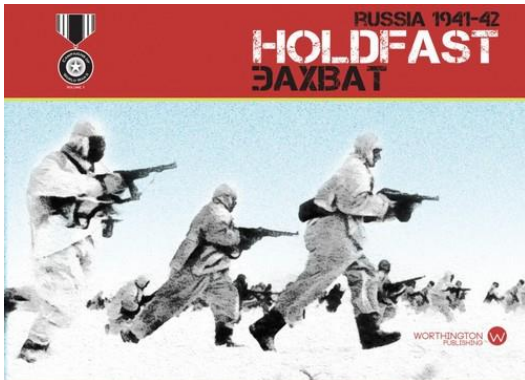


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Boletín de novedades, 6 de mayo de 2014

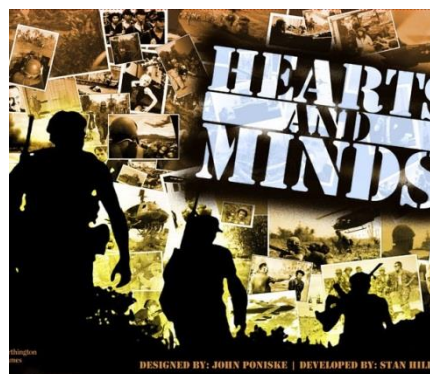


Hold Fast: Russia 1941-42. *NOVEDAD* P.V.P.: 55,00 €
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** WORTHINGTON PUBLISHING

“The world will hold its breath...” On June 22, 1941, the German army attacked Russia in the largest land battle the world would ever know. Millions of soldiers and civilians would lose their lives in a vicious life or death struggle that would decide the fate of the Third Reich. The German army came within miles of capturing their main objectives in 1941 and 1942, each time to have victory snatched from them by a micromanaging leader, poor planning, poor supply, bad weather, and a Russian army that was determined to fight to the death. From 1943 onward the fate of Germany was sealed. Now Worthington Publishing gives you the opportunity to replay this great campaign, and perhaps ... change history.

micromanaging leader, poor planning, poor supply, bad weather, and a Russian army that was determined to fight to the death. From 1943 onward the fate of Germany was sealed. Now Worthington Publishing gives you the opportunity to replay this great campaign, and perhaps ... change history.

Para 1-2 jugadores. Duración de la partida: 180 minutos. **¡¡REGLAS EN CASTELLANO!!**



Hearts & Minds 2nd Edition. *NOVEDAD* P.V.P.: 59,50 €
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** WORTHINGTON PUBLISHING

This is the second edition. *Hearts and Minds: The Vietnam War* is a card driven area movement game that allows players to recreate the Vietnam War between 1965-1975 in the full campaign game or yearly scenarios starting and ending in any year. Designed by John Poniske and Developed by Stan Hilinski. The game is playable in 1 hour for the scenarios to 3-6 hours for the campaign game. **¡¡REGLAS EN CASTELLANO!!**

Lock 'n' Load: Forgotten Heroes 2nd Ed. P.V.P.: 57,50 € LNL PUBLISHING *REEDICIÓN*
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** LNL PUBLISHING

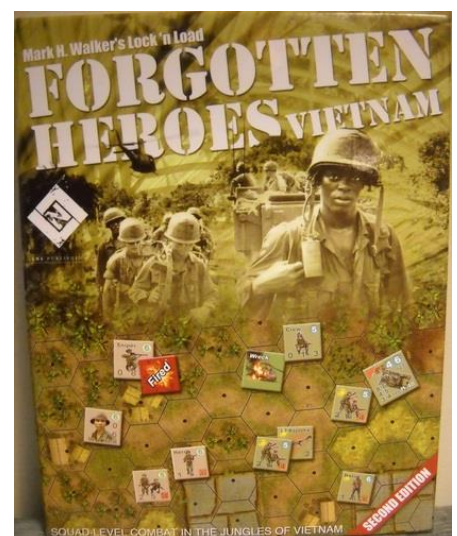
Nueva edición totalmente revisada del multipremiado primer juego de la serie *Lock 'n' Load*. Toda la parte gráfica se ha vuelto a dibujar totalmente, de forma que lo único que tienen en común son las reglas de la serie y los escenarios. *Lock 'n' Load: Forgotten Heroes 2nd Edition* simula el combate en Vietnam a escala de escuadras. Las fichas representan escuadras, jefes, médicos, capellanes, ametralladoras, tanques y mucho más. Los turnos van de 30 segundos a 2 o 3 minutos. El sistema de impulsos interactivos mantiene siempre a ambos jugadores implicados en la partida.

