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Boletín de novedades. 17 de marzo de 2014

La Patrie en Danger 1814. P.V.P.: 79,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** OSG.

La Patrie en Danger contiene cinco batallas de la fase inicial de la Campaña de Francia de 1814. Napoleón acaba de llegar al frente. En su primer encuentro, los franceses sorprenden a los prusianos y rusos de Blücher durante una tormenta de nieve. La batalla de Brienne fue un éxito de poco alcance, sin embargo, ya que apenas dos días más tarde los prusianos vencieron en La Rothière y dieron al enemigo por acabado, avanzando sin dudas a través del Marne y hacia la carretera a París. Diez días más tarde, Napoleón aprovechó su oportunidad cuando el Mariscal Vörrwats permitió a sus columnas dispersarse y ser derrotadas por separado en tres rápidos combates sucesivos.

Batallas incluidas:

Brienne *Furia novata*, 29-30 de enero. Los novatos conscriptos de Napoleón y Ney expulsan a los rusos y prusianos de la ciudad. El propio Blücher estuvo a punto de caer prisionero.

La Rothière *Una derrota en suelo francés, 1 de febrero*. Reforzado con tropas del Ejército de Bohemia, Blücher estaba listo para luchar de nuevo. Napoleón, no advirtiendo la enorme superioridad del enemigo, avanzó. Al mediodía Blücher atacó, capturando 54 cañones y provocando 6.000 bajas francesas.

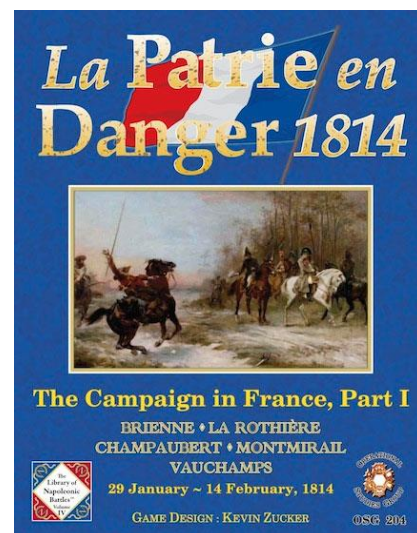
Champaubert, 10 de febrero. Marmont se topó con un cuerpo aislado de 3.900 rusos comandados por Olsufief. Marmont atacó y dispersó el cuerpo ruso, capturando a su general.

Montmirail, 11 de febrero. Mortier inmoviliza a Yorck y a Kleist en el frente, mientras Napoleón separa a los rusos de Sacken de sus aliados y los hace huir hacia Château Thierry.

Vauchamps, 14 de febrero. Marmont mantiene a raya a los prusianos de Blücher, mientras Napoleón hace una marcha de flanco a través del barro, enviando a la caballería de Grouchy a cortar la línea de retirada enemiga hacia Châlons.

Nuevo volumen del sistema que originalmente vio la luz en el clásico *Napoleon's Last Battles*, actualmente bautizado como la *Library of Napoleonic Battles Series*: 480 metros por hex, 1 hora por turno, 400-800 hombres por punto de fuerza. Cada juego de Aproximación a la Batalla dura alrededor de 20 turnos. La Campaña Completa une las distintas batallas individuales.

Componentes: tres mapas de 55x85 cm, 560 fichas, 100 cartas, 2 librillos de reglas y 13 ayudas de juego. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**

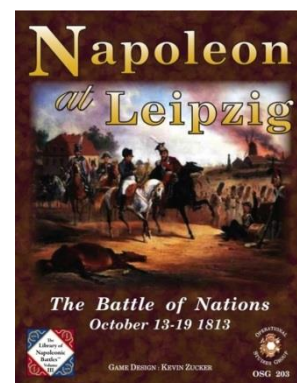
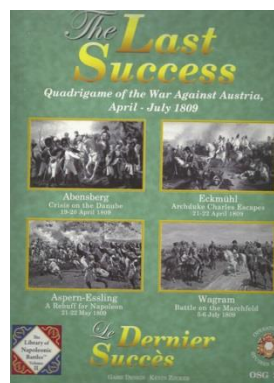
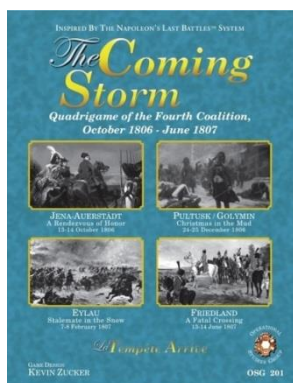


También disponibles en el sistema *The Library of Napoleonic Battles*:

Napoleon at Leipzig 5th Edition.

