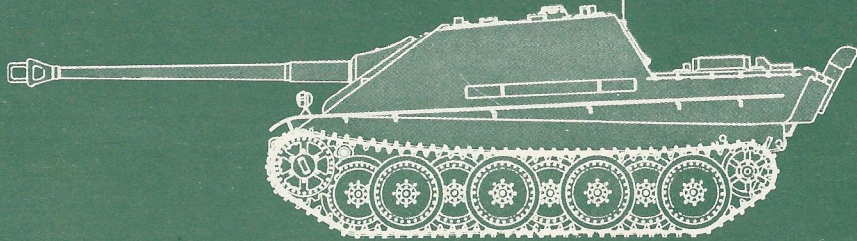


MILITARY SIMULATIONS PTY. LTD.



MILITARY SIMULATIONS PTY. LTD.
18 Fonceca Street, Mordialloc, Vic., 3195.

Catalogue

1977-78 Edition



SPI

Game Designers' Workshop

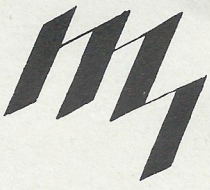
JEDKO

Valiant Miniatures

AVALON HILL

TSR

20 cents



...about our products:

The games and magazines offered by Simulations Publications are designed to provide you with a unique and enjoyable way to explore and "experience" conflict history. We're proud to have thousands of customers who actively play our games and avidly read our magazines for both pleasure and intellectual curiosity. We're also pleased that many college and secondary school teachers have incorporated *Strategy & Tactics Magazine* and *Simulation Series Games* into their course-material.

Each item in this catalog is fully described where pictured. What we'd like to give you here is a brief, overall description of our line, and a frank no-nonsense depiction of the physical characteristics of our merchandise.

SIMULATION SERIES GAMES are basically two-player game-simulations of significant battles, campaigns, or military systems. They are designed to allow the players to re-create historical events and explore alternative outcomes.

Physical Description: Playing surface (game-map) — 22x34" colored card-stock printed in tints of black and blue, folded in quarters. Playing pieces — half-inch square cardboard die-cut counters (usually 200-400 counters provided) printed in two or three colors with a matte finish. Rules — usually printed on 11" x 28" accordion-folded pamphlet 8,000 to 12,000 words long (including historical notes). In many games, additional sheets of set-up aids are provided to supplement the rules. Simulation Series Games are shipped in a sealed, manila envelope.

STRATEGY & TACTICS MAGAZINE deals with military/political conflict history in an incisive "hard-information" style. Each issue contains a full-fledged simulation game relating to one of the feature articles.

Physical Description: 48 bound 8 1/2 x 11" pages plus inserts. The main magazine carries approximately 40,000 words of text plus many diagrams, charts and photographs. Professional typography and graphics, high quality paper and two-color printing. Magazine game-rules contain about 10,000 words of text printed on a separate accordian-folded insert. Game maps are usually 22x34", printed in two-colors (tints of blue and black) on colored paper. Playing pieces are half-inch cardboard squares, die-cut and printed in two or three colors. A typical issue of S&T weighs more than half a pound, and is shipped to subscribers in a sealed, manila envelope.

MOVES MAGAZINE deals with simulation game design, play-theory and techniques. Articles also cover tactics used in specific games, reviews of games from a player's point of view, and short historical subjects applicable to game design.

Physical Description, 32 8 1/2 x 11" pages, with approximately 27,000 words of text. Professional typography and graphics, high quality paper and printing.

OTHER PUBLISHER'S GAMES: Military or political simulation games produced by other companies which we feel would be of interest to our customers. In many instances, the games have been designed by the Simulations Publications creative team, working under contract. These games are very similar to Simulations Series Games, differing mainly in packaging (hard boxes and mounted maps). In fact, the "window dressing" packaging accounts for the generally higher prices.

QUESTIONS

We are happy to answer any questions that you may have about the items mentioned in this catalogue provided the question is written so that it may be answered with a yes or no answer and is accompanied with a self addressed stamped envelope.

Please note that we are not necessarily bound by SPI terms of business or special offers.

Over the last year we have had no problems with loss or damage in the mails and we do not think the extra cost of Registered mail is necessary, however it is to be understood that our obligation ceases once we deliver your goods to the P.M.O. We endeavour to pack all goods to the best of our ability but cannot be responsible for any damage through the mail. We do say once again that over the last year we have had no complaints.

Always put your second or third choice when ordering as with such a large range of items we sometimes are temporarily out of stock. If no second choice is marked then your original requests will be forwarded whenever they are once again in stock.

*I told you
the blasted games
were realistic!*



Please enroll me as a member of SPA. I enclose \$4 for four newsletters (or \$5 for etc.)



SPI (Simulations Publications Inc.) & SPA (Simulations Publications Aust.)

Military Simulations, as SPI's representative in Australia and New Zealand, now carry all SPI games and magazines and are in a position to offer fast and personalised service to all wargame enthusiasts in our area. With this in mind all orders sent directly to New York are now being referred to us as a matter of policy. For those of you that want extra 'inside information' about new products, stock situations, and what is brewing at SPI, we now can offer you membership to a specialised mailing list.

This department of Military Simulations is called SPA (Simulations Publications Australia), and will issue news bulletins and discount coupons to members every three or four months. It will cost you \$4 a year (or for each four bulletins) to be a member of SPA. This fee is to cover our printing and postage costs. Members have a "SPA Number" allotted to them and will receive the following benefits, which will more than compensate for the \$4 charge:

1. Between 16 and 24 discount coupons per year to use when buying by mail from Military Simulations.
2. A 10% discount on SPI products when buying direct from our factory or NAPOLEON'S MILITARY BOOKSHOP and quoting SPA number.
3. Preferential service on all mail orders.
4. Cheaper subscription rates to S&T magazine.

Application form for SPA membership

Please print your full name and address

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Street _____

State _____ Postcode _____

MILITARY SIMULATIONS PTY. LTD.

18 Foneca Street, Mordialloc, Victoria 3195. Australia.
Factory hours: 9am to 5pm weekdays. Phone (03) 90 9791

MILITARY BOOKS

As a service to our customers we would like to mention that a large range of military books are available through the mail from Napoleon's Bookshop in Sydney. Write to them direct for all book orders and their latest catalogue. Stock and price enquiries should include a self-addressed and stamped envelope. Napoleon's are not selling mail order games.

For all BOOK enquiries write to:

NAPOLEON'S MILITARY BOOKSHOP
375 PITT STREET
SYDNEY NSW 2000.

For those of you that are confused by the range of wargames offered in this catalogue we offer the following advice in regard to our most popular games listed below:

For your first game:

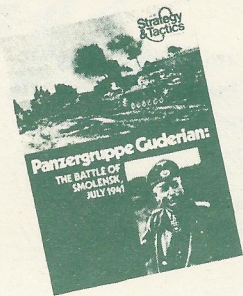
Tactics II	Avalon Hill	Very simple, boxed, introductory game only.
Napoleon at Waterloo	SPI	Simple, designed as introductory game.
Field Marshal	Jedko	Introductory game with tournament options.

Other easy to play games include:

Boridino, D-Day, Waterloo, War at Sea, Stalingrad, Afrika Korps, Battle of Bulge.

Game Evaluation Table

GAME	Complexity	Solitaire	Boxed	Scale	Time
African Campaign	Intermediate	Yes	Yes	Division	2hours
Battle of Britain	Simple-Inter.	No	Yes	Squadron	3
Barbarossa	Simple	Yes	No	Army	3
Blue & Grey Quads	Simple	Yes	No	Brigade	2 each
Drang Nach Osten!	Complex	No (Size)	No	Division	10+
Dungeon!	Simple	No	Yes	Individual	1 - 2
Fortress Europa	Tournament	Yes	Yes	Division	3
Firefight	Intermediate	No	No	Squad	2
Global War	Tournament	Yes	No	Army	6
Highway to the Reich	Complex	No (Size)	No	Battalion	10+
Kursk	Intermediate	Yes	No	Division	3
Kingmaker	Intermediate	No	Yes	Individual	4
Lankmar	Intermediate	No	Yes	Individual	4
Luftwaffe	Tournament	No	Yes	Squadron	4
Mech War 77	Intermediate	Yes	No	Squad	4
Narvik	Tournament	Yes	No	Regiment	6
Russian Campaign	Intermediate	Yes	Yes	Corps	5
Strategy I	Complex	Yes	No	Division	6
Sniper	Intermediate	No	No	Individual	3
War in East	Tournament	No (Size)	No	Division	8+
War in Europe	Complex	No (Size)	No	Division	20+
World War II	Tournament	Yes	No	Army	4
War at Sea	Simple	Yes	Yes	Ship	1+
Wellington's Victory	Tournament	Yes	No	Battalion	10
Westwall Quads	Intermediate	Yes	No	Battalion	2 each



Strategy & Tactics



the military history magazine with a game in it!

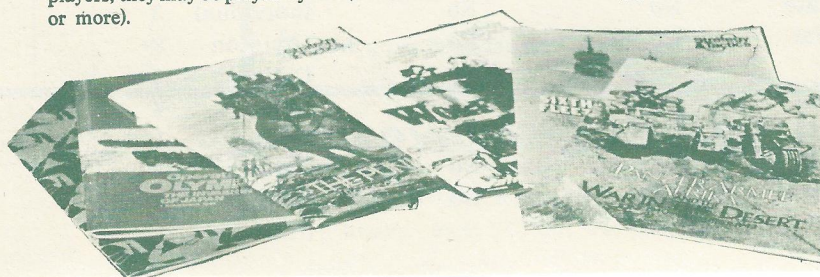
Strategy & Tactics Magazine is a paper time machine: you return to the point of decision and alter the course of history to explore alternative outcomes. Through the technique of conflict simulation, the famous battles and campaigns of military history become yours to re-create, substituting your judgment for that of the actual commanders. Other magazines and books can only speculate about the many paths that history could have taken: **Strategy & Tactics** enables you to truly find out for yourself—by redirecting the forces of change at the historical turning points.

Conflict simulations are serious, adult-level games. They are powerful analytical tools—paper computers that focus your mind on the critical elements of an historical problem. The games are played on maps portraying the battlegrounds, with playing pieces that simulate the characteristics of the participating military units. Although most games are designed for two players, they may be played by one (or three or more).

