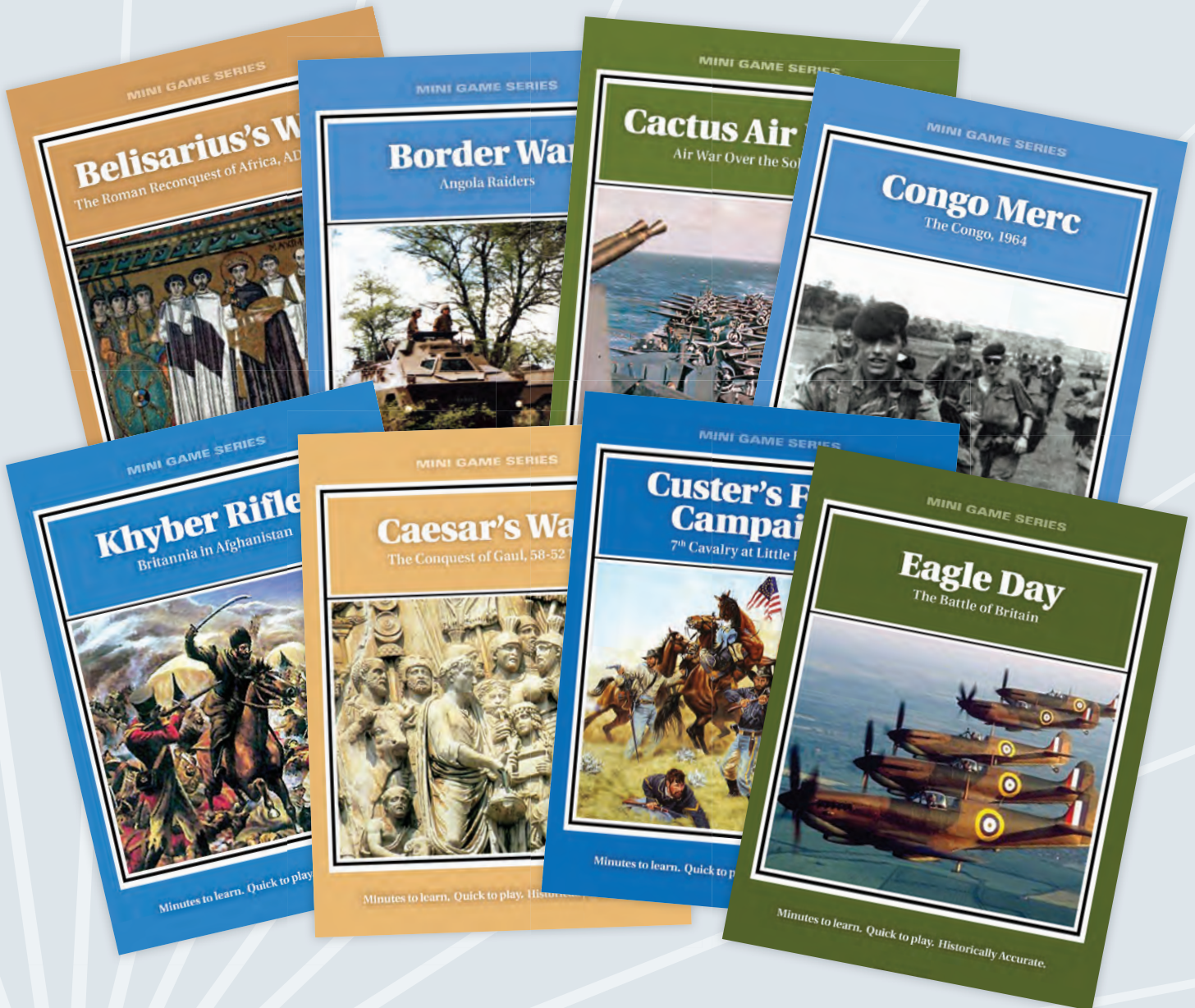


THE DECISION GAMES MINI GAME SERIES

New series of games: Air War, Ancient War, Commando, and Hand of Destiny.

Designed exclusively by Joseph Miranda, includes two separate mini-games each.

Each game includes: 40 counters, 11 x 17 inch map, 18 cards, 1 four page rule booklet and 1 scenario sheet.





Ancient Wars: Caesar's War

Target Market

- Roman era history buffs

Up-Sells & Cross-Sells

- Ancient Conquest (Excalibre)
- Hannibal's War (S&T #254)
- Julian (S&T #266)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1701

