The Folio Game Series provides dozens of games using the same 8-page Standard rules (Musket & Saber for 19th century battles, Fire & Movement for 20th century battles, Fire & Movement World War I for WWI battles, Battles of the Medieval World for medieval battles, Battles of the Ancient World, and Pike & Shot for early gunpowder battles) with a short Exclusive rules sheet for each individual game to capture the unique aspects of each battle. Each game can be played in about 90 minutes allowing for multiple games to be played in an afternoon or evening.

FIRE & MOVEMENT

World War I Battles
Gaza 1917: Gateway to Jerusalem
Loos: The Big Push
Masuria: Winter Battle 1915
Meuse Argonne: The Final Offensive
Suez 1916: Ottoman Strike
Tannenberg: East Prussia, August 1914
Vimy Ridge: Arras Division

World War II Battles
Aachen: First to Fall
Bastogne: A Desperate Defense
Caudron: Battle For Gafara
Crusader: Battle for Tobruk
Iwo: Bloodbath in the Bonins, 19 Feb - 17 Mar 1945
Kasserine: Baptism of Fire
Saipan: Conquest of the Marianas
Scheldt: The Devil’s Moat
Shangai Incident: 28 January -2 March 1932
El Alamein: Rommel at Alam El Halfa
Mortain Counterattack: The Drive to Avranches

Modern Battles
DMZ: The Next Korean War
Golan: The Syrian Offensive
Lebanon '82: Operation Peace for Galilee
Nakotong Belfour: Breaking the Perimeter
Showdown: The Coming Indo-Pakistani War

MUSKET & SABER

Napoleonic Battles
 Marengo: Morning Defeat, Afternoon Victory
Leipzig: Napoleon Encircled

American Civil War
Chickamauga: River of Death
Frayer’s Farm: Wasted Opportunity
Pea Ridge: St Louis, Then Huzzah!
Shiloh: Grant Surprised
Stones River: Turning Point in Tennessee

19th Century Battles
Pedregal: Santa Anna At Bay

BATTLES OF ANCIENT WORLD

Chalons: The Fate of Europe
Zama: Hannibal vs Scipio

PIKE & SHOT

Early Gun Powder Battles
Breitenfeld: Enter the Lion of the North
Pavia: Climax of the Italian Wars

BATTLES OF MEDIEVAL WORLD

Acre: The Third Crusade Opens
Arsuf: Lionheart vs. Saladin

SCI-FI

Battles for the Galactic Empire

DREADNOUGHTS & BATTLEWAGONS

Coriolis & the Falkland Islands
River Plate & Denmark Straits

The Mini Game Series provides a variety of introductory games that are designed to be played in about an hour. The eras covered are: Ancient, 19th century, WWI, WWII, Modern, and Sci-Fi. Each game includes an 11 x 17 inch map sheet, 40 counters and a rules sheet. Some titles also include 18 mini cards. The series takes only minutes to learn and once one game is played, players can immediately play other scenarios with the same standard rules. Some games come with cards that drive the action with various commands and events.

MUSKET & SABER QUICK PLAY

American Revolution Battles
First Saratoga: Burgoyne’s Gambit, 19 Sept 1777
Germantown: Washington Strikes, 4 Oct 1777

Napoleonic Battles
Saalfeld: 10 October 1806

19th Century Battles
Molino Del Rey: Gateway to Mexico City, 8 Sept 1847

American Civil War
Chantilly: Jackson’s Missed Opportunity, 1 Sept 1862
Salem Church: East of Chancellorsville, 3-4 May 1863
Mansfield: Crisis in the Pine Barrens, 8 April 1864
Wilson’s Creek: Opening Round in the West, 10 Aug 1861

COLD WAR BLITZ

Suez ’56: Anglo-French Intervention
Khe Sanh ’68: Marines Under Siege

SCI-FI

Ceres: Operation Stolen Base
Phobos Rising!

HAND OF DESTINY

Khyber Rifles: Britannia in Afghanistan
Custer’s Final Campaign: 7th Cavalry at Little Bighorn
Lettow-Vorbeck: East Africa 1914 - 18

ANCIENT WARS

Caesar’s War: The Conquest of Gaul, 58-52 BC
Belisarius’s War: Roman Reconquest of Africa, AD 533-534
Hawaii, 1795: Kamehameha’s War of Unification - 1795

AIR WARS

Eagle Day: The Battle of Britain
Cactus Air Force: Air War Over the Solomons
MiG Alley: Air War Over Korea, 1951
Red Eagles: Air War Over the Kuban Peninsula, 1943 - 1944

COMMANDO/RAIDER

Congo Merc: The Congo, 1964
Border War: Angola Raiders
Long Range Desert Group: Special Operations Against Rommel, 1941-42
Merrill’s Marauders: Commandos in Burma, 1943-44
Viking: Scourge of the North
Rogers’ Rangers: America’s First Commandos