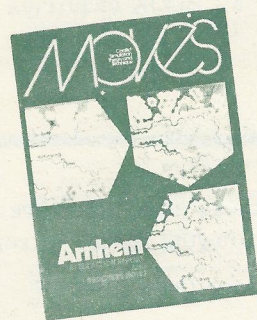
Here are some of the great games that have been published in **S&T Magazine**:

USN • Winter War • Revolt in the East
World War I • PanzerArmee Afrika
Tank! • The Punic Wars • Conquistador
The American Civil War • Sixth Fleet
Operation Olympic • Frederick the Great
Panzergruppe Guderian • Breitenfeld

Strategy & Tactics also provides a full-length article dealing with the same subject as the game in the issue—plus other articles dealing with historical and contemporary military and conflict simulation subjects.



Subscribe to
MOVES



MOVES Magazine appears on alternate months as a companion to **S&T**, and is especially created for the serious gamer. It provides the commentary, criticism, advice and news necessary for him to get the most out of his games. A wide variety of articles generated by the readership and the **SPI** staff deal with the "nuts and bolts" of game-playing and designing. The articles concentrate on the gaming aspects of the newest and best military simulations and are intended to be useful and informative whether or not the reader is familiar with the game under discussion; to help him form an educated opinion on the game or reach a clearer understanding of its subtleties.

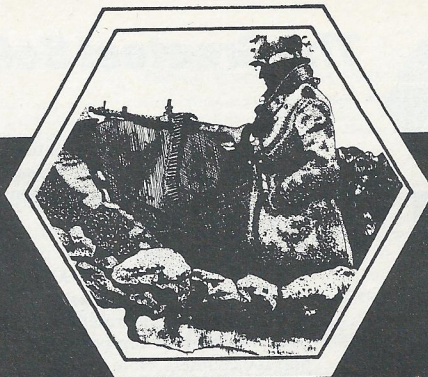
These are just some of the features you'll find in **MOVES**:

Game Profiles, which describe and analyze a game with regard to system, technique of simulation, and overall effectiveness; **Operational Analyses**, which deal with the tactics and strategy of play in a specific game or game-scenario; **Scenarios & Variants**, which provide additional rules or game-situations for use with existing game equipment; **Design Critiques**, which assess the accuracy and success of game system and mechanics; **Field Reports**, which are commentaries on the simulation field as a whole; and **After Action Reports**, which treat actual history in terms of a simulation game.

OTHER REGULAR FEATURES include **Designer's Notes**, which lets you know about the new developments in upcoming games; **Footnotes**, short, thought-provoking reader-written assessments on aspects of games already in print; **Forward Observer**, in which independent commentators say what they think about the newest games by other publishers; **Play-back**, an in-depth summary of recently published games, rated in ten critical categories by the Players themselves; and **Errata** (if any), post-publication corrections, additions, clarifications and amendments for newly-published **SPI** games which are always published in **MOVES** as soon as they become available.

Fire & Movement

The Forum of Simulation Warfare



ANNOUNCING...

FIRE & MOVEMENT

The Forum of Simulation Warfare

FIRE & MOVEMENT is a new magazine designed for those interested in simulation warfare. In every 40 page issue you'll find articles by highly experienced gamers and designers on a wide range of topics such as...

- **SIMULATION WARFARE:** An in-depth battle report on a game played by two or more playtesters. Here we will look at the game itself, how it plays, its play balance, its historical accuracy, and more.
- **NEWS BRIEFING:** News on the wargaming front. New games in development by all the game companies in the field. All the important information in the military history area that is judged of interest to the readership.
- **HISTORICAL ARTICLE:** An historical study of the game covered in the **CLOSE-UP** or **SIMULATION WARFARE** article. This will provide background material relating to the game and add to the readers understanding of the battle or campaign covered.
- **GAME CLOSE-UP:** A detailed survey of an individual game with a look at the basic systems and rules used, the game components, and more. In this section we will look first objectively at the game and point out its strengths and weaknesses. Then we will make constructive changes if necessary in the rules, scenarios or whatever to improve the game as a whole.

- **TACWAR:** This will be a regular section devoted to the World War II tactical level games. Here we will design new scenarios, add new rules and generally improve on the existing tactical game systems.

- **CROSSFIRE:** Here the reader will be able to submit his ideas and views on games. The readership is made up of highly intelligent individuals and they should be heard from. This will truly be your section of the magazine.

- **SCENARIO CORNER:** Additional battle situations which can be created for all the different games in the field. This section will cover a wide range of games and with each new scenario there will be a brief historical account to add to your enjoyment.

- **SPECIAL ARTICLE:** In each issue there will be an article of particular interest to the gamers as a whole. Here we might cover a specific aspect of wargaming, such as the 'victory syndrome', or look at a particular series of games that cover a particular period of time.

...AND MUCH MORE.

FIRE & MOVEMENT will be a magazine that will change with you. Through your response we will constantly change in order to give you the articles and scenarios of your choice. **FIRE & MOVEMENT** is your magazine. We are not in the business of manufacturing games and therefore we are open to all the different game companies in the world. Our editorial policy will be based on objective and fair analysis of games.

- **FIRE & MOVEMENT** will be published bi-monthly. So, if you want to be truly involved in simulation warfare, subscribe to **FIRE & MOVEMENT**.

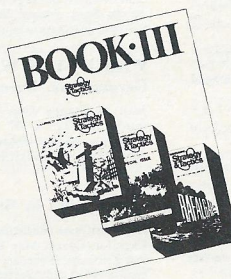
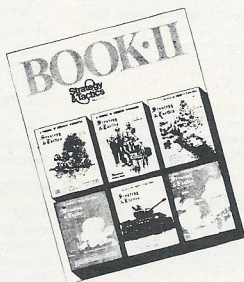
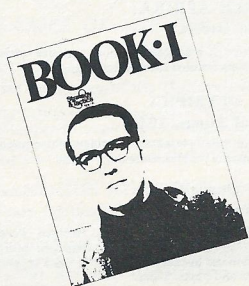
S&T BACK ISSUES (Without Games)

Book I The first six issues of Strategy & Tactics

Book II S&T nr's 7-12

Book III S&T nr's 13-15

Book IV S&T nr's 16-18





The Greatest Selection of Conflict Simulations...

Over 100 titles from Simulations Publications' complete line of *Simulations Series Games*, *QuadriGames* and *Folio Series Games*. Every period in history is represented from 300 BC to the far future!

The physical components of all games are generally similar, consisting of a playing map printed on cardstock or heavy paper (usually 22" x 34"), 100 to 400 die-cut cardboard playing pieces, and complete rules. Our low price *Folio Series Games* are handsomely packaged in an illustrated 9" x 12" glossy folder (with an interior pocket to hold the components). *Folio Games* have 17" x 22" maps and 100 counters. Note that most of the *Folio Games* may also be had as a part of a *QuadriGame*—a set of four related *Folios* packaged together.

GAMES OF THE CONTEMPORARY ERA

MODERN BATTLES QuadriGame Four Battles in the 1970's

The battles of Golan (Arab-Israeli, '73); the "Chinese Farm" (Arab-Israeli, '73); Wurzburg (Germany, hypothetical); and Mukden (Sino-Soviet, hypothetical) are all presented in one package. Each battle has a separate map, counter sheet, and rules folder.

MODERN BATTLES II QuadriGame Four Battles

Jerusalem (Arab-Israeli, '67), Bundeswehr (NATO-Soviet, hypothetical), DMZ (Korea, hypothetical), and Yugoslavia (US and Yugoslavians vs Soviets), are all presented in one package.

SOUTH AFRICA

The End of the Colonial Experience

Simmering resentment breaks out into full-scale warfare between the Soviet-armed nations of Black Africa and White-ruled Rhodesia and South Africa.

SINAI: The Arab-Israeli Wars

Multi-scenario, operational level recreation of the Middle Eastern powder keg. Includes 1973 war (as well as '56, '67, and late '70's).

FOXBAT & PHANTOM:

Tactical Aerial Combat in the 1970's

Plane vs. plane at supersonic speeds. Fourteen types of jet fighter aircraft are available to simulate the air action taking place today over the world's trouble spots.

NATO: Combat in Europe in the 1970's

The forces of the Warsaw Pact launch themselves against NATO defenders in this game of the Soviet invasion of Western Europe.

REVOLT IN THE EAST:

Warsaw Pact Rebellion in the 1970's

A Folio Game concerning a hypothetical conflict between the Soviet Union and Eastern European nations in revolt.

SIXTH FLEET:

US/Soviet Naval Warfare in the Mediterranean

An unusual combat before movement system is incorporated in this game of superpower fleet confrontation in the '70's.

MECH-WAR '77

Tactical Armored Combat in the 1970's

NATO vs. Warsaw Pact; Arab vs. Israeli; Chinese vs. Soviets in NATO-company level scenarios of modern armored combat.

FIREFIGHT:

Mechanized Infantry Combat in the 1970's

Individual vehicles, fireteams and squads in attack, defense, delay, contact and meeting engagement scenarios.

THE OIL WAR:

Combat in the Persian Gulf Regions

Operational level Folio game showing possible American military reaction against the Oil Cartel.

WORLD WAR THREE

Global Warfare in the 1970's

Hypothetical (hopefully) strategic "conventional" warfare between the superpowers. Multi-scenario, nuclear options.

FULDA GAP

The First Battle of the Next War

Battalion-level game featuring electronic warfare, pitting NATO's active defense against the Soviet Multi-echelon attack.

AIR WAR '78

Tactical Air Combat in the Late Seventies

The newest production and prototype aircraft are provided to create up to the minute scenarios of air combat.

THE OCTOBER WAR:

Tactical Armored Combat in the Mid-East, October 1973

Platoon/company level simulation of Arab-Israeli combat in the Golan Heights and the Sinai.

GAMES OF WORLD WAR TWO

PANZERGRUPPE GUDERIAN

Battle of Smolensk, July 1941

An operational level simulation of the battle in which the German blitzkrieg advance on Moscow was halted.

