

# EL VIEJO TERCIO

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### Novedades juegos, 11 de junio de 2013

**Blocks in the East.** P.V.P.: 85,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** VENTONUOVO GAMES

El 22 de junio de 1941, bajo el nombre clave Dortmund, la Wehrmacht alemana, y las demás potencias del Eje, comenzaron la invasión de la Unión Soviética (Operación Barbarroja), y con ella la lucha más grande de la historia militar. Más de 150 divisiones (cerca de 3,6 millones de hombres) del Eje invadieron la URSS a lo largo de un frente de 2.900 km. Además de estas tropas, la operación incluía 600.000 vehículos, 750.000 caballos, 3.350 tanques, 7.300 cañones y casi 2.000 aviones –la invasión más grande de la Historia.

**BLOCKS IN THE EAST** (BITE) es una simulación bélica a escala estratégica en la 2<sup>a</sup> Guerra Mundial. Nos lleva a las batallas más decisivas libradas en el Frente Oriental desde la invasión del verano de 1941 hasta el final dramático en Berlín en la primavera de 1945. Aunque está basado en acontecimientos y batallas históricos, los jugadores al mando de los 2 bandos pueden cambiar el curso de la guerra en el Frente Oriental.

El juego puede jugarse bien entre 2 o 4 jugadores, y se adapta también muy bien a jugar en solitario. Es el primer juego de lo que será una serie que acabe abarcando la totalidad de la 2<sup>a</sup> Guerra Mundial:

BLOCKS IN THE WEST (West European Theatre)

BLOCKS IN AFRIKA (Mediterranean & African Theatre)

BLOCKS IN THE PACIFIC (Pacific Theatre)

Todos los juegos podrán combinarse para jugar una simulación a gran escala desde 1939 a 1945.

Las reglas están divididas en tres secciones principales que pueden aprenderse por separado:  
- REGLAS DE JUEGO BÁSICAS: la primera sección presenta los conceptos básicos del sistema BITE y permite a los jugadores comenzar a jugar la partida sin tener que memorizar demasiadas reglas. Los escenarios más breves están pensados especialmente para estas reglas y para aprender las mecánicas básicas del juego.

- REGLAS DEL JUEGO AVANZADO: la siguiente sección ofrece reglas más específicas y detalladas para conseguir más realismo, como Empleo de Combustible y Producción Avanzada. Los escenarios más largos deben jugarse con estas reglas.

- REGLAS OPCIONALES: finalmente, los jugadores que quieran exprimir el juego al máximo, pueden usar las reglas opcionales que deseen Finally, for those players who want to get the best out of the game, these additional rules can be added as desired (normally to the AR). They include Technology Research, Strategic Warfare with bombers and submarines, Partisans, Amphibious Landings, Airborne Assaults, Special Attack Actions, etc.

Escala: 70 km por hexágono, turnos de 1 mes. Una ficha con su fuerza completa representa una formación militar (generalmente un cuerpo de ejército) de unos 30.000 hombres, 300 tanques o 300 aviones –dependiendo del tipo de unidad, equipo, nacionalidad, etc.

**BLOCKS IN THE EAST** es un nuevo wargame creado por Emanuele Santandrea. Abarca la totalidad de la campaña en el Frente Oriental desde 1941 a 1945. Desarrollado con bloques y cubos de madera, más un tablero laminado de 125x87 cm., no contiene ningún componente de papel. Todas las más de 600 componentes de madera y plástico han sido creados por la mejor industria artesanal italiana y se han pintado mediante la técnica "A buratto", empleada normalmente para pintar componentes de automóviles y accesorios.

**¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**



**Napoleon at Leipzig (5<sup>th</sup> Edition).** P.V.P.: 89,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** OSG

En octubre de 1813, Napoleón se vio finalmente forzado a concentrar sus fuerzas multinacionales en torno a la ciudad de Leipzig en el reino de Sajonia. Los tres ejércitos de la Coalición antifrancesa se aproximaban desde todas direcciones: estaba listo el escenario para librarse la batalla más grande acontecida en Europa hasta la 1<sup>a</sup> Guerra Mundial, la famosa Batalla de las Naciones.

Napoleon at Leipzig es un juego completo cuyas anteriores ediciones han demostrado tener una rejabilidad enorme, y es uno de los wargames napoleónicos más populares, con más de 20.000 copias impresas a lo largo de las 4 ediciones anteriores. Esta nueva edición presenta una superficie de juego mayor y más hombres para ambos bandos, todo lo ello dentro de un sistema de juego constantemente mejorado y que funciona como la seda. En esta nueva edición, todas las unidades, colocaciones iniciales, área de juego adicional, y la entrada del Cuerpo XIV como Refuerzo Alternativo, han sido revisados para actualizarlos al nuevo estándar de la Biblioteca de Batallas Napoleónicas/Library of Napoleonic Battles (vedettes, trenes de bagaje, pontones, cartas...). Se han añadido innumerables detalles, como por ejemplo el arenero de las afueras de Leipzig y más de 33% de terreno en las dos láminas del mapa. La unidad básica sigue siendo la brigada, pero se han revisado sus fuerzas. Cada unidad tiene ahora un valor de Iniciativa que se basa en la calidad de las tropas. También hay ahora vedettes, aunque solo poa la caballería ligera de la primera oleada de unidades. Una vez se conocen las posiciones del enemigo, el rol de reconocimiento de la caballería se da por concluido. Los siempre importantes trenes de bagaje y de pontones también son una novedad. Tal vez el mayor cambio de todos es la posibilidad de usar fuerzas ocultas al enemigo. Pero su impacto se ve limitado una vez que los ejércitos están cerca para entrar en batalla, ya que las unidades deben revelarse al entrar dentro del alcance visual. Se incluyen reglas de destrucción y reparación de puentes. Las reglas de Mando son también nuevas: en la anterior versión solo era necesario para Entablar contacto con el enemigo (entrar en sus ZdC), mientras que ahora las unidades deben estar Bajo Mando o superar una tirada de Iniciativa para poder mover.

Se simula tanto la batalla al completo de la Grande Armée napoleónica frente a los ejércitos de Prusia, Austria y Suecia, como los dos choques primeros en Liebertwolkwitz y Wachau-Möckern.

También se incluye la última batalla de Napoleón en suelo alemán, cuando su último aliado alemán, Baviera, cambió de bando e intentó bloquear la retirada del ejército francés en Hanau. El general bávaro Wrede no sabía que se enfrentaría a Napoleón y los restos aún potentes de su ejército. Así que se dispuso a dar batalla, esperando aplastar a tropas desmoralizadas y a punto de desatar. Napoleón dijo que estaba encantado de dar una lección a su antiguo aliado sobre cómo librarse una verdadera batalla. Ésta comenzó el 29 de octubre alrededor de las 08:00 y terminó en las primeras horas de la mañana del 31, cuando la masa de tropas francesas se abrió camino hacia Frankfurt y Mainz.

Batallas incluidas:

Liebertwolkwitz, Epic Cavalry Battle, 13-14 Oct.

Wachau-Möckern, Fire on Two Fronts, 16 Oct.

Leipzig, Triple Envelopment, 17-18 Oct.

