



 **OSPREY
GAMES**

2016 CATALOGUE



NEW RELEASES

ODIN'S RAVENS

DESIGNER: **THORSTEN GIMMLER**
 ILLUSTRATOR: **JOHAN EGERKRANS**
 AVAILABLE: **FEBRUARY 2016**
 ISBN: **9781472815033**
 PRICE: **£16.99 / \$24 / CAN \$28**
 FORMAT: **219 x 155mm Box**

Every morning Odin sends his ravens, Huginn and Muninn, around the Earth to bring back news of what life is like around the world. After thousands of years, they've gotten a little competitive...

Race through the landscape in opposite directions to be the first to return to Odin. Focus on speed, or enlist the help of Loki, the trickster god, to create shortcuts and hinder your opponent. Can you be certain Loki's aid won't help your opponent instead? There's only one way to find out!

This revised edition of Thorsten Gimmler's award-winning game has been completely redesigned, with new rules and a beautiful new art style inspired by Norse mythology.



"I absolutely love the production on this new edition of Odin's Ravens, from the sturdy, very tome-like clamshell box, to the vivid and handsomely designed cards, to the two wooden ravens that serve as the playing pieces."

- GARETH BRANWYN, BOINGBOING

CONTENTS:

- 50 FLIGHT CARDS
- 40 LAND CARDS
- 14 LOKI CARDS
- 2 WOODEN RAVENS
- 1 RULEBOOK



2



20-30



8+

NEW RELEASES

THE RAVENS OF THRI SAHASHRI

DESIGNER: **KURO**
 ILLUSTRATORS: **RAPAN, ROMANNU, HAMBAAGU**
 AVAILABLE: **MAY 2016**
 ISBN: **9781472816344**
 PRICE: **£14.99 / \$22 / CAN \$26**
 FORMAT: **124 x 82mm Box**

Trapped in the prison of her own mind, Ren has only one chance at survival; her psychic friend Feth must reach into her subconscious to help guide her home.

In this cooperative card game, one player controls the deck of memories, while the other can communicate only through the placement of cards. Only by working together can they save Ren before the Ravens come to feast on her heartbreak and devour her memories whole.

The game develops as you play, with three sealed envelopes included in the box. The first envelope can be opened after the players beat the game for the first time.



"a hugely challenging puzzle that's really satisfying. . . It's brilliant, a really beautiful game."

- RADHO RUNS THROUGH

CONTENTS:

- 35 MEMORY CARDS
- 5 RAVEN CARDS
- 2 CHARACTER CARDS
- 1 RULEBOOK
- 3 SEALED ENVELOPES



2



45



14+

ESCAPE FROM THE ALIENS IN OUTER SPACE

DESIGNER: SANTA RAGIONE
 ILLUSTRATOR: GIULIA GUMGINI
 AVAILABLE: MAY 2016
 ISBN: 9781472817730
 PRICE: £29.99 / \$40 / CAN \$47
 FORMAT: 279 x 216mm Box

A game of strategy and bluff set on a badly damaged deep space research ship. On-board systems have failed, plunging the ship into darkness. But even worse: a mysterious alien plague has crept aboard and is transforming the human crew into monsters!

During the game, each player assumes the role of either a Human or an Alien. The Humans are trying to save themselves by reaching the Escape Hatches. The Aliens seek to hunt down all the Humans. Each player's identity and position is kept secret: you will need to interpret the movements and behaviors of the other players to learn who and where they really are.

This ultimate edition features 8 alternative maps, 16 variable player characters and tons of optional items for use in-game.

Escape From the Aliens in Outer Space is primed to become the go-to game in the hidden movement genre.



"Absolutely, fantastically fun to play"
 - TOM VASEL, THE DICE TOWER

CONTENTS:

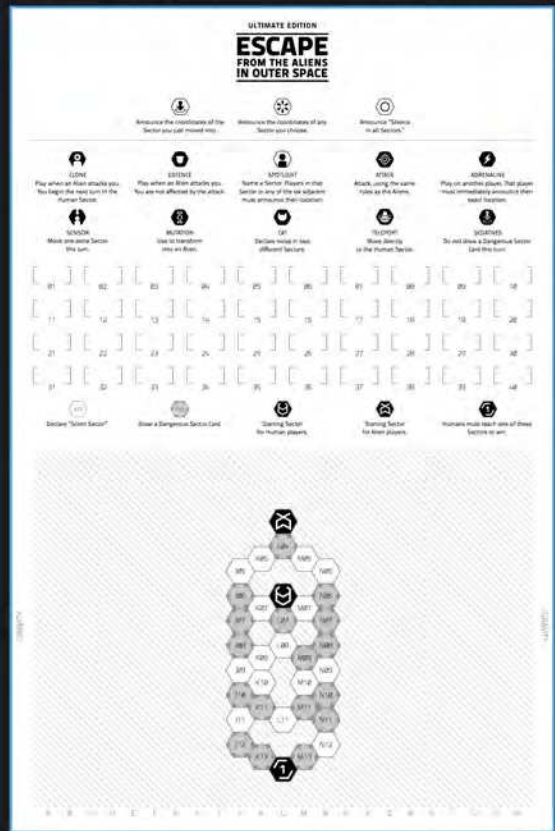
- 98 CARDS
- 8 MAP BOOKS
- 8 DRYWIPE MARKERS
- 2 CLEANING CLOTHS
- 1 RULEBOOK



"This game is a diamond. Pure, hard, and glorious... a triumph of design"
 - SHUT UP & SIT DOWN

EXCLUSIVE NEW 2-PLAYER MAP!

