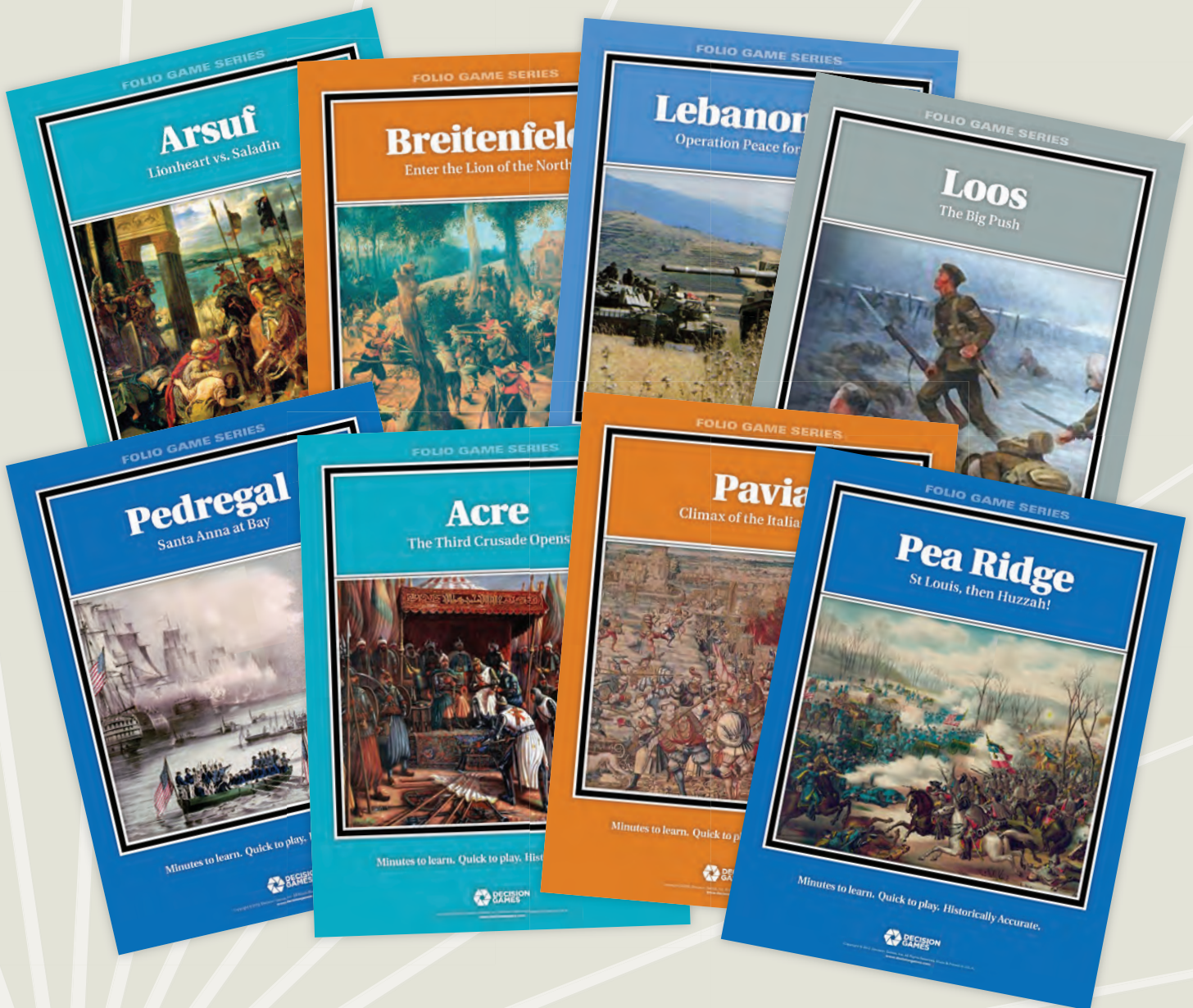


# THE DECISION GAMES **FOLIO GAME SERIES**

The Folio Game Series provides dozens of games using the same 8-page Standard rules (Musket & Saber for 19<sup>th</sup> century battles, Fire & Movement for 20<sup>th</sup> century 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.



