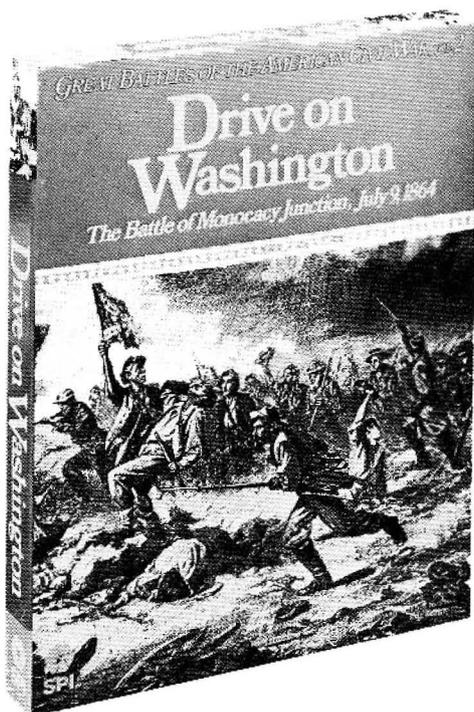


NEW from the Award-Winning *Terrible Swift Sword* Game System



Drive on Washington *The Battle of Monocacy Junction*

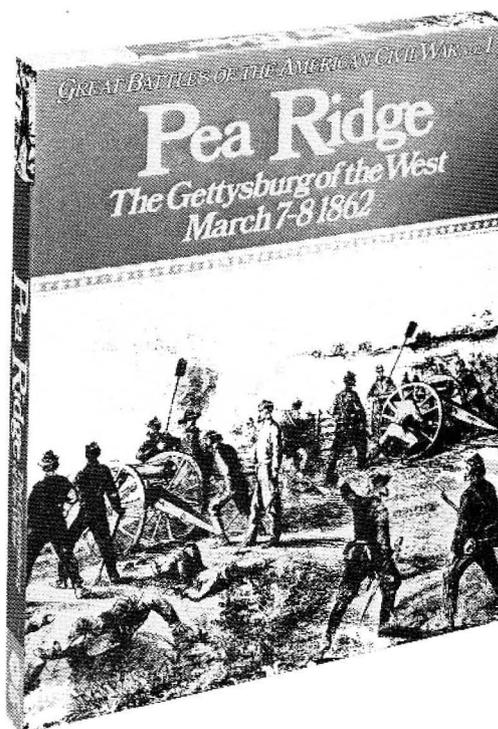
In July of 1864, time was clearly running out for the Confederacy. The years of grim attrition had all but extinguished the capacity of the Army of Northern Virginia to carry the war home to the Yankees. *Almost* extinguished...but not quite!

Drive on Washington recreates the last battle of the last offensive launched by CSA forces in the East during the War for Southern Independence. A Confederate Corps under General Early surprised a U.S. Army Division led by General Lew Wallace some 30 miles outside Washington, D.C. *Drive on Washington* simulates the desperate struggle that ensued when Early's troops tried to force the Monocacy River defended by Wallace's scattered brigades. The game includes special rules detailing the influence of Early's leadership, the Confederate search for a hidden ford during the battle, the effects of fighting over fences and wheatfields, and more. *Drive on Washington* includes 200 counters, Exclusive and TSS-system Standard rules books, charts and tables, and a 22" by 34" map.

Pea Ridge *Gettysburg of the West*

Early in 1862, Union prospects looked bleak indeed. Far from controlling the rebellion, the armies of the North appeared hard pressed even to contain it. Confederate inroads into the border states pointed the way to potential military and political disasters that seriously threatened the viability of the Union war effort. The darkest hours came on 7 and 8 March when, below the towering Pea Ridge, an outflanked and out-numbered Union army faced a Rebel force twice its size and fought desperately to save not only the state of Missouri, but its own collective skins as well!

Pea Ridge simulates this critical two-day battle in a game that can be short or long, but is always prone to unforeseen reversals of fortune. Special rules include Confederate militia (armed with *shotguns*), attachment and detachment of brigades (fighting often splits into two fronts, and how a player's forces are distributed can be decisive), and the possibility of the battle lasting into the night and a second day. *Pea Ridge* includes 200 counters, TSS-system Standard and Exclusive rules books, charts and tables, and a 22" by 34" map.



Drive on Washington; \$8.95.
Pea Ridge; \$8.95.