This exclusive new map is designed for just two players, one human, one alien. This quick map does not use character abilities, but otherwise it follows all of the standard rules. Just make a couple of photocopies of the map, and you are good to go!



NEW RELEASES

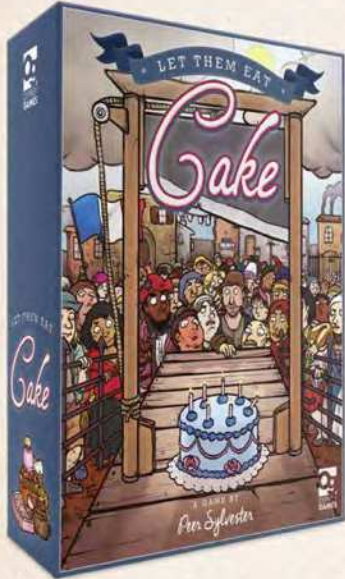
LET THEM EAT CAKE

DESIGNER: **PEER SYLVESTER**
 ILLUSTRATOR: **LAUREN DAWSON AKA IGUANAMOUTH**
 AVAILABLE: **AUGUST 2016**
 ISBN: **9781472816351**
 PRICE: **£19.99 / \$27 / CAN \$36**
 FORMAT: **279 x 216mm Box**

"Liberty! Equality! Eclair!"

The glorious revolution has done away with tyranny! Now you and your friends make up the Revolutionary Committee, overseeing justice throughout the land. Still, now that the Queen's gone it would be a shame to let all that cake go to waste... Become the first among equals by amassing honour! Become happy by amassing cake! Send your friends' pawns to the guillotine! First to forty cakes wins!

From Peer Sylvester, designer of *The King is Dead*, comes a brand new game of committees, coercion and cake. Elect your friends to positions of power in the hope that they look on your patronage favourably, or denounce them as enemies of the revolution. Alliances and betrayal are all fair game as you try to amass as much cake as you can before the revolution collapses.



CONTENTS:

117 CARDS
 18 PLASTIC PAWNS
 21 MEDALS OF HONOUR
 HEADS OF COMMITTEE ROSETTE
 GUILLOTINE



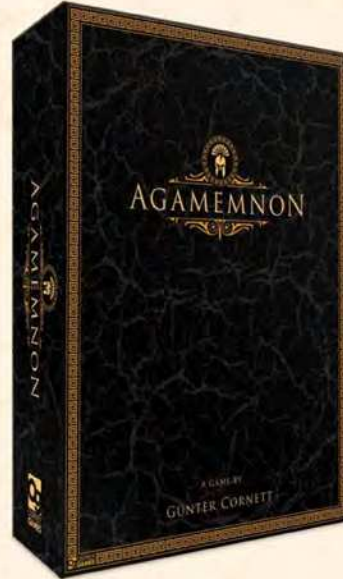
NEW RELEASES

AGAMEMNON

DESIGNER: **GÜNTER CORNETT**
 AVAILABLE: **AUGUST 2016**
 ISBN: **9781472817280**
 PRICE: **£16.99 / \$24 / CAN \$32**
 FORMAT: **279 x 216mm Box**

None can defy Fate but the gods themselves. Driven by the ambition of their king, the Greeks have arrived on the shores of Troy. Some seek power; some seek revenge, while others seek the great moment in battle that will define their place in history.

From veteran designer, Günter Cornett, *Agamemnon* is a fast-paced strategy board game in which two players take the roles of ancient Greek gods during the Trojan War. By tactically deploying warriors to where they're needed across the board, each player may influence the final fate of Troy. Some areas will be decided by the strength of the warriors, others by their weight of numbers, and some by the inspiration provided by your heroes.



CONTENTS:

DOUBLE-SIDED PLAYING BOARD
 30 PLAYING TILES
 60 STRINGS OF FATE
 4 LOOM TILES



**ESCAPE FROM COLDITZ –
75TH ANNIVERSARY EDITION**

DESIGNERS: PAT REID, BRIAN DEGAS
 ILLUSTRATOR: PETER DENNIS
 AVAILABLE: OCTOBER 2016
 ISBN: 9781472818935
 PRICE: £49.99 / \$65 / CAN \$86
 FORMAT: 297 x 441mm Box

After being unavailable in English for over 30 years, Osprey are delighted to announce that *Escape from Colditz* will finally be available to the public once more. This is the enemy – Colditz Castle. Tall, grey, forbidding, it rises from atop the cliff face, an impregnable fortress. During World War I, Colditz was a prisoner-of-war camp from which no-one escaped. This is World War II.

