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www.gamersarmory.com

**Mailing Address:**

The Gamer's Armory  
659 Cary Towne Blvd., #118  
Cary, NC 27513



**Battles Magazine #3**

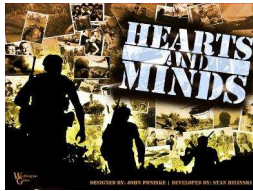
(BMG-BM3)

\$33.00

**Battles Magazine**

Battles Magazine is a professional and independent wargame magazine. 132 full color pages including reviews, analysis, regular columns, general and historical articles, scenarios, player aids, and more. It will also contain a complete game, A Week in Hell. A Week in Hell is a platoon level solitaire game that covers the US Marine assault on Hue during the week of January 31, 1968.

**Hearts and Minds: The Vietnam War**



(WOG-043)

\$39.00

**Worthington Games**

Hearts and Minds: The Vietnam War is a card driven area movement game that allows players to recreate the Vietnam War between 1965-1975 in the full campaign game or yearly scenarios starting and ending in any year. Designed by John Poniske and Developed by Stan Hilinski.

The game is playable in 1 hour for the scenarios to 3-6 hours for the campaign game.

**Stone Age**



(RGG-361)

\$35.00

**Rio Grande Games**

The stone age was shaped by the emergence of agriculture, the processing of useful resources, and by the building of simple huts. Trade begins and grows and civilization takes root and spreads. In addition, traditional abilities like skillful hunting are in demand, in order to be able to nourish the growing population. The goal of the players is to master all these challenges. There are many ways to do so, so everyone can work to achieve his goal in his own way. 2-4 players aged 10 and up. Average playing time is 60-90 minutes.

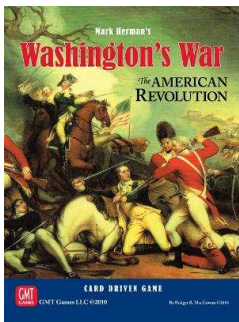


Command & Strategy #7 offers 68 pages filled with articles and information on a variety of games. ASL, ATS, Wings of War, and more are covered. Also included is the last installment of UGGs Pearl Harbor monster game! This is the deluxe boxed version of the magazine that also includes a full game, Blitzkrieg 1940, with die cut counters.

Blitzkrieg 1940 is an exciting medium complexity tactical level game system for two players. 1940 saw the Germans overrun France despite often being hammered in tactical battle. As Blitzkrieg 1940 will show both the battles of Hannut and Stonne were very close run things. Now replay these hard fought battles on company level scale.

Vae Victis International    Command & Strategy #7    CAO-VV-CS7 \$35.00

**Washington's War**



(GMT-1002)

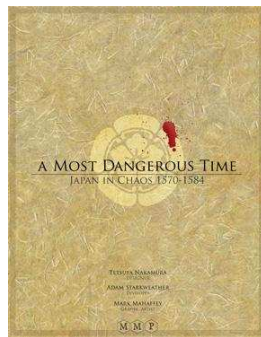
\$46.75

**GMT Games**

Washington's War is a card-driven game on the American Revolution. It pits the forces of King George III against the American colonists as they fight for their independence. In Washington's War, you assume the role of either: the King of England as he tries to bring his rebellious colonies back into the Empire, while at the same time dealing with a global war against ancient enemies bent on revenge for their losses in the Seven Years War; or the Continental Congress as they battle the forces of England, while trying to rally their countrymen to the cause of liberty.

Washington's War is not just a re-tread of Mark Herman's earlier design on the same subject, but a true re-design that is keeping the basic feel while simplifying and speeding up what was already a fast paced game. Washington's War features a dice-driven combat system that quickly resolves combat and is very friendly to internet play. The game also features a new CDG discard mechanic that enables a player to play a discarded event for the cost of an operations card. Now unusual card distributions create challenges and not insurmountable barriers to push your strategy forward. What was old is new again.... you can be the man on the white horse and forge a nation or save an empire.

**A Most Dangerous Time**



(MMP-AMDT)

~~\$54.50~~

\$49.00

**Multi-Man Publishing**

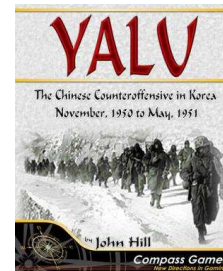
This is the game that made Tetsuya Nakamura famous. As you have seen from MMP's Fire in the Sky and A Victory Lost, Nakamura provides a unique insight into military history. MMP is proud to present what is widely considered to be his finest effort. A Most Dangerous Time focuses in on the most dire moment of all Japanese history – 1570-1584. Oda Nobunaga, the most revered figure in Japanese history, fights against all of Japan and the victor will be the ultimate master of all of Japan.

Using a unique system, Nakamura provides a simulation of this period that is one of the most profound ever made. Don't miss this one. It is one of the great game experiences of our hobby.

110 cards, 440 counters, map, and rulebook.

2-4 players, 4-20 hours playing time.

**Yalu: The Chinese Counteroffensive in Korea**



(CPS-1007)

\$46.00

**Compass Games**

In November of 1950, the United Nations counteroffensive against the North Koreans seemed to be in the final stages of a mop-up. Everywhere the Inmun Gun (the North Korean Army) was in full retreat toward the Chinese border, closely pursued by the victorious Allies. Chinese intervention in the war had been considered and dismissed as a bluff by the UN Command. Thus, the UN forces were badly overextended when the bluff materialized as a force of thirty divisions, having infiltrated into the Korean mountains. UN forces were sent reeling back to the 38th Parallel in confusion, attempting to reestablish a front line.

Units in Yalu are mostly divisions, with some regiments and battalions. Ground scale is 10 miles per hex and turns are weekly. Weather plays a predominant role, influencing movement and combat options for both sides. Yalu was John Hill's first design and was a test-bed for many of his other game ideas. This is the second edition of Yalu; the first was published in GDW's Conflict Games line in 1977. The 2009, Second Edition of Yalu will be a fully updated version of the game with all new graphics, all known errata included and some additional rule updates.

Bonus - 2 games in 1: Both New-Look and Classic-Look components. Second Edition Yalu has both New-Look and Classic-Look map and counters to provide some replay variability. The 1977 rules and the new rules will also be featured.