The Last Success.

The Coming Storm.



Vimy Ridge: Arras Diversion. P.V.P.: 17,00 € **NOVEDAD**

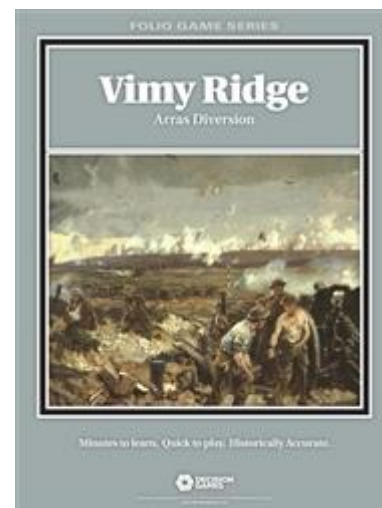
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** DECISION GAMES

Vimy Ridge was a keystone of German defenses on the northern flank of the western front. Numerous assaults had been made against, all failures. In 1917, the task of taking the ridge was given to the newly-created Canadian Corps. Backed up by a huge concentration of artillery and aircraft, and benefiting from rehearsals down to company level, the Canadians pulled off one of the most successful attacks of the year. However, determined German defenders checked the Canadians to prevent any significant advance beyond the ridge.

Game Contents:

- 17 x 22" map
- 100 die-cut counters
- One Standard Rules booklet for this series
- One Exclusive Rules booklet for this title

Scale: Level: Regiment. Hex: .25 miles (.402 km)



Molino Del Rey: Gateway to Mexico City. P.V.P.: 9,00 € **NOVEDAD**

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

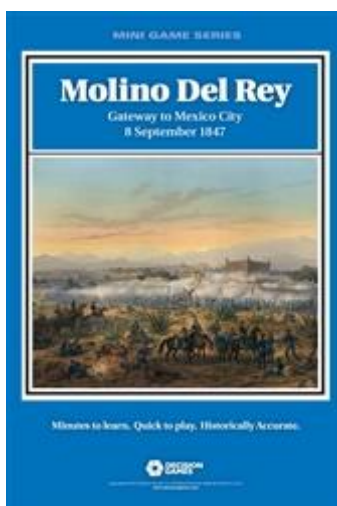
In August 1847, Winfield Scott's US Army was at the gates of Mexico City after a string of victories over Santa Anna. However, Scott paused to negotiate. Both sides used the delay to regroup, but when Scott heard a rumor that the Mexicans were casting cannon (true) at Molino del Rey (false), he resolved to take the place. The Mexicans saw it coming and prepared their defenses. The result was a narrow but costly American win that left the city's defenses intact. A quicker victory might have pushed into the city and ended the war.

Game Contents:

- 11 x 17" map
- 40 die-cut counters
- Scenario Instructions
- Four page rule booklet

Scale:

- Level: Regiment
- Hex: 352 yards



Battle for Stalingrad. P.V.P.: 36,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME) DE CARTAS. **EDITOR:** DVG.

La Batalla de Stalingrado duró 200 días, desde el 17 de Julio de 1942 al 2 de febrero de 1943. El propio Hitler ordenó la toma de la ciudad clave soviética, y sus ejércitos estaban decididos a cumplir la orden. Frente a los ejércitos alemanes estaban los civiles y las fuerzas armadas de Rusia. En una lucha desesperada casa a casa, ambos bandos lucharon, sangraron y murieron congelados en el duro invierno ruso.

