

# EL VIEJO TERCIO

- JUEGOS - DISTRIBUCIÓN - JUEGOS - DISTRIBUCIÓN -

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## Novedades juegos, 5 de junio de 2012

**Pocket Battles: Macedonians vs. Persians.** P.V.P.: 12,75 €

**FORMATO:** JUEGO DE CARTAS-TABLERO. **EDITOR:** Z-MAN GAMES

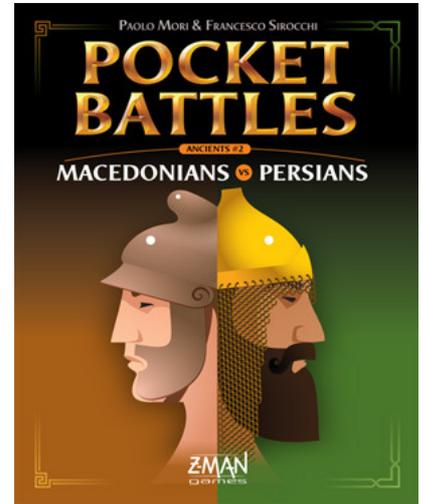
Dicen que no hay 2 sin 3, así que aquí nos llega la tercera caja de la estupenda serie *Pocket Battles*. Con ella, los ejércitos de la Antigüedad de Macedonia y Persia están a vuestras órdenes para entrar en batalla con este juego de losetas. Lucharás en tres frentes con ejércitos que creas antes de cada batalla, lo que hace de cada batalla una experiencia nueva.

Cada juego Pocket Battles incluye dos ejércitos. Las reglas de combate son las mismas en todos, así que puedes jugar por ejemplo elfos contra romanos, soldados de la 2ª Guerra Mundial contra napoleónicos, etc. ¡Todo es posible con Pocket Battles!

La serie Pocket Battles es una forma rápida de saciar tus ganas de entrar en batalla y de ejercitar el pensamiento estratégico en cualquier momento y lugar.

Diseñado por Paolo Mori y Francesco Sirocchi.

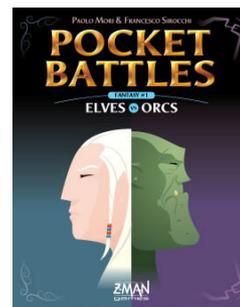
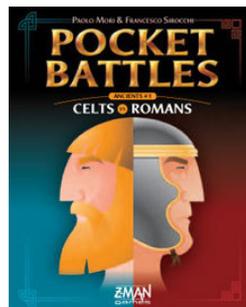
**Componentes:** 60 losetas, 6 dados, 20 fichas de heridas/órdenes, 2 ayudas de juego. Para 2 jugadores a partir de 12 años. Duración de la partida: 30 minutos. **¡¡REGLAS EN CASTELLANO!!**



*También disponibles:*

**Pocket Battles: Celts vs. Romans.**

**Pocket Battles: Orcs vs. Elves.**



**Equilibrión.** P.V.P.: 12,75 €

**FORMATO:** JUEGO DE CARTAS. **EDITOR:** Z-MAN GAMES

Tras el gran éxito de *Onirim*, Shadi Torbey nos presenta ahora su nuevo diseño.

Durante eones, los Incubi (sueños malos y negativos) y los Sognae (sueños felices, positivos) han vivido en Equilibrión, enfrentados pero complementarios. Como rey de esta Ciudad, debes establecer y mantener un delicado equilibrio entre esos sueños: ponerlos en los distintos distritos, manejar su poder, y vigilar la aparición del Caos –terrores antes que se alimentan de la discordia y el odio...

*Equilibrión es un juego solitario o cooperativo (dos jugadores en equipo) de cartas. Debéis trabajar juntos contra el juego. La victoria se obtiene equilibrando todas las cartas de Ciudad: juega tus cartas de Sueños con habilidad, evita las penalizaciones de las cartas del Caos, y consigue tu objetivo antes de que se agote el mazo del Sueño.*

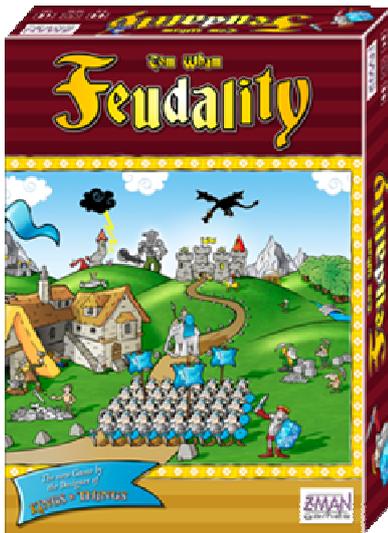
*Esta caja incluye el juego básico y dos expansiones.*

