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Novedades juegos y libros, 17 de octubre de 2011

Principato. P.V.P.: 24,00 €

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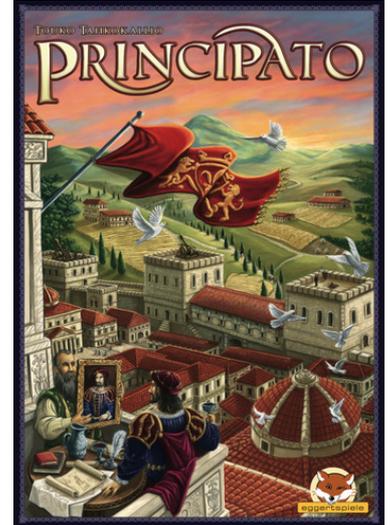
De la mano del diseñador de juegos finlandés Touko Tahkokallio nos llega *Principato*, un juego táctico para 2-4 jugadores.

En el norte de Italia se están formando poderosos principados. ¿Cuál será el mejor momento para expandirse? ¿Cuándo será la cosecha más rentable? ¿Cuánta fuerza será necesaria para defender las murallas de la ciudad? Solo el jugador que puede medir correctamente el momento apropiado para tales decisiones tendrá éxito al final.

Al comienzo de la partida cada jugador recibe un principado pequeño y desprotegido. Los principados disponen de tres épocas para desarrollarse. Se necesita una continua producción de dinero y comida para expandir un principado y para mantener un ejército de mercenarios. Durante la partida hay varias evaluaciones culturales y militares en las que se otorgan puntos de victoria a los jugadores.

La parte inusual del juego son las cartas de acción que están disponibles para todos los jugadores. Del elenco posible de acciones, los jugadores deben asegurarse las que más les convengan y usarlas en el momento apropiado: conseguir las nuevas a la vez que se deshacen de las viejas. Este sencillo mecanismo convierte *Principato* en un variado juego táctico lleno de difíciles decisiones.

Para 2-4 jugadores a partir de 10 años. Duración de la partida: 60 minutos. **¡¡REGLAS EN CASTELLANO!!**



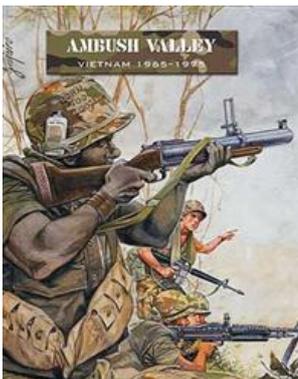
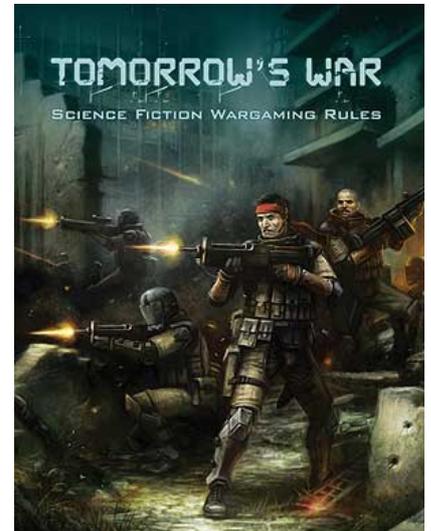
NOVEDADES OSPREY PUBLISHING

Tomorrow's War – Science Fiction Wargaming Rules. P.V.P.: 35,00 €

Authors: Ambush Alley Games Peter Johnston

Illustrators: Fabien Esnard-Lascombe Jesse McGibney Des Hanley

A miniatures wargame of gritty futuristic combat, Tomorrow's War projects the tactics and technology of today's military conflicts hundreds of years into the future. While robot drones, anti-gravity vehicles, and advanced battle-suit technology have changed the face of warfare, the essentials of combined-arms tactics have remained constant. Using the popular Force on Force rules as a basis, Ambush Alley Games has created the most realistic and tactically challenging science fiction wargame on the market. The rulebook includes a detailed optional 'future history' and a campaign system so that individual battles can be linked into an ongoing storyline.

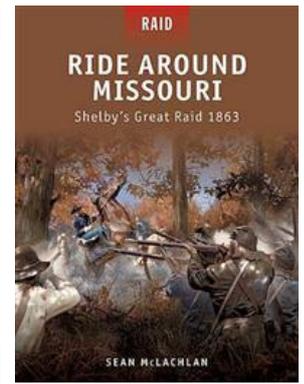
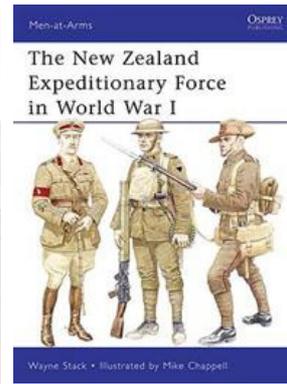
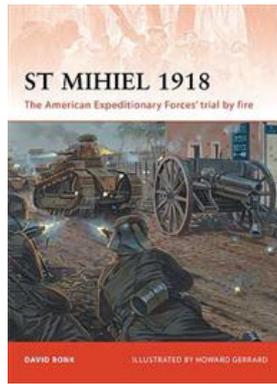


