

A BRIDGE TOO FAR

José Luis Barca

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GAMEBOOK



PHALANX

ACKNOWLEDGEMENTS

I would like to acknowledge you, the reader, for purchasing this gamebook. The combination of literature and games is pure magic, but is not for everyone. Thanks for taking a chance on this.

For Isaac who always helped me with my novels and who, no doubt, will play this wherever he may be. I owe you a game and so I'm sending it to you. You will always be in my heart.

And, of course, for Susana and Éric for putting up every day with my physical and mental absences. Without them none of this would have been possible.

A Bridge Too Far

by José Luis Barca

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“Atrapado en Arnheim”

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PROLOGUE

Writing a historical narrative always brings additional difficulties for the author. It necessitates acquiring details of other eras that are often difficult to obtain. And so, in addition to investing time in the writing itself, the author must spend three times as much time in research, so that what is written does not seem to be drawn from pure imagination.

This work is necessary to give the text a plausibility that enables it to create a sense in the reader of being right there, in the middle of the fray, the combat, or the action. I do not know of any other way. You must be meticulous, attentive to the smallest details required by any novel, in this case a gamebook, which is not very far from being the same.

To write this book, I have had to submerge myself in the diaries of the units involved in Operation Market Garden. In particular, the soldiers who fought in Driel and Oosterbeek, who are the subjects of this story. It is, therefore, a tale that starts with an authentic account of the events.

All the characters that appear in the story are real, except for your character and one or two civilians. They actually existed and did everything that you will discover in these pages. These were heroes, some of them anonymous, who suffered the consequences of war in one of the bloodiest battles of the western front of the Second World War. Figures like Major Tyce, Lonsdale or Corporal Korob were soldiers who fought in that hell, and some of them

survived to tell the tale. This story will serve to give them visibility and the homage that many did not get.

I have chosen the Polish 1st Parachute Brigade as the protagonists for the simple fact that, after the battle finished, they were blamed for part of the defeat by British High Command, those same who were impotent when it came to capturing Arnhem. Nothing could be further from the truth. You need only navigate a little through the reports of the British advance units to realise that this was not the case. The Poles, under the command of Sosabowski, were launched late from a position very distant from the bridge, and without the means of crossing the Rhine to come to the aid of the British of 1st Airborne Division besieged at Oosterbeek.

It was the commanders of the British XXX (30) Corps, Horrocks and Browning, intimate friends, who were truly to blame for not giving Sosabowski the technical means and support to be able to reinforce the northern bank of the river and try to capture the bridge. When it was already too late, it was the Poles who largely contributed to saving almost 2,500 British paratroopers from the siege of Oosterbeek.

Therefore, this book is a way of paying homage to those men (and women), the true heroes of Arnhem, to give them the visibility they deserve and to offer a detailed account of what really happened between Driel and Oosterbeek.

You, the reader, hold in your hands the exhaustive and historically reliable day-by-day chronicle of what took place in those final days of September 1944. The only licence I took as an author concerns the character you play, Marek Zadrożny, and his personal history. The rest is pure History.

Thank you in advance for allowing me to gate-crash your free time, and I hope you enjoy playing the game as much as I did writing it. Clean your weapon, take an inventory, and prepare your parachute! Because you are about to jump right into the middle of hell...

GAME RULES

1. ATTRIBUTES

As the character Marek Zadrożny, you possess three basic attributes that determine your abilities and how you interact with your surroundings. They are as follows:

Body. This represents your strength, resistance, and agility. Physical actions are generally linked to this attribute.

Mind. This symbolises your intelligence, astuteness, and perception. Mental actions are normally associated with it.

Will. This represents your force of will, charisma, and morale. Actions related to spirit and personality belong to this attribute.

You have six points to distribute among them with the restriction that you cannot have two attributes with the same value, which effectively means that you must assign a 3 to the attribute you want to be most developed, a 1 to the least developed, and a 2 to the other one. The distributed points represent the dice that you will roll when asked to test any of your attributes. As you will see, the more dice you have in each attribute, the easier it will be to overcome the challenges that you face.

Example: One option would be Body 3, Mind 1, and Will 2. Another option is Body 2, Mind 3, and Will 1.

2. LIFE POINTS

The adventure you are about to start is not easy and your health will probably suffer because of it; in fact, you could die. The characteristic that governs this aspect is Life Points (LPs). You begin with 8 LPs and you can never exceed this level, except when the text explicitly states the contrary, though there will be occasions when the number of points decreases. Be very careful, because if your LPs reach zero or below at any time this means that you have died, even if the text continues. You will have failed in your adventure, and you must go back to the start and try to do better the next time.

3. CHALLENGES

You will often be required to test one of your attributes when facing a challenge to overcome. Something like this will be written: *Test your Body at Difficulty 3, Test your Mind at Difficulty 4*, etc. To see if

you succeed in your effort, roll as many sixed-sided dice (d6s) as you have points in the indicated attribute. Unless stated otherwise, you will be successful if the number on at least one of the dice equals or exceeds the difficulty level.