MSRP

- \$12.95

UPC Code

- 095109017011

Contents

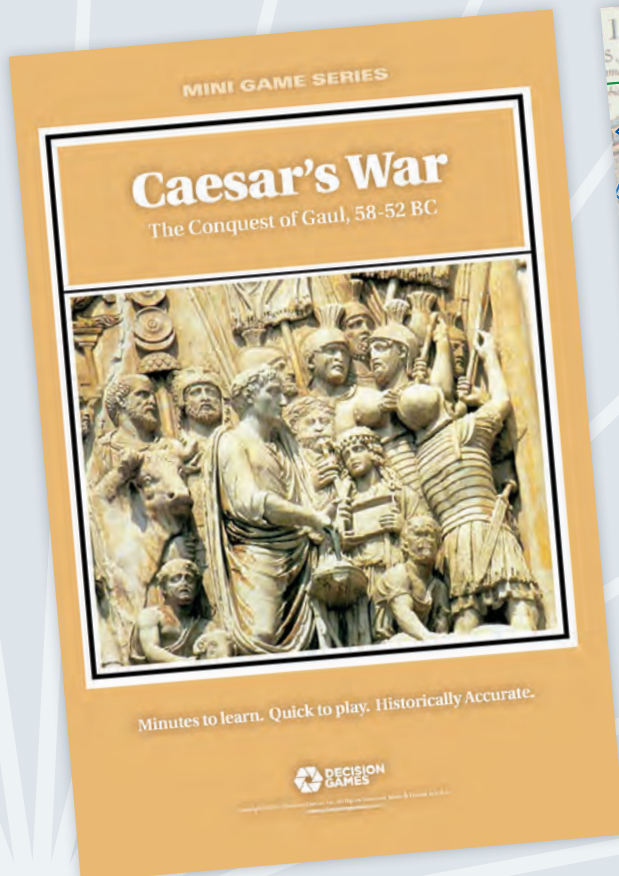
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

The Conquest of Gaul, 58-52 BC

March with Julius Caesar and his legions in the conquest of Gaul, 58-52 BC. This is a two player game. One commands the Romans, the other the Gauls as well as allied Brittanic and Germanic tribes. The game pieces include: legions, auxiliaries, fleets and tribal war bands. The map stretches from the Roman frontier across the three parts of Gaul to the Rhine, as well as across the Northern Sea into Britannia.

In *Caesar's War* each player has a unique deck of Campaign Cards. They generate recruits for the armies, movement abilities, special combat bonuses and historic events. Some of the Roman cards include: Legions on the March, Unrest in the Ranks and British Campaign. Some of the Gallic cards include: Helvetian Migration, German Invasion and Uprising of Gallic Tribes.

Combat is resolved using a quasi-tactical procedure. Each side has unique advantages, with Roman discipline pitted against Gallic ferocity. There are special rules for camps, sieges, morale, and great leaders such as Vercingetorix and Caesar himself. Having the right commander at the right battle can mean the difference between laurels and disaster.



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Ancient Wars: Belisarius's War

Target Market

- Roman era history buffs

Up-Sells & Cross-Sells

- Ancient Conquest (Excalibre)
- Hannibal's War (S&T #254)
- Julian (S&T #266)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1702

MSRP

- \$12.95

UPC Code

- 095109017028

Contents

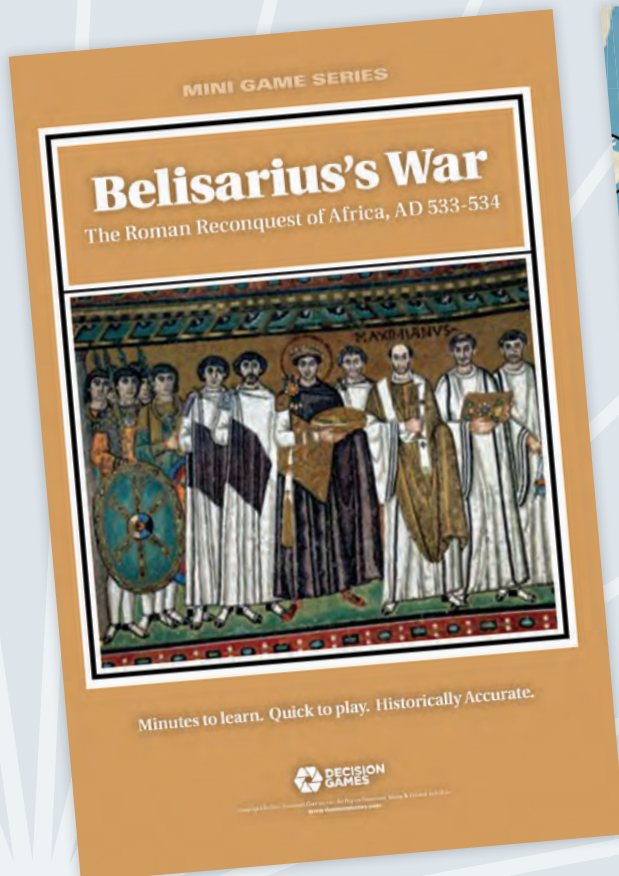
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

The Roman Reconquest of Africa, AD 533-534

In AD 533, Eastern Roman Emperor Justinian began the attempted reconquest of the territories of the fallen Western Empire from the barbarians who overran it the prior century. Leading the first of those campaigns was the great general, Flavius Belisarius. *Belisarius's War* is a two-player game of the Vandal War, in which the Eastern Romans reconquered North Africa. One player commands the Romans, the other the Vandals. Both players maneuver units representing elite regulars, tribal warbands, fleets and militia. The point-to-point map covers North Africa as well as the islands of the Western Mediterranean.

In *Belisarius's War* each player has a unique deck of Campaign Cards. They generate recruits, movement abilities, special bonuses for combat, and historical events. Some of the cards include: Naval-Land Campaigns, Organize the Exarchate, Ambush, and Procopius.

Combat is resolved via a quasi-tactical procedure. Each side has unique advantages, with fierce Vandals pitted against disciplined Roman heavy cavalry. There are special rules for Huns, rebellions, morale and leaders such as Belisarius. Having the right commander at the right battle can mean the difference between victory and disaster.



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