HIGHWAY TO THE REICH

Operation Market-Garden, September 1944

A company level simulation of the operation, from the para-drops to the evacuation (or advance) across the Rhine at Arnhem, with a map of the airborne "corridor" in four interjoining 22" x 34" sections.

PANZER '44

Tactical Armored Combat, Europe, 1944-45

German, American and British mobile engagements in France, Belgium and Germany during WWII.

BATTLE FOR GERMANY:

The Destruction of the Reich, 1944-45

Each Player controls an invading Allied army and the German forces facing his opponent, in this Folio game simulating the final offensives in the East and West. Multi-player options.

DREADNOUGHT:

Surface Combat in the Battleship Era, 1906-45

All the great battleships from both world wars sail again in this comprehensive, multi-scenario, tactical simulation.

WAR IN THE EAST

Second Edition

Using newly designed three-color maps and counters compatible with the *War in Europe* system, the rules have been "cleaned up," but the familiar game is essentially unchanged.

WAR IN EUROPE

The Struggle Against Germany and Italy, 1939-45

This complete package contains both *War in the West* and *War in the East, Second Edition*, plus the additional rules and material necessary to link the two games.

WAR IN THE WEST:

Germany vs. Europe, 1939-45

Map of Europe from Casablanca to Murmansk, in nine interjoining 22" x 34" sections! Over a thousand counters. Scenarios, include Poland (1939), France (1940 & 44), North Africa (1941-43), Italy (1943-45), and Campaign Game.

Four Battles in NORTH AFRICA

A QuadriGame consisting of Crusader (Tobruk, November '41), Cauldron (Gazala, May '42), Supercharge (Alamein, August '42), and Kasserine (February '43). Each battle has a separate map, counter sheet and rules folder.

GLOBAL WAR:

The War Against Japan and Germany, 1939-45

The "two-ocean" war to defeat the Axis. Full land game, plus extensive air and naval rules. Big, two-sheet map, 1200 counters, and complete rules, including variable scenarios, "mini-games," and unit production.

TANK!

Armored Combat from the 1930's to the 70's

Individual tanks duel in typical mechanized actions from the beginning of the Blitzkrieg to the present.

WACHT AM RHEIN

German Offensive in the Ardennes, Dec 1944

A Battalion-level simulation of the Battle of the Bulge; includes fatigue, march order formations, air power, 44" x 68" map.

SEELÖWE:

The German Invasion of Britain, 1940

A fascinating "what if" game of Operation Sealion, the never-executed amphibious assault on Britain.

KURSK: Operation Zitadelle, 4 July 1943

Division/corps level game simulating the last major German offensive in the Soviet Union. Includes air units and fortifications.

TURNING POINT: The Battle of Stalingrad

The Soviet attack that crushed the stalled German Sixth Army, and which proved to be the turning point of the war. 16 alternate scenarios.

THE CAMPAIGN FOR NORTH AFRICA

The Desert Campaigns, 1941-43

An heuristic manual simulation with four 22" x 34" map sections, rules and HIMS program booklets and charts, covering in detail all aspects of the campaign. Available: August '77, \$20

WAR IN THE PACIFIC

The Campaign Against Imperial Japan, 1941-45

Map of the Pacific and Indian Oceans in seven 23" x 35" sections. Full land/air/sea simulation; 1600 counters; multiple scenarios and campaign game. Available: June '77, \$30

PATROL!

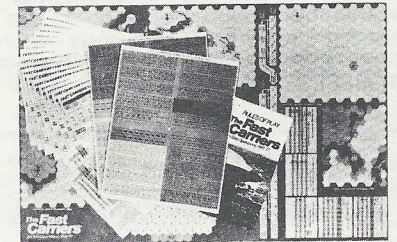
Man-to-Man Combat in the 20th Century

Individual soldiers clash in small unit actions. Multiple scenarios from WWI through the present. A companion to *Sniper!*

THE FAST CARRIERS:

Air-Sea Operations 1941-1977

A multi-level game presenting attack carriers from WWII through the future engaging in air-sea combat in historical and hypothetical scenarios.



DESERT WAR:

Tactical Warfare in North Africa

Platoon level game recreating typical desert actions involving the British, Italians and Germans. Simultaneous movement.

PANZERARMEE AFRIKA:

Rommel in the Desert

Operational level game of bold desert action. Includes critical aspects of logistics which resulted in the Axis defeat.

OPERATION OLYMPIC:

The Invasion of Japan, 1945

A unique single-player game presents the problem of conquering the unyielding Japanese in the absence of the A-Bomb.

WEST WALL QuadriGame:

Four World War II Battles

The battles of Arnhem (September '44), Hurtgen Forest (November '44), Bastogne (December '44), and Remagen (March '45) are all presented in one package. Each battle has a separate map, counter sheet, and rules folder.

ROAD TO RUIN

Voronezh to Stalingrad: The 1942 Axis Summer Offensive

A simulation of the operations of the German 4th Panzer and 6th Armies, using "untried" units and shifting objectives for the German Player.

"CA":

Tactical Naval Warfare in the Pacific, 1942

Ship-to-ship combat set in the waters around Guadalcanal. Ten scenarios employing battleships, cruisers and destroyers.

WINTER WAR:

The Russo-Finnish Conflict, 1939-40

Tiny Finland strains to stem the invading Red Army. Game includes special political events which could have radically altered the outcome.

BARBAROSSA:

The Russo-German War, 1941-45

From Hitler's invasion to the Battle of Berlin, this multi-scenario strategic level game recreates the entire sweep of the East Front.

MOSCOW CAMPAIGN:

Strike and Counterstrike: Russia, 1941

Operational simulation of the Nazi drive on Moscow in the Fall of '41. Scenarios for 24 alternate games are provided.

WORLD WAR II:

The European Theater of Operations

The entire European war on a grand strategic level; seasonal turns, air, land, and sea operations. Many new concepts.

SNIPER! House-to-House Fighting in WWII

Unique man-to-man combat simulation employing simultaneous movement rules to recreate urban warfare in Europe and the U.S.S.R.

SPITFIRE:

Tactical Aerial Combat in Europe, 1939-42

Plane-to-plane action between the Luftwaffe and the Allied air forces. Aircraft given include the Me-109, FW-190, Spitfire and Hurricane (and many others).

USN: The War in the Pacific, 1941-43

All the essential elements of air, land and sea combat are represented in this all-encompassing, strategic level game on the decisive early years of the war with Japan.

THE ARDENNES OFFENSIVE:

The Battle of the Bulge, December, 1944

Perhaps the most dramatic battle of WWII, this simulation of the desperate German offensive is a tension-filled contest.

ISLAND WAR QuadriGame:

Four World War II Battles

The battles of Okinawa (April '45), Leyte (October '44), Saipan (June '44), and Bloody Ridge (Guadalcanal, September '42), are all presented in one package. Each battle has a separate map, counter sheet, and rules folder.

GAMES OF WORLD WAR ONE

WORLD WAR I, 1914-1918

A strategic level folio game covering the entire war on every European front. Novel combat and manpower rules; six-month Game-Turns.

WAR IN EUROPE MODULE I:

The First World War, 1914-1918

An "expansion kit" consisting of rules, charts and unit counters to be used in conjunction with the War in Europe System Game Maps. Simulates war on corps level.

GAMES OF THE 19th CENTURY

NAPOLÉON'S LAST BATTLES QuadriGame

The Campaign of the Hundred Days, June 1815

The battles of Quatre Bras, Ligny, Wavre and La Belle Alliance (Waterloo) are all presented in one package. Each battle has a separate counter sheet and map, and may be played separately or combined to allow the simulation of the entire campaign.

NAPOLÉON AT WAR QuadriGame:

Four Battles of the Napoleonic Wars

The "Battle of Nations" (Leipzig, 1813), the battles of Wagram (1809), Marengo (1800), and Jena-Auerstadt (1806), all in one package. Each battle has a separate map, counter sheet, and rules folder.

WELLINGTON'S VICTORY

The Battle of Waterloo

A battalion level simulation, with a 68" x 44" map of the seven-mile battle front (100 yards per hex), and 1600 counters. Includes battle formation tactics, skirmishers and artillery.

THE AMERICAN CIVIL WAR, 1861-65

Grand strategic simulation of the bloodiest war our country ever experienced. Includes land, sea and rail rules.

BLUE & GRAY QuadriGame:

Four Civil War Battles

The battles of Chickamauga, Shiloh, Antietam, and Cemetery Hill (at Gettysburg) all in one package. Each battle has a separate map, counter sheet, and rules folder.

BLUE & GRAY II QuadriGame:

Four Civil War Battles

The battles of Chattanooga, Wilderness, Fredericksburg, and Hooker vs. Lee (at Chancellorsville) all in one package. Each battle has a separate map, counter sheet and rules folder.

ROAD TO RICHMOND

Seven Days' Battles

A simulation of the critical three days of the battle between McClellan's Army of the Potomac and Lee's Army of Northern Virginia.

WAR BETWEEN THE STATES, 1861-1865

A brigade and division level game with a 66" x 34" map of the Confederacy and border regions, and weekly turns.

TERRIBLE SWIFT SWORD:

The Three Days of Gettysburg

A *regimental* level simulation, using a map of the battlefield in three 22" x 35" sections (120 yards per hex), and 2000 counters! The ultimate Gettysburg game.

BORODINO:

Napoleon in Russia, 1812

Operational level simulation of the only major battle between the Russian and French armies before Moscow.

NAPOLÉON AT WATERLOO

The classic presentation of history's most well-known battle, complete with expansion kit.

VERA CRUZ

US Invasion of Mexico, 1847

An operational simulation of General Winfield Scott's climactic campaign of the Mexican War.

GAMES OF THE PRE-19th CENTURY

CONQUISTADOR!

Exploration of the New World, 1495-1600

Players organize expeditions of naval exploration, followed by colonization and inland expeditions. Includes naval combat, piracy, historical explorers and missionaries.

THE PUNIC WARS:

Rome vs. Carthage

A strategic, area-movement Folio game on the three wars which decided the fates of the two great rivals of the Mediterranean.

FREDERICK THE GREAT

The Wars of the Soldier King, 1756-59

Multi-scenario simulation of the major campaigns of Frederick in the Seven Years War.

