

LOCK 'N LOAD PUBLISHING

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C A T A L O G

LOCK 'N LOAD PUBLISHING



LOCK 'N LOAD PUBLISHING 2017

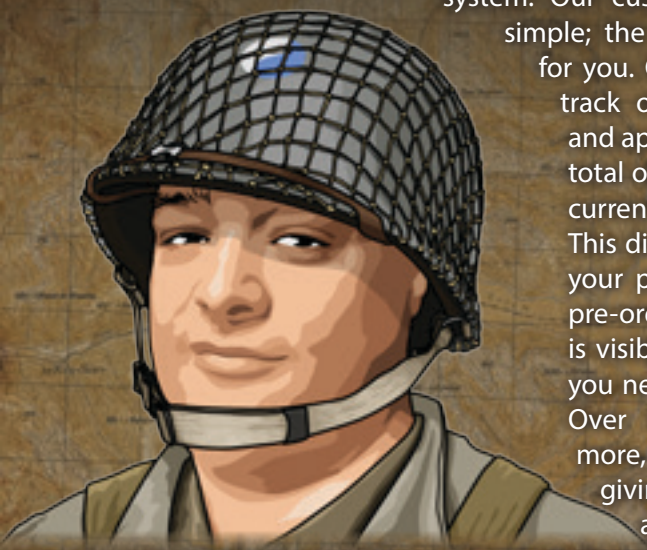
Over the last few years Lock 'n Load Publishing (LnLP) has been going through a rebirth. We have spent the time upgrading our designs and production quality, and making our games available as never before. Our new catalog is a guide to our products as well as those we have in the works.

LnLP has enhanced its customer interaction and our forums, download resources, media areas, and customer service. Please keep the comments coming, and we will keep making improvements. Our LnLP store has been substantially upgraded; it now keeps your full ordering history, including any downloads, serial numbers, games in the works, and pre-orders. A history of all of your orders, pre-orders, backorders and digital products is kept, too. At any time, you can re-download your purchases, look up your serial number, and review your pre-orders.

LOYALTY HAS ITS PRIVILEGES

Your loyalty to LnLP means a lot to us, and actions are always better than words. We now have an automatic customer loyalty system. Our customer loyalty system is

simple; the store does all the work for you. Our loyalty system keeps track of your purchase history and applies a discount based on total orders and not just what is currently in your shopping cart. This discount is applied to all of your purchases, including your pre-orders. Your loyalty discount is visible right at checkout, and you never need to do anything. Over time, as you purchase more, your discount increases, giving you larger discounts—and more value.



LOCK 'N LOAD PUBLISHING



PRE-ORDER DONE RIGHT

Our Pre-Order System puts you, the customer, first, with NO risk or money outlay. The system allows you to place pre-orders with no need for a credit card or upfront payment. You can place pre-orders with any other type of order(s) at one time.

Our Loyalty System automatically allows you to receive discounts on all purchases, including pre-orders. When the pre-order is ready for shipment, you will be sent an e-mail with a link to click-on and pay for the pre-order. You will have up to seven days to finalize your order. If, during the interval, you decide not purchase your placed pre-order, then you need not do anything; the order will be canceled, and you can order the game at any time at the current price. Your loyalty discount will always be applied to any orders you place. The pre-order will show up in your order history, allowing you to review or cancel it at any time. LnLP does not have a pre-order minimum to start production on a game, but it does help us gauge your interest in our games and in what order we will develop them.

We have new games coming and we will keep updating this catalog as a way to keep you in the loop. If you are a fan of board games, card games, digital games, print-and -play games, or RPG games, we hope to be your gaming company of choice. We also promise we throw in a couple of surprises along the way as well.

We are excited, and hope you are too.