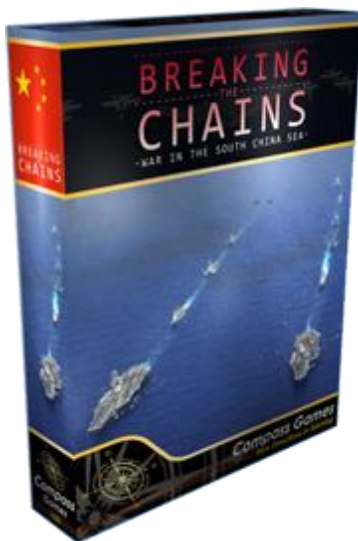
Este nuevo juego sobre la batalla nos lleva a las calles llenas de escombros, cuando los alemanes se tuvieron que abrir paso luchando por cada manzana de la ciudad. La única esperanza que ambos bandos tienen es tomar la ciudad antes de quedarse sin sangre y comida.

Según avanza la partida, versa como una sección tras otra de la ciudad se convierte en escombros por la lucha incesante. A medida que la ciudad se deteriora, la cantidad de suministros decrece. Los suministros son vitales para tu ejército. Sin ellos no podrás mover ni atacar, y sufrirás más bajas en combate. Al final buscarás en las ruinas tanto comida como al enemigo.

Diseño para 2 jugadores y complejidad baja, perfecto para jugadores esporádicos y veteranos. Sistema de juego intuitivo y sencillo. Duración de la partida: 60 minutos.

Componentes: 168 cartas, 1 plancha de fichas y reglamento a color. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**





Breaking the Chains. P.V.P.: 53,00 € **NOVEDAD**

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

Breaking the Chains (BtC) simulates a hypothetical future military conflict over the South China and East China Seas around the year 2021. Conflicting claims of sovereignty have roiled those "near seas" since the Cold War. After decades of patient diplomacy, Beijing's new navy could offer military options for finally asserting sovereignty over prizes within the First Island Chain - that string of islands which runs from the Ryukus south through Taiwan, the Philippines and then curls back to the mainland via Malaysia. *BtC* presumes that China comes to blows with a Southeast Asian country in a conflict that could expand to possibly include: Australia, India, Japan, the United States as well as a variety of Southeast Asian nations. However, beyond China and one South East Asian nation, the exact composition of opposing coalitions is not predetermined but rather a function of the decisions players make as the game unfolds.

Two or more people play *BtC* with two reference cards, dice, and about 350 counters on a 22" X 34" map where each hex spans about 70 nautical miles (80 land miles) and each turn represents one day of real time. Players alternate maneuvering air, ground and naval units for up to 14 nations to resolve battles with a universal "strike" mechanism that applies across all types of combat; missile defense capabilities are central to survival. Air units represent from

30-90 aircraft each, most ground units are regiments, and naval units are small groups of surface ships/submarines or individual aircraft carriers. Specialized chit play simulates black ops, cyber warfare and various political developments.

BtC is solitaire friendly. The naval operations which dominate play are based on a roll-to-evade model rather than search-to-find model. That means, owing to a battle space awash in electromagnetic emissions, enemy positions - except for motionless submarines - are assumed to be known unless a last-minute dice roll determines a potential target has evaded detection. So there is no hidden movement to stifle solitaire play; and the hidden placement of submarines can be forgone. Finally, the special chits that govern black ops can be played at random to further enable solo game play.

Complexity: 7 out of 10. Solitaire Suitability: 7 out of 10. Time Scale: Daily Turns subdivided into 4-hour "cycles". Map Scale: 70 nautical miles per hex. Unit Scale: Individual aircraft carriers, pairs or triplets of smaller ships/submarines; Air wings (25-75 aircraft); Land battalions, regiments and divisions. Players: one to several. Playing Time: two to twenty hours depending on scenario. Designer: John Gorkowski. Developer: Paul Glowacki. Artist: Mark Mahaffrey



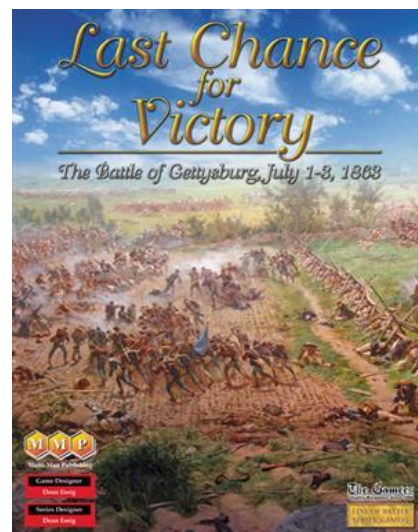
Last Chance for Victory. P.V.P.: 150,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP.