FRIGATE:

Tactical Naval Warfare, 1600's to early 1800's

Ship-to-ship combat in the age of cannon and sail. Multiple scenarios include actions involving British, Spanish, French and Dutch fleets.

THIRTY YEARS WAR QuadriGame:

Four Seventeenth Century Battles

The battles of Freiburg (August 1644), Lutzen (November 1632), Nordlingen (September 1634), and Rocroi (May 1643) are all presented in one package. Each battle has a separate map, counter sheet and rules folder.

BREITENFELD:

Austrians vs. Swedes, November 1642

A Folio Game and companion to the four games of the Thirty Years War QuadriGame.

STRATEGY I:

Strategic Warfare, 350BC to 1984

Perhaps the most extensive simulation ever produced, it covers all the aspects of warfare in seventeen scenarios from Alexander the Great to the potential nuclear holocaust.

VIKING:

Tactical Warfare in the Dark Ages

Covers all the major military systems that fought in the period, including vikings, Crusaders, Moslem cavalry and Byzantine legions. Many scenarios, covering significant battles from Tours to Liegnitz.

SPARTAN:

Tactical Warfare in the Hellenistic Age

A multi-scenario game enables players to re-fight the major battles of the ancient world. Special rules embody the "feel" of ancient tactics.

LEGION:

Tactical Warfare in the Roman Age

Famous battles of the Roman legions, tracing their development and ultimate degeneration as a military system.

THE CONQUERORS

The Macedonians and The Romans

Two Strategic simulations (with Tactical Battle Display) covering the major campaigns of Alexander in Persia, and the Roman Mediterranean expansion.

FANTASY &

SCIENCE FICTION GAMES

STARFORCE "ALPHA CENTAURI"

Interstellar Conflict in the 25th Century

Starships flash across the light-years to do combat with human and non-human adversaries. Strategic/tactical level.

SORCERER:

Magical Conflict Between Conjured Armies

An operational level game set on a mythical continent in which magic actually works. Demons, Dragons, Trolls and Human armies. Sorcerers and Vortexes.

INVASION OF AMERICA:

Death throes of the Superpower

A hypothetical amphibious invasion of the United States occurring within the next 25 years, led by the Sino-Soviet forces and their allies. Double-size map shows all of North America.

DIXIE:

North vs. South in the Twentieth Century

A Folio Game postulating a Confederate victory in the Civil War with a rematch being fought in the 1930's.

OUTREACH

Galactic Expansion in the 30th Century

A game of exploration, colonization and warfare as the frontier of humanity is pushed out into the Milky Way Galaxy.

THE RING TRILOGY

The Wars of Middle Earth, S.R. 1419

Two battle games (Minas Tirith and Helms Deep) and a two-map campaign game (Lord of the Rings) covering the entire war of the rings. (Individual component games are available separately; see MINUTEMAN)

MINUTEMAN

The Second American Revolution

Strategic simulation of partisan warfare on the North American continent; set in a period of future upheaval.

BATTLEFLEET MARS

Uprising of the Martian Colonies, 2096 AD

Tactical and "Strategic" level combat in the solar system; includes political and economic aspects.

STARSOLDIER

Tactical Combat in the 25th Century

An individual-level game based on the science-fiction future scenario developed for StarForce.

POWER POLITICS SERIES GAMES

RUSSIAN CIVIL WAR:

Reds vs. Whites, 1918-19

A multi-Player game depicting the struggle for power between the fragmented political forces in the wake of the collapse of the Russian Empire and the fall of the Czar.

AFTER THE HOLOCAUST

Upheaval in the Wake of Nuclear War

A multi-Player, Power Politics Series game on the fragmentation of the United States into regional sub-nations, set twenty years after a shattering nuclear war.

The Plot To

ASSASSINATE HITLER

A multi-Player game, with two-Player and solitaire scenarios, concerning the "Generals' Plot," which culminated in several unsuccessful attempts before and during the war.



JEDKO ADULT GAMES

Easy to play, suitable for beginners and experts.

FIELD MARSHALL

FIELD MARSHALL is a two player game of military strategy in which each player assumes the role of a Field Marshall in his country's army and takes command of an Army Group consisting of armour, infantry, artillery and other specialised troops. Each Field Marshall takes orders from his leader, only to the troops in the Army Group under his command.

Field Marshall is actually two games in one. The **BASIC GAME** is designed to introduced players to this type of simulation game and also provide experienced players with a quick, evenly balanced and challenging game that can be played out within an hour or so. The **TOURNAMENT GAME** is for more experienced players and confronts the players with many unexpected problems.

COMPONENTS: Full colour mounted mapboard and over 200 unit counters comprehensive rules booklet and two order of battle charts.

FIELD MARSHALL



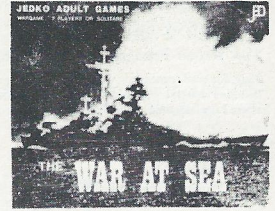
The WAR AT SEA

The War at Sea is a game of Grand Strategy with each player assuming the role of an Admiral of the Fleet and trying to control the sea areas that are important to his nation's interests.

Can YOU as the British Admiral stop the German capital ships from breaking out into the Atlantic? Can you defeat the Italian fleet and control the Mediterranean, can you get the vital convoys through to Russia, can you control the U-boat menace and still have the ships needed to defeat the Bismark and Tirpitz?

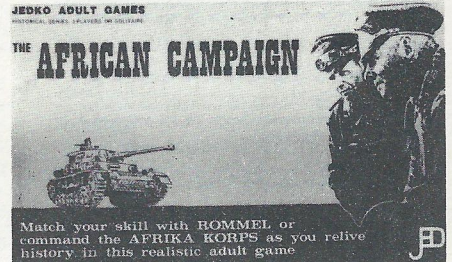
Can YOU as the German Grand Admiral outfox the larger British fleet and sink the vital convoys? Can you escape from Allied naval airpower and sink his vital carriers, can you stop the Russian ships in Leningrad from disrupting the vital iron ore supplies in the Baltic Sea and will you allow the Bismark to sail alone or wait for the Tirpitz to be completed.

Described in the American game review magazine 'Campaign' as the classic naval game of all time, the War at Sea is a very playable and fast moving simulation and comes complete with a full colour mounted mapboard, counters representing all major German, Italian, British and Russian capital ships of the European theatre and a very easy to read rules folder.



Tournament level, historical series.

The **AFRICAN CAMPAIGN** is by far the most realistic game on the Desert War yet published. The game begins with Wavell's first offensive against the Italian forces of Marshal Graziani, and ends in December 1942 when the Americans landed at Rommel's rear. On a 38" x 11" mapboard of North Africa you can reflag and redirect the Desert War, and get a much fuller understanding of the problems involved than any book could impart. This quick-moving game is both easy to play and historically accurate. Some of its features include: fuel supplies, airpower, minefields, step reduction to indicate losses, fortresses, ports, and much more. The units are division level and arrive and are withdrawn according to an historically based order of appearance chart. They're all there: Australians, New Zealanders, English, South Africans, Indians, Greeks, Italians and Germans. The **AFRICAN CAMPAIGN** is professionally printed in 4 colours and the board, counters, and box are of a high quality. Designed for two players or solitaire, the complexity level is rated as intermediate, or tournament when the optional rules are used.



The **RUSSIAN CAMPAIGN** enables you to relive "OPERATION BARBAROSSA", the German invasion of Russia in 1941, the largest and most devastating campaign ever fought, and continues up until mid 1945. On a 23" x 20" mapboard stretching from Berlin to Gorki you can relive and change the course of history as the German Panzer Corps tackle a never ending torrent of Soviet armies. Features of the game include a complete order of battle including Axis Allies, SS Corps, and Russian Guards and Tank Armies; Partisans; Airpower; Weather; Railways; Sea movement; Oil wells; Headquarters and much, much more. Printed in four colours and designed for two players or solitaire.

ARMY GROUP CENTRE

1-7	8-7	8-7	6-7	7-7	6-7
4-4	4-4	5-4	4-4	5-4	4-4
3-4	3-4	3-4	5-4	4-4	2-4



The **RUSSIAN CAMPAIGN** was awarded 'Best Strategic Game' at Origins III, 1977.

Fantasy game for all the family.

DUNGEON!

DUNGEON! The game of fantastic adventure in dark labyrinths means exciting play for from 1 to 12 players, ages 8 years and up. Each player becomes an elf, hero, superhero or wizard in quest of fabulous treasures hidden in the black mazes of the dungeon. But to gain these treasures fearsome monsters must be met and defeated. There are goblins, werewolves, giants, dragons, and more among the passages and chambers beneath the castle, and the first player to come back with enough treasure wins! **DUNGEON!** comes with a huge playing board, 186 monster, treasure, and wizards' spell cards, 12 playing pawns, and detailed rules booklet, boxed

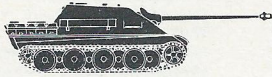


Jedko's latest game 'Fortress Europa' is due out in October 1977 and is about the Allied invasion of France in 1944. The game is division level and is after the style of the Russian Campaign.



JEDKO

MICRO-ARMOUR



These models are the best of their type available. Each packet (except No. 40 which has 2 of each), contains 5 vehicles of the same type. They are all cast in white metal and are unpainted. The above illustration shows the approximate actual size. Please quote model numbers when ordering.

1/285 Scale

Code	Nationality	Vehicle Type
1	G	Pz III E
2	G	Pz III F-G
3	G	Pz III M
4	G	Pz III N
5	G	Pz IV D
6	G	Pz IV F2
7	G	Pz IV F2 side armor
8	G	Panther G
9	G	Tiger I
10	G	Tiger II
11	G	PzJag Ib
12	G	StuG III D
13	G	StuG III G-F (75)
14	G	StuG III H-F (105)
15	G	Jagdpanther
16	G	Marder II
17	G	Marder III
18	G	Flak 88 (18-36)
19	G	Opel Truck (3 ton)
20	G	SdKfz 231/1
21	G	SdKfz 250/1
22	G	SdKfz 251/1
23	R	KV 1
24	R	KV 2
25	R	KV 85
26	R	JS 2
27	R	JS 3
28	R	SU 85
29	R	T34/85
30	B	Crusader III
31	B	Churchill III
32	B	Matilda III
33	G	SdKfz 250/9
34	B	Honey
35	B	M3 Grant
36	B	Bren Carrier (Dec 1977)
37	B	Comet
38	B	Sherman Firefly
39	B	Matador Truck
40	B	Quad/Lim/25lb Gun
41	B	Daimler a/c
42	B	Humber a/c
43	B	Cromwell
44	B	Valentine
45	A	Stuart
46	A	M3 Lee
47	A	M3 White 1/2 Truck
48	A	M4 Sherman
49	A	M7 Priest
50	A	M10 Destroyer
51	A	D. U. K. W.



