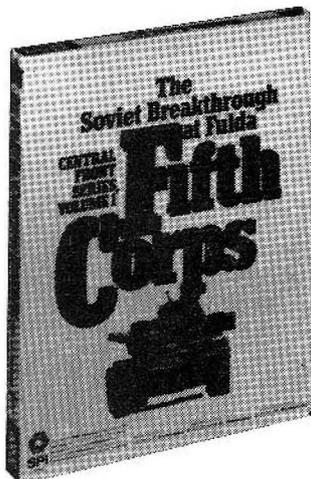
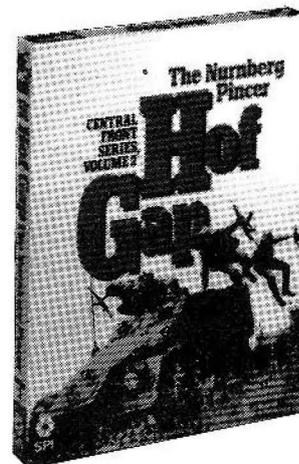


Great Games in the Central Front Series

Soviet armored forces break through into the central German plain. *Fifth Corps* contains a 22" x 34" map, 200 cardboard playing pieces, and *Central Front Standard* and *Fifth Corps Exclusive* rules booklets.
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A combined Warsaw Pact force attacks into the mountainous south German area. *Hof Gap* contains a 22" x 34" map, 400 cardboard playing pieces, and *Central Front Standard* and *Hof Gap Exclusive* rules.
\$10.00



Combine these games with BAOR featured in S&T 88! Available through your retailer for \$6.00.

Central Front is an ongoing series of games in which NATO forces in Germany confront the Warsaw Pact steamroller in a hypothetical future war. *Fifth Corps* is the first game in the series and covers the Soviet breakout in the Fulda Gap area. *Hof Gap*, the second game in the Central Front series, expands the scope of the simulation by examining the Czech, East German and Soviet forces attacking to the south of the *Fifth Corps* area. A campaign game is included which ties the first two games together. New elements, such as artillery counterbattery fire, US training areas, supply airheads and airmobile operations, are introduced which can be incorporated into *Fifth Corps* as well. The third game in the series, *BAOR (British Army of the Rhine)* is available in *Strategy & Tactics 88*, and offers new Standard rules applicable to both *Fifth Corps* and *Hof Gap*.

All games in the Central Front series are now available through your local retailer!

The *Hof Gap* and *BAOR* maps about the *Fifth Corps* map as part of the Central Front game series.

Section of *Hof Gap* map and sample counters.