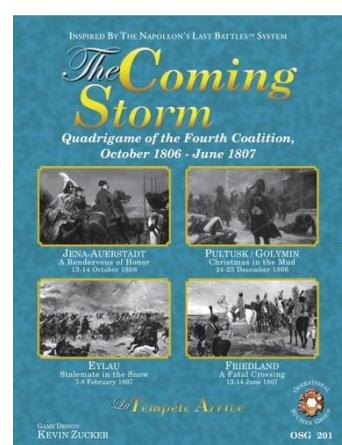
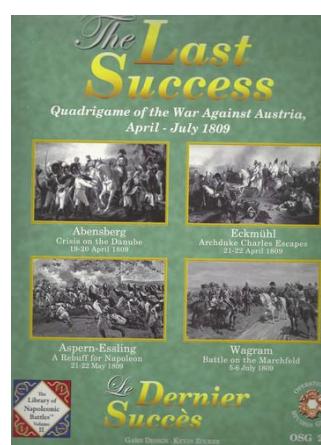
Hanau, Grande Armée in Retreat, 29-30 Oct.

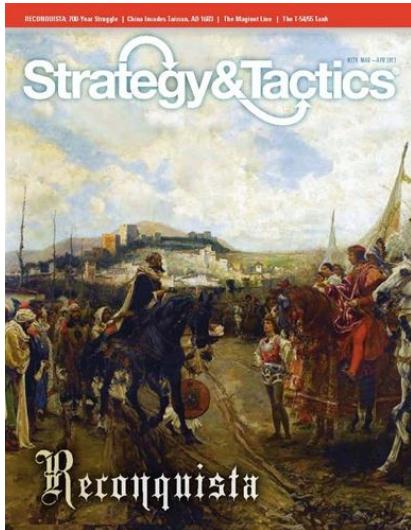
Este juego es parte de la Biblioteca de Batallas Napoleónicas, anteriormente conocida como la serie "Napoleon's Last Battles (NLB-)Series". Escala: 480 metros por hexágono; 1 hora por turno de juego; 500-800 hombres por punto de fuerza. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**

**También disponibles en la misma serie:**

**The Last Success.**

**The Coming Storm.**





## Strategy & Tactics 279: Reconquista. P.V.P.: 25,50 €

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

*Reconquista* es un juego de simulación de nivel estratégico sobre la lucha entre los reinos cristianos de la Península Ibérica y el Islam entre 850 y 1250. El mapa abarca la totalidad de la península, y se organiza en áreas que representan los diversos territorios y reinos. Se trata de un juego básicamente para 2 jugadores, y se centra en el enfrentamiento colectivo de los reinos cristianos y los musulmanes, pero también puede adaptarse a un formato multijugador en el que varios reinos surgen y decaen. El juego incluye todos los reinos y territorios cristianos y musulmanes de la época (228 fichas), como Asturias-León, Castilla, Aragón, condados aragoneses, condados catalanes, Navarra, así como distintos contingentes de fuerzas musulmanas (andalusíes hispánicos, almohades y almorávides norteafricanos).

*Reconquista* consiste de 16 turnos de juego, cada uno de aproximadamente 25 años históricos, así como varios períodos de paz. Las fichas representan ejércitos campales con categorías como caballeros, caballería, órdenes militares, raids e incluso fuerzas navales.

*Algunos artículos incluidos en la revista:*

**China Invades Taiwan:** AD 1683; **The Maginot Line:** French Fortification line: **The T54/55 Tank.** **¡¡REGLAS EN CASTELLANO!!**

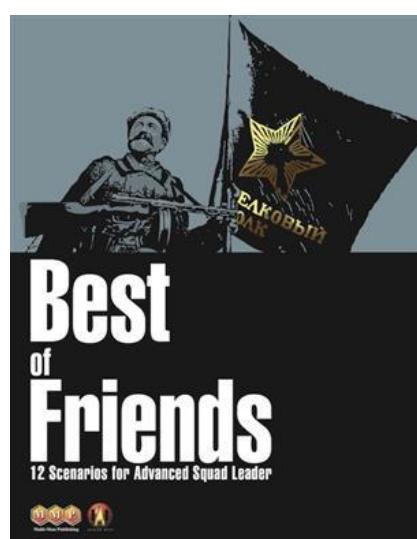
## Great War at Sea: Remember the Maine! P.V.P.: 54,00 €

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

Cuando el acorazado *Maine* estalló en el puerto de La Habana, el presidente norteamericano William McKinley exigió a España que se retirara de Cuba y ordenó a la U.S. Navy bloquear la isla caribeña. España declaró la Guerra dos días después, enviando una flota mal preparada al Caribe para defender sus propiedades de cuatrocientos años.

La lucha duró menos de cuatro meses, sufriendo España una derrota aplastante. El país necesitaría tres cuartos de siglo para recuperarse del “Desastre del 98”. EEUU, por su parte, había entrado a la escena internacional como Gran Potencia, cambiando la percepción de los norteamericanos tanto en el interior como en el exterior.

*Remember the Maine* es un juego en caja completo de la serie *Great War at Sea*, basado en la guerra naval entre EEUU y España en el Mar Caribe. Incluye 45 (¡sí, cuarenta y cinco!) que abarcan todas las batallas y operaciones que tuvieron lugar y muchas hipotéticas. También se incluyen escenarios de batalla para las acciones libradas en las Filipinas. Contiene todos los componentes necesarios para jugar: un mapa de 85x55 del Caribe, un mapa táctico de 60x60, 100 fichas alargadas y 80 fichas estándar, todas ellas cortadas con láser. **¡¡REGLAS DE LA SERIE GREAT WAR AT SEA EN CASTELLANO!!**



## Best of Friends. P.V.P.: 14,50 €

**FORMATO:** SUPLEMENTO. **EDITOR:** MMP

The **Best Of Friends** scenario pack for *Advanced Squad Leader* has 12 scenarios from the Swedish *Friendly Fire ASL Tournament*. **Best Of Friends** is the next installment of the series that began with **Out Of The Bunker** and features 12 battle-tested scenarios, several of which have received balance adjustments from their designers. Scenario list:

- BoF1 The Marco Polo Bridge Incident (Japanese vs Chinese, China, 1937)
- BoF2 A Polish Requiem (German vs Pole, Poland, 1939)
- BoF3 The Abbeville Bridgehead (French vs German, France, 1940)
- BoF4 About His Shadowy Sides (Russian vs German, Lithuania, 1941)
- BoF5 Adolf's Amateurs (German vs Russian, Finland, 1941)
- BoF6 Cavalry Brigade Model (German vs Russian, Russia, 1942)
- BoF7 The Fields Of Black Gold (German vs Russian, Russia, 1942)
- BoF8 Sting Of The Italian Hornet (Canadian vs Italian, Sicily, 1943)
- BoF9 Pursuing Frank (Russian vs German, Poland, 1944)
- BoF10 To Have And To Hold (American vs German, France, 1944)
- BoF11 Second Thoughts (German vs American, France, 1945)
- BoF12 Forging Spetsnaz (Russian vs Japanese, Korea, 1945)

BoF12 Forging Spetsnaz (Russian vs Japanese, Korea, 1945)

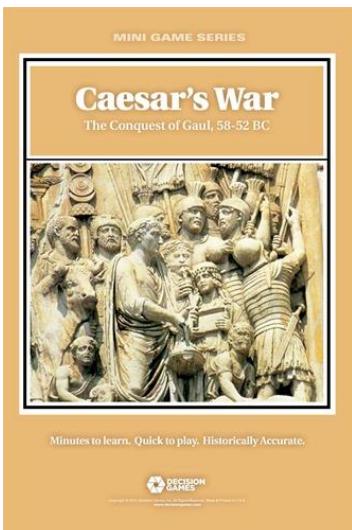
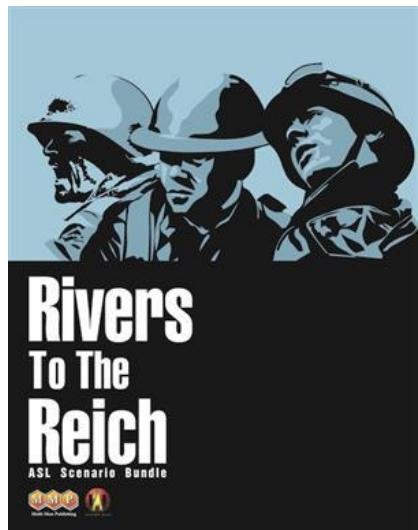
## Rivers to the Reich. P.V.P.: 18,00 €

**FORMATO:** SUPLEMENTO. **EDITOR:** MMP

**Rivers To The Reich** is a scenario pack for *Advanced Squad Leader* with 15 scenario adaptations by Jim Stahler, completing the official *Squad Leader* scenario conversions begun with **Turning The Tide**. The 15 scenarios in **Rivers To The Reich** cover actions on the Western Front after August 1944. Two sheets of overlays, replicating those that originally appeared in the *Squad Leader* module *GI: Anvil Of Victory*, are also included.