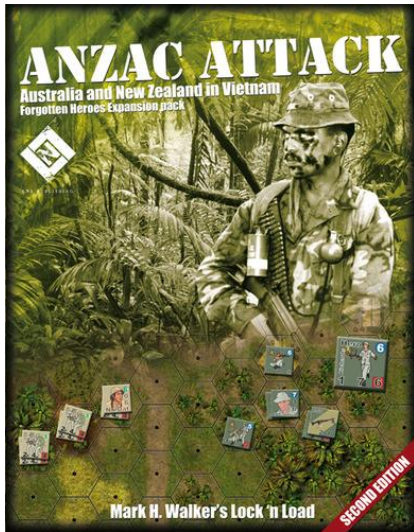
Premiado con el premio Charles S. Roberts, el International Gamers Awards Game of the Year, y votado por la Game Magazine como una de las cinco mejores simulaciones de conflictos.

Componentes:

Cinco impresionantes mapas geomórficos montados, redibujados al estándar actual de LnLP; más de 340 fichas que representan el equipo y los hombres del Ejército y Marines norteamericanos, más los del NVA, el Viet Cong y el ARVN; 16 cartas de Habilidades para los jefes y héroes; 13 escenarios; versión 3 de las reglas del sistema.

Para 2 jugadores. Adaptabilidad para jugar en solitario: alta. **¡¡REGLAS EN CASTELLANO!!**





Lock 'n Load: ANZAC Attack 2nd Ed. P.V.P.: 40,00 € **NOVEDAD**

FORMATO: SUPLEMENTO PARA WARGAME. **EDITOR:** LNL PUBLISHING

ANZAC Attack es la primera expansion para *Forgotten Heroes*. Destacan los nuevos tableros redibujados por Marc von Martial, una atractiva maquetación de los escenarios, y aún más fichas que en la primera edición. Presenta las fuerzas de Australia y Nueva Zelanda luchando contra los vietnamitas del norte y el Viet Cong. Esta expansion es totalmente compatible con *Forgotten Heroes 2*.

Los escenarios detallan no solo la participación del ANZAC en Vietnam, si no también blindados NVA en ciudades, y batallas entre ARVN vs NVA.

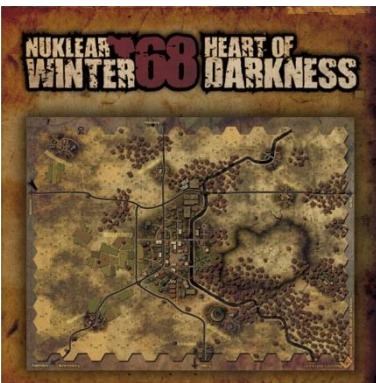
Premiado con el Charles S. Roberts, International Gamers Awards Game of the Year, y votado por la Game Magazine como una de las cinco mejores simulaciones de conflictos.

ANZAC Attack es una expansión que necesita el básico *Forgotten Heroes* para poder jugarse.