DUNGEON!

PLAYING PIECES
25 mm.



These metal playing pieces have been specially selected for use as the Wizard, Super Hero, Hero, and Elf for the game DUNGEON!

Each packet contains four figures - one of each type.

The Avalon Hill Company

For the Novice

... if you are new to wargaming, don't even consider buying Tournament Level games (which is like going to college before completing grammar school.) Instead, begin your new hobby by selecting only from those shown on this spread.



TACTICS II: the game that started it all; the very first commercial battle game ever produced. ... and still a classic. Now redesigned to introduce newcomers to the fastest growing hobby today. No military experience or knowledge necessary, just some common sense and a little bit of brains. Who knows ... you might have been a great general if only you had been given the chance. Here you get that chance ... a chance to command chesspieces representing modern divisions of infantry, armor, airborne, and special units across a giant 22" x 28" full-color terrain mapboard of two nations in conflict. Begin a lifetime of pleasure with TACTICS II. ...

DIPLOMACY: for 7 or fewer players in which each represents the Great Powers that overshadowed Europe before World War I. No one is powerful enough to stand by himself; each must gain the cooperation of his neighbors ... trust and treachery, then, are the entertaining ingredients of this unique game of international intrigue. Games & Puzzles Magazine claims: "it's surely the greatest indoor board game invented this century." You must negotiate, outwit, but-talk, make alliances (and break alliances) to win. It's strategy without dice—nothing left to luck alone. ...

INTERMEDIATE

BLITZKRIEG: Our best seller. The complete wargame. Contains nearly 400 land and air units. Players represent 5-star generals and plan grand strategy with infantry, armor, paratroop, artillery, Marine, Ranger, TAC and SAC Air units. Giant 44" x 22" mapboard simulates all imaginable terrain: desert, forest, sea, mountain, urban and rural areas. Winner is the player who either eliminates opponents' army, or occupies a specified number of opponent's cities by the 15th turn. A realistic simulation, Blitzkrieg fictionalizes Germany's breakout of World War II designed with help from the Office of the Chief of Military History (OCMH), Washington, D. C. and the United States War College.

BATTLE OF BRITAIN: Relive the high adventure of this epic air battle as YOU command the LUFTWAFFE or R.A.F. during their "FINEST HOUR". Game features include: a BEGINNERS GAME for 8 year olds, a BASIC GAME designed for the adult mind and an ADVANCED GAME for the true air buff; full-color mapboard, more than 130 die cut aircraft counters, 11 different aircraft types, aircraft production, factory damage, navigation errors, flak, weather, strafing, refueling, maintenance, veteran pilots and bombing accuracy.

D-DAY: "D-Day is a most faithful reproduction of the WWII invasion," stated officers at Camberly British Military Academy. The 28" x 22" mapboard of Europe details the seven invasion sites; possibilities open to Eisenhower. YOU — as Allied Commander — may elect to land at Normandy or any of the other six you think were better suited. Play is on divisional scale; Allied player can land only those divisions actually available during that particular week (each turn is a week) in real life. To win, Allied player must get at least 10 divisions across France into Germany by the 50th week. The greater challenge is the German player's; if he guesses the wrong invasion site, his defensive withdrawal strategy is put to the ultimate test.

JUTLAND: The greatest sea action of the century. A tactical victory for the German High Seas Fleet, but a strategic victory for Great Britain. If Germany had won she could well have won the war! Could England have done better?

ALEXANDER THE GREAT: The conqueror of the known world pits the invincible phalanx against a Persian host many times his number in one of antiquities greatest battles—Arbela, 331 B.C. Emphasis is on morale. Game features a 22" x 28" full color mapboard, convenient 90 minute playing time, and 80 two-sided counters (for half losses). Units include infantry, phalanx, mercenaries, archers, cavalry, chariots, horse archers, and elephants. You'll see chariots and elephants wreak havoc everywhere except versus the phalanx—itsself virtually immune to all but surrounded attacks. ...

WATERLOO: The engagement that spelled doom to an empire. Here, YOU are Wellington or Napoleon squaring away on the most famous battlefield in all history to decide the destiny of France. We set the stage for you—7:00 A.M., June 16, 1815—100,000 men ready to strike towards Brussels. YOU can employ all the tactical and strategic cunning that was the hallmark of these two great generals, commanding the finest trained armies ever assembled. All the real-life infantry, artillery, and cavalry units are at your disposal. Find out how great Napoleon really was. At least find out what he was hiding in his blouse. ...

GETTYSBURG: Our first "classic battle" game and still the most popular starter game for historical buffs. A great challenge for Robert E. Lee. The game starts June 30, 1863; each turn is one hour of time in history. YOU bring your divisions, regiments, and brigades into battle in the exact hour on the exact road they appeared historically on the 28" x 22" map of the battleground. Luck is minimized; skill is rewarded. Relive Pickett's Charge, Longstreet's Disaster, and all the other skirmishes that bid farewell to the confederate dollar. ...

MIDWAY: Admiral McClusky — hero of the battle — has re-created for Avalon Hill the true situation of 0500 June 3, 1942 when Americans were far outnumbered by Japanese forces. How then did the Americans win? You find out only by playing the game. The game has counters for each individual Aircraft Carrier and Battleship, plus Dive Bombers, Torpedo Bombers, and Fighters. During the search portion of play, each player methodically plots the enemy's location, which is unknown at game's start. Once located, planes are sent to sink each other's Carriers. Unique combat table resolves plane vs plane and plane vs ship attacks realistically. Game includes manuscript of Admiral McClusky's eye-witness account.

BATTLE OF THE BULGE: Design research authenticated by General McAuliffe, known for his legendary reply of "nuts" during his heroic stand at Bastogne. No textbook presents this controversial episode in as true a light as playing the game. Each turn is 12 hours of historical time; game begins December 16, 1944. Allied player has 75 playing pieces of regiment and brigade units; German player must cut his way across the 28" x 22" mapboard to the Meuse river with 64 Regiments by December 30, 1944. Truly a challenge for both U.S. and German players; both must play aggressively to win.

RICHTHOFEN'S WAR: A man credited with 80 combat victories has to be more than just a mortal. A legend perhaps! Certainly no myth. The Red Baron was, in fact, the last of a gallant and chivalrous breed, and this same mystique and charisma surrounding the handsome Prussian pilot has been built into the design of the game. Here each player is in complete control of one airplane; over 60 different WWI combat aircraft to choose from — Fokker's, Sopwith's, Nieuport's, Spad's, among the more famous; each individually unique in its own combination of firepower, rate-of-climb, ceiling, speed, and maneuverability. Dogfighting, trench-strafing, bombing, photo-reconnaissance, balloon-busting; it's all here in a game that, as a living biography of Richthofen, tells it like it was better than any book could ever do.

CHANCELLORSVILLE '74: The battle that nearly ended the Civil War two years earlier. May 1, 1863 and Union General Hooker with 130,000 men has trapped General Lee's 60,000 man Confederate army, yet Lee escaped, Brilliance? or was Hooker a boob?

STALINGRAD: The perennial favorite at wargame conventions. An authentic re-creation of Germany's World War II campaign in Russia. Game has 90 military units, each unit a Corps of infantry, armor, or cavalry. German player has the greater challenge just as in real life. He launches his campaign on the Polish border in June 1941, and has until May 1943 to capture Leningrad, Moscow, and Stalingrad. Each turn is one month of historical time. German player must be aggressive. Russian play is basically defensive. Played on a 28" x 22" mapboard of Russia, weather and supply are major factors in this episode

AFRIKA KORPS: On a mapboard of North Africa 44" x 14", YOU can re-create Field Marshall Rommel's daring exploits at Bengasi, Tobrukh, El Alamein and points in between. The game is a real test of tactical skill. The classic problems of mobility and logistics are faithfully recreated in this historical replay. Each turn is two weeks; Rommel launches his drive eastward from Agheila March 31, 1941—YOU take over in a game of desert warfare that can stretch for thousands of miles and 19 months. Where books and novels fall short, the game delivers.

ORIGINS OF WORLD WAR II: A re-creation of the diplomatic conflicts between 1935 and 1939. Basically a 2-5 player game each player takes the part of the diplomat of his nation making alliances and peace agreements with other nations. The player whose strategy of power-politics best contains Germany wins. In his turn, each player plays "Understanding" and/or "Control" counters in nations he thinks will serve his best interests. Where conflicts arise, a diplomatic "attack" occurs which must be resolved either by secret agreements with other players or through diplomatic muscle. For realism, diplomatic muscle is allocated to players exactly as it accrued historically. ...

CAESAR'S LEGIONS: A study in contrast of the ancient world's most vaunted military unit. CAESAR'S LEGIONS is a two-player, strategic game dealing with Rome on the Rhine frontier for a period of roughly 100 years during the height of the legion's power. Play is based on scenarios ranging from Julius Caesar's defeat of the Suevii chieftain Ariovistus in 58 B.C. to the Batavian Revolt of 69 A.D.

CAESAR—The Epic Battle of Alesia: 51 B.C. Two parallel lines of awesome fortifications over 25 miles long encircle the town of Alesia. Ten Roman legions and miscellaneous auxiliaries man the defenses. Inside the town over 80,000 Gauls reduced to desperation by a month of siege; outside—a Gallic relieving force a quarter of a million strong. Julius Caesar, outnumbered 6-1, is now preparing to man the walls of his tactical "doughnut" against an expanding center and contracting perimeter of determined Gallic warriors. The two day battle will be without equal in the history of warfare and will be decisive in determining the fate of Gaul.