Scenario list:

- U34 **The Dornot Watermark** (American vs German, France, 1944)
- U35 **Semper Paratus** (Canadian vs German, Holland, 1944)
- U36 **Operation Switchback** (Canadian vs German, Holland, 1944)
- U37 **Scheldt Fortress South** (British vs German, Holland, 1944)
- U38 **Clearing The Breskens Pocket** (British vs German, Holland, 1944)
- U39 **The Clearing** (American vs German, Germany, 1944)
- U40 **Vitality I** (Canadian vs German, Holland, 1944)
- U41 **Infatuate II** (British vs German, Holland, 1944)
- U42 **Stand Fast** (American vs German, Germany, 1944)
- U43 **The Roer Bridgehead** (American vs German, Germany, 1945)
- U44 **Operation Varsity** (American vs German, Germany, 1945)
- U45 **Bridgehead On The Rhine** (British vs German, Germany, 1945)
- U46 **Encircling The Ruhr** (American vs German, Germany, 1945)
- U47 **A Small Town In Germany** (Canadian vs German, Germany, 1945)
- U48 **The Rag Tag Circus** (American vs German, Germany, 1945)



## Caesar's War: The Conquest of Gaul 58-52 BC. P.V.P.: 11,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Marcha con Julio César y sus legiones a conquistar la Galia, 58-52 a. de C. Se trata de un juego para dos jugadores. Uno lleva a los romanos y el otro a los galos así como a tribus británicas y germánicas. Las fichas del juego incluyen legiones, auxiliares, flotas y bandas de guerra rivales. El mapa abarca desde la frontera romana a través de las tres partes de la Galia hasta el Rhin, así como a través del Mar del Norte hasta Britannia.

In **Caesar's War** cada jugador dispone de un mazo de Cartas de Campaña exclusivas. Estas generan reclutas para los ejércitos, capacidad de movimiento, bonos en combate y eventos históricos. Algunas de las cartas romanas: Legions on the March, Unrest in the Ranks, and British Campaign. Some of the Gallic cards include: Helvetian Migration, German Invasion, y Uprising of Gallic Tribes.

El combate se resuelve mediante un procedimiento cuasitáctico. Cada bando tiene ventajas propias, como la disciplina romana y la ferocidad gala. Contiene reglas especiales para campamentos, asedios, moral y grandes jefes como Vercingetorix y el propio César. Disponer del comandante adecuado en la batalla decisiva puede significar la diferencia entre los laureles y el desastre. **¡¡REGLAS EN CASTELLANO!!**

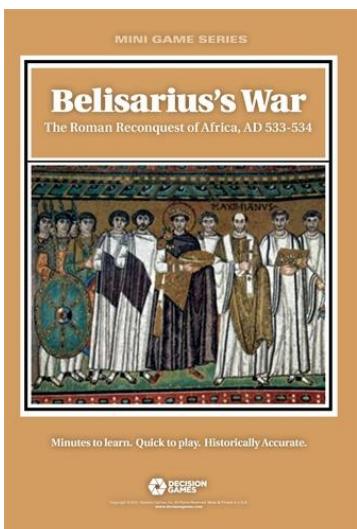
## Belisarius War: The Roman Reconquest of Africa, AD 533-534. P.V.P.: 11,00 €

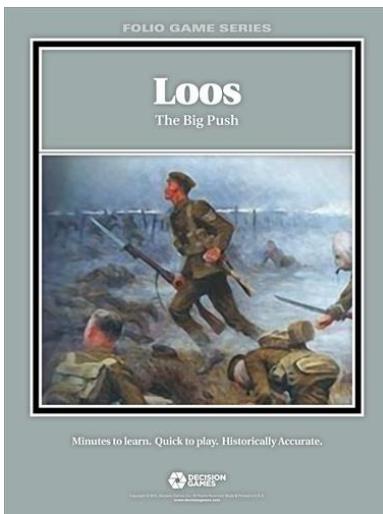
**FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

En el año 533, el Emperador Romano de Oriente, Justiniano, comenzó la Reconquista de los territorios del caído Imperio de Occidente frente a los bárbaros que lo habían arrollado en el siglo anterior. Al mando de la primera de esas campañas estaba el gran general Flavius Belisarius. Belisarius's War es un juego para dos jugadores de la Guerra Vándala, en la que los bizantinos reconquistaron el Norte de África. Un jugador está al mando de los romanos y el otro de los vándalos. Ambos jugadores maniobran unidades que representan regulares de élite, bandas tribales, flotas y milicias. El mapa de casillas interconectadas representa el Norte de África y las islas del Mediterráneo Occidental.

En Belisarius's War cada jugador tiene un mazo de Cartas de Campaña exclusivos. Estas generan reclutas para los ejércitos, capacidad de movimiento, bonos en combate y eventos históricos. Algunas cartas: Naval-Land Campaigns, Organize the Exarchate, Ambush y Procopius.

El combate se resuelve mediante un procedimiento cuasitáctico. Cada bando tiene ventajas peculiares: los feroces vándalos se enfrentan a la disciplinada caballería pesada romana. Se incluyen reglas especiales sobre hunos, rebeliones, moral y jefes como Belisarius. Disponer del comandante adecuado en la batalla decisiva puede significar la diferencia entre los laureles y el desastre. **¡¡REGLAS EN CASTELLANO!!**





**Loos: The Big Push.** P.V.P.: 17,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

La ciudad francesa de Loos (Lōs) fue la contribución británica a la gran ofensiva aliada en el Frente Occidental en otoño de 1915. Concebida por el General en Jefe francés, Joffre, la ofensiva tenía como objetivos atraer fuerzas alemanas entonces dedicadas a perseguir a los rusos, y eliminar el saliente alemán (“el bolsón de Noyon”) que se acercaba a París. Lanzado con apoyo limitado de artillería y empleando varias divisiones bisoñas del Nuevo Ejército, el objetivo evidente del ataque británico eran las líneas férreas alemanas tras el frente, pero en realidad se trataba de una diversión para desviar la atención de la ofensiva principal francesa en Champagne. El jugador británico, que disfruta al principio de una gran superioridad numérica y apoyo artillero, debe progresar rápidamente. Cerca del frente se encuentran potentes reservas alemanas, así que la batalla se convierte en una carrera entre el avance británico y la reacción alemana.

*Loos* usa una modificación del popular sistema *Fire & Movement*. Creado para reflejar los campos de batalla mecanizados de la generación posterior, el sistema F&M subraya la importancia del fuego de apoyo para generar penetraciones, seguidas de un avance rápido de por parte de reservas móviles. En Loos, en cambio, nadie se puede mover más rápido que un hombre a pie, y el fuego de apoyo era poco flexible, lento y poco fiable. Por tanto, su fuerza es variable y sirve como antecasa del combate en lugar de una mejora en el mismo. La Explotación solo la hacen las unidades reservadas para la misma, las cuales deben desplegarse detrás de las unidades combatientes, y sus movimientos subsiguientes se resuelven de forma aleatoria.