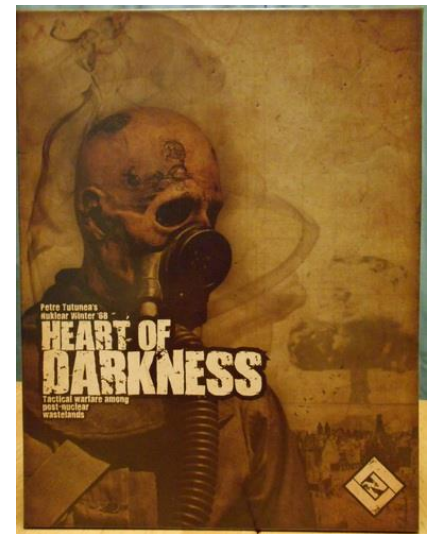
Nuklear Winter: Heart of Darkness Expansion. P.V.P.: 44,00 € **NOVEDAD**

FORMATO: SUPLEMENTO PARA WARGAME. **EDITOR:** LNL PUBLISHING

First there was the white light, and then everything melted away. The war ended in 1946 with the nuclear annihilation of the Third Reich but all was not lost; many German units took shelter in underground vaults where they continued to live, train and develop new weapons. The Reich, oblivious of the climatic, technological and political changes inflicted by more than twenty years of nuclear winter, emerged in 1968 under Himmler's guidance only to find the Fatherland, a barren land now known as the Zone, surrounded by the NATO military and populated by mutants and a mysterious army of elusive beings fighting under the sign of the Black Hand.



It is now 1969. One year has passed since the Reich began its struggle, only to have met a stiffer than anticipated resistance from the Black Hand, their war beasts and the powerful NATO forces. The German war machine's bold impetus has been bogged down and turned into a fighting withdrawal as men, equipment and food levels have dwindled to critically low levels. To make matters worse, a somber cloud looms over the Germans as Himmler, the Reich's ruthless commander, has been bedridden by a peculiar illness. Feeling that his time may be nearing, Himmler decides to reveal that the relic recovered from the Holterbeg monastery during the previous year's campaign may represent the vaults' only hope for survival and the answer to Germany's future.



Scholars of the occult-worshiping Arkanum Korps have discovered that the object is actually a map marker, the link to another artifact, a source of unspeakable power amongst the mortals. Mentioned in writings from the Xth century, dating from the birth of the Holy Roman Empire, it is said that the Charred Heart was responsible for the rise and downfall of the great European kingdoms - a true maker of kings. Its trail had been lost sometime during the 1800s, but there may be a glimmer of hope if, according to the Holterberg relic, it were to be found again somewhere in the East and used to restore Germania Magna. The much feared Arkanum Korps are tasked, once again, to head out for the Magdeburg ruins, far into the unexplored part of the Zone in search of the Charred Heart artifact.

Meanwhile, in a surprising turn of events, for reasons yet unknown, the Black Hand took on the fight to NATO, deliberately or not, saving the Reich from certain doom. Despite the defeat and subsequent disappearance of their Zealot commander holding the Wunderwaffe blueprints in last year's showdown, seemingly endless swarms of Zealots and Ravagers poured from the crimson woods onto the unsuspecting US and Russian bases, ambushing supply columns and encircling numerous divisions in the war-torn Zone, effectively halting NATO's drive towards the retreating German army.

For NATO there are no options other than to keep going forward. Their political and financial strength can, and must, keep the supply chain intact. Their doctrine dictates that wherever resistance is met, more weight is to be put into the push in order crush the obstacle; efforts have been made to increase the power, range and overall effectiveness of all their weapon systems. HADES (Heavy Assault and Demolition Expeditionary Squadron) is the newly assembled formation at the tip of NATO's thrust, closely guided by Russian GRU agents rumored to have psychic powers. Fielding machines and weapons built based on Nikola Tesla's works on the power of electricity and automatons, HADES is already trampling its way to the frontline.

NW68HD introduces the characters, individuals with unique backgrounds and motivations, employing powerful skills, capable to further boost the effectiveness of the platoons they are attached to. Entering the fray is a new guild of unscrupulous, well equipped and perfectly Zone adapted mercenaries ready to shed blood for those willing to pay the most for their brutal services. Still, nothing compares to the horrific creatures lurking in Magdeburg's radioactive shadows, an army of nightmarish creatures marked with a White Hand emblem nearly identical to the infamous black one. Despite the shock, this encounter with the darkness may very well shed some light on the truth behind the Zealots and their origins.