In some circumstances (combat is one of these, as you will see below) it is important to count the number of successes you achieve in the challenge (number of dice with a value equal to or higher than the difficulty level). In such a case, it will be stated how this influences the test.

4. COMBAT

Throughout the adventure, more than one adversary will try to injure you, or end your life. This situation represents a special type of challenge called combat, which is treated in its own way. While challenges are usually handled with a single roll of the dice, combats usually require a series of dice rolls.

When you need to fight, you will do so hand-to-hand (for example, with a knife) or at long range (for example, using a sub-machine gun). It will be clearly stated how you are fighting (the former will be most common), as well as the scores of your enemies (you can write them down on the appropriate section of the character sheet). If you are fighting hand-to-hand you will use your Body, but if you are fighting at long range you will utilise your Mind.

Combats are divided into rounds called ‘assaults’, and they are treated differently depending on the number of combatants.

One-on-one fights (with some exceptions, you against one enemy) are considered

‘normal’ combats. Those involving more than two participants are called ‘multiple’ combats.

If you lose the combat and there is no indication that you should continue reading, then you have died. In this case, go to section 241 for your final score.

4.1 Normal Combat

In Normal Combat you roll the dice (‘attack roll’) for each assault, trying to reach the difficulty level associated with your opponent. You should not only determine if you have been successful, but also count the number of successes you have obtained. If you have managed to equal or exceed the stated difficulty with any of your dice, you have injured your opponent; otherwise, your opponent has hit you.

If you have hit your opponent, then count the number of successes and apply your weapon’s multiplier (see next section): this is the damage that you have inflicted. If your opponent has injured you (you did not get any successes), you must subtract as many LPs as the points of damage caused by your opponent. The assault is now completed. If either of the combatants has lost all their LPs, then they have been defeated (if it is you, then you have died). Otherwise, a new assault begins, and this continues in the same way until there is a victor.

Example: *An enemy soldier appeared while you were walking down a road and he attacks you. It is not feasible for you to escape, and so you confront him and engage in combat.*

This is a hand-to-hand combat, so you use Body. The difficulty level of the combat is 4; the soldier

has 5 Life Points (LPs) and causes 3 Damage Points (DPs). It will be written like this:

SOLDIER (Body)
Difficulty 4; 5 LPs; 3 DPs

Let's suppose you have Body 2 and make an attack roll, getting a 2 and a 5. As 5 is at least equal to the difficulty of 4, so you injure him. If your weapon's multiplier is, let's say, x2 then you cause him an injury of 1 (number of successes) x 2 (multiplier) = 2 DPs. The soldier has 5-2=3 LPs left. A new assault begins. You roll again and get a 1 and a 3. Bad luck: you fail and receive 3 DPs, which you subtract from your LPs. In the third assault, you get a 4 and a 6, so you cause 2x2=4 DPs; the soldier dies as he only has 3 LPs remaining.

4.2 Multiple Combat

In a Multiple Combat, three or more adversaries confront each other; generally, you will face two or more enemies on your own, but sometimes you will have someone at your side and must make decisions for them during the fight. If the fight reaches a point at which it is one against one, then the rules for normal combat are used.

In each assault, choose which enemy or enemies you (and your ally if anyone fights at your side) are confronting so that no one is left without an opponent. For example, if there are two of you fighting against three, you could decide that you fight against two and your ally against the third enemy; if, however, you have no ally, you will have no choice but to confront all three enemies on your own. After deciding who fights who, it could happen that you or your ally has numerical inferiority or superiority. In such a situation, proceed as explained below.

If you have numerical inferiority, you must first choose which of your opponents to attack. Then you roll the dice as described in 4.1, but you suffer a penalty depending on the degree of numerical inferiority.

One against one: No penalty.

Outnumbered by 1: You throw one less die in the attack roll. If you have Body 1, then you subtract 1 from the die result.

Outnumbered by 2: You throw two less dice in the attack roll. If you have Body 1, then you subtract 2 from the die result; with Body 2, you roll only one die and subtract 1 from the die result.

Outnumbered by 3: You only throw one die in the attack roll. If you have Body 1, then you subtract 3 from the die result; with Body 2, you subtract 2 from the die result; with Body 3, you subtract 1 from the die result.

Outnumbered by 4 or more: You die automatically.

The penalties causing you to subtract a number from the die result do not apply to any additional dice provided by Morale Points.

After making the die roll, success indicates that you have hit the chosen opponent, and you apply damage as explained in 4.1. If you have failed, you only receive damage from the enemy you chose to attack. All this also applies when you roll the dice for your allies.

If, on the other hand, you have numerical superiority, first you choose who will make the attack on your opponent; then reduce the difficulty of your opponent by 1

for each degree of superiority over him. So, in a combat with three of you against an enemy with difficulty 5, the target to reach in your roll would be $5-2=3$. If the roll is successful, only the damage caused by whoever attacked the enemy is applied (accounting for their weapon's damage and the number of successes obtained, as explained in 4.1). If the roll is a failure, the attacker will receive their opponent's damage.

