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The Soviet Winter Offensive, 1943

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The German Pocket on the Dniepr, 1944

SoftPack: \$5

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Science fiction monsters face the police and National Guard in a typical middle American city. A fun game. (4.0)
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Played across the expanse of 25 solar systems, a space opera using a strategic/tactical system with various cultures and individuals. (7.0) ★ \$20

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The Battle of Quatre Bras, June 16, 1815

A one map, battalion level simulation of the critical battle that preceded Waterloo by two days. Includes battle formations, skirmishers, morale, leadership. (6.8)
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The Battles of Eylau and Dresden

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Published in S&T 75 and available separately for ★ \$12

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Regimental-level Civil War battle game using prize-winning TSS system. Two game-maps, 2000 counters, individual leaders, fire and melee, morale, stragglers, gunboats, and more. Includes full historical article. (6.8) ★ \$27

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NATO, Soviet, Chinese, revolutionaries and many others fight desperately from house to house. Hidden movement system for two or more players; three levels of play; 1400 counters. Scenario design guide; over 20 scenarios range from 1956 to the 1980s. (4.5/6.0/7.5) ★ \$23

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Includes 100 counters and replacement for the original Charts and Aircraft Performance booklet. Sixteen aircraft, four missiles, and twelve scenarios (all new), plus updated performance data on all original planes and missiles. \$6

AIR WAR (1980 edition)

The 1977 game with the additional counters and Performance Data included in the 1980 *Air War Update*. (8.1) ★ \$22

GREAT MEDIEVAL BATTLES

Four Battles from the Middle Ages

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The Battle of Stonehenge

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ROBERT AT BANNOCKBURN

The Battle of Bannockburn

SoftPack: \$5

TAMBURLAINE THE GREAT

The Battle of Angorra

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The Battle of Navarrette

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Leadership Under Fire

Battalion-level game of divisional command in contemporary Europe. U.S. and Soviet divisions, with rules for all aspects of modern combat (chemical, nuclear, electronic, leadership, supply, intelligence, etc.) Solitaire, two-player, and "controller" versions. (5.5 to 7.0) ★ \$27

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An operational level simulation of the Russian invasion of Prussia that began World War One in the east. Rules for logistics, leadership, hidden movement, army morale, and more. (6.7) *★\$12*
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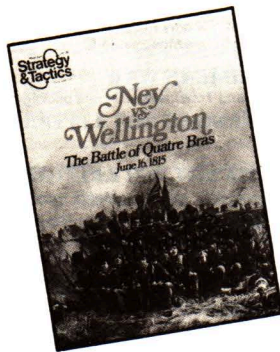
WAR IN THE ICE

The First Antarctic Conflict, 1991-92

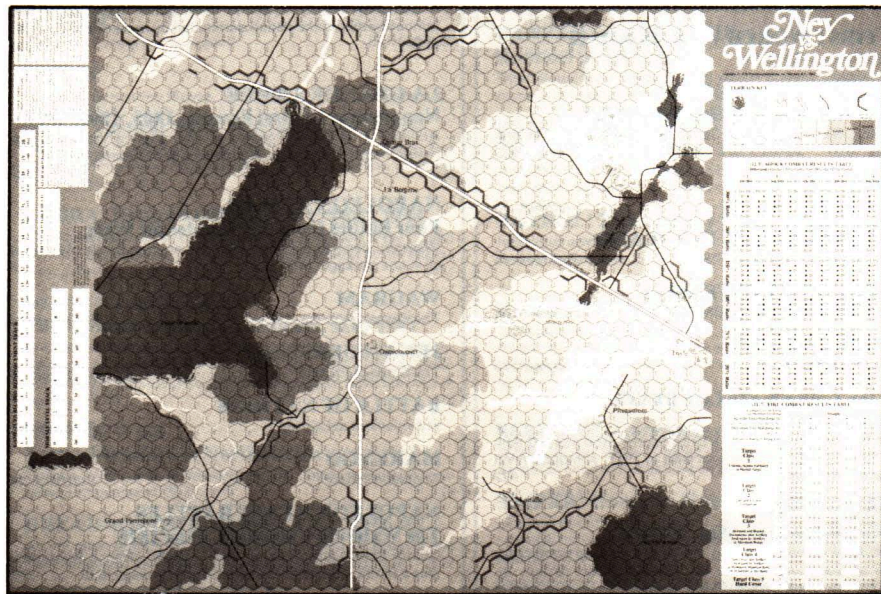
Multi-player game with conventional modern and science fiction scenarios covering USA/USSR/South American Union wars for Antarctica. Emphasis on electronics, logistics, and economics. (7.5) ★ \$12

WAR OF THE RING: SR 1418 to 1419

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the military history magazine with a game in it!

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

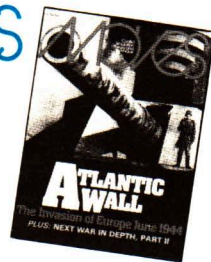
Here are some of the great games that have been published in *S&T Magazine*:

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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.

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Game Design Equipment

Blank Counter Sheets:

Each die-cut counter sheet contains 400 counters, with four different colors to the sheet, and color on both front and back. Choose either *Modern Colors* (consisting of Field Gray-Green, Olive Drab, Golden Khaki Brown, and Desert Tan) or *Napoleonic Colors* (consisting of French Blue, British Red, Bright Prussian Green, and Austrian White).

Both color groupings are available in either *Type "A"* (pre-printed with a mix of military unit symbols, plus some completely blank counters) or *Type "B"* (blank counters with some pre-printed blank symbol rectangles). Counter sheets may only be ordered by the half-dozen, and each half-dozen sheets must be identical. \$10.00 per 1/2 dozen

Blank Hex Sheets:

Numbered Hex Sheets have a small, four-digit coordinate number printed in every hex: these sheets are 23" x 35", and are available printed in black ink. Unnumbered Hex Sheets are 23" x 35". You may order long grain (in which the hex rows run parallel to the long side of the sheet) or short grain. Hex Sheets may only be ordered by the half-dozen, and each half-dozen must be identical. Numbered: \$10.00 per 1/2 dozen
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Plastic Game Boxes:

Each measures 12" x 15" x 1/4", and has 24 closable compartments for sorting and storing unit counters. Game Boxes are sold in multiples of three.

Set of three: \$9; six: \$14; twelve: \$25

Plastic Insert Trays

These are the trays enclosed in each bookshelf edition of Simulation Series Games. Each tray measures 11 1/4" x 8 3/4" x 5/8", features a special "lock-tight" snap-on clear plastic lid, and contains 20 compartments for sorting and storing counters. Insert trays are sold in multiples of three.

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Rules and Playing Aids Group (excluding Playing Cards): \$3 per group. No matter how many items are indicated in a given group, the price remains \$3. **Playing Cards:** \$3 per game deck.

Special Note: The Rules/Playing Aids for *War in Europe* is \$9 (complete; includes *War in the West/War in the East*). Rules/Playing Aids for *War in the Pacific* is \$9.

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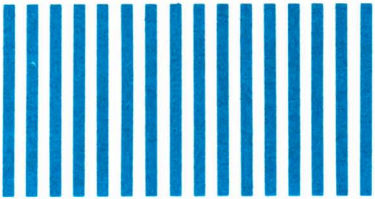


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