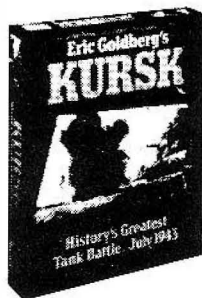
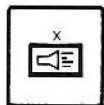


Ask your SPI game dealer about these military game titles!

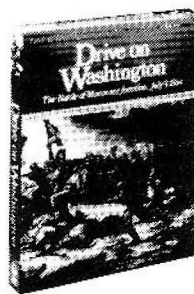


2 SS Pz
XXX
10 0
1-18



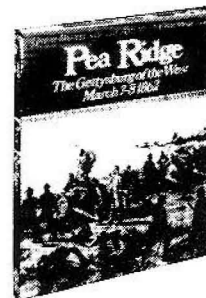
Interdict

11 BMP
10
2/28/7
4-6



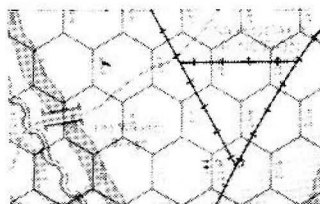
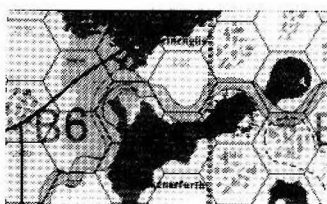
1 Ark
McIntosh
4
M8

Supply
4
R1



14 Va c
McClintock
4
PI

Nelson
Indopt
4
TB4



Kursk

HISTORY'S GREATEST TANK BATTLE July 1943

The battle that turned the tide of WWII. German panzers attempt to break through solidly entrenched Soviet forces to capture Kursk. Three scenarios cover the campaign from a hypothetical May assault to the overwhelming August Soviet counteroffensive.

2680, \$15.00

NATO Division Commander

LEADERSHIP UNDER FIRE

Over 20 different aspects of modern combat are covered as the Warsaw Pact attempts to break through NATO forces in Germany. Rules cover chemical, nuclear and electronic warfare; battle modes; and combat support elements. Two-player, solitaire and "controller" versions.

2310, \$27.00

Drive on Washington

THE BATTLE OF MONOCOACY JUNCTION, July 9, 1864

Simulation of the last offensive in the East by Confederate forces as they cross the Monocacy River to brush aside the defending Union army, and threaten Washington, D.C. Based on the TSS system, the game covers fighting in wheatfields and the effect General Jubal Early had on his troops.

2940, \$8.95

Pea Ridge

THE GETTYSBURG OF THE WEST, March 7-8, 1862

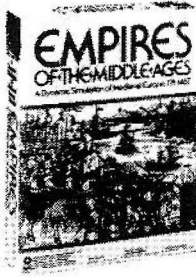
Based on the TSS system, *Pea Ridge* recreates the battle that gave control of the trans-Mississippi area to the Union. The Union army must withstand an attack by Rebel forces almost twice its size. Special rules cover night time maneuvers and the battle lasting into the second day.

2950, \$8.95



11
132
8 6 12

Dive
Bmbr



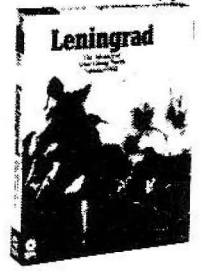
UNREST

Claim



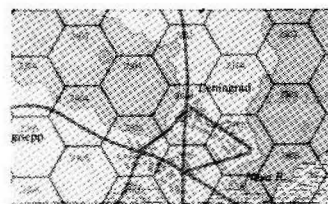
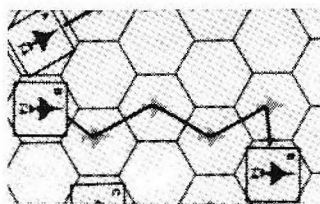
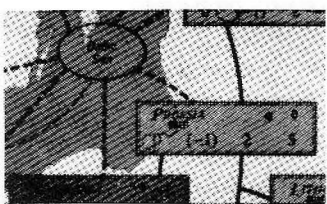
12
MIG 19

6
F-8



XXX
2

20/39
XX
8-8



Battle for Stalingrad

THE STRUGGLE FOR THE CITY, September-November 1942

The battle that ended German expansion to the east. German forces drive into the city at will until a Soviet reaction is sparked. As the fighting enters Stalingrad, the opposing forces become locked in a see-saw struggle for vital objectives.

2840, \$15.00

Empires of the Middle Ages

A DYNAMIC SIMULATION OF MEDIEVAL EUROPE, 771-1467

A multi-player game in which up to six players become dynasts and build historical kingdoms into vast empires. Special rules cover Crusades, the Schism, plagues, and invasions by Mongols, Saracens and Vikings.

2700, \$18.00

Air War (Updated Edition)

MODERN TACTICAL AIR COMBAT

A richly detailed simulation of almost every aspect of modern aerial combat. Modern aircraft since 1952 do battle in historical and hypothetical scenarios. Original *Air War* has been updated to give players more flexibility and new airplanes and missiles.

2670, \$22.00

Leningrad

THE ADVANCE OF ARMY GROUP NORTH Summer 1941

A recreation of the German drive to take Leningrad. Crack German units attempt to overrun and destroy untried Soviet units and seize the city before Soviet reinforcements blunt their attack. Air power, supply lines and terrain are crucial factors in the game.

2860, \$5.95

Here are the rest of SPI's most current releases...

Cityfight (\$23.00) **Patton's Third Army** (\$5.95) **Commando** (\$19.00) **Paratroop** (\$5.95)
Bloody April (\$27.00) **Mech War 2** (\$35.00) **China War** (\$5.95) **Berlin '85** (\$5.95)
Battles for the Ardennes Quad (\$20.00) **Army Group South Quad** (\$20.00)
Campaign for North Africa (\$44.00) **Great War in the East Quad** (\$20.00) **Agincourt** (\$14.00)
 plus James F. Dunnigan's *The Complete Wargames Handbook* \$7.95