Componentes: 88 fichas, 1 mapa de 55x43 cm, 10 nuevos escenarios, 1 ayuda de juego. Este artículo es una Expansión que necesita *Nuklear Winter '68*. Complejidad: media. Adaptabilidad para jugar en solitario: alta.

Nuklear Winter '68. P.V.P.: 52,00 € LNL PUBLISHING **REEDICIÓN**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** LNL PUBLISHING

El antiguo territorio alemán, transformado en una tierra yerma por el holocausto nuclear que acabó la 2ª Guerra Mundial en 1946, es el difícil escenario de un nuevo conflicto entre viejos enemigos enzarzados en una lucha por el futuro de la humanidad.

Líderes nazis supervivientes y fuerzas de la Wehrmacht resurgen de Nuevo en 1968 de refugios subterráneos para reconstruir un imperio de entre las cenizas del mundo. Ignorantes de los cambios climáticos, tecnológicos y políticos causados por más de 20 años de invierno nuclear, están a punto de enfrentarse a la misteriosa Mano Negra (criaturas abominables que son las dueñas de los yermos) y contra el poder de la altamente mecanizada y versátil alianza de la OTAN.

Las unidades representan secciones de vehículos como tanques T64 o King Tiger, infantería o helicópteros. Las secciones se agrupan en formaciones y están bajo el mando de un comandante. Las formaciones se activan mediante la selección aleatoria de fichas de activación. Las unidades mejor entrenadas y comandadas pueden activar se más de una vez por turno. En cada activación se pueden mover, disparar y luchar. Por otro lado, no hay ninguna garantía de que cada formación se active tan siquiera una vez por turno.

Escala de las unidades: secciones. Turnos de 15 minutos, hexágonos de 150 m. Duración de un escenario: 60-90 minutos. Componentes: 352 fichas, mapa montado de 55x85 cm., librito de reglas y escenarios. **¡¡REGLAS EN CASTELLANO!!**



No Peace Without Spain. P.V.P.: 53,00 € **ÚLTIMOS EJEMPLARES**

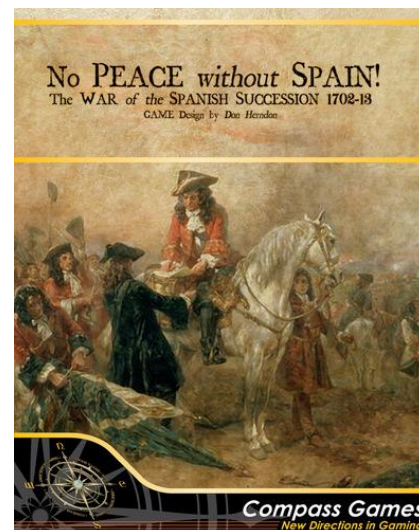
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** COMPASS GAMES

En noviembre de 1700, el rey de España, Carlos II, murió sin un heredero. La ya vieja rivalidad entre los Borbones y los Ausburgo estalló una vez más, al reclamar ambos bandos el derecho al trono. *No Peace Without Spain* es un juego para dos jugadores que recrea elegantemente esta épica lucha mediante un mapa de casillas interconectadas y un “motor” de cartas con un mazo único de 55 cartas. Las cartas de Acción se emplean para activar ejércitos para movimiento y asedio, mientras que las cartas de eventos ponen en marcha eventos históricos y especiales que pueden cambiar los acontecimientos en cualquier momento. Cada turno representa un turno histórico y cada ficha de “cuerpo” representa unos 10.000 hombres de todas las armas. Los líderes representan a generales importantes y a sus estados mayores.

