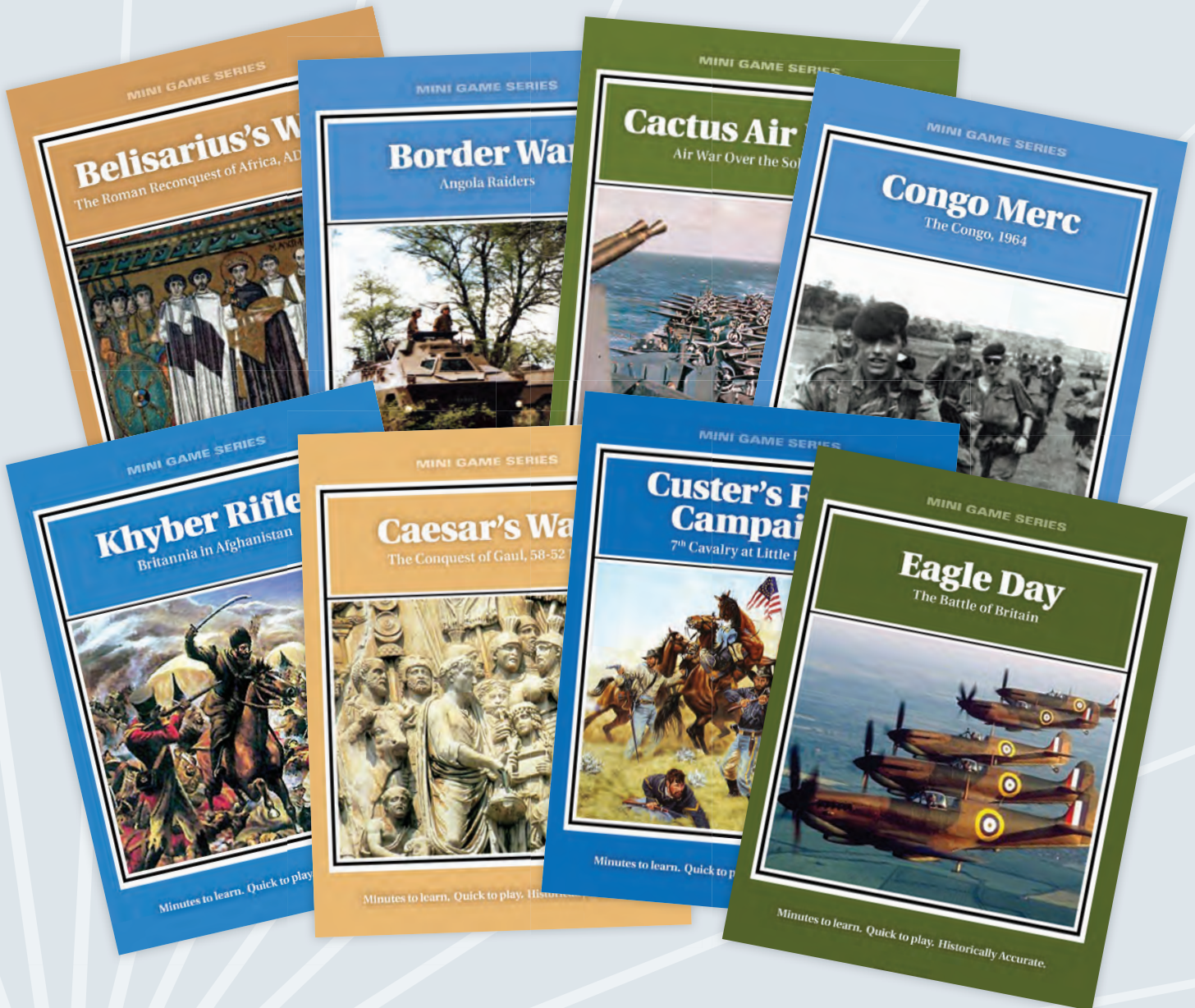


THE DECISION GAMES MINI GAME SERIES

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.





Air Wars: Eagle Day

Target Market

- WWII aviation history buffs

Up-Sells & Cross-Sells

- Luftwaffe (DG)
- Flying Circus (DG)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1705

MSRP

- \$12.95

UPC Code

- 095109017059

Contents

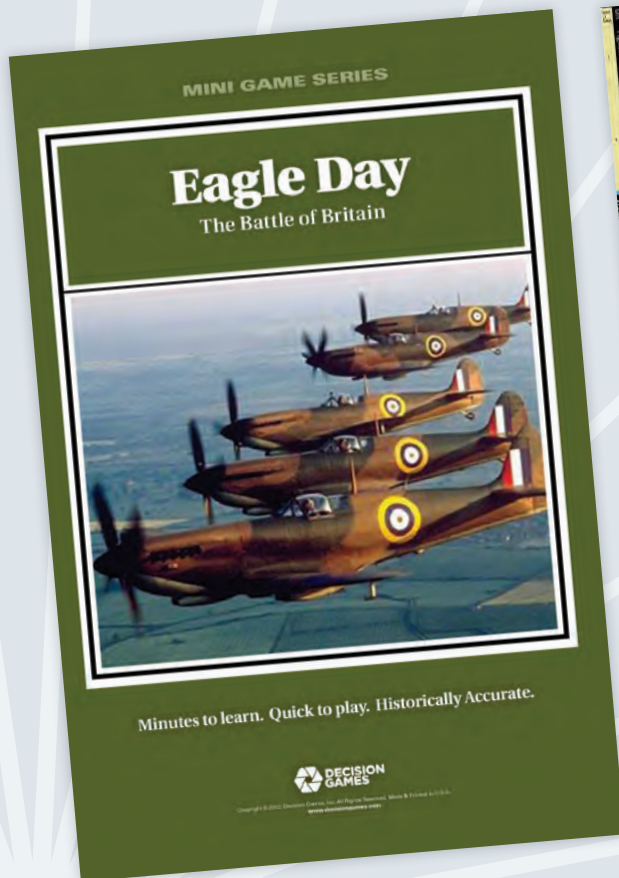
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