Play as either the allied prisoners of war, gathering equipment and planning your escape, or as German prison guards, with absolute authority but limited numbers.

To celebrate the 75th anniversary of Major Pat Reid's escape from Colditz Castle during World War II, this is the definitive edition of an iconic game. *Escape from Colditz* been given a complete visual overhaul from renowned World War II artist Peter Dennis. Designed by Major Reid himself, the rules have been updated in consultation with co-designer Brian Degas.

Release from Solitary



This card allows an escaper to exit Solitary to the nearest circle outside the cell.

Talisman



This lucky talisman may be alter a Security Officer's roll; when he roll card and throw dice, it reduces his double as one of his original throw.

Wire Cutters



This card allows an escaper to cut through perimeter wire where marked on the board.

CONTENTS:

- 56 WOODEN PIECES
- 96 CARDS
- 2 DICE
- RULEBOOK
- 32 PAGE HISTORY BOOK
- OVERSIZED BOARD
- REPLICA PRISONER ITEMS



2-6



90-180



12+



ALSO AVAILABLE FROM OSPREY GAMES

THEY COME UNSEEN

A GAME OF SUBMARINES AND
SUBTUEGE IN THE COLD WAR

DESIGNER: COMMANDER ANDY BENFORD
ILLUSTRATOR: ADAM TOOBY
AVAILABLE: AVAILABLE NOW
ISBN: 9781472813961
PRICE: £39.99 / \$49.95 / CAN \$58
FORMAT: 297 x 441mm Box



An asymmetrical strategy game of submarines and subterfuge in the Cold War, designed by a retired a Royal Navy Officer and submarine commander.



THE KING IS DEAD

DESIGNER: PETER SYLVESTER
ILLUSTRATOR: PETER DENNIS
AVAILABLE: AVAILABLE NOW
ISBN: 9781472813930
PRICE: £19.99 / \$24.95 / CAN \$29.99
FORMAT: 279 x 216mm Box

King Arthur is dead, but who will take the crown? A board game of politics and power struggles in Arthurian Britain as you attempt to stake your claim to the throne.



SECRET SANTA

DESIGNER: DUNCAN MOLLOY
ILLUSTRATOR: LAUREN DAWSON AKA IGUANAMOUTH
AVAILABLE: AVAILABLE NOW
ISBN: 9781472814630
PRICE: £9.99 / \$14.95 / CAN \$17.95
FORMAT: 129 x 99mm Box

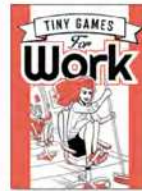
A festive card game of competitive gift-giving and trick-taking, Secret Santa is the perfect game for holiday gatherings.



TINY GAMES

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MORE TINY GAMES FOR KIDS
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JULY 2016

From the award-winning game designers Hide&Seek and illustrators the Gancheau sisters comes tons of brand new games for real-world play. *Tiny Games* takes traditional parlour games and adds a touch of modern game design know-how to allow any numbers of players to have fun whatever they're doing.

Games for ad-breaks, games for toast, games for sticky notes and coffee runs. Whether you're feeling creative or competitive, silly or energetic, *Tiny Games* are designed to give you the maximum amount of fun for the minimum amount of rule-reading.

TRY THESE EASY BOREDOM BUSTERS!

ESCAPE FROM THE BURRITO 2+

In this game, the kids wrap the grown-up like a burrito, then run away whilst the grown-up escapes. Start by giving the kids a few blankets or sheets (the tortillas). Then, stand in the middle of the room with your hands of your sides. You are now ready to be burrito'ed! Begin the game by counting down from twenty as the kids begin to wrap you. When you reach zero, shake loose and chase the kids!

DON'T DRAW THE SHORT STRAW 3+

In this game you'll be drawing straws. Give everyone a piece of paper and a pen. Everyone should secretly draw a straw. Once everyone has finished reveal your straws! The people who drew the LONGEST and the SHORTEST straw are both out – the happy medium straw is what it's all about. Now, repeat until only one player remains. All the drawings of straws are theirs – a glorious prize!

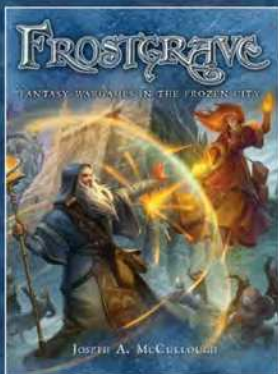
CUCUMBER RACING 2+

In this game, you put a slice of cucumber on your forehead. Then, using only your face, you race to wriggle it into your waiting mouth. You're going to need at least one thin slice of cucumber for every player. In a moment you're all going to take your turn at racing. On your turn, put the cucumber on your forehead and use your facial muscles to move the cucumber into your mouth! If you drop it, start again. The fastest player wins!