El combate produce desgaste en las unidades. La única forma de evitar que se atasque la lucha es amasar tropas y machacar un sector hasta que se rompa. Ningún bando tiene fuerzas para poder atacar a lo largo de toda la línea, así que el lugar y dirección de los ataques deben elegirse con cuidado. El jugador que haga las mejores elecciones ganará.

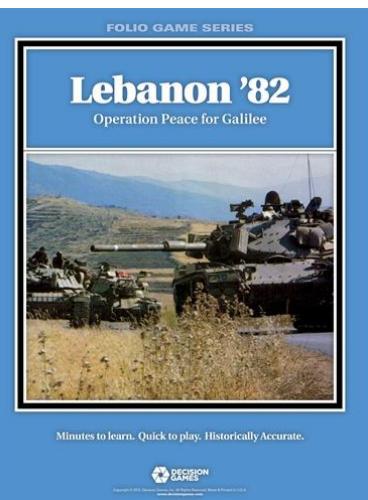
Componentes: mapa de 45x55, 100 fichas, reglas estándar y reglas de la serie. **¡¡REGLAS EN CASTELLANO!!**

**Lebanon '82: Operation Peace for Galilee.** P.V.P.: 17,00 € **FORMATO:** JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

**Lebanon '82** is a simulation of the Israeli invasion of Lebanon in '82, an attempt to clear out PLO terrorists and expel elements of the Syrian army from the country. Hoping to establish the pro-Israeli Christians as the legitimate government in Lebanon, the Israelis sent in the IDF, which soon became embroiled in vicious urban battles. The game also includes a 1975 scenario, as well as a 2006 scenario, showing the evolution of Israel's ongoing struggle against the PLO.

**Lebanon '82** utilizes the Fire & Movement combat system that is designed so that players can augment their units with “Support Fire” during the course of the battle. From artillery to air strikes, units can receive support assets to engage enemy positions and formations, allowing combat to develop at all levels. Lebanon '82 also includes rules for a possible Syrian entry, and features the Syrian Surface to Air Missiles! Israeli air support could come under fire from Syrian fixed SAM batteries; more support fire will be necessary, but assets are limited.

In **Lebanon '82**, the attritional design of the Combat Results Table simulates the true nature of modern warfare; Units are typically two-sided formations that can incur casualties during a game, accurately replicating the realities of combat, especially during the street fighting encountered in 1982. Winning the battle is thus a matter of maneuver, firepower and asset management — not merely odds ratios requiring numerical superiority. A stunning map of Lebanon depicts the entire battle area, ranging from the Israeli border to the capital Beirut itself — including all of the famous battle sites, such as the PLO refugee camps.



**Dr. Who Card Game.** P.V.P.: 27,00 € **FORMATO:** JUEGO DE CARTAS. **EDITOR:** CUBICLE 7

Daleks, Cybermen, Sontarans – The list of threats is endless and no place in the universe is ever truly safe from danger, but there is one man who has made it his mission to defend the defenseless, help the helpless, and save everyone he can: a mysterious stranger, a force of nature who has seen his own planet die, a madman with a box.

In **Doctor Who: The Card Game**, players act as the Doctor and his companions to defend specific locations while sending the Doctor's enemies to conquer locations your opponents are trying to protect. Each player starts the game with one location, and cards in the deck consist of attackers, defenders, locations and support cards. To start a turn, you draw two cards, pick up any cards banked from a previous turn, and take the three cards passed to you earlier by the player on your left. You play or bank cards until you have only three in hand, then pass those to the player on your right and end your turn.

Attackers target specific locations and earn points for the player wielding them if they're in play at the end of the game. Defenders try to remove attackers so that the location owner scores points for protecting the location. Support cards provide different abilities, such as enlarging your bank or providing time points (which can be used to draw additional cards). Whoever has the most points at the end of the game wins!

**Space Cadets.** P.V.P.: 54,00 € **FORMATO:** JUEGO DE TABLERO.

**EDITOR:** STRONGHOLD

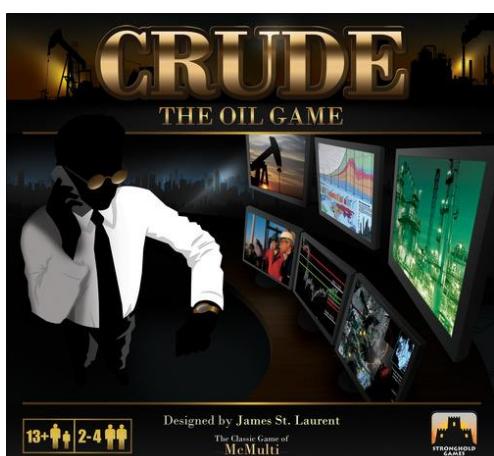
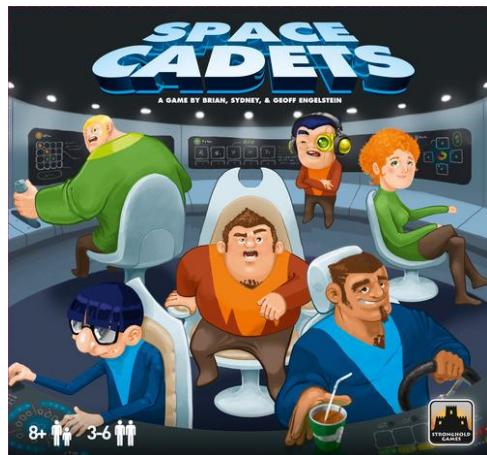
*It's your lifelong dream – to join the Star Patrol and be part of the crew of an interstellar Starship. You've worked hard, graduated from the academy, and received your first assignment as part of a team of young recruits, confident in your training and ready to be put to the test. Nothing can possibly go wrong as you are prepared for anything...*

*You are the Space Cadets.*

**Space Cadets** is a fun and frantic cooperative game for 3-6 players who take on the roles of Bridge Officers of a Starship. Each officer must accomplish his specific task in order for the team to successfully complete the mission. You might be the...

- Helmsman, plotting the ship's course through asteroid fields and nebulae.
- Engineer, using dominoes to get enough power to each system.
- Weapons Officer, completing puzzles to load the torpedoes and flicking a disc down a track to launch them.
- Shield Officer, using tiles to form poker hands to get the strongest shields.
- Sensor Officer, using your sense of touch to scan and lock on enemy targets.
- Captain, setting the plan and making sure that everyone stays focused and does their job.

If your crew can work together to accomplish the mission goals, you just might make it home in one piece.



**Crude: The Oil Game.** P.V.P.: 63,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** STRONGHOLD

In **Crude: The Oil Game**, players take on the role of oil company CEOs, seeking to expand their companies into multi-national energy mega-corporations. Just as with real world energy companies, player will setup facilities for oil drilling, oil pumping, oil refining into gasoline, and gasoline selling to the consumer... **all of which are represented by actual plastic pieces placed on the board!** Players also speculate by buying and selling oil and gasoline barrels in both the domestic and foreign markets... **again represented by actual plastic barrels in their playing area!**

However, the changing economic climate, as well as sudden world news events, will challenge players to keep a long-term strategic view of the world energy markets. The first player to reach a corporation value of \$750 million is the winner!