El juego ofrece un sistema de batalla sencillo e intuitivo que subraya un aspecto único de esta guerra: el control de la batalla mediante un equipo. Tal vez el ejemplo más extraordinario del cual sea la pareja de los generales más brillantes de la guerra: el **Duque de Marlborough** y el **Príncipe Eugenio de Saboya**. La causa de los Bortones también tiene mandos capaces, destacando el **Mariscal Villars**, **Vendome** y **Berwick**. Estos y otros jefes tienen valores numéricos de capacidad Táctica y de Mando que pueden influir notablemente sobre el desarrollo de los acontecimientos.

El mapa subraya la importancia de las fortalezas en una guerra que tal vez fue el punto álgido de la guerra de asedio formal. Las fortalezas de esta era raramente resistían a un asediador que tuviera los medios y el tiempo necesarios para llevar a cabo un asedio formal, y el juego recrea esto mediante una sencilla tabla de asedio que deja también cabida a posibles defensas numantinas o rápidas rendiciones.

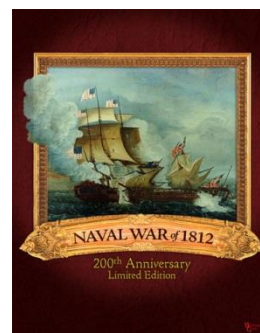
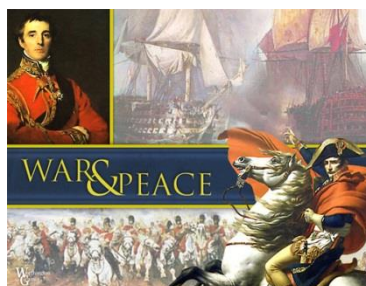
El jugador de la Alianza es quien obtiene puntos de victoria, y el ganador se decide en los puntos que tenga tras el turno de 1713. **¡¡REGLAS EN CASTELLANO!!**



Reducción de precios:

War & Peace. P.V.P.: ~~67,50~~ > 58,50 €

Naval War of 1812. P.V.P.: ~~67,50~~ > 58,50 €



Against the Odds 41: Circle of Fire: The Siege of Cholm, 1942. P.V.P.: 34,00 € **NOVEDAD**

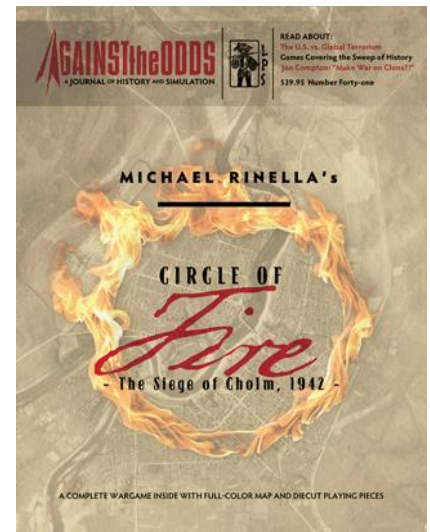
FORMATO: REVISTA CON JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** AGAINST THE ODDS

Though now largely forgotten the successful defense of Cholm by *Kampfgruppe Scherer* ranks as one of the great small unit sieges of the Second World War and perhaps of all time. Now you can relive the first ten days of this epic battle, when the underfed soldiers of the Soviet 3rd Shock Army attempted to capture the town, its food, and its vital road hub “on the march” and avoid what would ultimately become a long and unsuccessful siege. As the Soviet side you have more men, stronger artillery, and armor. As the German side you have the town, the high ground, and air power. Hitler has declared Cholm a *festung*: there will be no withdrawal. In the waist-deep snow and sub-zero temperatures the battle will be fought to the last man and the last grenade.

Circle of Fire: The Siege of Cholm, 1942, by designer Michael Rinella, utilizes an updated version of the low-complexity area-impulse system first used in the award-winning Avalon Hill classic *Storm Over Arnhem*. Unlike that game, however, this design includes a hallmark of later area-impulse games: the “sudden death” mechanism to end turns unpredictably. The game includes a full size area map produced directly from aerial photographs and situational maps, and 176 large counters. Easy to learn, quick to set up, and fast to play, *Circle of Fire* is both a great introduction to the area-impulse system and a great introductory conflict simulation game.