Last Chance for Victory is the next entry in The Gamers' *Line of Battle* series (LoB) which simulates the Battle of Gettysburg. It is the second game in the series, following the well-received *None but Heroes* about the Battle of Antietam. The story of Gettysburg is well known or, I should say, the popular rendition of the battle is well known and has certainly been simulated multiple times. As is usually the case with stripped down, accepted versions of complex events, this narrative misses much flavor and deeper understanding of what went on. It's the 'auto-tour' version of a much more involved event.

Many things are simply not brought out, or put into proper context, in the affirmed version of the battle:

1. Lee arrived on the field and tried to get his footing when Ewell (on his own initiative) ordered Rodes and Early to attack. Lee wasted no time in ordering Hill to attack with Heth and Pender to support Ewell's Corps. In the commonly held view, Lee arrived and simply dithered while events unfolded outside his control.
2. There were several opportunities that afternoon and evening to advance and take Cemetery and/or Culp's Hills. These were missed... but not, as commonly assumed, because one or more leaders were staring at their navels confused or indecisive. What happened and why?
3. Ewell made a clear headed decision his men were in no condition to take the hill that evening. He was the commander on the spot. Since then historians and armchair generals everywhere have questioned that decision, the game allows you to see who was right. Ewell was of the opinion that he could only do it if 3rd Corps supported him. That support was ordered by Lee (using 3rd Corps' artillery) but was not implemented by the army's chief of artillery. Would that have allowed the attack to work? What was the relative condition of the Union defenders and potential attacking troops



anyway?

4. There never was any sort of 'dawn attack' order, but there were orders to attack much earlier on the second day than actually occurred. The game allows you to find out what went wrong (so you can draw your own conclusions as to who to blame).
5. By evening of the 2nd day, the fate of Cemetery Ridge rested in the hands of a handful of formed Union regiments (including the human sacrifice of the 1st Minnesota). Confederate victory was very, very close—teetering in the balance much more than normally assumed. There was a reason Lee said that if Dorsey Pender remained in command for another 30 minutes, the Confederates would have won the battle. See just how tough the Union job was and how close to the edge they got. What would have been the result of that Second Day's attack had it launched just a few hours earlier or even at the same time, but with the coordinated use of Anderson's and Pender's divisions?
6. Everyone assumes Pickett's Charge was a forlorn, desperate, throw of the dice, but what was the condition of many of the Union units manning that ridge? Was this attack a complete reworking of the Confederate battle plan out of blind frustration or was it a continuation of the plan from both earlier days? What was the earlier, theoretically coordinated, plan the attack was ad libbed from?
7. As a whole, the popular version of the battle pretty much assumes a Union victory unless multiple stars aligned for the Confederates. If this is so, did the Army of the Potomac have to merely put out a 'fair-to-middl'in' effort or did they have to fight tooth and nail to gain victory? If the latter, just how close of a run was it? Doesn't "assuming they will win" take away well earned credit they had for finally overcoming a determined and usually successful foe?

Last Chance for Victory attempts to allow players to find their own answers to these questions and points as well as many others. The added depth and nuance makes for a very different and, in my opinion, more accurate rendition of the battle than you've ever seen before.

Aside from showing the history in a way that will be both entertaining but make you thirst for more and better reading on the topic, multiple variations are provided to explore the battle. Sure, there are the usual "extra troops" variants, but more importantly, options that allow players to tweak the various historical behavior 'knobs' I assigned. If you think my 'setting' for Howard (to pull a name out of a hat) are all wet, you can change him to be better (or worse) so you can see how your version 'plays.' Likewise, a number of rules simulate activities that were pretty much out of the players hands (such as Buford's need to screen the town yet keep his losses very low), these can be 'turned off' as desired to see what effect they really have on the battle. There is a matrix of the various 'control' rules and the possible 'settings' for each one that players can use before starting if they disagree with my decisions. The results of your choices might surprise you and spur your understanding of the battle to new levels.

As with *None but Heroes*, **Last Chance for Victory** is designed to bring all of this and much more to your table in the most historically accurate and informationally jam-packed game possible. Like any **LoB** game, it was designed with twin goals: the most insight possible and a game with maximum playability.