**Crude: The Oil Game** is not only a great simulation of the global oil markets, but with almost 300 plastic playing pieces, it is a sight to behold! Known as **McMulti** when it was printed in Europe almost 25 years ago, this great game is finally back in print after many years!

Brought back into print in 2012 by Stronghold Games, **Crude: The Oil Game** has been a highly sought-after ("Grail") game. This is an early Euro-style game – before Euro-style existed! – which accurately simulates the market forces and elements of the oil and gasoline markets at all levels of production, including oil drilling, oil pumping, oil and gasoline buying and selling in the domestic and foreign markets, oil refining, and finally gasoline selling to the consumer.

**Article 27.** P.V.P.: 45,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** STRONGHOLD

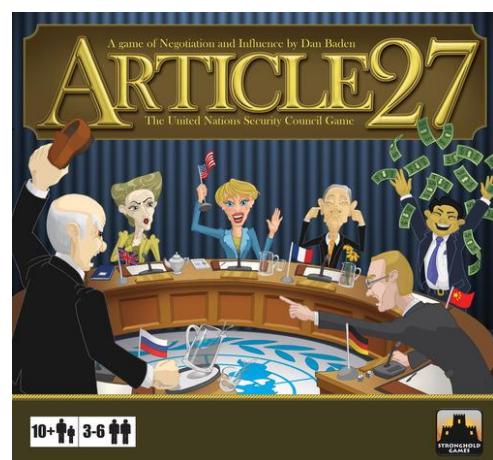
**Article 27: The United Nations Security Council Game** gets its title from – yes, you guessed it – Article 27 of the United Nations Charter, which includes these two provisions:

1. Each member of the Security Council shall have one vote.
2. Decisions of the Security Council on procedural matters shall be made by an affirmative vote of nine members.

In this negotiation game, each player represents one member of the UN Security Council and will both present and be presented with different proposals.

In each round, one player acts as the UN Secretary General, presents a proposal to the Council and presides over a negotiation period that lasts no more than five minutes. The proposal will affect five issues – military, currency, etc. – in various ways, and each player has a secret document for the round that tells him how a change in each issue will affect him. All players openly negotiate on what they need in terms of points and bribes in order to vote for that proposal.

After at most five minutes, the Secretary General closes negotiations by banging his wooden gavel, then players vote yes or no on the proposal. Any "no" vote kills the proposal, as in the United Nation's actual Security Council – but vetoing a proposal costs a player points, so he might prefer to look for deals that will enable him to say "yes". The Secretary General scores a bonus when his proposal succeeds, so he and others who will benefit might be willing to negotiate to make the proposal sweet for all.

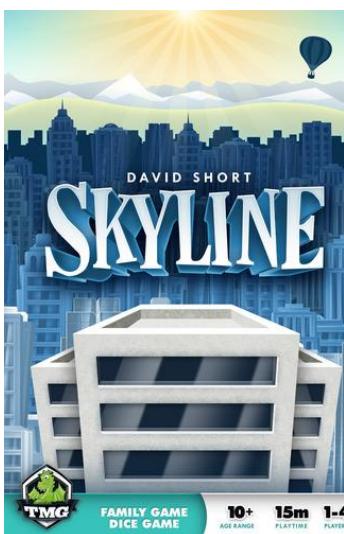


After each player has served as Secretary General once (twice in a three-player game), each player scores based on bribe money on hand, points scored from proposal cards, and how well the player fulfilled the secret agenda card he received at the start of the game.

### **Core Worlds: Galactic Orders.** P.V.P.: 31,50 € **FORMATO:** EXPANSIÓN PARA JUEGO DE TABLERO. **EDITOR:** STRONGHOLD

In *Core Worlds: Galactic Orders* – the first expansion to *Core Worlds*, the deck-building card game of intergalactic conquest – players begin to forge alliances with the six Galactic Orders, powerful organizations that have maintained their independence in the midst of a crumbling empire. These Orders consist of the Galactic Senate, the Science Guild, the Merchant Alliance, the Mining Coalition, the Order of Knighthood, and the Mystic Brotherhood. The *Galactic Orders* expansion focuses on these six independent organizations and their influence upon a galaxy at war.

Each Galactic Order is represented on the table by a large Galactic Order card that specifies the special power associated with that Order, and each player starts with 20 Faction Tokens that match the Faction symbols on their Starting Decks. Whenever a player deploys a Unit or plays a Tactic with a Galactic Order icon on it, he gets to place his Faction Token onto the corresponding Galactic Order card. Players must choose between leaving their Faction Tokens on the Galactic Order cards to score points at the end of the game, or removing their Faction Tokens in order to use the unique special powers associated with each Order.



### **Skyline.** P.V.P.: 27,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** TASTY MINSTREL

City building has never been so easy: Just roll the dice, then build a building. However, each die must be selected carefully to fit the building requirements. Push your luck too far – or select carelessly – and a player may find himself demolishing his city instead of building it up. Choose each die wisely and build efficiently in order to erect magnificent skyscrapers and create the best skyline!

*Skyline* is a quick push-your-luck dice game involving set collection. Unlike other dice games that provide no relationship from turn to turn and no player interaction, this game allows players to literally build upon their decisions each turn and react to their opponents' actions. Each turn, players choose to roll dice from either the Construction Yard or the Abandoned District, with the goal of erecting urban buildings. Buildings are made up of three types of dice: Ground Floor dice, Mid-Floor dice and Penthouse dice. Some buildings are safer to build but provide little reward, while other buildings have poor probabilities but can have substantial impact on the success of a player's skyline.

After rolling their selected dice, the player must use at least one of these dice to take one of three possible actions: Abandon, Build, or Cancel Construction. The Build action is the desired outcome, of course, but can be carried out only if the die result matches what they need to build.

For instance, all Ground Floor dice can be built without restriction, but a High-Rise Mid-Floor die result can be built only on top of a High-Rise Ground Floor die. Likewise, a Mid-Rise Penthouse die can be built only on a Mid-Rise Mid-Floor die. If the rolled results do not allow them to Build, then the player must Cancel Construction on one of their existing buildings. If a player does not want to Cancel Construction, then they must Abandon by placing that die in the Abandoned District, which gives their opponents the opportunity to capitalize on this failure.

At the end of the game, points are rewarded for completed buildings according to their height. A Level 3 building – that is, a building comprised of three dice – is worth 9 points, while a Level 4 building is worth 16, and so on.

*Remember, the dice control the results...but the players control the dice.*

### **Mage Wars Core Spell Tome 2.** P.V.P.: 19,00 € **FORMATO:** EXPANSIÓN PARA JUEGO DE CARTAS. **EDITOR:** ARCAN WONDERS

110 additional copies of spells from the core game.

Arm Yourself for the Arena with the Core Spell Tome 2.

Based on player demand, we created a second Core Spell Tome. Core Spell Tome 2 gives players lots of spells to arm themselves with, with 110 additional copies of spells from the core game.

It focuses on the more powerful spells in the game, and contains more than 70 spells not found in Core Spell Tome 1. If players buy both spell tomes, they will have every spell in the game, and more than enough to build whatever Mage strategy they desire.

Expand your enchantment library with Cheetah Speed, Cobra Reflexes, Chains of Agony, Magebane, and more!

Field a retinue of powerful creatures with Redclaw, Brogan Bloodstone, Adramelech, and more!