Componentes: 106 cartas. Para 1-2 jugadores a partir de 13 años. Duración de la partida: 20 minutos. **¡¡REGLAS EN CASTELLANO!!**



*También disponible:*

**Onirim.**



**Feudality.** P.V.P.: 51,00 €

**FORMATO:** JUEGO DE TABLERO. **EDITOR:** Z-MAN GAMES

*A long time ago in Europe, ages were pretty Dark. The distribution of wealth back then left a lot to be desired. Greedy people banded together to take things from other people so that the rich could get richer and the poor could have even less. Twas ever thus. Step into the middle of the normal state of human affairs as a Baron or Baroness somewhere almost in Europe a long time ago. Thanks to your birth you have a lot of little people working to make you richer, and you, in turn, are doing your best to make your king even more prosperous. If you do things right, you might someday be king.*

Each player starts with a Fiefdom Management card, divided into 64 squares (49 of which can have tiles played on them). Into four of these squares you deploy your Keep, in which you will put your fortification of some sort, and your soldiers. Elsewhere in your land you deploy assorted resource gatherers and buildings in an effort to grow, prosper, and score victory points. Along the way there may be wars, invasions, tournaments, taxes, and a lot of other nonsense. Eventually the game ends and the player with the most victory points will be the winner.

**Contents:** 180 wooden parts, 1 Victory Point Track board, Reference Card, Senior Player Shield, 6 large Keep Tiles, 12 Pawns, 2 eight sided dice, 6 double-sided Fiefdom

Management Cards, 50 random event cards, 208 normal Tiles, 24 Fortifications, Reference Card, Baronial Actions.

No. of players: 2-6. Ages: 13+. Playing time: 60 minutes.

*Otros juegos de Z-Man Games de nuevo disponibles:*

**Hansa Teutonica.**

**Shadow Hunters 2nd Ed.**

**Santiago.**

**Wasabi!**

**Merchants & Marauders.**

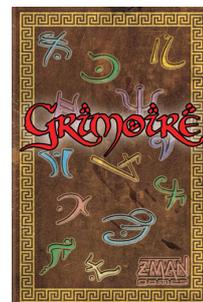
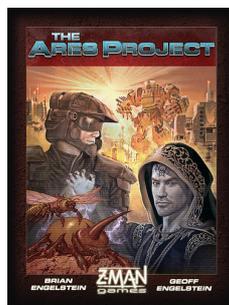
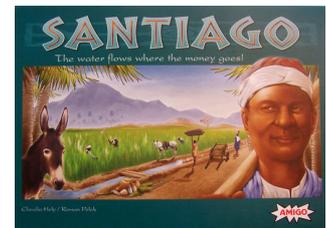
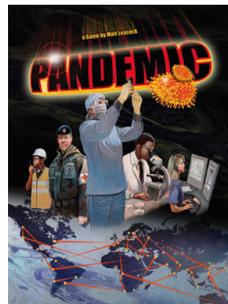
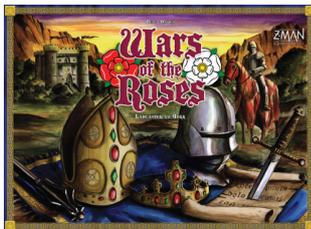
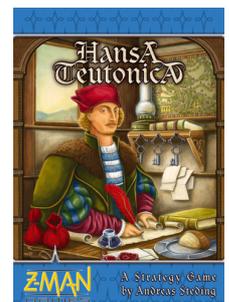
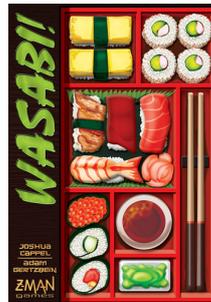
**Pandemic.**