## Target Market

- World War I history buffs

## Up-Sells & Cross-Sells

- Storm of Steel (DG)
- Nine Navies War (DG)
- Kaiser's War (S&T #261)

## Selling Points

- Fire & Movement WWI system
- Chris Perello design
- Great Value at 19.95

## Stock no

- 1625

## Release Date

- TBD

## MSRP

- \$19.95

## UPC Code

- 095109016250

## Contents

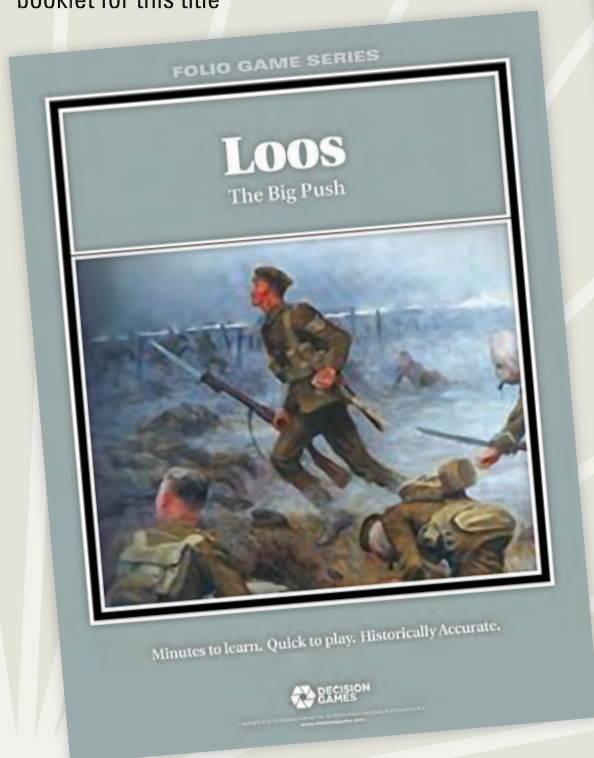
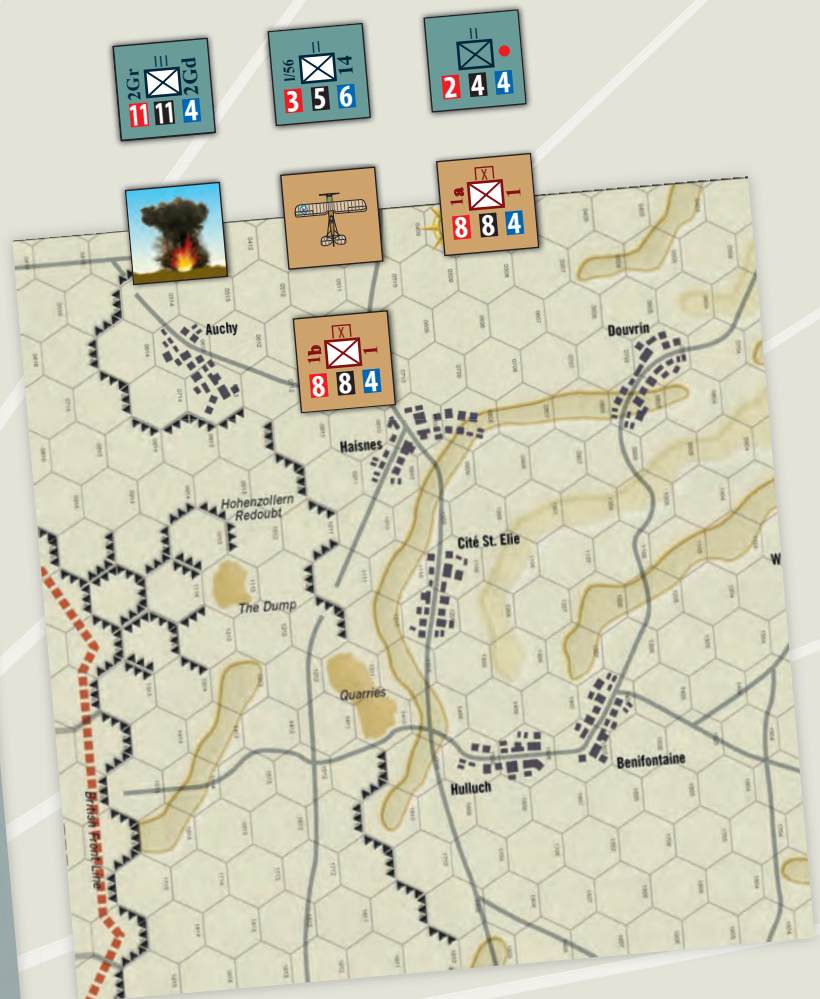
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

## The Big Push

The French town of Loos (Lōs) was the British contribution to a massive Allied offensive on the Western Front in the Fall of 1915. Masterminded by the French General-in-Chief Joffre, the offensive was intended both to draw German strength away from the reeling Russians and to pinch out the German salient ("the Noyon Bulge") aimed at Paris. Launched with limited artillery support and using several raw New Army divisions, the ostensible aim of the British attack was to seize the German rail lines behind the front, but in reality was a diversion for the main French offensive in Champagne. The British player, with a massive numerical superiority and heavy artillery support, must progress quickly. Powerful German reserves are nearby, and the battle becomes a race between the British advance and the German reaction.