4.3 Mass Combat

In a Mass Combat, 10 or more opponents face each other, and most of the time you and your unit must confront an enemy unit. In such a case, both units are treated as if they were individuals. Your characteristics are substituted for those of your allies, and your fight the enemy.

In each assault, you roll the dice as if it were a Normal Combat. If your unit has numerical inferiority, your enemy's characteristics will include a penalty indicating the number of dice you subtract from your roll. All other potential modifiers – such as cover, troop quality, and motivation – are already included in the values.

Example: *Your entrenched platoon is being attacked by double the number of enemy troops. Furthermore, the difficulty is increased because they have Tanks. Your ability is incremented because you are defending in cover (the trench).*

This is a long-range combat, so MIND is used. This is all written as follows:

Allies: Polish Platoon x4
(Mind 2). 10 LPs.

Enemy: Wehrmacht Company
Difficulty 5; 20 LPs; 4 DPs.

You can see that it is Mind 2 after applying your cover and enemy tank support. The damage caused by your unit is x4 and the difficulty is 5.

You roll the dice and get 2 and 5. You inflict one hit on the enemies. Applying the multiplier, you cause 4 points of damage to the Germans. They have 16 left, so it will be a tough fight. On the next roll, you get a 1 and a 3. You do not cause any hits, so the Germans inflict 4 points of damage on your unit, which now has 6 points left.

Continue the combat until either unit has 0 or fewer hit points.

As in a Normal Combat, if your Allied unit's Life Points reach 0, you have been defeated and you suffer the same fate as your companions, but this does not necessarily mean that you die, so follow the instructions written there.

5. WEAPONS AND EQUIPMENT

During the course of the adventure, you will probably find weapons and objects that could prove useful. The effect of any object might be specified when you find it (for example, a first aid kit that heals 2 LPs), or you might not be told anything more; in any event, note down the object on your Character Sheet in case the text asks you later whether you have it.

Note: The list of starting equipment and a sample Character Sheet can be found at the end of this book.

You will generally use weapons in combat. Each weapon (or lack of one) has a value between 1 and 6 that acts as a multiplier when determining the damage caused. Each time you make an attack roll in an assault

and achieve a hit, multiply the number of successes by the value of the weapon: this is the number of LPs you remove from your opponent. If you have to fight without weapons, the multiplier is 1, which means that the damage caused is equal to the number of successes.

Example: *Fighting against a slider, you wield a knife (weapon x2) and have achieved two successes in your attack roll. The damage you apply is: 2 (successes) x2 (the knife's multiplier) = 4 LPs.*

Bear in mind that you can carry a maximum of three weapons, although small weapons such as knives, stilettos, and brass knuckles do not count towards this limit.

Note about ammunition: When you find a firearm, you will see, for example:

You discover an MP-40 and 5 Ammo.

Note these down on your Character Sheet.

5.1 Ammunition

When preparing the game, you have a list of starting equipment including the ammunition for each firearm you have. You should note down on your Character Sheet the ammunition you have for each type: pistol, rifle, submachine gun, etc.

Ammunition can increase when indicated. It can also decrease.

Each time you fail a shot, in other words when you have not had a single success during an attack roll, you must reduce by 1 the ammo for the weapon you are firing.

It is possible that you will run out of ammunition during the adventure. In such a case, you can change your weapon (if

you have another) and continue firing. If you are left with no ammunition for any weapon during a combat, then you lose it automatically (you have died and the adventure is over).

6. MORALE POINTS

Marek belongs to the most elite Allied troops of the Second World War. This gives you an additional advantage in this adventure if things go wrong.

You have as many Morale Points (MPs) as the value of your Will plus 2. You can use them in the following ways:

1. When explicitly given the option to use one.
2. Before rolling the dice, you can use 1 MP to roll an extra die.
3. Immediately after any die roll, you can use 1 MP to add 1 to the die of your choice.

You can use more than one MP at the same time, but use them wisely: Used MPs are not recovered unless explicitly awarded to you. There is no limit to the number of MPs that you can have.

7. TIME UNITS

At certain moments during the adventure, it will be necessary to account for the passage of time. When this is the case, the text will ask you to add one Time Unit (TU). Simply note it down in the appropriate section of the Character Sheet.

8. MODIFIERS

During the adventure, as a result of certain decisions, you may receive some type

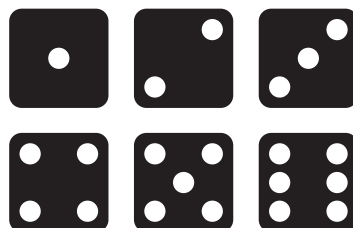
of bonus or penalty. Note it down in the 'Modifiers' section of the Character Sheet, and do not forget to use it when needed!

9. DIARY

Sometimes you will be asked to note down certain information in your diary. This will open up new paths for you during the adventure.

Note: This gamebook uses six-sided dice (d6s). To make it easier, you will find dice drawn in the bottom right corners of

the book. Choose a page randomly to obtain a result, as if you had rolled a die. In this way, you can play when it is difficult to roll dice or if you do not always carry them with you.