WOODEN SHIPS & IRON MEN: Relive the glorious battle of John Paul Jones' Bonhomme Richard with HMS Serapis or Oliver Hazard Perry's victory in the Battle of Lake Erie. 27 individual historical scenarios recreate all the classic naval battles of 1776-1815 including Trafalgar and Battle of the Nile. A "design your own" formula allows players to "buy" their own ships from the hundreds provided. A Campaign Game link-up of 5 scenarios enables players to fight a week long series of engagements, or a 20 minute single ship duel depending on the scenario chosen. Game includes multi-player rules; and novel CRT system that realistically recreates broadsides, grappling, boarding and melee . . .

STARSHIP TROOPERS: A step into the Future! Based on Robert Heinlein's classic Science Fiction novel, this game portrays the individual Mobile Infantry troopers of the 22d century in action on alien planets against a race of intelligent hive-spiders—the Bugs. All the action of the book is here, with Starship Troopers striking from space in battle after battle as the story builds towards the ultimate climax—the invasion of Klendathu, the Bugs' home planet! With counters and mapboard and rules all geared to bring to life the flavor and flair of the novel, you find yourself immersed in the action with only your skill to keep you from a quick end two centuries from now . . .



TOBRUK: 9 scenarios and 12 firefights (mini-games) combining—for the first time ever—the clarity of a board game with the micro-detail of a miniatures game. Turns are 30 seconds of real time; mapboard hexes equal about 69 yards. You get 506 die-cut counters of all elements of classic armored warfare. A one-on-one game that considers values of penetration, rate-of-fire, deflection, target motion, ammo types, armor thickness, crew casualties . . .

TOURNAMENT

LUFTWAFFE: Game re-creates the Allied bombing of Germany toward latter days of World War II. The Mustangs, B-17's, Messerschmidts, Focke-Wulfs again take to the air in this re-creation of the greatest aerial drama ever. Allied player secretly plots his strategy on the "Target Sheet." German player must guess by logical means what his Opponent's strategy will be and stage his fighter planes accordingly. If German player holds off long enough, he gets the use of the jet wonder weapons that might have turned the tide of the war. Combat Table provides losses in relation to each plane's real life combat performances. Allied object is to bomb industrial complexes and paralyze German production.

FRANCE 40: It is May 10, 1940 — over 5 million men are poised for what many consider to be a replay of World War I. The German and Allied armies are evenly matched. Yet twenty days later the Allies are beaten in one of the quickest and most decisive campaigns ever fought. How did it happen? You find out in the game, which contains counters representing nearly 300 infantry and motorized divisions, some 7,000 tanks, over 4,400 combat aircraft plus 33,000 pieces of field artillery — all yours to maneuver in re-creating the first major campaign in history where tanks, aircraft, and parachute infantry combined as the decisive factor on the battlefield.

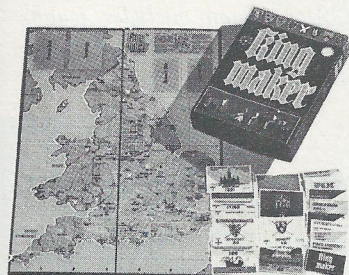
ANZIO '74: The battle for Italy, determining the timetable of events for the coming D-Day invasion and a bold attempt to break the impregnable Cassino Line defenses. Anzio failed, but yet so close. Attempt to change history in World War II's most frustrating and controversial campaign.

PANZERBLITZ: The campaign in Russia reduced to Company and Platoon level fighting. Players re-create the 12 most important engagements in this World War II theatre, drawing troops from the 352 units included in the set. Game comes with three separate mapboards that you join in varying combinations depending upon which battle you have decided to re-create: Kursk, Nikopol Bridgehead, Battle of Minsk, Vyazma, Relief of Kiev, and six others. In each case, extensive historical research has troops arriving exactly as did their real-life counterparts. Only YOU direct their action from this point on.

PANZER LEADER: Sister game to PANZERBLITZ. Tactical armoured combat on the western front during World War II. Every important type of German, British and American weapon is at your disposal. Over 380 different units together.

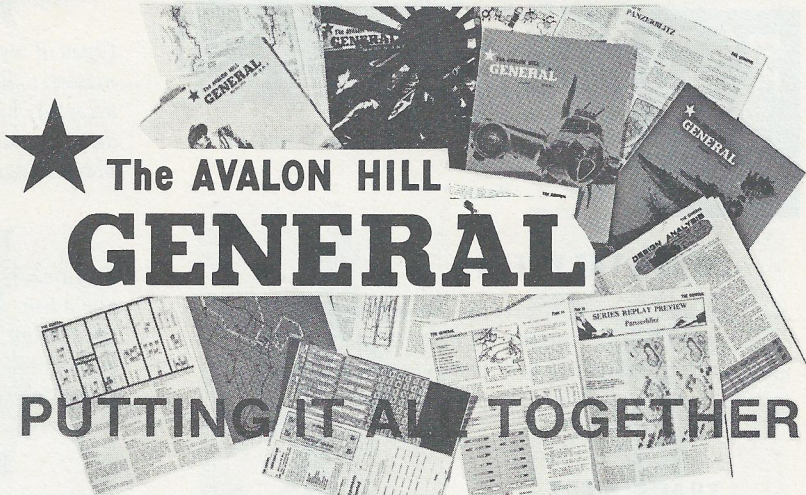
THIRD REICH: For between 2 to 6 players, using a combination area-hex game system in this simulation of World War II. Diplomacy rules exist for multi-player games. Quarterly Game Turns; three scenarios of 12 turns each and a Campaign Game of 30 turns.

1776: Six games in one package; each game covering the most glamorous aspects of the war for independence, from the "invasion" of Canada to make it our 14th colony to the victory at Yorktown. You get a huge 4-section, 16" x 44" terrain mapboard — largest of all Avalon Hill mapboards — showing entire colonial America as it looked back then. Fantastic new *sustained combat* system makes this game the most innovative yet. Consumer playtesters say it is the *best of the American Revolution simulation games for both playability and historical accuracy.*



Voted "Best Professional Wargame" at Origins II, 2nd annual wargame convention—Johns Hopkins, 1976.

KINGMAKER: 2 to 6 player wargame based on the Wars of the Roses. An over-night sensation in England. Involves Machiavellian strategy and good old-fashioned head-chopping to crown your guy king of England. You get 90 Event Cards (Plague, Piracy, Revolts, etc.), 72 Crown Cards, beautiful full-color mapboard of 15th century England, historical documentation and rules to re-create the great age of chivalry. A fun-filled game of ruthless desire, passion, double-cross, bloodshed and murder—everything, in fact, that really made life worthwhile back then . . .



PUTTING IT ALL TOGETHER

That's what we've done with our bi-monthly wargaming magazine—gathering the greatest assortment of wargaming expertise ever assembled between the covers of a gaming journal. Now, after 10 years of publication, The General has come of age, offering features found no where else in any similar publication or magazine. And since it carries no advertising, its present 34-page format compares to approximately 60 pages of any other similar journal.

Avalon Hill & Leisure Time(Ex-3Ms) Games



Games of skill

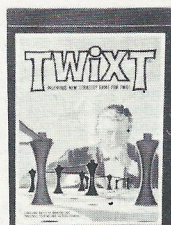
BEAT INFLATION STRATEGY (Manage your money for profit)
 STOCKMARKET GAME (Make millions, or replay 1929 crash)
 BUSINESS STRATEGY (Form your own Company and Trade)
 WORD POWER (Improve your English Vocabulary)
 TUF (Make Number Sentences)
 TUF-ABET (Make Interlocking Words)
 SHAKESPEARE (Learn Shakespeare's Plays the Easy Way)
 FOOTBALL STRATEGY (Now you can play American football)
 BASEBALL STRATEGY (Play Baseball in every position)
 BASKETBALL STRATEGY (All the speed and thrill at home)
 BLACK MAGIC RITUAL (A psychic Demonstration kit)
 WITCHCRAFT RITUAL (A psychic Demonstration kit)
 ARAB/ISRAELI WARS (Tactical level warfare covering the major battles from 1956 to 1973)

BOOKCASE GAMES

TWIXT (Bridge the board by move and countermove)
 OH WAH REE (Africa's most popular game)
 EXECUTIVE DECISION (Make and sell your goods)
 POINT OF LAW (Hear the facts and judge the case)
 ACQUIRE (Buy your way to control of hotel chains)
 STOCKS & BONDS (Invest and speculate on Wall Street)
 MR PRESIDENT (Have your candidate elected)
 PLOY (Space Age game of manoeuvre and capture)
 FACTS IN FIVES (Stimulating test of memory)
 FEUDAL (Medieval War Game of seige and capture)
 FOIL (Unscramble your opponent's words)
 IMAGE (Create the famous personalities of fact & fiction)
 CHALLENGE FOOTBALL (Play tough American football)
 CHALLENGE GOLF (Play a selection of America's best holes)
 CHALLENGE BRIDGE (A new dimension in duplicate play)
 GO (The legendary oriental game)
 CHESS (The Classic game in a bookcase pack)
 EVENTS (From a map of the world recognise the event from the fewest clues given)
 CONTIGO (A blend of Chess strategy and Pit & Pebble fascination)
 THE COLLECTOR (Outbid and bluff your opponent for the most valuable collection of Antiques)
GAMETTES
 VENTURE (Wheel and deal to gain control of key companies)
 MONAD (Strategic action game of buying & trading)
 FOIL (Stimulating game of words and wit)
 EVADE (Bluff your way through)
 SLEUTH (Solve the mystery by logic & deduction)
3 DIMENSIONAL PUZZLES
 STAC TAC TOE (New 3D variation of Tic Tac Toe)
 FRANTIX (12 pieces that form a 3D cross)
 HECTIX (12 pieces with 3 different solutions)

GA-110 Twixt

Connect an un-interrupted chain of linked pegs in this chess-like strategy game of move and countermove. Both 2-player and 4-player game.

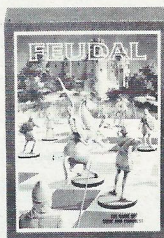


GA-210 Ploy

Space-age strategy. Object is to capture opponent's Commander or all of his Lances, Probes and Shields. For 2 to 4 players, adults and children.