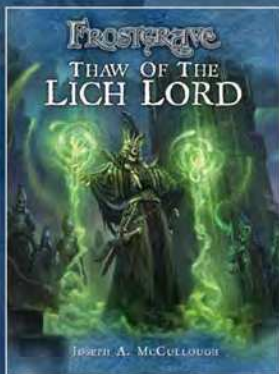
OVER 12,000 COPIES SOLD!

FROSTGRAVE

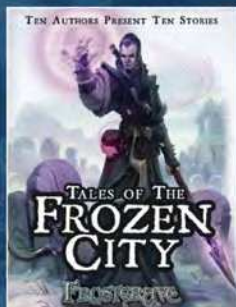
TABLETOP GAMING IN THE FROZEN RUINS OF AN ANCIENT CITY



OUT NOW



OUT NOW



FROSTGRAVE: TALES OF THE FROZEN CITY

AUTHOR: VARIOUS
 AVAILABLE: OUT NOW!
 ISBN: 9781472815538
 PRICE: £6.99 / \$8.95 / CAN \$10.95
 FORMAT: 64pp

A collection of original Frostgrave fiction to accompany the game! Authors include David McIntee, Jonathan Green, Mark Latham, Ben Coulter and more!



FROSTGRAVE: INTO THE BREEDING PITS

AUTHOR: JOSEPH A. MCCULLOUGH
 ILLUSTRATOR: DMITRY BURMAK
 AVAILABLE: JULY 2016
 ISBN: 9781472815743
 PRICE: £9.99 / \$18 / CAN \$24
 FORMAT: 64pp

With this new supplement for Frostgrave, players can lead their warbands into the vast network of catacombs, sewers, and dungeons that run underneath the Frozen City. It was in these dark confines that the ancient wizards known as Biocrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. Along with a host of new scenarios, treasures, soldiers, and creatures, the book also contains rules for the traps and secret passages that are often found in the dungeons. With the wonderful and rare magical treasures to be discovered, will players risk taking their warbands down into the Breeding Pits?

FROSTGRAVE: FORGOTTEN PACTS

AUTHOR: JOSEPH A. MCCULLOUGH
 ILLUSTRATOR: DMITRY BURMAK
 AVAILABLE: NOVEMBER 2016
 ISBN: 9781472815774
 PRICE: £9.99 / \$18 / CAN \$24
 FORMAT: 64pp

In this supplement for Frostgrave, players lead their warbands into the northern reaches of the city, exploring the ruined temples of the Frozen City to search for the lost secrets of evocation – the art of summoning demons. While the lure of such knowledge is great, few wizards have ventured into this region as it is overrun by barbaric northern tribesmen who have descended from the hills in their own search for treasure. Marking themselves with demonic sigils, many of these barbarians have aligned with ancient powers discovered amongst the temples. Along with a host of new scenarios focusing on the exploration of the temples, the book also contains new treasures, spells, soldiers, and creatures that can be found amongst the ruins.



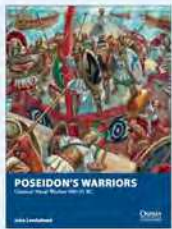
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OWG 014
POSEIDON'S WARRIORS
CLASSICAL NAVAL WARFARE 480-31 BC

AUTHOR: JOHN LAMBSHEAD
ILLUSTRATOR: PETER DENNIS
AVAILABLE: JUNE 2016
ISBN: 9781472814180
PRICE: £11.99 / \$19 / CAN \$25
FORMAT: PAPERBACK

A set of wargaming rules for large-scale naval actions between fleets of Classical galleys from the Greek and Persian clash at the battle of Salamis to the battle of Actium that decided the fate of Rome. With data for ships throughout the period, rules for famous admirals, historical scenarios, a campaign system and a brief historical summary for those who wish to refresh their memory of the era, *Poseidon's Warriors* offers everything players need to bring to the tabletop the battles and campaigns of the first great age of naval warfare.

OWG 012
EN GARDE!
SWASHBUCKLING SKIRMISH WARGAMES RULES

AUTHOR: CRAIG WOODFIELD
ILLUSTRATOR: PETER DENNIS
AVAILABLE: JANUARY 2016
ISBN: 9781472810748
PRICE: £11.99 / \$17.95 / CAN \$23.50
FORMAT: PAPERBACK

A small-scale skirmish game based on the successful *Ranin* rules, in which small groups of warriors fight each other for honour or riches. This rulebook covers the conflicts of the 16th, 17th and early 18th centuries, when black-powder weapons started to become common in battle but martial prowess still determined the outcome. Play as Border Reivers, Conquistadors, Landsknechts, Aztecs, French Musketeers, Caribbean Pirates and more, in scenarios that evoke classic conflicts of the genre. The perfect ruleset for gamers who want something a bit different from the norm.