Force on Force 3: Ambush Valley - Vietnam 1965–1975. P.V.P.: 21,00 €

In the 44-year long history of the Cold War, few conflicts symbolize it as fully as those in Vietnam. To contemporary observers, it was a war between the two ideological blocs of Communism and the West. From the forces of the Viet Cong and NVA and the American, South Vietnamese, Australian and other Free World forces, the wars that ravaged Indochina throughout the second half of the 20th century can be recreated with Vietnam, the latest companion volume for Force on Force. Orders of battle, scenarios and special theatre-specific rules give players an immersive experience of gaming in the jungles, fields and towns of Vietnam, Laos and Cambodia.

MEN-AT-ARMS

MAA473 The New Zealand Expeditionary Force in World War I



RAID

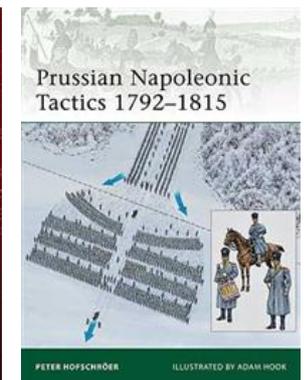
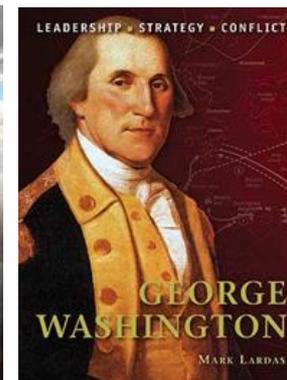
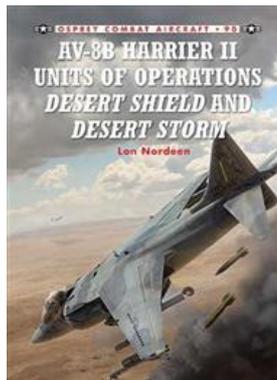
RAI25 Ride Around Missouri – Shelby's Great Raid 1863

CAMPAIGNS

CAM238 St Mihiel 1918

ELITE

ELI182 Prussian Napoleonic Tactics 1792–1815



COMMANDER

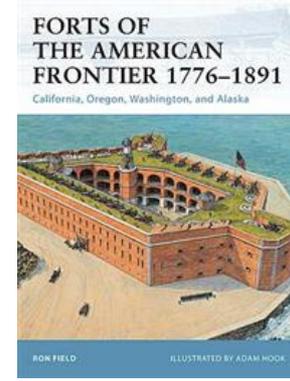
CMD23 George Washington

COMBAT AIRCRAFT

COM90 AV-8B Harrier II Units of Operations Desert Shield and Desert Storm

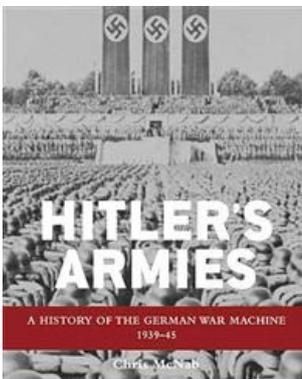
FORTRESS

FOR105 Forts of the American Frontier 1776–1891 California, Oregon, Washington, and Alaska



AIRCRAFT OF THE ACES

ACE100 Ki-44 'Tojo' Aces of World War 2



Hitler's Armies - A history of the German War Machine 1939–45. P.V.P.: 42,00 €

Author: Chris McNab

The definitive work on Hitler's war machine charting its evolution from the formidable force which won stunning victories during the Blitzkrieg in 1940, to the hard campaigns it fought in the deserts of North Africa and the frozen wastelands of the Soviet Union to the eventual retreat to the Fatherland itself. Drawing upon Osprey Publishing's unique archive, this volume expertly weaves together the story of the development and deployment of Hitler's armies displayed alongside a stunning collection of original artwork and photographs to show the kit and equipment of the various land forces. Hardback; 424 pages.

Contents

Introduction

Blitzkrieg: Hitler's War Machine Unleashed

Desert Warfare: Rommel's Afrika Korps

The Surprise Assault: Operation Barbarossa and the war in the East 1941–43

The Tide Turns: War on the Western Front 1944

The Final Defeats: Retreat to the Fatherland 1944–45

Conclusion

Knight – The Warrior and World of Chivalry. P.V.P.: 28,00 €

Author: Robert Jones

The knight in shining armour charging across the battlefield has become an iconic figure of the medieval period. Yet behind the popular image lies a world of the knight that is both more complex and more fascinating. This book uncovers the myths to reveal the true knight warrior, examining his equipment, arms, and armour, his steed, his 'career path', and of course his 'chivalric code'. It also investigates the role of the knight in law and justice, and in feudal warfare. Lavishly illustrated and drawing on first-hand accounts from the knights themselves, this book reveals the world of the knight in all his glory. Hardback; 240 pages.

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