GA-270 Feudal

Medieval war game; armies move in chess-like fashion to maneuver kings, princes, dukes, knights, squires, sergeants, archers, and pikemen. For 2 to 6 players, teens thru adult.



Tripples

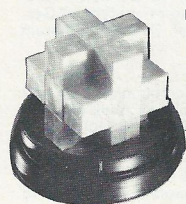
Open it up—play it immediately—take a lifetime to master. "Feedback" system so unique; patent on it accepted by Patent Office. Game includes tough, durable plastic board frame and movable tiles. For 2-4 players, ages 8 and up.

Totally

A numbers game that pits players against each other and a time limit. Excellent blend of luck, strategy—and frustration in a game that puts the element of challenge back into family entertainment. Great little party game, too. For up to 4 players, ages 12 and up.

Bali

For those who love word games. For those who love card games. Bali is both! Would you believe the object is to build the longest words?! Well, it ain't so easy. Your opponents are doing the same thing. Exciting, what? . . . even as a solitaire game.

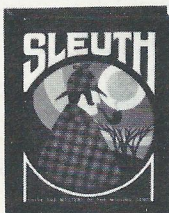


GA-390 Frantix

Pick it up—take it apart—put it together again. 12 interlocking pieces to drive you frantic.

\$5.00 **Rated *****

Gamette



G-2080 Sleuth

An absorbing 2 to 7-player detective game, where players call upon powers of deduction and skillful questioning to discover identity of the missing gem.

\$4.00 **Rated ******

GO FOR THE GREEN

An "all-star" course re-creates the ultimate golfing challenge. The most unique 18 holes from among the nation's best courses are here in a game that faithfully mimics real-life skill and strategy involved.

TRACK MEET

The seven greatest decathlon champs of all time brought back to try again, this time in a board game designed to re-create the same physical and emotional strains as occurs in the real-life events.

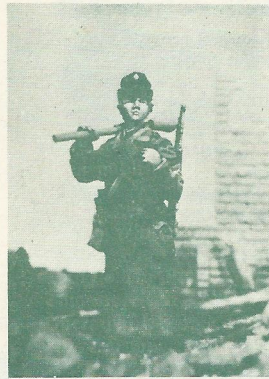


Welcome... to the world of Valiant Miniatures

Our figures represent the styles and talents of more than ten of America's most prominent miniature sculptors, each with his own concept of just what a miniature should be. The figures themselves are crisply detailed and easy to paint, and are cast in a special non-corrosive alloy. The castings are completely ready to paint, and do not even require a primer, although a primer coat generally accentuates the detail and makes painting a little easier.

The instruction sheets are clear and easy to understand, with the painting instructions keyed to large front and back view drawings of the figure. In many kits the instructions are supplemented by a full-color photograph of the completed figure, to settle any questions about a specific color. Many collectors prize these pictures for their own value, since they show the work of many of the finest miniature painters in the country.

Range of over 240 figures. Write including a stamped, self addressed envelope, for the complete list.



Hitler Youth 1945



Tommy Gunner 1944



Young Winston Churchill



Lord Nelson



French Line Infantry



Adolf Hitler

We now offer the TSR line of Historical Battle Games, Military Miniatures Rules, and Fantasy and Science Fiction Games in addition to the other fine hobby items in stock, including:



**Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures**

DUNGEONS & DRAGONS comes in a sturdy box designed to be stored on your bookshelf. The set contains three booklets, with separate reference sheets, all heroically illustrated for ONLY \$10.00 postpaid.

PLEASE NOTE... One of the games described in these rules will be more greatly enjoyed if used in conjunction with the AVALON HILL "OUT DOOR SURVIVAL" game listed elsewhere in this catalogue. The CHAINMAIL rules found in another part of this catalogue can also be incorporated and are highly recommended to maximize your enjoyment of DUNGEONS & DRAGONS.

MINIATURES BOOKLETS -- Historical

- CLASSIC WARFARE -- Rules for Ancient period miniatures, Egypt to the Byzantine Empire, 1:30 figure ratio.
- CHAINMAIL -- Medieval miniatures rules for 1:20 and 1:1 ratios, plus fantasy section
- CAVALIERS & ROUNDHEADS -- English Civil War miniatures rules, 1:20 figure ratio.
- FIELD REGULATIONS -- Short and playable set of miniatures rules for land warfare of the 18th Century.
- VALLEY FORGE -- Miniatures rules for the American Revolution, 1:30 figure ratio.

TRICOLOR — The Napoleonic wargame in miniature, these rules feature a 1:20 figure ratio, organization information, and extensive historical characteristics to accurately reflect the warfare of the era.

DON'T GIVE UP THE SHIP — Rules for sea battles of the Napoleonic Era, both single-ship and fleet actions. For 1:1 ratio battles from the Revolutionary War through the War of 1812, with numerous historical actions noted for recreation in miniature.

BOOT HILL — Rules for man-to-man action in the "Wild West". This booklet provides for single scenarios, campaigns, or full-scale role playing!

PANZER WARFARE — Recreate the mass-armor engagements of WW II with micro-scale miniatures using this set of rules where each vehicle represents ten actual tanks.

AIR POWER — Rules for 1:1 aerial combat of WW II with miniature aircraft models. Fly the most famous fighters such as the Spitfire, Me 109, P38, Zero, P51, etc. in historically accurate dogfights.

TRACTICS — The set of miniatures rules recognized as the finest ever written for the period. Highly comprehensive rules for all aspects of battles with armor, infantry, and artillery on a 1:1 ratio. It includes extensive armor and weapons data and special rules for aircraft, paratroops, nuclear weapons and more. A set of three booklets, plus separate reference sheets, boxed. For the ultimate in small-scale tactical simulations.

BIO ONE — Playing aid rules for exact hit location and wound determination for man-to-man miniatures games of the age of gunpowder. Recommended for use with such games as **BOOT HILL**, **TRACTICS**, etc.

DUNGEONS & DRAGONS is the original game of fantastic role playing. It offers a world of "Swords & Sorcery", where players use magic, enchanted weapons, and their skill as fighters, magicians, elves or dwarves to combat fearsome monsters and gain vast treasures and gain more power for their game personas. **DUNGEONS & DRAGONS** is an open-ended game for 3 or more adults, ages 12 years and up. The set contains three booklets

The tremendous response to the **DUNGEONS & DRAGONS** game system required the publication of additional volumes to add to and expand the game. These additional booklets are:

GREYHAWK —

Supplement I which contains new character types, spells, magic items and much more.

BLACKMOOR —

Supplement II also contains additional character types, underwater adventures, an example of a temple (complete with its monstrous inhabitants), and many other new subjects.

ELDRITCH WIZARDRY —

Supplement III adds druids, psionic abilities, demons, artifacts and still other considerations.

GODS, DEMI-GODS & HEROES —

Supplement IV gives information for integrating myth and mythos into the game, including Egyptian, Celtic, Finnish, Hyborean, and more.



PLASTIC ENVELOPE GAMES

BATTLE OF THE FIVE ARMIES is a mapboard recreation of the famous battle between dwarves, elves, and men -- aided by the eagles and Beorn -- against the combined army of goblins and wargs seeking to wrest the treasure trove from "Under the Mountain". For 2 adult players, ages 12 years and up, this game recreates all of the excitement of the battle as described by J.R.R. Tolkien in **THE HOBBIT**. With color playing map, over 150 multi-colored unit counters, and rules, packaged in a locking plastic envelope.

WAR OF WIZARDS is a true test of skill and ability for 2 adult players, ages 15 years and older. Each takes the field as a mighty magic user, dueling with his opponent in a game which calls for utmost strategic planning and tactical skill. Designed to complement **EMPIRE OF THE PETAL THRONE** by Professor M.A.R. Barker, it is an excellent adjunct to many other fantasy games as well. Complete with playing map, large rules book, playing counters, and reference sheets, all in a plastic envelope

STAR PROBE is the game of adventure, exploration, discovery and conflict in the farthest reaches of space. Players compete as representatives of opposing systems seeking to discover and exploit new worlds. It is a game for 2 or more adult players 15 years and older (although solitaire play is possible), with a large star map showing over 2,000 suns, and extensive rule booklet and ship counters all packaged in a handy plastic envelope

STAR EMPIRES is the second part of the **STAR PROBE** game system; it allows players to add the factors of government leadership and large-scale warfare with space fleets to the basic game. The second release is, however a complete and separate game in itself, if desired, for 2 or more adults. It comes with map and large rules booklet, in a plastic envelope.

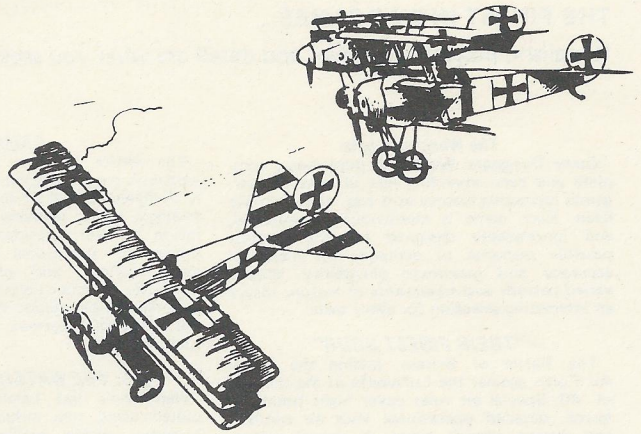
BOXED GAMES

LITTLE BIG HORN is an historically accurate simulation of the famous Battle of the Little Big Horn for 2 adult players, ages 12 years and up. General George Armstrong Custer remains the most controversial army officer in U.S. history, and the confrontation between his 7th U.S. Cavalry regiment and the thousands of Sioux, Cheyenne, and other Indians is likewise a much argued about engagement. Custer could have won this desperate combat despite being outnumbered by a factor of over four to one! Prove it for yourself with this game of skill where you command the 7th Cavalry or the Sioux Nation. With two huge maps of the Little Big Horn valley, over 275 die-cut unit counters, and complete rules and historic commentary, boxed at \$10.00.