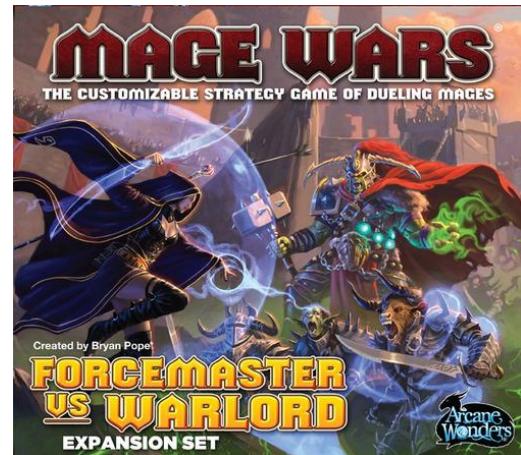
**Mage Wars: ForceMaster vs. Warlord.** P.V.P.: 37,00 €

**FORMATO:** EXPANSIÓN PARA JUEGO DE CARTAS. **EDITOR:** ARCAN WONDERS

**Mage Wars: ForceMaster vs. Warlord** is the first two-mage expansion set for *Mage Wars*, focusing on two schools of magic not emphasized in the core set: the Mind School and the War School.

The **ForceMaster** is a master of telekinetic force and mind magic. With her keen intellect and supreme control over telekinesis she can manipulate the world around her. She is more of a lone warrior, but her powers more than make up for her lack of creature support. All battles are won in the mind first, and the ForceMaster has the greatest mind of all.

The **Warlord** is a master of the art of War, trained in both the War and Earth schools of magic. Strong soldiers bend to his every wish, goblin minions build siege towers and manufacture devastating demolitions, and his retinue of legendary warriors follow him wherever he goes. The Warlord is first and foremost a commander of troops. He summons humanoid soldiers to do his bidding, then calls upon the power of Akiro, God of War, to give his troops favor in battle.



**Warparty.** P.V.P.: 72,00 € **FORMATO:** JUEGO DETABLERO. **EDITOR:** LOCK N LOAD

In *Warparty*, players take command of the heroes and armies in a fantasy world beset by conflict. An alliance of Dwarves and Men are pitted in a battle of survival against the evil hordes of Goblins and the nefarious Undead. To win, players recruit massive armies, build cities, develop technology, and conquer territory in an effort to defeat their opponents by ultimately capturing their homeland. Beyond the mere battling of armies and world conquest, players direct the development of heroes to explore dungeons, battle fierce creatures, and gain valuable treasure and spells that can be used to turn the tides of war against their foes.

Player turns are broken into three phases:

Movement Phase: An army can move all of their units during this phase.

Combat Phase: An army engages in all battles and resolves all dungeons on this phase.

Collection & Placement Phase: An army marks all new territories they have conquered with their control markers, adjusts their new income level. An army spends their money on new units, develops or researches the ability to acquire new units, builds new cities and/or upgrades their capital city.

To win players must either destroy an enemy capital city or achieve an economic victory.

#### Components:

Approximately 250 army counters

Fifty City and misc. counters

Nearly 200 cards for spells, quests, heroes, monsters and treasure.

**Ground Floor.** P.V.P.: 54,00 € **FORMATO:** JUEGO DE TABLERO. **EDITOR:** TASTY MINSTREL

The day has come. The paperwork is complete, the registration filed, and the business cards purchased – you're open for business! So now what? Where do you spend your time? Where do you spend your money? Which tasks are most important? What should take priority? Should you hire new employees? Or maybe invest in a marketing campaign? These are just some of the decisions facing you as a fresh entrepreneur who dreams of running a successful business. You must excel at balancing your time, money and staff because all are scarce and all are required to thrive.

So barter with your fellow colleagues, manage your staff, collect information, expand your office, or schedule your next product shipment. It's up to you – after all, it's your business. Of course, no matter which route you decide to take to reach that corner office at the top of the tallest skyscraper, you must start with everyone else...

...on the *Ground Floor*!

Over the course of the game, you will:

Convert your employees' time into info, money and results.

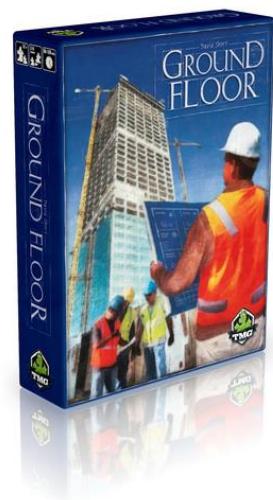
Adapt to changing economic conditions and brace for what's ahead.

Produce, promote and sell your goods in the marketplace.

Build your company brand through marketing campaigns.

Challenge other players' enterprises for success and prestige.

Grow your business and build your high-rise!



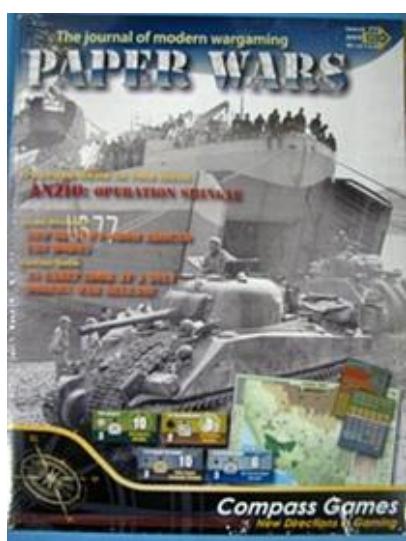
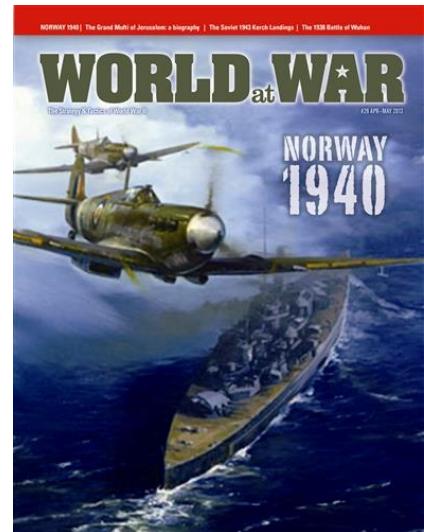
**Norway, 1940.** P.V.P.: 25,50 €. **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES

*Norway, 1940* is an operational level wargame of the German campaign to conquer Norway. The operation was a combined naval-air-land campaign in which all elements of military power were utilized. The historic campaign saw a German victory, but at the cost of much of the Kriegsmarine. Norway, 1940's system is based on S&T's award winning Red Dragon Rising system. It has been crafted to present the campaign as a unitary vision rather than a strictly sequenced process. The action can alternately telescope or expand, representing periods of rapid activity alternating with the slower process of building up forces.

Most ground units represent either brigades or regiments. Aircraft units represent Luftwaffe "gruppen" or groups of three Allied squadrons (36-60 aircraft). Ship units mostly represent one fleet aircraft carrier, divisions of two battleships, or four cruisers, squadrons/flotillas of about six to 12 destroyers, or various numbers of other ship types. Each game turn represents one half-week.

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

**OTHER ARTICLES:** Reinhard Gehlen: Hitler's chief of military intelligence; The Soviet 1943 Kerch Landings; The 1938 Battle of Wuhan: a Japanese offensive.



**Paper Wars 77: Anzio.** P.V.P.: 34,95 €. **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** COMPASS GAMES

Nueva etapa para una de las publicaciones más añoradas del mundillo de los wargames, la revista *Paper Wars*, ahora de la mano de Compass Games. Esta nueva etapa introduce además como gran novedad la inclusión de un juego completo en cada número.

ANZIO is a new game from designer David Murray about the 1944 battle for Anzio, from the initial landings on 22nd January to the failed German offensives to eliminate the Allied beachhead by 1st of March.