PRINTED BOOK



MINIATURES GAME



DOWNLOADABLE GAME



AVAILABLE: PC



AVAILABLE: PDF



TABLETOP GAME



AVAILABLE: MAC



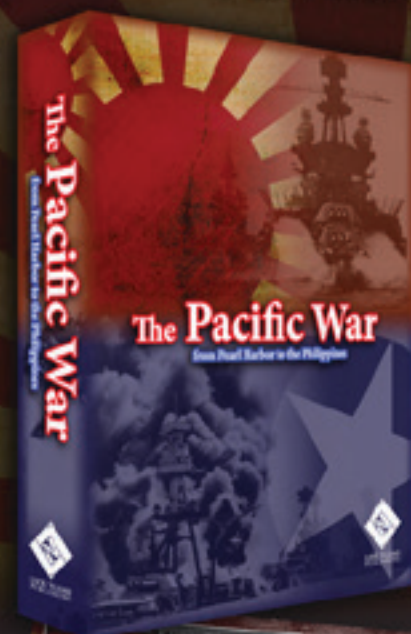
AVAILABLE: STEAM

The Pacific War

from Pearl Harbor to the Philippine Sea

Air Raid Pearl Harbor

In *The Pacific War* - From Pearl Harbor to the Philippines, two players face off in an epic struggle for control of the Pacific area of operations. In action from December 1941 to June 1944, the Japanese player uses his forces against the Allied forces from the United States, Great Britain, Australia and the Netherlands. Aircraft carriers, battleships, cruisers, and land-based aircraft are all involved. With them, each player plans and conducts strategies out of a limited hand of Resource cards in order to gain the initiative and defeat his enemy's forces and control crucial ports and bases across the Pacific.



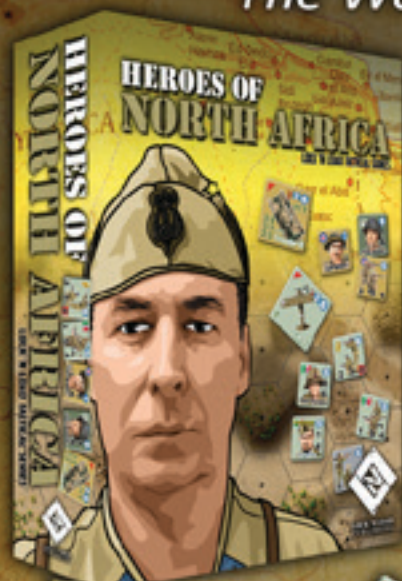
LnLP - 313350 \$59.99
Case 6 LnLP - 313572 \$359.94

HEROES OF NORTH AFRICA

The War in the Sand!

The *Lock 'n Load Tactical* Series hits harsh and unforgiving desert terrain in **Heroes of North Africa**. As World War II unfolded, Mussolini and Italy's colonial expansion in Libya and East Africa were at stake, as well as the Axis's desire to control the Mediterranean Sea and the Suez Canal. In the beginning, only Britain and her Commonwealth Allies could stop them. From 1940 to 1943 a relentless, bloody push and pull of forces across the desert, from Egypt to Morocco, ensued.

Play 18 dynamic scenarios that feature everything that makes the award-winning *Lock 'n Load Tactical* Series stand out—fluid, impulse-based turns; squad-level and individual heroics—plus lots of armor and unique rules to bring desert combat to life.



AGES



PLAYERS



TIME



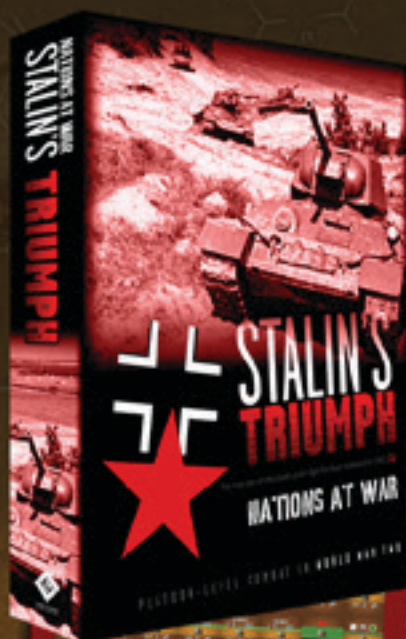
LnLP - 311783 \$59.99
Case 6 LnLP - 313398 \$359.94

NATIONS AT WAR

STALIN'S

TRIUMPH

Clash of Armor On the Eastern Front



In a clash of the giants, the Soviet Red Army defends the Motherland against its German invaders from such fearsome formations as the 2nd SS and 11th Panzer Division. Centered on the area of Kursk in 1943, Stalin's Triumph contains scenarios depicting the fighting in and around the northern and southern flanks of the battle, a battle that proved to be the largest tank battle in history.