1

Your name is Marek Zadrożny and you are part of the Polish 1st Parachute Brigade. You are a Pole from Warsaw. You went into exile together with many of your compatriots, leaving your family behind. This is something embedded deep in your soul. You have not heard from them for more than three years, and you fear the worst. You have spent all this time thinking about them. Something burns inside you, a sense of guilt for what you were not able to do. You arrived in the United Kingdom intending to redeem yourself.

When they were looking for Poles to fight against the Nazis, you did not give it a second thought. You spent two hard years at a training camp in Scotland, preparing yourself for this moment.

In the beginning, everyone in your unit believed that they would launch you over Poland to liberate it. That was wishful thinking, a dream that disappeared one morning when they gave you the order to drop onto the bridge at Arnhem to aid the British who had spent several days surrounded, north of the river.

Welcome to hell...

Go to section 2

2

21 September 1944

17:30

It is a radiant day, almost without clouds. From where you are, you can see a long way. Behind, in the distance, is the sea and to the East the sun, sinking to the horizon, piercing your pupils with its rays, dazzling you.

When your vision recovers you discover, far below you, a sinuous line, green in colour, that is getting wider and wider: the Rhine. While you continue slowly falling, you focus your sight on the green expanse beneath. You can see the bridge at Arnhem, smoking, but still upright.

The noise is deafening. Explosions here and there. Shots from a rifle, a machine gun, unknown weapons.

You descend to hell itself. The reek of terra firma reaches your nostrils. A smell of burning, acrid and irritating at the same time. You regret jumping out of the Dakota, despite the orders. But it is too late.



Your gaze searches for your staunch friend Oskar. You saw him beneath you, and he will arrive on the ground first.

More sounds of gunshots, directed at you.

You do not know how to pray, but you do it anyway. You clench your teeth and close your eyes. You do not want to die there. You must find your family. You have many talents; until today your future was promising. Images come from your memory of your students in Krakow. Your piano concertos. Your ability at languages. This all fades away as a sudden gust of wind takes you further. Below, trees and fields pass by rapidly, then trees and fields once again.

You fall to the ground. You bend your knees as you have been taught, and roll onto your side. In a reflex action, you remove the parachute and run towards a nearby group of trees. You cock your STEN and take shelter behind the trunk of a tree. You look all around. You are alone.

Wait a moment. There is Oskar, in a clearing, not moving. He seems to be injured. He is 50 metres away. At that moment, Germans appear on the other side of the clearing. They have spotted Oskar and are making towards him.

You must decide quickly...

*If you help your friend at the risk of being captured, go to section **75***

*If you think you cannot help Oskar because it is too risky, go to section **149***

44

You shoulder Oskar's inert body and run towards the closest house. You cross the wooden bridge over the canal, gasping with the effort. He is your best friend, so you bear him stoically.

You arrive at a two-storey building with an enclosed garden that is well cared for. You open the door in the fence with a kick and climb the couple of steps to the entrance door. There is no time to knock, so you charge the door, which opens without a problem.

You are in a spacious living room. On your right you catch a glimpse of a kitchen and stairs going up. To the left the living room leads to a large window looking out on the garden. In front of you, a Dutch family is looking at you. The man regards you with suspicion, protecting behind him two children, three or four years old. The woman cradles a baby, and an old woman remains seated in front of the lit fireplace. You can see that the room hardly has any objects of value. No doubt, they are hidden to prevent looting.

There is a strange silence from those staring at you. You carefully leave your friend on the floor...

Go to section 156

75

You remember your training and, for a moment, think about hiding. 'Better one alive than two dead,' the sergeant always used to say. But nothing has prepared you for facing the loss of your friend Oskar. Together you managed to escape from Poland after your families had been captured and taken to the work camps.

Whether reason or madness, it does not matter as you run towards Oskar. You raise your weapon and spray the Germans with a volley full of Polish hate. The Wehrmacht soldiers are surprised by your attack. Two of them fall, inert. The remaining three look for cover in the trees.

It seems as though a full platoon of Poles has emerged from the group of trees towards the centre of the clearing. You take advantage of their surprise by launching a grenade towards the German position, causing uproar. If you do not kill them, you will leave them stunned for long enough to escape.

You reach where Oskar is lying. He is still alive, but with an ugly wound in the leg. Despite your slight frame, you are very strong. You take your friend piggyback and return to the woods, all the while firing aimlessly behind you. After unending seconds, you arrive at the trees where you can rest for a moment. The Germans have not followed you, but you know it is only a matter of time before they go after you.

You hurriedly take out the map and observe the reference points. You calculate that, based on what you saw while you were dropping, you are in quadrant A3, far from the rendezvous point for your brigade, which is further south.

You look around. Beyond the trees, you discover a group of houses. They must be on the outskirts of Driel. The village is one of the objectives



of your section. Further right there is a canal of some sort, which does not seem very deep. On the other hand, Oskar is losing a lot of blood. You must decide quickly.

Remove 1 Ammo and 1 Grenade from your inventory

Better to seek refuge in the houses. Perhaps you can hide yourselves just in time.

