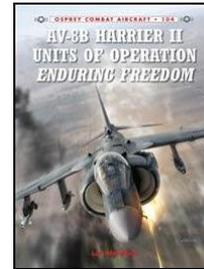
French Tanks of World War II (2) (NVG 213)
P.V.P.: 13,95 €



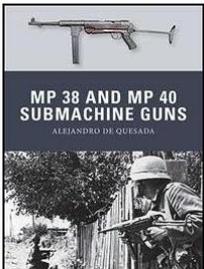
P-38 Lightning Aces 1942-43 (ACES 120)
P.V.P.: 19,50 €



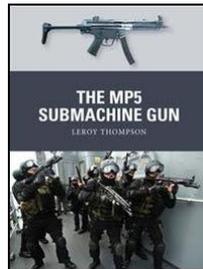
Junkers Ju 87 Stuka (AIR VANGUARD 15)
P.V.P.: 16,75 €



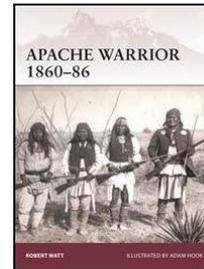
AV-8B Harrier II Units of Operation Enduring Freedom (COMBAT AIRCRAFT 104)
P.V.P.: 19,50 €



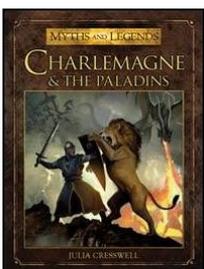
MP 38 and MP 40 Submachine Guns (WEAPON 31)
P.V.P.: 18,00 €



The MP5 Submachine Gun (WEAPON 35)
P.V.P.: 18,00 €



Apache Warrior 1860-86 (WARRIOR 172)
P.V.P.: 16,75 €



Charlemagne and the Paladins (MYTH 10)
P.V.P.: 15,50 €