Enhancing the already popularly received and streamlined Line of Battle rules, Last Chance for Victory comes with the v2.0 series rules. These rules incorporate the refinements and suggestions of hundreds of real players which make the smooth system even faster to play. Make no mistake, this is the only regimental level Gettysburg game that can be played to completion at a respectable clip—yet it is a large game. A pair of reasonably fast players could play the campaign game to completion at a convention like ConsimExpo. I've completed campaign games with three players in a week of rather relaxed play time.

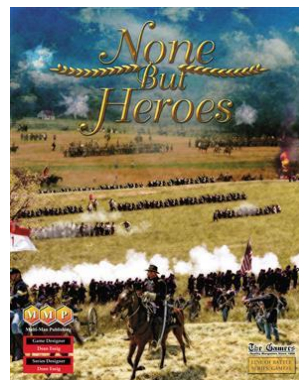
Scenarios abound of various sizes. The campaign uses a 4-map 'box' layout, but the game comes with two additional maps, one covering just the 1st Day's fighting and the other the 2nd and 3rd Day's. The big game scenarios can be played on one or both of those maps plus, with those two linked together, it is possible to play the entire battle on 2 maps.

Components:

- LoB Series v2.0 Rulebook
- [Game Specific Rulebook](#)
- Two Order of Arrival Booklets
- Scenario Booklet
- Two Charts and Tables Booklets
- Six Full Color Game Maps
- Three Full Color Play Aids
- 2,240 Counters 22 Scenarios... with up two three size variations each, one of which is one map for each!
- Box and Dice

También disponible en la serie Line of Battle:

None But Heroes.



AGAINST THE ODDS Annual 2013: La Bataille de Vauchamps.

P.V.P.: 42,50 € **NOVEDAD**

FORMATO: REVISTA CON JUEGO (WARGAME). **EDITOR:** ATO.

La Bataille de Vauchamps. Forever known as the “Goat of Waterloo,” the year before, 1814, saw Grouchy’s finest hour. For the casual reader who looks into the “100 Days” and the Waterloo Campaign, one of the early questions is, “Who (the heck) is Grouchy?” Followed up by wondering why (on earth) Napoleon would give this guy a third of his army and depend on him to keep Blücher’s Prussians far from Wellington?

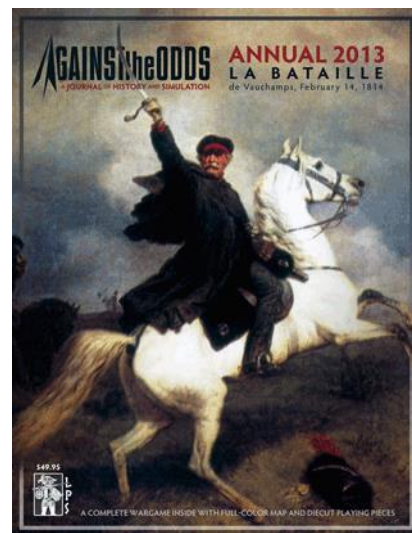
In context of Grouchy’s performance then, it’s a very reasonable question. But the answer goes back to February, 1814, where - at the Battle of Vauchamps – then-Cavalry-General Grouchy showed he could be extremely good at chasing Blücher.

In 1814 the French were on the ropes. Imagine Blücher’s shock at discovering Napoleon, “the Ogre,” again confronting him and after falling back, being hounded by Grouchy’s French cavalry (with several Allied squares breaking!). Had the ground at Vauchamps been less muddy (allowing the French horse artillery to stay closer), things would have been even worse for the Allies. As it was, in the final count, Allied losses

may have been greater than 10-1 over the French, and Blücher (once again) was very nearly captured.

Can you do better? Find out for yourself with our **La Bataille de Vauchamps** game inside the **2013 ATO Annual**. Designed by the original Marshal Enterprises team of Monte Matteson, Dennis Spors and James Soto, it comes with a full color, 17" x 44" map board and close to 500 colorful, die-cut counters (in the best La Bataille style), plus rules, charts and everything you need.

Vauchamps serves as a good intro or entry level game to the La Bataille system, made popular with Clash of Arms Games and with fans all over the world. Our Annual also includes a deluxe-sized magazine with even more articles and interesting stories. Learn more about this intriguing battle, and other items of military history as well.