*Go to section **44***

You need to reach the canal and dive into the water, letting yourselves be dragged away from the Germans by the current.

*Go to section **90***

You must try to plug the wound and defend yourself against the Germans until reinforcements arrive.

*Go to section **184***

76

They have spotted you and opened fire. You must flee.

In a last look, you see them executing Oskar without pity. You clench your teeth with anger and shed tears, but all you can do is run.

Note down in your diary:

'Oskar dies in the Woods'

Test your Mind at Difficulty 4

*If you succeed, go to section **254***

*If you fail, go to section **86***

90

There is no time to deal with the wound. You haul Oskar onto your shoulders and walk towards the canal.

You arrive at the outskirts of the woods. On the left is a group of two-storey houses, on the right fields, and in front the narrow canal, one metre deep and three metres wide, that blocks the way.

The heavy combat in the sky between fighters, and the dense clouds of smoke far to the north and east, are proof of fighting and destruction.

You do not think about it any longer, but dive into the waters of the canal with Oskar. The water is freezing and Oskar recovers consciousness with the abrupt change of temperature.

‘Marek! Where are we?’ he asks.

‘Shhhh,’ you silence him. ‘We have fallen behind German lines.’

The canal is not very deep. The water only reaches your waist, but has enough strength to drag you far from the houses. While you hide in the canal, you make an emergency tourniquet on Oskar’s leg. You have done it dozens of times in training. The cold water has helped staunch the flow of blood from the leg, and so you have little difficulty. Even so, he urgently needs a doctor.

After a few minutes, away from danger, you peek your head out and discover to your horror that the canal flows into the Rhine a few metres away. Quickly you scramble up the low bank of the canal and lift the weight of your badly injured friend.

Finally safe, under cover in a ditch, tired and shivering with cold, you consult the small simple map that all paratroopers carry in case of need. You locate Driel to the west, with the bell tower of the church in the distance. To the north, on the other bank of the Rhine, you can see the smoking outline of Oosterbeek. To the east, the river becomes lost below the horizon. According to the map, Arnhem is 4 km away in that direction, from where dense columns of smoke are rising.

You could try to seek help. It would be quicker to go alone, and you would have more options. On the other hand, you do not want to leave your childhood friend alone.

You face a dilemma.

Unfold the attached map: you are in quadrant B4

*If you want to go to Driel (A2) and risk seeking a doctor,
go to section 197*

149

It is too risky and your life is in front of you. There will be time to mourn Oskar, but the training sergeant made it clear: better one alive than two dead. Besides, you do not think they will kill him. They will surely capture and interrogate him. Oskar is strong.

All these thoughts pass through your mind while the Germans reach your friend and point their weapons at him. You see them looking in all directions for more paratroopers. There are four Wehrmacht soldiers armed with rifles, one of them the leader carrying an MP-40.

You feel the deep need to flee from here to look for the rest of your brigade. But your heart needs to know what will happen to Oskar. So, you remain hidden lying on the ground among the trees.

Test your Will at Difficulty 3

If you succeed, go to section 226

If you fail, go to section 76

156

You must decide what to do with this family...

*If you want to ask the family for help, offering something in return, go to section **141***

*If you force them at gunpoint to help you, go to section **205***



184

You return to the cover of the trees and carefully leave Oskar on the ground. The deep friendship uniting you with him compels you to stabilise his wound. Nothing can happen to you if you are with your friend. You manage to make a tourniquet and you apply anticoagulant powder all along the wound. Oskar recovers consciousness while the sun hides behind the trees.

‘Marek, where are we?’

In that moment, you can hear leaves trodden underfoot and several rifles being cocked. You know it is the end.

‘Nothing can happen to us if we stay together,’ you reply to him.

You take out a grenade and remove the pin. You cover it with your hands and those of Oskar, who understands your intention.

‘I love you, friend,’ you comment for the last time.

Just as the Germans surround you and aim their guns, you activate the grenade...

THE END

Go to section 241 to see your final score

226

Your training was first class, and so you manage to hide yourself from the eyes of the Krauts. Unmoving behind a tree trunk, you glance towards the clearing where your friend is being interrogated. He does not seem to be collaborating. After a few minutes, there is an explosion nearby and one of the soldiers opens fire. Oskar's body convulses and, a few seconds later, goes still. You notice a tear rolling down your cheek.

Images of Warsaw's bars, where you spent time with Oskar, good moments at the camp in Scotland, the promising future of a talented painter... all this ended with that cruel shot. Your hate ignites. You want to kill them, all of them. You cock your weapon and your heart takes control. But another voice in your head clamours to be heard...

Note down in your diary:

'Oskar dies in the woods'

If you want to attack to avenge your friend, go to section 11

If you decide to listen to your inner voice, go to section 251



Keep'em Rolling!



1-4 players



90+ min.



Age 14+

Assume the role of a legendary Allied commander of World War II, keep the logistics chain working, advance your armies towards the Rhine, and strike at the heart of Nazi Germany. Outshine and outpace other Allied generals – and change history by winning the war in 1944, before Christmas!