LANKHMAR is a game based on the world of Nehwon designed by Hugo Award winning science fiction author Fritz Leiber and his long-time friend and associate Harry Fischer. For 2 to 4 adult players ages 12 years and older. It simulates the fantastic medieval warfare of Nehwon on a tactical scale with an abstract system of battles which actually reflect individual weapons. This game involves the renown heroes Fafhrd and the Gray Mouser, as well as magical happenings. Players compete in a chess-like game of skill to attempt to capture their opponents' citadels. Boxed with full color map and dozens of playing pieces, plus rule booklet and die, for \$10.00.

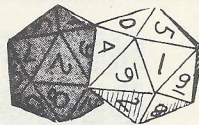
EMPIRE OF THE PETAL THRONE is the creation of Professor M.A.R. Barker, a game based on decades of preparation. It is a role playing game which places participants on the world of Tekumel -- an alien world invaded by mankind and other space-traveling races for exploitation, but thrown into barbarism by a cosmic cataclysm. Players are quickly immersed in the complex social structure of a medieval world where "magic" works. Complete game for 3 or more adults ages 15 years and older, with extensive instruction book, three full color maps.

WILLIAM THE CONQUEROR -- 1066 contains two complete historical simulation games for 2 adult players 15 years and older in one box. The Battle of Stamford Bridge is where the Saxon English under King Harold Godwinson met and defeated invading Vikings, breaking their hold on England forever. But immediately thereafter, Harold had to march south to confront another invading army commanded by William Duke of Normandy, and at the Battle of Hastings King Harold was slain and the Saxon forces beaten and scattered. The Norman Conquest changed the course of English -- and world -- history. You can recreate both, either as successive historical events where the course of one battle affects the following, or as separate games. A revolutionary new combat system means tactical skill is the major factor in battle! The game contains a reversible, full-color, playing map showing Stamford Bridge and the site of the battle of Hastings, over 180 unit counters, and a revolutionary new Combat Adjustment Slide Rule which eliminates the "luck of the die" from battle gaming! Price: \$11.98.



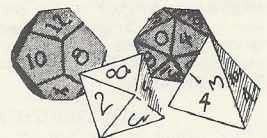
FIGHT IN THE SKIES is the exciting and realistic game which places you in the cockpit of one of the famous aircraft of World War I. Match your ability and flying skill against an adversary in a uniquely personal duel which could range from treetop height to thousands of feet above the ground. See if you could have been a Red Baron or a Rickenbacker. For 2 or more adult players ages 15 years and up. The game comes in an attractive box and contains counters for over 50 aircraft, rules and specifications on the numerous planes used in the game, playing map, many separate charts, and game die all for only \$10.00.

PERCENTILE DICE



Two 20 sided dice for random generation of numbers 01 to 00 (100).

POLYHEDRA DICE



One each 4, 6, 8, 12, and 20 sided dice.

GAME BOOKLETS -- Science Fiction

METAMORPHOSIS ALPHA -- Game booklet for science fiction adventures on a doomed starship where a radiation catastrophe has altered life forms to the bizarre and dangerous; an imaginative role-playing game for paper and pencil in the tradition of **DUNGEONS & DRAGONS**, but filled with many new and unusual twists!



This bi-monthly magazine is the ultimate for the fantasy, swords & sorcery, and science fiction game enthusiast. Each issue is a minimum of 32 pages, printed on glossy paper and with full color. Its contents include authoritative material on such games as **DUNGEONS & DRAGONS**, **ROYAL ARMIES OF THE HYBOREAN AGE**, **EMPIRE OF THE PETAL THRONE**, and many others. In addition, **THE DRAGON** contains reviews of the latest in the gaming hobby as well as regular features. Many readers enjoy the excellent fiction carried in each issue, from short stories to serialized novelettes and novels, authored by both those primarily in the gaming field and by such top name writers as **Fritz Leiber** and **Gardner Fox**.



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TSR RULES

THE FINEST IN WARGAMES...

If realism, playability, flavor and detail are what you seek in board wargaming,

from **GAME DESIGNERS' WORKSHOP**
then its about time you looked at the Workshop.

The Workshop Line

Game Designers' Workshop publishes a complete and ever-expanding line of detailed wargames recreating history as it was, or could have been. Each game is meticulously researched, and innovatively designed for the greatest possible response to demands for historical accuracy and maximum playability. Widely varied periods and treatments of history insure an interesting selection for every taste.

"THEIR FINEST HOUR"

The Battle of Britain, pitting the Royal Air Force against the Luftwaffe in the summer of '40. Special air rules cover night bombing, terror, detailed operational level air combat, and diverse aircraft types. A special supplemental map for the Sea Lion invasion, as well as special rules and counters integrate land and sea combat and activity during the crucial days of the German invasion threat. Europa Series material also provided with the game package covers group level air missions and combat, and historical Europa Series order of appearance for Britain and Germany, 1939-41. Over 1000 die-cut unit counters, and three maps.

DRANG NACH OSTEN!

A complete division level game of Fall Barbarossa, the German invasion of Soviet Russia, 1941-42. Five maps, each 21x27 inches, over 1700 die-cut counters, and extensive special rules covering such details as Armor Effects, aircraft combat, naval gunfire, engineers, flak, airborne troops, and more!

While listed at the division level, this game emphasizes divisions as the predominant unit size present. Brigades, regiments, even battalions participate in maneuver and engage in combat. This is THE game for the Eastern Front enthusiast.

UNENTSCHIEDEN

The failure of the German Army to gain a clear victory during Barbarossa led the Eastern Front into a 3 year deadlock, or Unentschieden, from which Russia eventually emerged victorious. Unentschieden is the sequel to Drang Nach Osten. Should victory elude both sides, the campaign can continue through '45 using the Unentschieden maps, counters and rules. (You must have DNO, as those maps and counters are required for play.)

Unentschieden provides 4 more half maps, over 1700 more counters, and more rules to cover the period 1942-45. Special coverage is given to Axis-Allied defections, troop assembly points, Mechanized Corps, and Rudel.

NARVIK

The German invasion of Norway, 1940. A regimental/battalion level game, using a unique unit stacking system, same-hex combat, a detailed air system, and sea/air invasion rules. While extremely playable, every nuance of invasion planning is present and available. Europa Series compatibility material includes Norwegian and Swedish mobilization schedules, and complete counter sets. Includes 1½ maps, 550 counters, complete rules and charts.

TORGAU

Frederick the Great, in his bloodiest battle of the Seven Years' War. Regimental level counters maneuver using adapted miniature soldier rules, changing formations, firing volleys, attempting to weaken enemy strength using multiple step reduction counters. Special approach march rules impose a certain unpredictability on even the best laid plans. One map, 480 counters.

CRIMEA

The entire Crimean War, 1854-55, recreated with step-reduction of losses, and a specially designed system of action segments between strategic turns, allowing intense tactical resolution of the situations created by strategic movement. Additional rules cover gunboats, siege artillery, and plague. Options allow maneuver to other parts of the Crimean Peninsula. Scenarios include the Battle of the Alma, the Battle of Inkerman, and the Charge of the Light Brigade.

1815: THE WATERLOO CAMPAIGN

Napoleon's last battle, at Waterloo, simulated using step reduction of divisions and brigades, special artillery rules, and shock points to capture the feel of the Old Guard's strength. Historical orders of battle, with optional rules for reinforcements and alternate weather.

MANASSAS

The First Battle of Bull Run, where Federal forces, by losing, decided that the American Civil War would be a long one.

Brigade level units use numbered strength point markers to establish, and through combat lose, combat factor. Formation rules affect strength. Combat uses a unique matrix table, while movement is constrained by the turn phasing. Special rules cover night, route, and supply. Special coverage is given to Play By Mail activity. Rules booklet, 22x35 inch map, 220 counters and chart set. This game won the Charles Roberts Award as the best Amateur Game published in 1974. Supply limited.

THE RUSSO-JAPANESE WAR

Considerable controversy as to whether the Russo-Japanese War was primarily a land campaign with naval support, or primarily a naval campaign with some troop activity, has prompted the Workshop to employ a unique new approach to simulating this war. Two complete, new games were designed, one of the sea war, the other of the land campaign, 1904-05. Each is entirely independent, and playable separately; both may be combined for detailed simulation of all aspects of Japan's first war with the West.

CHACO

Chaco recreates the bloodiest South American War of the Twentieth Century, the Chaco War, between Bolivia and Paraguay, 1932-35. Regimental level activity on 6 month turns reflects the character and fervor of the campaign. Special scenarios and optional rules allow extensive analysis of the war and its results. One map and 380 counters.

SSN

Today's naval warfare: between the nuclear submarine and the surface ASW fleet. SSN uses simultaneous (and hidden) movement, and simultaneous combat based on electronic detection ability and target noise level, to simulate in great detail, the circumstances of the modern convoy strike and sub hunt. Modern vessels (1970-79) are included in the counter mix containing US, Soviet, British and French colors. Multiple scenarios create a variety of situations for play. Note: SSN covers only Submarine vs surface and Sub vs Sub combat.

NEW FROM GAME DESIGNERS' WORKSHOP

AVALANCHE *The Salerno Landings*

Avalanche is a company level game of the Salerno Landings, 1943. The Allied invasion of the Italian mainland, presented with 1300 meter hexes, 8 hour turns. Two maps, 1000 counter some backprinted to support partial step reduction rules. Anti-tank and artillery rules, support weapons. Movement differentiated through three classes (track, wheel, foot). Towed artillery, assault guns, tank destroyers,

BATTLE for MIDWAY *Decision in the Pacific, 1942*

Battle for Midway is a ship/half-squadron aircraft level game of the turning point of the Pacific War, using a variation of the Coral Sea system, 6 hour turns, 33 nautical mile hexes. Two maps, 480 counters. Battleships, Full and light aircraft carriers, submarines. US Army Bombers, the US Marine Corps, weather. Special rules for aircraft, including reconnaissance based on scout planes from Carriers (US) and Cruisers (Japanese).

BURMA

Burma is a regimental level (Japanese butais) game of the campaign in Burma, 1942 to 1945, using monthly turns. One map, 240 counters. Tanks. Engineers, Merrill's Marauders. Air transport, airborne units, LRP's, road-building capabilities.