The game features historical military units of regimental and brigade size, with some selected battalions, portrayed using rectangular counters. Oversized hexes allow for deployment of units on the map in defensive or attack frontages. Units deployed in a defensive frontage straddle two hexes while those deployed in an attack frontage are placed within a single hex. Both players have army and divisional assets, plus Tactical Tokens at their disposal. Tactical tokens and their use on a Combat Grid provide a unique battle resolution system that will keep players active in combat whether they are the attacker or defender. This unique combat system is the standout feature of the game, compelling players to think tactically during the combat.

Anzio has 2 countersheets and 1 map.

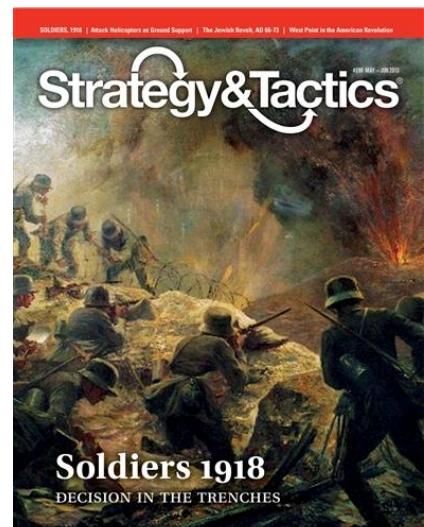
**Strategy & Tactics 280: Soldiers 1918.** P.V.P.: 25,50 €. **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES

*Soldiers: Decision in the Trenches, 1918* is a two-player tactical wargame of low-intermediate complexity simulating the first 30 to 60 minutes of a hypothetical (though typical) attack by an American infantry division somewhere along 1<sup>st</sup> US Army's area of operations on the Western Front in the late summer or early autumn of that year. The American player is on the offensive, attempting to use his division to break through the German defense line that covers almost the entire map at the start of play. The German player – in the historical role of a *Kampftruppenkommandeur* or "K.T.K." – commands, in total, a reinforced infantry regiment that's fighting to prevent a breakthrough, or any significant penetration, of its position. The game is won by playing once, noting the depth of the American penetration (failing a "sudden death" breakthrough victory), then switching sides, playing again, and comparing that game's depth of penetration with that of the first match. Draws are possible and solitaire-play is doable.

Each game turn of *Soldiers* is equal to five to 10 minutes of "real time," depending on the tempo of action in each turn, and each hexagon represents 25 yards (22.8 meters) from side to opposite side. Each unit-counter represents a platoon of infantry or heavy machineguns. Tactical support units – such as light artillery ("one pounders"), mortars, engineers, etc. – are assumed to have been broken up and parceled out among the infantry squads, as was the usual practice historically.

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

**OTHER ARTICLES:** Attack Helicopters as Ground Support; The Jewish Revolt, AD 66-73; West Point in the American Revolution.



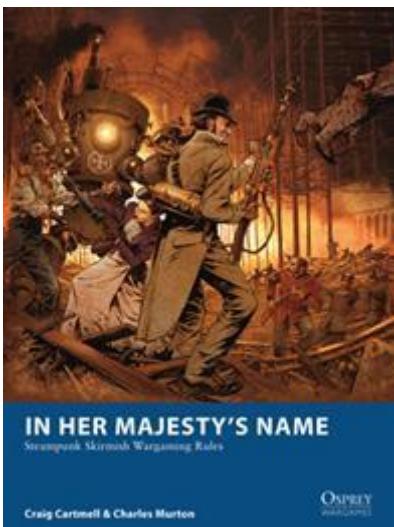
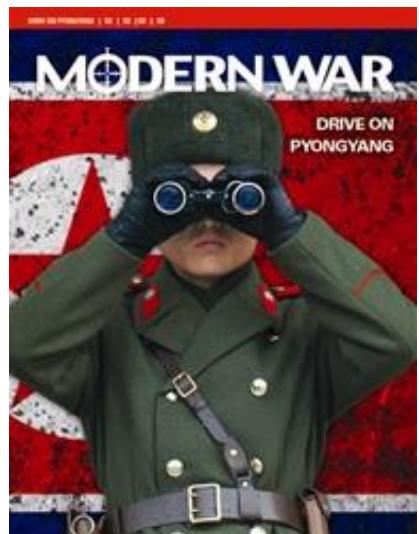
**Modern War 5: Drive on Pyongyang.** P.V.P.: 25,50 €. **FORMATO:** REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES **Drive on Pyongyang**, designed by Ty Bomba and Joseph Miranda, is an updated "what-if" simulation of the fighting that might occur on the Korean peninsula if the US-led anti-terrorism Coalition launches a ground war to finally settle with the Pyongyang regime.

The game is a two-player wargame of low-to-intermediate complexity that postulates this might-be war lasting about a month. We believe that's about the maximum time before the Coalition ground force's diminishing supplies, coupled with a loss of the domestic political will necessary to continue the fighting, would bring about a settlement if victory were not achieved in the field.

The game includes one map of North Korea, from shore to shore (as well as the northern region of South Korea), and two counter sheets (560 counters) of game pieces representing all of the contemporary US, Allied (South Korean) and North Korean forces that would be engaged in a US preeminent conflict in the near future.

The game includes one map (22x34") and 280 counters.

**OTHER ARTICLES:** Falklands: 1982 British-Argentine War; Selous Scouts: Rhodesia; XB-70 Bomber; ASAT: War in Space.



### In Her Majesty's Name – Skirmish Steampunk Wargaming Rules.

P.V.P.: 21,00 €

It is 1895 and the world is in turmoil. The Great Powers compete for resources and the latest technology, and an undeclared and secret war rages between them all. This is battleground of the Adventuring Companies. These clandestine agents of the Great Powers operate in the shadows, matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts. In Her Majesty's Name sets these adventuring companies against each other in one-off encounters and in longer narrative campaigns. Companies are usually comprised of just 4–15 figures and two players could easily play three games in an evening, making an on-going campaign a highly viable option. In Her Majesty's Name has been designed to allow maximum versatility for the player – if you can imagine it, the system will help you build it. There is, however, a wealth of material provided in the book, covering weird science, mystical powers, and a range of pre-generated adventuring companies, including the British Explorers' Club, the Prussian Society of Thule, the US Marine Corps, the Légion Étrangère, the revolutionaries of the Brick Lane Commune, ancient Egyptian cults, and the mysterious Black Dragon Tong.

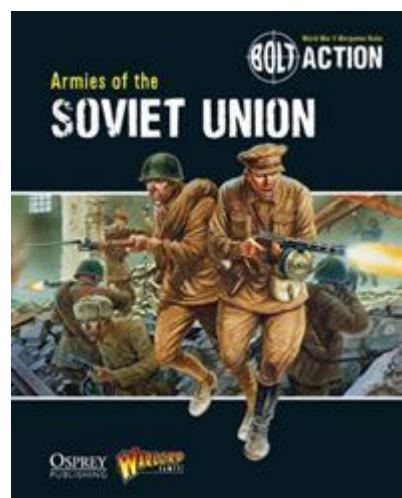
**Contents:** Introduction – Overview - Creating an Adventuring Company - Rules of Play -

Vehicles & Mounts - Campaign Rules - Pre-generated Force Lists.

Paperback; 64 pages.

### Bolt Action 4: Armies of the Soviet Union. PVP: 21,00 €

This book provides Bolt Action players with all of the information they need to field the military forces of the Soviet Union. From the bitter urban warfare of Stalingrad, through the Winter War against Finland and the final drive to Berlin, the detailed army lists provided in this supplement allow players to construct Soviet armies for any theatre and any year of the war.



