

June 2010



www.gamersarmory.com

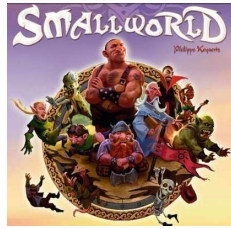
Store Address:

The Gamer's Armory
684 Cary Town Blvd.
Cary, NC 27511

Look for our new store opening in Cary, NC. We are expecting to open our doors near the end of June.

Check our website for updated details!

Small World



(DOW-7901)

\$39.00

Days of Wonder

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans; who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth.

2-5 players aged 8 and older. Average playing time is 40-80 minutes.

Carcassonne



(RGG-170)

\$24.00

Rio Grande Games

A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The skill of the players to develop the area will determine who is victorious.

2-5 players aged 8 and older. Average playing time is 60 minutes.



Phantom Leader places you in command of a US Air Force or US Navy Tactical Fighter squadron in Vietnam between 1964 and 1972. You must not only destroy the targets but you must also balance the delicate political repercussions of your attacks. If you strike too hard, your air offensive might be put on hold, strike too light, and you'll be blamed for losing the war. Welcome to the Vietnam Air War!

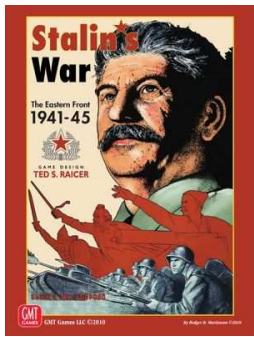
Each of the campaigns can be played with either an Air Force or Navy squadron. The targets assigned to each service are different and change the complexion of the campaigns. Each campaign can be played with three different durations of: Skirmish, Conflict, or War. Each mission takes roughly 30 minutes to set-up, plan, and resolve. Each of your pilots has their own skills. Selecting the right pilots and weapons for a mission is vital to its success. As you fly missions, your pilots will gain experience and fatigue. With experience, their skills improve, but as their fatigue increases, their skills decrease and they might not be able to fly for several missions.

Dan Verssen Games

Phantom Leader

DV1-013 \$42.00

Stalin's War



(GMT-1005)

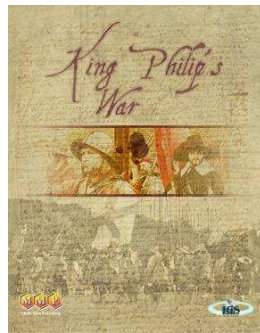
\$43.00

GMT Games

Designed by award-winning designer Ted S. Raicer, Stalin's War is a unique Card-Driven Game (CDG) on that most-gamed of subjects, the Eastern Front in WWII. The use of CDG mechanics adapted from Paths of Glory and WW2: Barbarossa to Berlin to a hex-grid land wargame allows players to experience both the broad range of strategic and tactical options of a CDG, and the operational armored maneuvering of a typical hexagon East Front design.

The large hex map stretches from Berlin to the Urals and Murmansk to Baku, allowing the full range of strategic possibilities open to both the Axis and the Soviets. Turns are seasonal (with a special turn for June 41) running to Summer 45. Axis units are armies (which can have up to four steps on two counters) and corps. All the panzer units are represented as corps (controlled by Panzergruppe/Army Headquarters which give the Germans certain advantages in waging blitzkrieg on the Russian steppes). Soviet units are armies and fronts, along with their large (but irreplaceable) 1941 mechanized corps, and late-war Guard cavalry-mechanized corps. There are plenty of Events to play, representing leaders, weapons, reinforcements, and the effects of the war on other fronts.

King Philip's War



Pre-Order Item
\$30.00

(MMP-KPW)

~~\$31.25~~

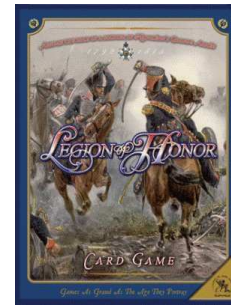
Multi-Man Publishing

King Philip's War 1675-1676 was a momentous example of New England frontier savagery. A loose coalition of angry tribes inspired by the King Philip (the Wampanoag sachem, Metacomet) burned and sacked settlements throughout the colonies of Massachusetts, Rhode Island, Connecticut, and the then separate colony of Plymouth. Ultimately, more than 2600 Colonials were captured or killed, Twelve Colonial settlements were completely destroyed and six more heavily damaged. Boston itself very nearly came under attack. At the same time, countless Indian villages were burned and 6000 Indians were slain or captured, and sold into slavery. In all, 1,200 homes were burned, and vast stores of food destroyed. Metacomet himself was eventually ambushed, beheaded, and quartered.

King Philip's War can be played in five turns (introductory level) or ten turns, once concepts are fully understood. Each turn will vary in length depending on the uncertain arrival of Indian Allies. Game length between experienced gamers is 1.5 to 3 hours.

Contains one 22 x 34 map, 2 Double-sided Player Aid Sheets, Rulebook, 176 5/8 inch counters, and dice.

Legion of Honor



Pre-Order Item

(COA-LOH)

\$65.00

Clash of Arms

Legion of Honor - is an innovative card game that recreates the personal drama of the Napoleonic Wars. Using a quick playing, card-driven game system, each player assumes the role of a French soldier - or grognard- starting out as a young sergeant or sous-lieutenant trying to make it in life starting in 1792. Fortunately for the enterprising grognard, he can look forward to over twenty years of continuous war provided courtesy of the Directory and Napoleon! Against the historical backdrop of major historical events that span the period from the Brunswick Manifesto to The Hundred Days, grognards take advantage of the opportunities that Fate provides to advance their station in life. Or not!

Winning the game is achieved in a number of ways: having the highest award in the Legion of Honor, having the highest military rank or having the most glory or wealth. The game is entirely suitable solitaire play through six players.