OWG 15
BROKEN LEGIONS
FANTASY SKIRMISH WARGAMES IN THE ROMAN EMPIRE
AUTHOR: MARK LATHAM
ILLUSTRATOR: ALAN LATHWELL
AVAILABLE: JULY 2016
ISBN: 9781472815312
PRICE: £11.99 / \$19 / CAN \$25
FORMAT: PAPERBACK



OWG 16
THE MEN WHO WOULD BE KINGS
COLONIAL WARGAMING RULES
AUTHOR: DANIEL MERSEY
ILLUSTRATOR: PETER DENNIS
AVAILABLE: SEPTEMBER 2016
ISBN: 9781472815002
PRICE: £11.99 / \$19 / CAN \$25
FORMAT: PAPERBACK, 64PP



OWG 17
ROGUE STARS
SKIRMISH WARGAMING IN A SCIENCE FICTION UNDERWORLD
AUTHOR: ANDREA SFIGLIO
ILLUSTRATOR: JOHAN EGERKRANS
AVAILABLE: OCTOBER 2016
ISBN: 9781472810779
PRICE: £11.99 / \$19 / CAN \$25
FORMAT: PAPERBACK



OWG 18
CHOSEN MEN
MILITARY SKIRMISH GAMES IN THE NAPOLEONIC WARS
AUTHOR: MARK LATHAM
ILLUSTRATOR: MARK STACEY
AVAILABLE: NOVEMBER 2016
ISBN: 9781472810009
PRICE: £11.99 / \$19 / CAN \$25
FORMAT: PAPERBACK

DRAGON RAMPANT: LOOKING BEYOND THE GOBLINS
BY DANIEL MERSEY

Dragon Rampant, my big skirmish fantasy wargame, allows you to take to the battlefield at the head of a warband of around 50-70 models. Most gamers stick with classic fantasy armies: orcs, goblins, elves, dwarves, ratmen, or the undead. Great! There's nothing like leading the type of army you've read about in books or seen in three-part movies, it's a wonderful feeling. But alongside my dwarves, elves, and goblins (my Dwarves of the Gleaning Hills are my warband *du jour*, resurrecting my favourite 1980s Genesler Miniatures stumpy-legged, bearded folk), I've mastered a few armies that feed from my other fantasy love: British myth and folklore. By demonstrating how I've built my warbands, I hope it might give you a few ideas for your next force.

HYPERBOREAN NORTHERN EUROPEAN BRONZE AGE WAR BAND

Not quite the same as the famous Hyborian Age of Conan, or indeed Tony Bull's now legendary wargames campaign, the Hyperboreans come from Greek mythology. They are a people of the far north who live in a land with 24 hours of sunlight, and who – naturally enough – worship the Sun. I've chosen to interpret this as the early European Bronze Age armies of Scandinavia and the British Isles. Why? Quite simply because I really liked a range of historical models for this period, that I had no other use for (so, an excuse), and because as an archaeologist I worked on one of Britain's most important excavation sites from this period (a personal connection).

With this in mind, I looked at the models available, and worked up the following 24 point warband:

Heavy Foot @ Spellcaster + Leader @ 8 points
The chieftain and his shaman, along with their Sun-disc bronze banner, several intimidating war horns, all backed up with a half-dozen tough spearmen. The shaman is pretty powerful, able to choose his spells from the full list in the rulebook.

Heavy Foot @ 4 points
Ordinary warriors armed with long spears.

Heroes in Chariots @ 6 points
I represented this unit with 2 chariots and 4 extra models on foot to remove as Strength Points. This looks good as warriors would often dismount from their chariots to fight.

Heavy Riders @ 4 points
A handful of warriors ride mounted into battle, giving this army a little extra mobility alongside the chariots.

Scouts @ 2 points
These are the youths of the tribe, equipped with bows, javelins, and slings.

POST-ROMAN ARTHURIAN WAR BAND
It was inevitable that I'd raise an Arthurian army for *Dragon Rampant*. I have a bit of a background as a writer in this field.

There are many iterations of Arthurian legend, and it would be perfectly acceptable to plump for Malory's medieval knights (or even the brutalist designs of armour in the movie *Excalibur*), or even something a little more mainstream fantasy based on the recent BBC TV series. However, I've stepped back into the earlier versions of the legend, to explore the pseudo-historical 'Coming of the Saxons', held back by the last of the Romans – a warlord or emperor named Ambrosius – ably assisted by his Leader of Battles, Arthur, who won a great victory at Mount Badon. Here's the 24 point warband I decided to put together:

Elite Foot + Wizardling + Leader @ 8 points
This small group represents Ambrosius, his wizard Merlin, and Ambrosius' banners and champions. Merlin being merely a 'Wizardling' might seem odd at first glance, but in Geoffrey of Monmouth's writings, he is more of a wise man, his main impact being psychological rather than chucking fireballs from his fingers. Therefore I gave him the following spells: Banish Fear; Befuddle Thee; Dragon's Breath.