**Wars of the Roses.**

**The Ares Project.**

**Grimoire.**

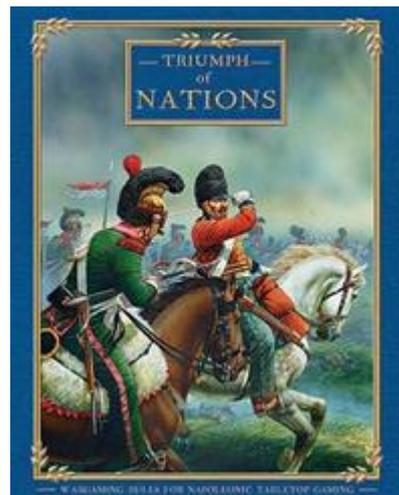
**Yggdrasil.**



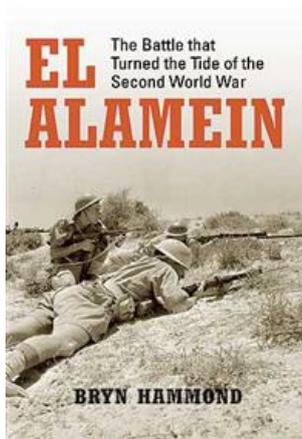
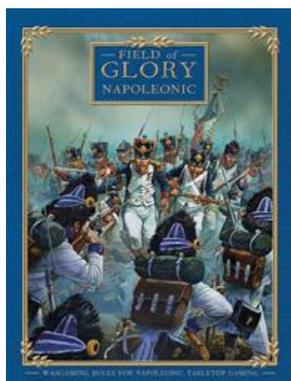
## NOVEDADES OSPREY PUBLISHING

### **Field of Glory Napoleonic: Triumph of Nations.** P.V.P.: 34,00 €

In 1812, after a period of considerable victories, Napoleon found himself fighting on two fronts, suffering setback after setback. With his forces in Spain being pushed back, Napoleon launched an invasion of his former ally, Russia, leading the half-million-strong Grande Armée to Moscow and a brutal defeat at the hands of Russian forces and the bitter winter. On the defensive, Napoleon was defeated and exiled, but returned to lead his loyal armies against a coalition of European nations in a final campaign that culminated at Waterloo. *Triumph of Nations*, a companion for *Field of Glory Napoleonic*, provides players with all the army lists and details they need to recreate the battles of the later Empire, from the disastrous invasion of Russia to the glorious Hundred Days. Hardback.



**También disponible:**  
**Field of Glory Napoleonic Rules.**



### **El Alamein - The Battle that Turned the Tide of the Second World War.** P.V.P: 26,50 €

**Author:** Bryn Hammond

Before the Battle of El Alamein in 1942, the British had never won a major battle on land against the Germans; nor indeed had anyone else. Drawing on a remarkable array of first-hand accounts, this book reveals the personal experiences of those on the frontline and provides fascinating details of how the war was actually fought. It also includes analysis of the strategic decisions made by the generals. El Alamein 1942 is the story of exactly how a seemingly beaten and demoralized army turned near-defeat into victory in a little over four months of protracted and bloody fighting in the harsh North African desert. Hardback; June 2012; 344 pages.

### CAMPAIGNS

**CAM245 Demyansk 1942–43**

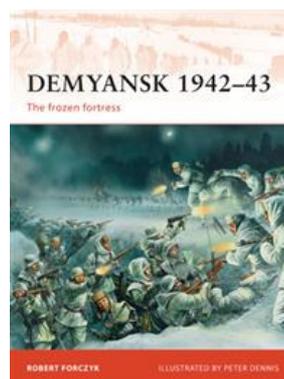
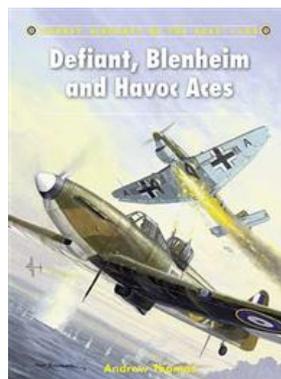
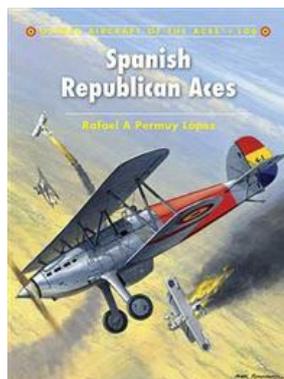
### AIRCRAFT OF THE ACES

**ACE105 Defiant, Blenheim and Havoc Aces**

**ACE106 Spanish Republican Aces**

### NEW VANGUARD

**NVG190 British Heavy Cruisers 1939–45**



COMMAND

CO24 Tokugawa Ieyasu  
CO26 Yamamoto Isoroku

ESSENTIAL HISTORIES

ESS74 The Second War of Italian Unification 1859–61

CAMPAIGNS

CAM244 The Falklands 1982

MEN-AT-ARMS

MAA478 The Australian Army in World War I

RAID

RAID Knight's Move – The Hunt for Marshal Tito 1944

NEW VANGUARD

NVG191 Italian Light Tanks

WEAPON

WPN18 The Bazooka