Keep'em Rolling! Race to the Rhine features Race to the Rhine, a unique, logistics-focused euro-style wargame for 1-4 players (including a solitaire mode as well as optional cards and rules), and a standalone solitaire game – **THESE ARE MY CREDENTIALS** – covering the Allied liberation of Brittany.

**Pick-up and
deliver in
military setting**

**Supply Allied
Armies as they
liberation Europa**

**Cross the
Rhine or get
medals to win**

Punica: Rome vs Carthage



2 players



20 min.



Age 14+

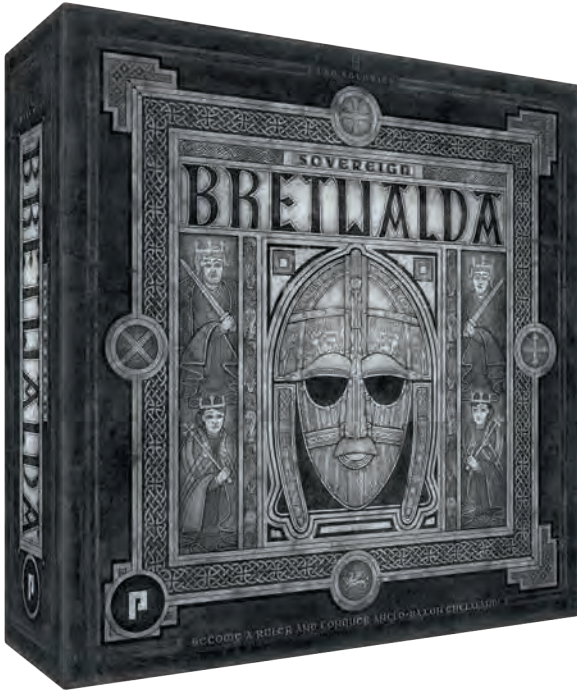


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Punica: Rome vs Carthage is a quick-playing area control and hand management game for 2 players set in the Punic Wars (264-146 BC). Engage in an asymmetrical game of bluffing, bold maneuvering, and combat on land and sea, playing cards beautifully illustrated by The Mico.

Replay the epic
Punic Wars in just
20 minutes!

Bretwalda



1-4 players



95-185 min.



Age 14+

796 AD. Dark Ages Britain. Viking raiders are conquering swathes of land, paganism is being replaced by Christianity. And the four largest Anglo-Saxon kingdoms – Northumbria, Mercia, Wessex, and East Anglia – are in a constant game of diplomacy, alliance building, and conflict to claim the crown of Bretwalda, ruler of Britain.

Bretwalda is a fast-paced area control game for 1-4 players with unique miniatures and beautiful and evocative components. You take charge of one of the four asymmetric kingdoms. To achieve victory, you will need to take control of key areas on the board, complete secret objectives and construct special buildings. To do that, you will collect taxes, develop your kingdom, use your diplomatic skills, mobilize armies, and lead them to glorious battles.

Expand your petty duchy and win the Crown of England

Push your Lewis chess styles dudes on the breathtaking map

Trade, negotiate and betray in the amazingly recreated medieval world

Coalitions



1-6 players



65-185 min.



Age 14+



Use warfare and political maneuvering to make your power the most influential in Europe!

Coalitions is a game of negotiation and conflict for 1-6 players set during the Revolutionary and Napoleonic Wars. Players vie for the domination of Europe through skillful diplomatic maneuver, forming coalitions, plotting and the occasional betrayal, all the while expanding their empire to victory through winning battles and taking control of disputed territories. The very innovative and elegant game system perfectly allows a historical recreation of the conflicts but, better yet, can also create very plausible alternative histories.

**Minimal downtime
between turns**

**Unique way of
activating units**

**Heavy focus on
diplomacy and war**

Purple Haze



1-4 players



90-720 min.



Age 18+

Lead a squad of Marines through the dense jungles, flooded rice paddies, and straw-thatched and bamboo villages of this verdant but war-ravaged country. The consequences of your choices will determine the fate of you and your mission, showing if you have what it takes to survive.

Purple Haze is an immersive story-creation cooperative game for 1 to 4 players that drops you into the heart of darkness: Vietnam, 1967. It's also in part a tactical combat game, and in part a campaign game. Your decisions determine the story. Your tactics decide the outcome of life and death firefights. Your men will suffer. Some won't make it home. Those that do will get wiser, get tougher.

Lead a team of
American rookies
in Vietnam

Choose a career path
and stick to it
no matter what

Experience
the burden
of command

1920: Nest of Eagles



2-3 players



90-720 min.



Age 14+



In the wake of the Great War, the fate of Central Europe and Poland hangs in the balance. The Poles fight to preserve their newly-regained independence – the Soviets to quash it once and for all. This is your chance to reshape European history!

1920: Nest of Eagles is a hex-and-counter strategic-level wargame for 2-3 players covering key military operations of the Polish-Soviet War. Maneuver your armies across huge territories, gain the upper hand in Morale Advantage by using innovative Lines of Friction and Reactive Movement – and face the unique strategic challenges in three different Theatres of War.