Heavy Riders + Fear @ 6 points
This is Arthur and his companions. They charge in hard and drive their enemies before them – the Fear special rule represents this very nicely.

Heavy Riders @ 4 points
These are more of Arthur's men, but without the great man leading the charge, they cause a bit less panic in their Saxon foes.

Heavy Foot @ 4 points
These are the bog standard footmen of any early medieval army. They are well equipped with shields and spears, and mine wear armour to differentiate them from the next sorry unit.

Light Foot + Javelins + Fearful @ 2 points
These are unarmoured javelinmen; they're not natural fighters and prefer to chuck their darts from a distance, hence the appropriate addition of Fearful. Another option would be to field a smaller unit of Scouts, also for 2 points.

SHAKESPEARE'S SCOTTISH WAR BAND: MACBETH
The third *Dragon Rampant* warband I raised based on British folklore is influenced by slightly more modern literature than Geoffrey of Monmouth: William Shakespeare's radical 'reinterpretation' (read, 'Elizabethan propaganda') of Scotland's famous eleventh century king, Macbeth. Ignore everything that Shakespeare tells you; if you want to understand the real history of Scotland in this period, there are plenty of good, non-plays to read.

That said, my Macbeth warband is based broadly on Shakespeare's work, as I wanted to include a certain group of three ladies and a troop of miserable, scheming assassins. Here is the 24 point warband I put together:

Elite Foot + Fear + Leader @ 8 points

This group of six models includes Macbeth, Lady Macbeth, the Three Witches and their cauldron. The witches cause Fear, given the general unease they spread in the play.

Scouts + Venomous @ 5 points
Watch out for these assassins! They're tough to pin down with missile fire, and although not well-equipped for a stand-up fight, the Venomous special rule makes them pretty deadly against damaged units.

Heavy Foot @ 4 points
Scottish axe men, well-armoured in padded jackets.

Light Foot @ 3 points
Most highly armoured Scottish warriors; faster moving but less resistant in combat.

Archers @ 4 points
Archers pack quite a punch, giving this warband some much-needed ability to strike at a distance. The archer unit could be replaced with two units of Scouts for the same number of points (and the same number of models).

WHERE ELSE FROM HERE?
I've highlighted these three warbands simply because they are ones that I've raised myself. But really, the only thing preventing you from creating your own warband based on British – or any other – folklore or mythology is the amount of reading you wish to do. Robin Hood is an obvious choice to consider, as is Beowulf (you could turn the tables and have the dragon side with him), not to mention the giant hedgehog that Geoffrey of Monmouth claimed built Winchester. And that's just the British connection – Norse legend, Greek and Roman myth, the Egyptians, Native Americans, and many more cultures offer up so many choices equally as exciting as green-skinned orcs and hordes of zombies. Although they're good!



