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# Dreadnought

Naval Combat in the Battleship Era, 1906—1945

By the time World War 1 broke out, naval strength was measured by the number of Dreadnoughts a country possessed. By this yardstick Great Britain retained its century-old naval dominance. Germany was second in strength. While the land war degenerated into a bloody stalemate, the world waited for a decisive sea clash. It never came.

**Dreadnought** is a recreation of surface to surface battleship actions in the period 1906 to 1943. It includes all of the Dreadnoughts ever built and their major refits. Cruisers and Destroyers are represented by screening units. The map is an "endless" geomorphic sheet, cut into six sections so that the map may move with play. Each hex represents 1800 metres across, and each Game-Turn represents fifteen minutes.

Play is by scenario, with some seven historical and hypothetical Scenarios presented, including Jutland, North Cape, and the Bismarck episode. However, the core of the game lies in the free-form campaign Scenarios. In these Scenarios, the Players are first cast in the role of "CNO," assigning their fleet assets to certain missions; convoy escort, shore raid, sea sweep, etc. Then they are cast in the role of the tactical commander afloat resolving a series of tactical battles.

- Every Dreadnought ever built
- "Endless" Geomorphic map
- Simultaneous Movement and Combat



THE DREADNOUGHT OFFER IS VALID ON ORDERS RECEIVED BEFORE  
JUNE 30th 1977, NO DISCOUNT MAY BE TAKEN

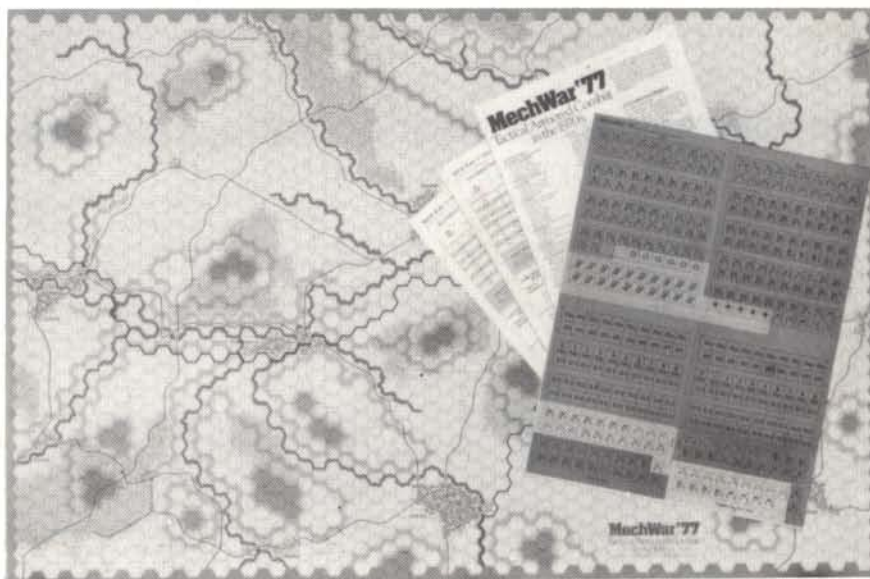
# MechWar '77

- Current-day and future weapons systems
- New Simultaneous-Sequential Play System
- 400 Unit Counter mix

Tactical Armored Combat in the 1970's

As a background to this game, a future history was written postulating a Soviet attack on the NATO forces in Germany. Derived from this history are eight scenarios which depict various elements of the Soviet Second Guards Tank Army in action against the American VII Corps. There is also one Sinai scenario drawn from the Yom Kippur War and a hypothetical Sino-Soviet confrontation in the Manchurian border regions. Air-mobile, flak and anti-tank guided-missile capabilities are designed into the game with special rules.

Combat is simultaneous, with both Players plotting and then executing fire in mutual Phases. Each Player must commit his units to fire without knowing his opponent's intentions. Movement, on the other hand, is sequential. First one Player, and then the other, moves his units as he sees fit. There is no time-consuming plotting required. This game system allows a Player to handle more units than in a purely simultaneous game, while preserving the essential flavour. The game scale is 200 metres per hex and one to five minutes per Game-Turn, and the Combat values were derived from the same base as **Panzer '44**, making the two games compatible.



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N.B. This Special Offer is restricted to S&T and Phoenix Subscribers Only