## NOVEDADES COLECCIONES OSPREY

### CAMPAIGNS

**CAM254 Kharkov 1942**

**CAM255 The naval battles for Guadalcanal 1942**

### DUEL

**DUE50 F-86 Sabre vs MiG-15**

**DUE52 British Frigate vs French Frigate**

### ELITE

**ELI193 World War II Winter and Mountain Warfare Tactics**

### AIRCRAFT OF THE ACES

**ACE 111 Russian Aces of World War 1**

**ACE112 Fokker D.XXI Aces of World War 2**

### NEW VANGUARD

**NVG199 Tanks of Hitler's Eastern Allies 1941–45**

**NVG200 British Battleships 1914–18 (1)**

### MEN-AT-ARMS

**MAA488 American Indian Tribes of the Southwest**

### WARRIORS

**WAR166 Roman Legionary AD 69–161**

### RAID

**RAID40 Kill Hitler – Operation Valkyrie 1944**

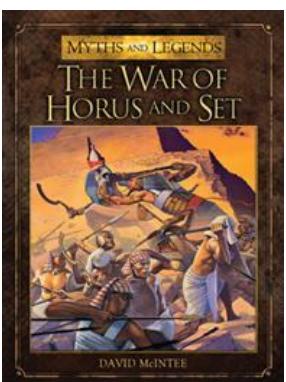
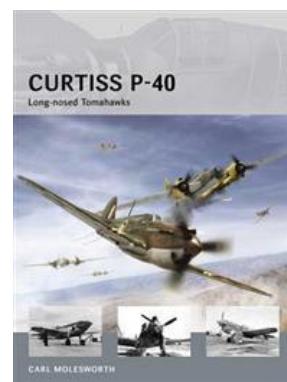
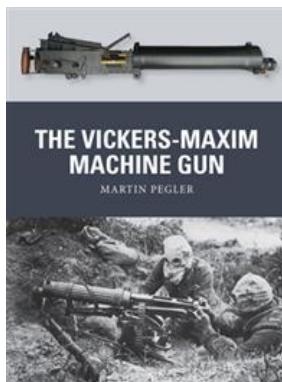
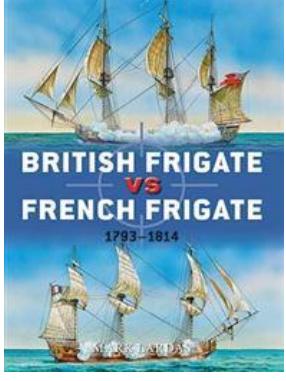
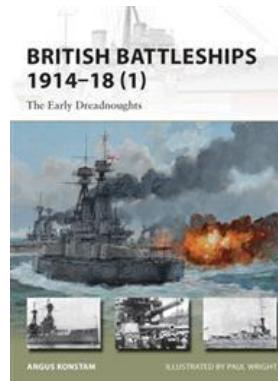
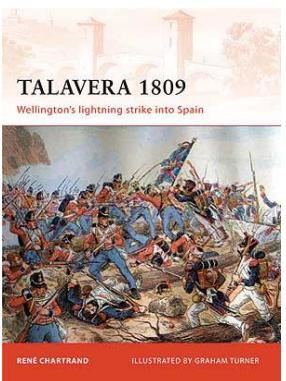
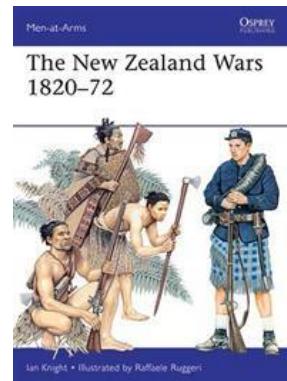
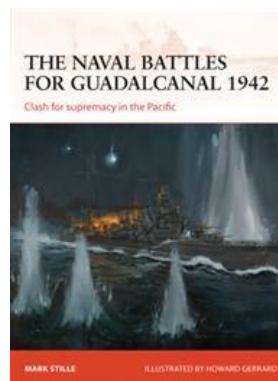
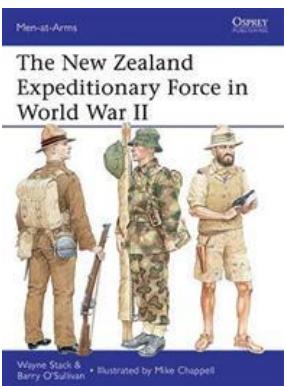
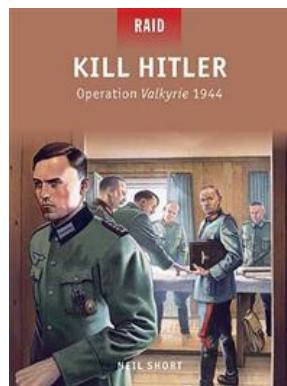
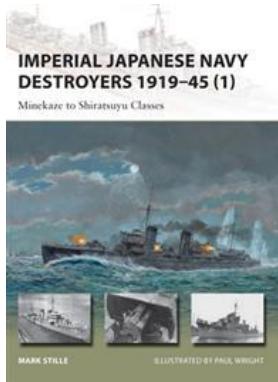
### AIR VANGUARD

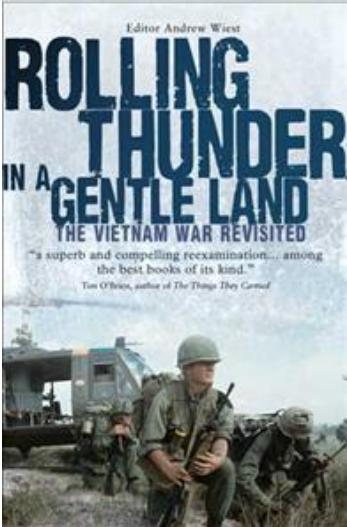
**AV8 Curtiss P-40 – Long-nosed Tomahawks**

### WEAPON

**WPN25 The Vickers-Maxim Machine Gun**

**WPN26 The Martini-Henry Rifle**





### **Rolling Thunder in a Gentle Land - The Vietnam War Revisited.** PVP: 12,75 €

**Author:** Andrew Wiest

Fifteen renowned authors from widely varied backgrounds examine the Vietnam War, providing a fresh insight into this controversial conflict, even for those who have 'read it all before'. First-hand accounts, maps and contemporary photographs, analysis from the soldiers involved and new perspectives from combatants on both sides provide an incisive investigation into a fascinating and terrible war. "This is a superb and compelling reexamination of the major historical, political, and ethical issues that continue to smoulder many decades after the conclusion of the Vietnam War, I highly recommend Rolling Thunder in a Gentle Land. It is among the best books of its kind that I've encountered over the last dozen years." Tom O'Brien, author of *The Things They Carried*

### **Between Giants: The Battle for the Baltics in World War II.** PVP: 28,00 €

**Author:** Prit Buttar

During World War II, Latvia, Lithuania and Estonia found themselves trapped between the giants of the Soviet Union and Nazi Germany. Over the course of the war these states were repeatedly occupied by different forces, and local government organizations and individuals were forced to choose between supporting the occupying forces or forming partisan units to resist their occupation. Devastated during the German invasion, these states then became the site of some of the most vicious fighting during the Soviet counter-attack and push towards Berlin. Many would be caught up in the bitter fighting in the region and, in particular, in the huge battles for the Courland Bridgehead during Operation Bagration, when hundreds of thousands of soldiers would fight and die in the last year of the war.

By the end of the war, death and deportation had cost the Baltic States over 20 per cent of their total population and Soviet occupation was to see the iron curtain descend on the region for four decades. Using numerous first-hand accounts and detailed archival research, Prit Buttar weaves a magisterial account of the bitter fighting on the Eastern Front and the three small states whose fates were determined by the fortunes and misfortunes of war.