DRAGON RAMPANT
ISBN: 9781472815712
PRICE: £11.99 / \$17.95 / CAN \$21.50

AVAILABLE IN APRIL 2016

HORIZON WARS

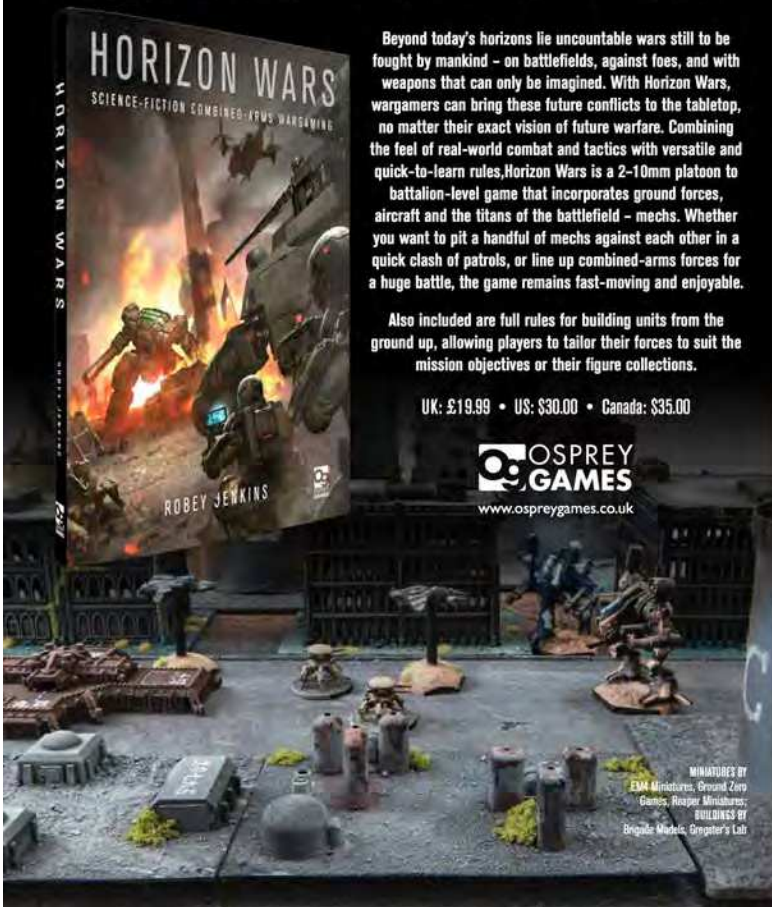
SCIENCE - FICTION COMBINED - ARMS WARGAMING

Beyond today's horizons lie uncountable wars still to be fought by mankind – on battlefields, against foes, and with weapons that can only be imagined. With *Horizon Wars*, wargamers can bring these future conflicts to the tabletop, no matter their exact vision of future warfare. Combining the feel of real-world combat and tactics with versatile and quick-to-learn rules, *Horizon Wars* is a 2-10mm platoon to battalion-level game that incorporates ground forces, aircraft and the titans of the battlefield – mechs. Whether you want to pit a handful of mechs against each other in a quick clash of patrols, or line up combined-arms forces for a huge battle, the game remains fast-moving and enjoyable.

Also included are full rules for building units from the ground up, allowing players to tailor their forces to suit the mission objectives or their figure collections.

UK: £19.99 • US: \$30.00 • Canada: \$35.00


www.ospreygames.co.uk



HORIZON WARS: MUSTERING

The combined arms Battle Group in *Horizon Wars* is an almost infinitely flexible beast and new players are bound to spend a little time flipping between the various options, checking back at the rules for Command Headquarters (CHQ) and wondering how it all fits together. So I'll save you some time and trouble and give you some clear tips on how to get the most out of *Horizon Wars* and your miniatures collection.

Start with mechs. Mechs are easy to find from all sorts of manufacturers, if you don't already have any in your collection, and are by far the most straightforward of all the elements in *Horizon Wars*. They are Rapid by default and follow the standard rules for close quarter battle. Whilst you can upgrade them with special rules, you don't have to by any means. Each one comes with a default number of stat points to allocate (11, 14 or 17 depending on whether the mech is a light (P1), medium (P2) or heavy (P3) member of its family), so you get full freedom to customize your mech and don't have to refer to any fixed army lists.

You can easily play *Horizon Wars* with only mechs, and mechs are by far the most flexible of elements. Having a small handful of mechs of various sizes is also a great foundation even for more complex forces, so an investment in collecting, assembling and painting a set of mechs will never be wasted.

Once you've taken the rules for a test-drive with just some mechs, pick a CHQ. All-mech forces don't get the benefit of a completely free CHQ, but upgrading one mech to a CHQ is free, so you might as well take advantage of the extra options that one gives you. This will allow you to make use of the CHQ's Chain of Command rule. If, once you're comfortable with the basics, you upgrade a mech with Indirect Fire, you can also then use the CHQ's Guide Fire ability.

Following these two starting points will get you into the game with a simple force that you can use to become familiar not only with the rules, but with the process of army building and customizing your mechs. For many players, this alone may be enough to fulfill their needs, and I expect a lot of people will be happy just using *Horizon Wars* for mech-combat or just having a mech-based army as their default.

However, once you're comfortable with a mech-based force, you can start experimenting with conventional forces. Conventional forces mostly move and fight identically to mechs, but the army-building process becomes more involved, as using conventional forces unlocks more elements with special rules.

As far as miniatures go, conventional forces are defined by their battlefield role, such as "mobile infantry" or "heavy cavalry". It doesn't matter if an element is mounted on bikes, wears high-mobility jump packs or is just a particularly long-legged alien species. You can mix and match your existing collection depending upon what role you want it to perform. You can even use the same miniatures to represent different sorts of element. However, it's not sporting to use identical elements in different roles in the same battle, and your miniatures should at least have some passing justification for why they are one thing or another.

Force abilities in *Horizon Wars* are not fixed, though, because conventional elements also give you Command Resources.

Command Resources represent a commander's ability to requisition additional equipment, or the influence to obtain the assistance of an

advanced, elite or veteran unit to his or her Battle Group. For every two elements from the conventional forces selections you include in your army, you get 2 Command Resources. You can then spend these on upgrades for your conventional elements: boost a stat or add a new ability to an element. The catch is that whatever you do to one element in your force, you have to do to all the other elements of the same type. This means that some thought is required. If you have six conventional elements, you get 3 CR. But if those six conventional elements comprise four heavy cavalry and two heavy infantry, you can't spend the CR on the heavy cavalry (because there are four of them, so you can't give them all the same boost), and if you spend them on your heavy infantry, you'll be wasting 1 CR that you can't spend on both elements.