Circle of Fire and issue #41 of ATO:

Map - One full color 22"x34" mapsheet. Counters - 176 full color 5/8" die-cut pieces. Rules length - 8 pages. Charts and tables - 2 pages. Complexity - Low. Solitaire suitability - Low. Playing time - Up to 4 hours. Design - Michael Rinella. Development - Lembit Tohver. Graphics - Mark Mahaffey



ASL Starter Kit Historical Module #1: Decision at Elst. P.V.P.: 57,50 €

YA DISPONIBLE

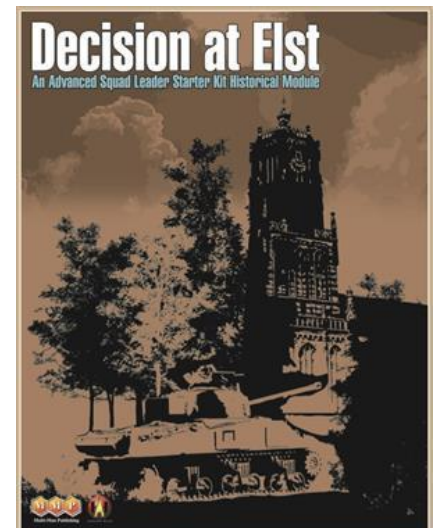
FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP

Decision at Elst (DaE) is the first *Advanced Squad Leader Starter Kit Historical Module* and covers the battle at Elst, Holland, in September 1944 between British and German units during Operation MARKET-GARDEN. It depicts the British 214th Brigade's advance toward Arnhem through the Dutch town of Elst defended by the German *Kampfgruppe* Knaust. This area of Betuwe, also known as “the Island,” was the furthest advance of XXX Corps before the official end of the MARKET-GARDEN offensive on 25 September 1944.

Decision at Elst comes with:

- a 22" x 32" historically-accurate map of the battlefield;
- three countersheets with British and German infantry, tanks, and guns, and game markers;
- two player aid cards;
- four historical scenarios and one Campaign Game;
- one 28-page *ASL Starter Kit* basic rules booklet (with all the latest finetuning);
- one 20-page *DaE* Campaign Game rules booklet, with all of the rules needed to play the scenarios and the Campaign Game, including new rules for the steeple, offboard artillery, polder terrain, and German SS units.

Decision at Elst is a fully self-contained product and requires nothing else to play it.



The South Shall Rise Again. P.V.P.: 27,00 € **NOVEDAD MAYO**

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

From designer **John Welch** comes your chance to alter the course of a fractured United States, increasingly menaced by Confederate zombie soldiers (“Zebz”), and the dangerous Revenants and Glorious Dead that await you.

Based on the alternate history of author S.M. Cross’ *The South Shall Rise*, this is a game of tactical combat set during the American Civil War, where those within the Confederacy take a terrible risk to use the dead as reanimated soldiers. With four unique and challenging scenarios to choose from, crawl out of the trenches and rise to glory... or die (again) trying.

Good luck... you’re going to need it!

Game Data:

Number of Players: 1-4. **Ages:** 13 and up. **Playing Time:** Approximately 30 minutes.

Complexity: 4 on a 9 scale. **Solitaire Suitability:** 8 on a 9 scale

Game Components:

- One 36-page full-color Rules booklet
- One 11" x 17" map
- 20 standees
- 45 counters
- 25 cards
- Five scenario cards
- One player aid



- Two six-sided dice
- One 11" x 17" mounted, jigsaw-cut game map
- One bright red, 9 1/4" x 5 7/8" Standard cardboard VPG game box
- One beautiful box cover sleeve
- One "Wipes-A-Lot" napkin
- One charcoal desiccant packet