The Battle of Britain

The sky over Britain in 1940 was the scene of one of the decisive battles of World War II, when the Royal Air Force defeated the *Luftwaffe's* bid to gain air superiority and open the way for Operation Sealion. *Eagle Day* is a two-player wargame covering the most critical period of the Battle of Britain. The *Luftwaffe* player must move bombers and their escorts to attack targets in Britain, while the RAF player must utilize interceptors to stop them.

Each player moves units representing historic wings and groups. All the famous aircraft are here, including Spitfires, Hurricanes, Me-109s, Ju-88s, He-111s and many more. Each unit is rated for air superiority, bombing and speed. The game uses a new and unique system that facilitates aerial operations, dispensing with record keeping.

Each player has a deck of Campaign Cards. They generate a range of events, including Fuehrer Directives, the Empire Rallies, and critical morale checks. Certain cards can be played in combination to gain operational advantage, leading to tense decision making. There are special rules for radar, fog of war, and the infamous *Stukas*.



Place your order today!





Air Wars: Cactus Air Force

Target Market

- WWII aviation history buffs

Up-Sells & Cross-Sells

- Luftwaffe (DG)
- Flying Circus (DG)
- Pacific Battles, vol 1 (DG)

Selling Points

- Mini-game/low price
- Joseph Miranda design

Stock no

- 1706

MSRP

- \$12.95

UPC Code

- 095109017066

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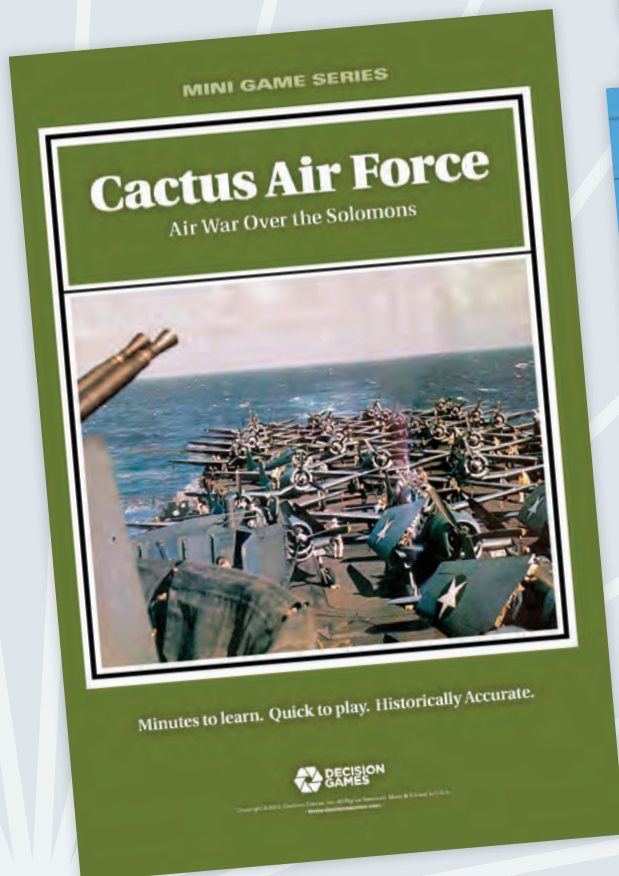
- One 11x17 inch map
- 40 die-cut counters
- 18 cards
- Four page rule booklet plus scenario sheet

Air War Over the Solomons

The island of Guadalcanal in the South Pacific was the base for American aircraft squadrons that engaged Japanese Navy and Army air forces over the Solomons. Those squadrons became known as the "Cactus Air Force" (from the codename given to the island itself). *Cactus Air Force* is a two-player wargame covering the air campaign over the Solomon Islands during critical period late in 1942. Both the American and Japanese players move their bombers to attack critical targets while using fighters to struggle for air superiority.

Each player controls units representing air groups. All of the famous aircraft are here: Japanese Zeroes, Bettys and Oscars, and Allied F4F Wildcats, P-40s, and B-17s. Each unit is rated for air superiority, bombing and speed. The game uses a new and unique system that facilitates aerial operations, dispensing with the usual record keeping. The map covers the entire Solomon Island chain centered on Guadalcanal.

Each player has a deck of Campaign Cards. They generate a range of events, including major naval battles such as Eastern Solomons, to which players can commit their air units. Certain cards can be played in combination to gain operational advantage, leading to tense decision making. There are special rules for Henderson Field, fighter-bombers, and the Tokyo Express.



Place your order today!