Highly unique
and interesting
subject

Innovative
mechanics and
counters

Nine vastly
different
scenarios

A Very Civil Whist



2 players



30-45 min.



Age 12+

England is in turmoil. The authority of the Crown is being challenged by Parliament. Fighting is spreading to every corner of the land. Will King Charles I retain his former power, or will Parliament and its Scottish allies prevail?

A Very Civil Whist is a unique game for 2 players combining aspects of trick-taking and area control in the English Civil War setting. Playing as either the Parliament, or the Royalists, you will engage in a tug of war over different tracks linked to card suits and use famous Generals and personalities of that time to boost your chances of winning.

Historically
flavoured variant
of whist

Fast game
with lots of
replayability

Ideal for
a couple

1941: Race to Moscow



1-3.5
players



60+ min.



Age 14+



Assume the role of a chief of staff of one of the three massive German Army Groups. Keep the logistics chain working, advance your armies eastwards and enable them to reach their destination located deep in the Soviet Union – and before your opponents' armies do the same!

1941: Race to Moscow brings the system used in *1944: Race to the Rhine* to a completely new level, with much deeper and more demanding gameplay, as the Eastern Front logistics was a nightmare of supply columns consisting of numerous horse wagons, trucks and trains. What's more, the powerful Soviet armies are just across the border, getting ready to launch their own onslaught. With the world's strongest army to beat and a difficult logistical puzzle to solve, *1941: Race to Moscow* is a dream come true for every gamer who ever wanted to experience the thrill of Blitzkrieg and Operation Barbarossa!

**Play against
the game**

**The largest logistical
operation in the
military history**

**Manage extensive
supply network of
trains and trucks**

Iron, Blood, Snow & Mud



2 players



60-90 min.



Age 14+

Summer, 1941. The Axis invasion of the Soviet Union has begun! Will the vaunted German Blitzkrieg prove its invincibility once again? Or will the Soviet Union endure the onslaught long enough to build up its might and push back the enemy? The fate of the war is in your hands!

Iron, Blood, Snow & Mud is a quick-playing two-player game set in the Eastern Front of World War II. Lead the battle-hardened forces of the Wehrmacht through unimaginably vast enemy territory, or take control of the badly outmatched Soviet Red Army, bidding you time for a bloody and devastating counteroffensive.

This is the war of iron, blood, snow, and mud!

Sweep into the
Soviet Russia

Topple Stalin before
he counterattacks

Watch your
supply lines

Total Domination



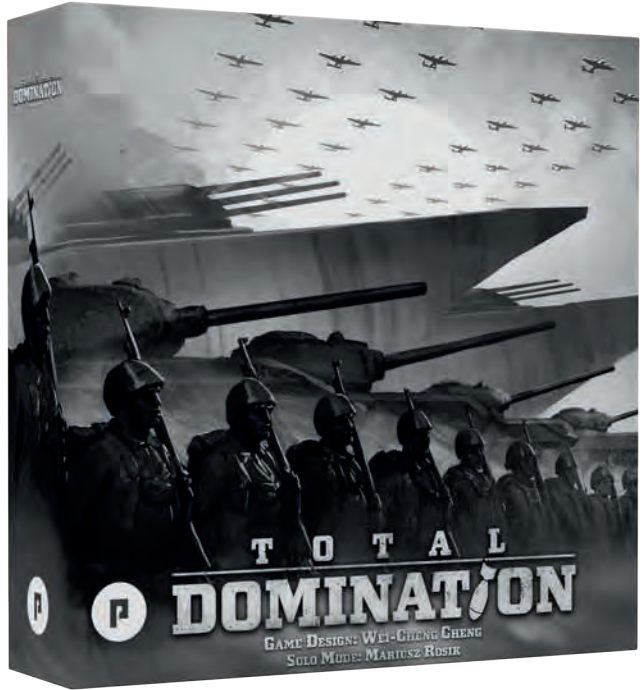
1-4 players



90 min.



Age 14+



*World War II. Total War. The stakes have never been so high.
Your choices will determine the fate of nations and empires.
Take command of a great power and forge your own path:
total domination or total destruction.*

Engage in a sweeping and innovative strategic card-driven area-control game for 1 to 4 players. Recreate history, or make your own and unique way to victory as either the Allies or the Axis. Add in the optional Arctic Expansion for further variation. Win through tense combat, lightning-quick conquest, back-stabbing diplomacy, and the ingenuity of your top scientists – all on a gorgeous double-sided game board. History awaits.

Team play:
Axis vs Allies

Tech tree: beat others
to complete the
Manhattan Project

The global scope
of WW2

Lords of Heaven



2-4 players



60+ min.



Age 14+

Vie for control of Jerusalem and the supremacy of the Middle East as one of the four major powers of the medieval world: the Latin Christian Crusaders, the Orthodox Christian Byzantine Empire, the Shia Fatimid Caliphate, or the Sunni Seljuks. Refight and change the history of the two first Crusades!

