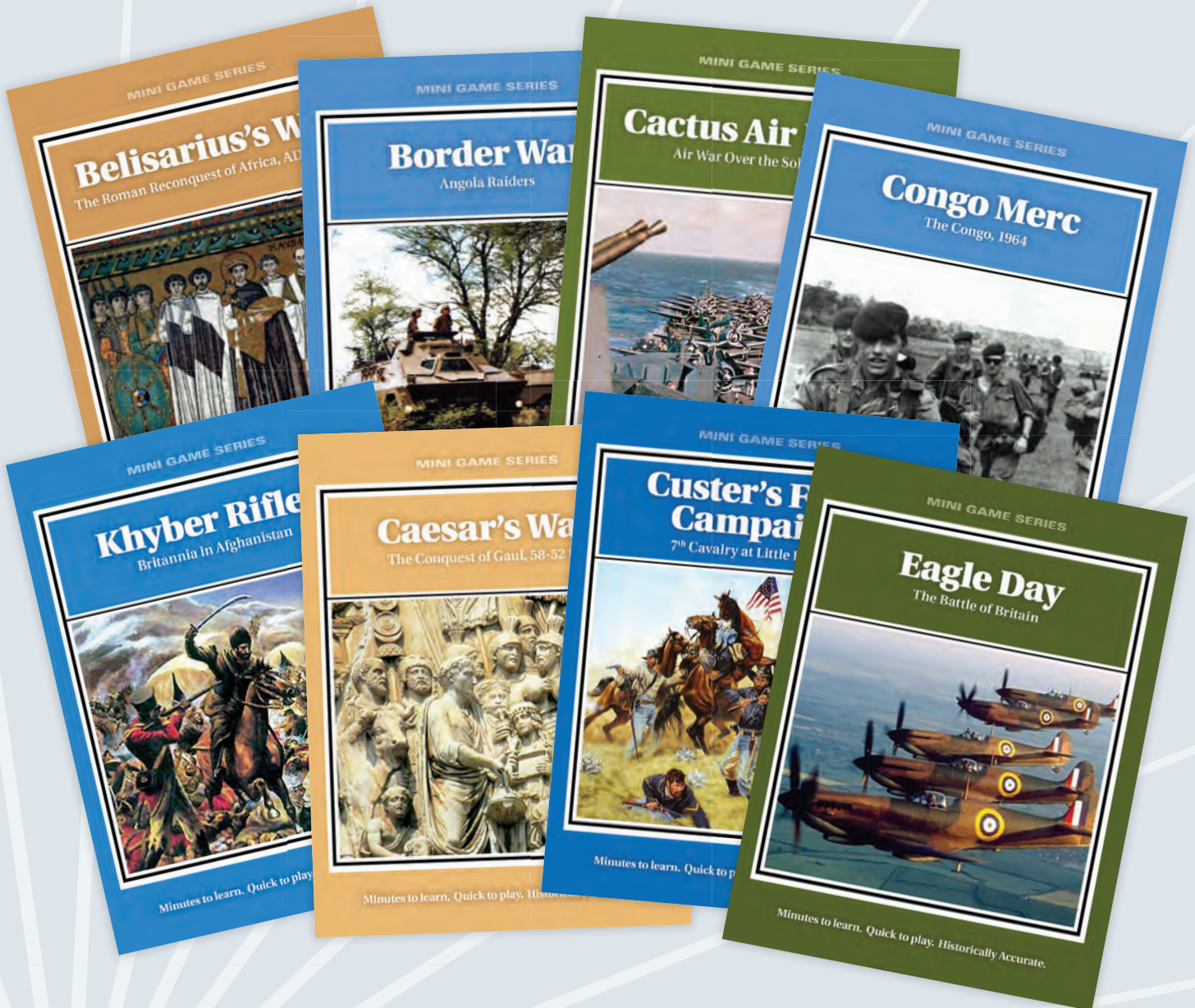


THE DECISION GAMES MINI GAME SERIES

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.





Hand of Destiny: Khyber Rifles

Target Market

- British colonial history buffs

Up-Sells & Cross-Sells

- Sun Never Sets 2 (S&T #274)
- Koenigraetz (S&T #275)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1703