*Loos* uses a modification of the popular *Fire & Movement* game system. Developed to portray the mechanized battlefields of a later generation, *F&M* stresses the use of fire support to generate breakthroughs, followed by a rapid penetration by mobile reserves. At *Loos*, no one moved faster than a man on foot, and fire support was clumsy, unreliable, and inflexible. Thus the strength of that support is variable and serves as a precursor to combat rather than an enhancement of it. Exploitation is made only by units set aside for the purpose; they must be deployed behind (under) fighting units, and their subsequent movement is randomized.

The fighting is attritional. The only way to avoid a stalemate is to mass troops and hammer away at an enemy sector until it breaks. Neither side has the forces to attack all along the line, so the location and direction of the attacks must be selected carefully. The player who makes the better choices will emerge the victor.



**Place your order today!**



# Modern Battles: Lebanon '82

## Target Market

- Modern history buffs

## Up-Sells & Cross-Sells

- Six Day War (Modern War #4)

## Selling Points

- Fire & Movement system
- Will Stroock design
- Great Value at \$19.95

## Stock no

- 1626

## Release Date

- TBD

## MSRP

- \$19.95

## UPC Code

- 095109016267

## Contents

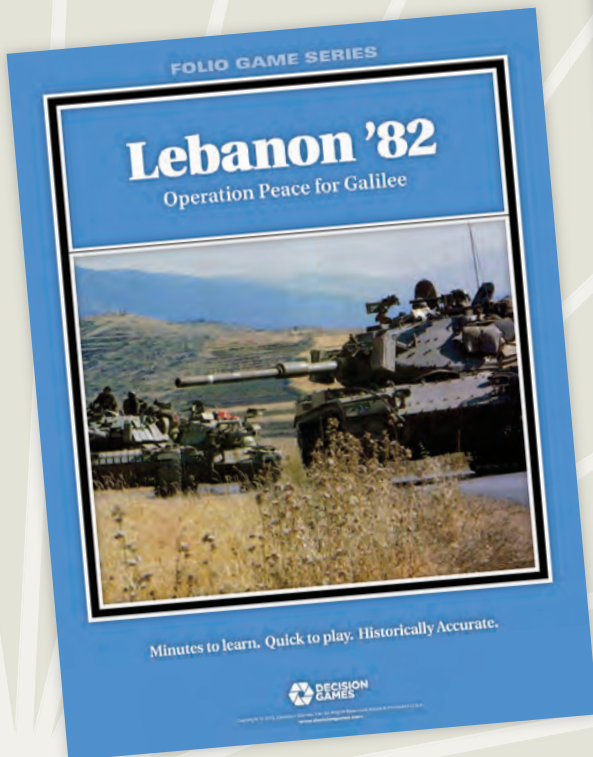
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

## Operation Peace for Galilee

*Lebanon '82* is a simulation of the Israeli invasion of Lebanon in '82, an attempt to clear out PLO terrorists and expel elements of the Syrian army from the country. Hoping to establish the pro-Israeli Christians as the legitimate government in Lebanon, the Israelis sent in the IDF, which soon became embroiled in vicious urban battles. The game also includes a 1975 scenario, as well as a 2006 scenario, showing the evolution of Israel's ongoing struggle against the PLO.

*Lebanon '82* utilizes the *Fire & Movement* combat system that is designed so that players can augment their units with "Support Fire" during the course of the battle. From artillery to air strikes, units can receive support assets to engage enemy positions and formations, allowing combat to develop at all levels. *Lebanon '82* also includes rules for a possible Syrian entry, and features the Syrian Surface to Air Missiles. Israeli air support could come under fire from Syrian fixed SAM batteries; more support fire will be necessary, but assets are limited.

In *Lebanon '82*, the attritional design of the Combat Results Table simulates the true nature of modern warfare; units are typically two-sided formations that can incur casualties during a game, accurately replicating the realities of combat, especially during the street fighting encountered in 1982. Winning the battle is thus a matter of maneuver, firepower and asset management — not merely odds ratios requiring numerical superiority. A stunning map of Lebanon depicts the entire battle area, ranging from the Israeli border to the capital Beirut itself — including all of the famous battle sites, such as the PLO refugee camps.



**Place your order today!**