Strategy & Tactics 285 : Duel on the Steppe. P.V.P.: 25,50 € **NOVEDAD**

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

Duel on the Steppe is a simulation of the Winter Campaign in the Ukraine, from 29 January to 17 March, 1943. Known as Operation Star and Gallop, the Soviets arrayed their incredible numerical advantage against some of the best units in the German army. This game uses the same rules system as **Sedan: The Decisive Battle for France, May 1940** (World at War #24), and **Tobruk: Operation Crusader, Nov-Dec, 1941** (Strategy & Tactics #278), but is modified appropriate to the scale and the theater. Here, the Soviets have air superiority, albeit somewhat uncoordinated.

Duel on the Steppe includes one counter sheet (228 counters), and one map of the Ukraine area of the Soviet Union (approximately 260 miles, or about 418 kilometers), each hex representing about 6.5 miles (~10 kilometers). Unit sizes vary from *kampfgruppen* to corps, the latter which can be broken down into smaller formations for more operational flexibility, or simply to absorb casualties.

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



Modern War 10: Target Iran. P.V.P.: 25,50 € **NOVEDAD**

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

Target Iran is a solitaire simulation of a hypothetical US-Coalition-Israeli attack on Iran to destroy weapons of mass destruction (WMD) and other critical targets. The game begins with a "strategic" phase wherein the player conducts reconnaissance, cyberwar and mobilization (the purchasing of assets) for the actual attack, and then an "operational" stage, which is when your attack is actually executed.

The game metric of determining victory or defeat is the price of oil. The player mobilizes Coalition forces by expending oil "points" which, in turn, will raise the price of oil. Various other game events will cause the price of oil to fluctuate. If the price of oil goes too high, the player has lost the game.

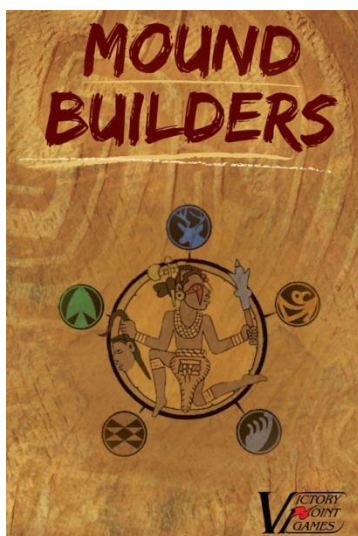
Components: One 22" x 34" map & 228 counters

Pathfinder: Bestiario. P.V.P.: 30,00 € **NOVEDAD**
FINALES DE MARZO

FORMATO: LIBRO (JUEGO DE ROL). **EDITOR:** DEVIR
El bestiario de *Pathfinder* es el compañero imprescindible de las reglas básicas e incluye:

- Más de 350 monstruos diferentes.
- Docenas de variantes de monstruos para modificar criaturas y mantener en vilo a los jugadores.
- Amplias reglas para crear monstruos efectivos y equilibrados.
- Dos docenas de allegados monstruosos.
- Más de una docena de tablas de encuentros aleatorios.

328 págs. a color.



Mound Builders. P.V.P.: 29,75 € **NOVEDAD ABRIL**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** VPG.

Mound Builders, from Wes Erni and Ben Madison, is a solitaire *States of Siege*™ game where you represent the two largest pre-Columbian Indian “mound builder” cultures that dominated eastern North America from before the time of Christ until the coming of the European colonists in the 17th century. Your empire represents the earlier Hopewell culture and the later Mississippian culture that derived from it.

Until the arrival of the Spanish late in the game, you will expand your control across the map of North America, extending it over the various chiefdoms encountered and incorporating them into your economic and religious sphere (“empire”). Your domain will grow and shrink, but be aware that rather than a military advance and retreat, this process represents the rise and decline of culture, religious ideology, and an economic way of life, threatened from outside by competing ideologies and lifestyles as much as by hostile armies.

Your goal is to extend Mound Builder culture and amass as many chiefdoms as possible before rival native powers (and the smallpox-ridden Spanish!) rise up to drive you back to your Mississippi River heartland and extinguish your vast capital city at Cahokia, Illinois.

Reediciones ya disponibles:

Field Commander: Rommel.

Combat Commander: Europe.

Combat Commander: Mediterranean.