MSRP

- \$12.95

UPC Code

- 095109017035

Contents

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

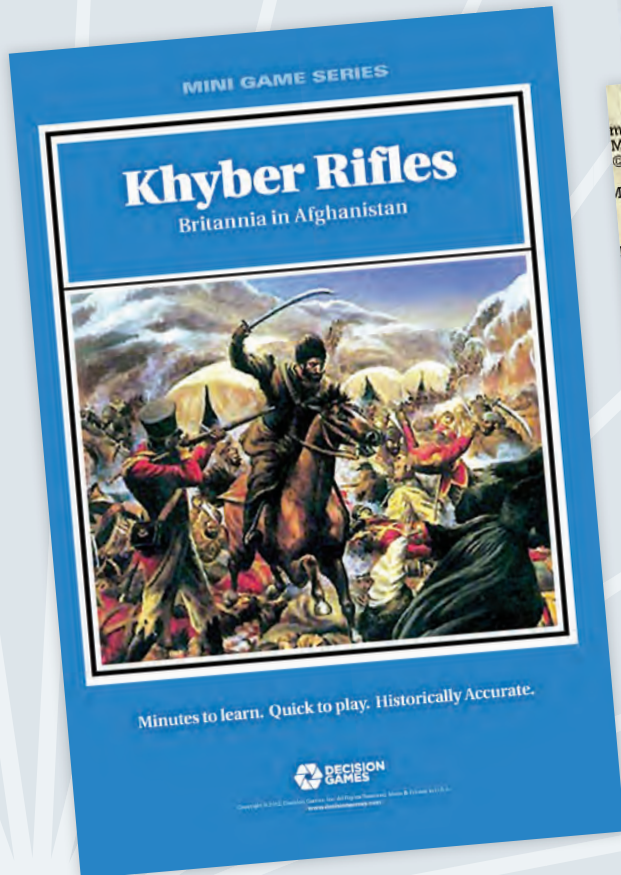
Britannia in Afghanistan

In 1842 Afghan rebels destroyed a British army as it tried to fight its way from Kabul to the safety of the Khyber Pass. The British launched an expedition to avenge that defeat, and that led to another campaign in Central Asia's Great Game. *Khyber Rifles* is a two-player game of that fateful year in Afghanistan.

One player commands British forces, including the regiments and battalions forming the armies of Gens. Nott, Pollock and Elphinstone. The other player controls various Afghan tribal contingents, led by Akbar Khan. The point-to-point map covers eastern Afghanistan and India's Northwest Frontier area, including the famous Khyber Pass.

Each player has a unique deck of Campaign Cards. They generate movement abilities, combat bonuses and historical events. Accessing the right card at the right time lets the player concentrate forces to win that great victory against all odds—or perhaps go down to inglorious defeat. Some of the cards include: Ambush, Jirga Loya, Mad Dash and Relief Force.

Combat is resolved via a quasi-tactical procedure. There are special rules for: elite British units, fanatic Afghan Ghazis, camp followers, Shah Shujah's army, and irregular units such as Broadfoot's Pioneers.



Place your order today!





Hand of Destiny: Custer's Final Campaign

Target Market

- American history buffs

Up-Sells & Cross-Sells

- Rebels & Redcoats (DG)
- They Died with Their Boots On (S&T #236 and S&T #242)
- New Mexico Campaign (S&T #252)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1704

MSRP

- \$12.95

UPC Code

- 095109017042

Contents

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

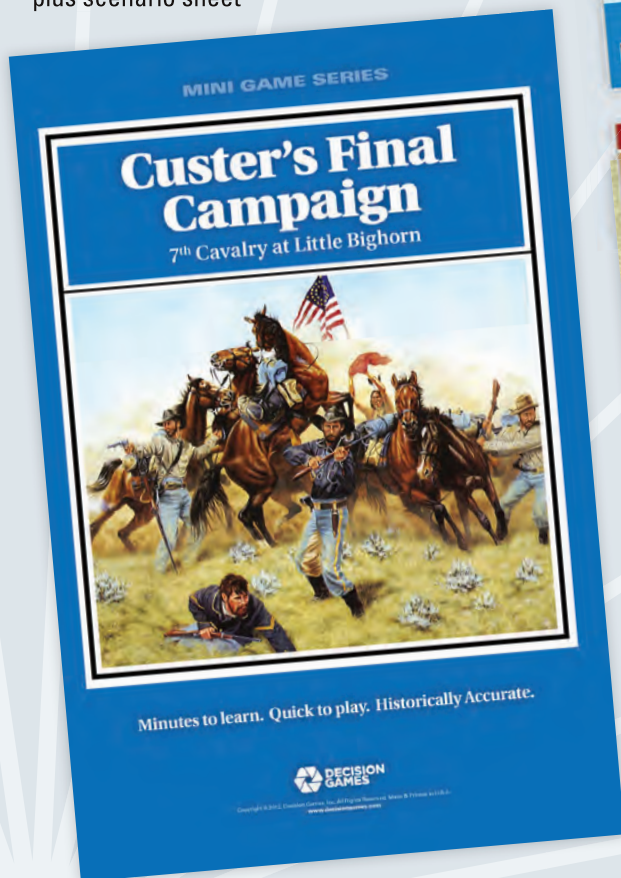
7th Cavalry at Little Bighorn

In 1876 the US Army engaged the Indians of the northern Great Plains in a campaign that culminated in the destruction of Gen. George Armstrong Custer and most of his command at the Battle of the Little Bighorn. This two-player game covers that entire campaign.

One player commands Army forces, including the regiments and battalions forming the three commands that participated in the original campaign: Crook's, Gibbon's and Terry's. The other player controls various Indian tribes, each rated for its fighting strength in warriors. The point-to-point map stretches from Fort Lincoln in the Dakotas to Helena, Montana. In between are famous historic battle sites such as Powder River, the Rosebud, and the Little Bighorn.

Each player has a unique deck of Campaign Cards. They generate movement abilities, combat bonuses and historical events. Accessing the right card at the right time lets the player concentrate forces to win that great victory against all odds—or perhaps go down to inglorious defeat. Some of the cards include: Tribal Raiding, Indians Leave Reservation, and Gary Owen.

Combat is resolved via a quasi-tactical procedure. There are special rules for: Gatling guns, "dog soldiers," Army riverboats, and leaders such as Crazy Horse, Nelson Miles, Sitting Bull and Custer himself.



Place your order today!