This means that commanders are encouraged to build balanced, multi-disciplinary forces, but they don't have to. And whilst mechs are indisputably the nastiest thing on any battlefield, they lack the flexibility of the combined arms Battle Group.

Once you're comfortable and familiar with the ground forces, the next aspect to add to your forces are aircraft.

There are fewer good sources for SF aircraft, but you can do a lot with some imagination. Some spaceship designs, for example, are remarkably aerodynamic-looking, such as the ones made by EM4 Miniatures, again. Brigade Models also has its Squadron Commander range. And even miniatures from Fantasy Flight Games's X-Wing game can be comfortably re-purposed as aircraft in *Horizon Wars*.

A thing to remember about adding aircraft is that they will almost never win you a battle on their own. They cannot hold ground and are almost always in the line of sight of enemy firepower. They are, however, the jokers in your deck of cards. A tool-up aircraft can use its Strike ability to deliver a hammer blow at a powerful enemy element, closing to minimum range before unleashing its full, devastating attack. Add an ace pilot and you'll be even more sure of that blow.

Alternatively, in missions needing rapid movement up the field, a heavy transport aircraft with the rotary, VTOL or antigrav upgrades can rush major elements forwards, dump them and flee. The miniatures from the Dropzone Commander range are particularly well-designed for this role. If you play the game with 10mm miniatures.

But with only two active stats, the capacity to stall and few opportunities to recover, aircraft can be fragile, and the most dangerous weapon against any aircraft is another aircraft. Lighter, less powerful aircraft are ideal hunters of enemy aircraft. Close on the enemy using the less potent Engage attacks, before finishing them off with a Strike and your opponent's hammer blow is exposed as a glass cannon. If you can down a transport aircraft before it can drop off its load, you even get to kill two birds with one stone.

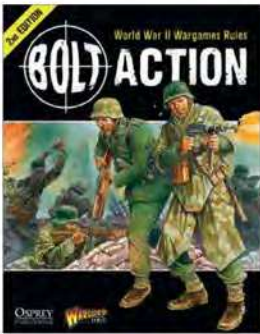
Aircraft shouldn't be an afterthought, but their different rules add a layer of complexity to the game that some may prefer to ignore. If you do decide to include them, they provide a new level of tactical options that can be decisive.

Designing your Battle Group, once you're familiar with the rules, should be a quick, fun activity. There's no "perfect" army, and you are likely to want to chop and change not only the elements, but how you allocate your stat points and Command Resources, in every battle you play.

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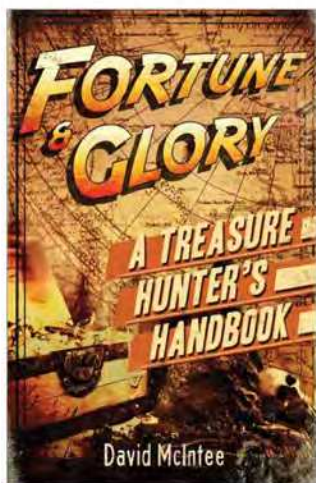
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Although few in number, elves produce the most skillful and deadly warriors of all the races. This book compiles an initial examination of the fighting methods of the individual Elf fighter, and expands to look at how they do battle in small companies and vast armies. It covers all of their troop types from their justifiably famous bowmen and swordmasters to their lightning fast cavalry, making note of regional variations and highly specialized fighters such as war mages. Accompanied by numerous illustrations, the book to fully demonstrates the elf way of war.

UNDEAD WARFARE

AUTHOR: CHRIS PRAMAS
ILLUSTRATOR: HAUKE KOCK, DARREN TAN
AVAILABLE: SEPTEMBER 2016
ISBN: 9781472815651
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This volume offers an analysis of the most loathsome and fearsome foe of the living – the undead. Created from corpses and trapped souls, the undead are anathema to all life. Beginning with an examination of the wide variety of undead types, both corporeal creatures such as zombies, skeletons and ghouls, and ethereal forms such as wraiths, wights, and ghosts, this book explores how these types do battle individually, in small warbands, and in vast armies. It also covers the powerful undead types such as vampires and liches that often lead these armies, exploring their strengths, their motivations, and the horrible death magic that they can bring to the battlefield. Presented with a wide variety of illustrations, this book is an indispensable guide to taking on the forces of unlife.





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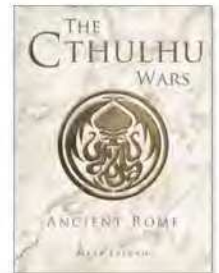
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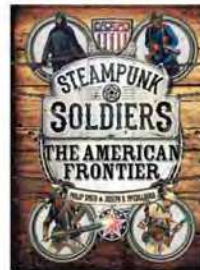
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