Lords of Heaven is an area control and card placement game for 2-4 players. You, the leaders of each of the four asymmetric factions, will play events and up to 60 historical character cards to take your actions such as build units, fortresses, and temples, move troops, fight battles, and develop your Middle East holdings.

Keep your
friends and foes
at the safe
distance

Rush to win the
multidimensional
contest for game
actions

Immerse in
the world of the
Medieval Middle
East

Nanty Narking: The Rise of Cthulhu



2-4 players



60+ min.



Age 14+



A veil of darkness and despair has shrouded London. The natural order of things is shifting. The Great Old Ones emerge from the never-lifting mist, bent on taking over the feeble minds of humans – and each has its own purpose, a malevolent goal to fulfill. Rejoice as London descends into madness, and reshape it into your own ghastly image!

Nanty Narking: The Rise of Cthulhu is a fun new and dynamic expansion to *Nanty Narking* for 2-4 players, allowing you to become a Great Old One of myths. Summon lesser gods and entities to do your bidding, help you achieve your secret goal, and battle with other powerful Great Old Ones, equally as hell-bent on total domination and destruction.

Play to win or
just for fun in
Victorian London

Create winning
card combos

Hide your identity
and reveal that
of the others

Hamilcar: The Silver Edition



2 players



120-240
min.



Age 14+

Who shall rule the Mediterranean Sea? A nascent land-based empire with no naval traditions or the world's premium trading and maritime power? Stand with Rome and lead mighty legions to expand its power beyond the confines of the Italian peninsula, or take Carthage's side and lead its battle-hardened fleets and generals to victory and glory!

Hamilcar: Silver Edition is an asymmetrical card-driven wargame for 2 players based on the legendary *Hannibal: Rome vs Carthage* by the world-renowned Mark Simonitch. Use Strategy Cards to maneuver armies, fleets, and generals, raise new troops and build warships, gain political control of provinces and regions across the Mediterranean, and play powerful historical events. Achieve victory by dominating the Mediterranean Sea by military and political means, and make your indelible mark on the history of the ancient world!

Focused on
supply, siege and
naval operations

Introduces new
mechanics to award
winning Hannibal system

Rewards long
term planning

Hands in the Sea



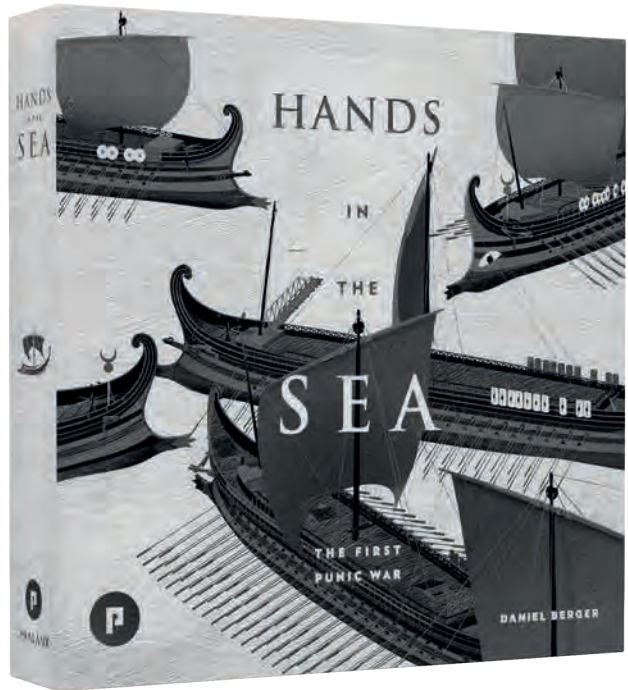
2 players



90-120 min.



Age 14+



For over two decades, two great rising powers fought the largest naval war in the history of the ancient world, a bloody and terrifying conflict that saw hundreds of thousands of sailors and soldiers battle and die for supremacy in the Mediterranean. Will you fight for Rome and break Carthage's iron hold on the seas, or will you take up arms for Carthage and put those pesky Romans in their place?

Hands in the Sea is a revised edition of a beloved 2-player deck-building wargame depicting the First Punic War. Fight for control over the islands of Sicily, Sardinia, and Corsica – and the fate of the Mediterranean – over the course of several turns, playing hands to launch naval & land battles, build your forces, and manage your empire. There are numerous paths to victory, ranging from having the highest score at the end of the game, to capturing the opposing player's capital.

Complex deck-building system

Multiple paths to victory

Balanced warfare on land and sea

STARTING EQUIPMENT TO NOTE DOWN IN YOUR CHARACTER SHEET

- Knife (Damage x2)
- STEN submachine gun (Damage x4)
- 5 STEN ammunition
- Webley revolver (Damage x4)
- 5 Webley ammunition
- 2 Fragmentation grenades (Damage x5)
- 1 Signal flare (Red smoke)
- Cigarettes (2 packs)
- Combat Rations (2 food packs, including water)
- First aid kit (2). Each heals 2 LPs
- Wristwatch
- Small spade
- Petrol lighter
- Diary and pencil
- Operational map of the drop zone