Terrain Effects Chart

Unit Name	Maximum Size	Qualification	Penalty
Infantry	1	Yes	0/0
Light Tank	1	Yes	0/0
Medium Tank	1	Yes	0/0
Heavy Tank	1	Yes	0/0
Artillery	1	Yes	0/0
Engineer	1	Yes	0/0
Infantry	1	Yes	0/0
Light Tank	1	Yes	0/0
Medium Tank	1	Yes	0/0
Heavy Tank	1	Yes	0/0
Artillery	1	Yes	0/0
Engineer	1	Yes	0/0



Link Point Cost Sheet

Unit Name	Link Point Cost
Infantry	10
Light Tank	11
Medium Tank	12
Heavy Tank	13
Artillery	14
Engineer	15
Infantry	16
Light Tank	17
Medium Tank	18
Heavy Tank	19
Artillery	20
Engineer	21



LnLP - 311943 \$59.99
Case 6 LnLP - 313497 \$359.94



A WING AND A PRAYER



Good Luck, men; wish I were going with you.

A Wing and a Prayer is where you, the player, assumes the role of a Commander of a Squadron of B-17 "Flying Fortresses" stationed in England during World War II. Your Goal is to manage your squadron aircraft and complete a campaign consisting of a series of Daylight Bombing Missions against strategic Axis targets. To complete your mission it's going to take a wing and a prayer.



LnLP - 312759 \$49.99
Case 6 LnLP - 313541 \$299.94

LOCK 'N LOAD TACTICAL



My name is Jeff Lewis, and I am the lead developer of the Lock 'n Load Tactical (LnLT) series. **LnLT** is a dynamic squad-level tactical combat series centered on infantry combat from the 1930s to the present. With unparalleled artwork and an impulse-based game mechanic that keeps both players constantly involved, each action-packed scenario plays out cinematically. Decisions need to be made quickly. Tactical leadership is key. Unique Skills enhance effectiveness. And out of the intense fury of a firefight, a Hero may be spawned—a Hero who can turn the tide of a battle and save the day for your side.

Infantry combat is central to **LnLT**, but besides Squads, Half-squads, and Weapon Teams armed with mortars, heavy machine guns, and anti-tank guns, there are also tanks, armored and non-armored vehicles, fixed-wing aircraft and, in the modern-era games, helicopters. Individuals such as Leaders, Medics, Snipers, and, of course, Heroes complete the

forces available for each side. Our new v4.1 Core Rules manual provides numerous clarifications and more examples; we also have a new StarterKit and free downloadable game walkthroughs, making the series more accessible to new players than ever.

Whether you are a fan of World War II - era games or Modern-era games (from Vietnam to the present), the **LnLT** series has you covered,



LOCK 'N LOAD TACTICAL



including an alternative history of the Cold War turned hot, in 1985. Our games have been reorganized, too. Older games with multiple expansions have been combined into a single complete game. Going forward, all expansion games will only require one complete base game to play—and no other expansions.

With **LnLT** the gaming never ends. It's squad-level tactical combat at its best!

A handwritten signature in white ink, reading "Jeff Lewis". The signature is fluid and cursive, with the first name "Jeff" and last name "Lewis" clearly distinguishable. It is positioned over a background that appears to be a tactical map with various lines and markings.

LOCK 'N LOAD TACTICAL

STARTER KIT

A quick and easy way to start!



We feel that Lock 'n Load Tactical (LnLT) is one of the best tactical game systems out there; it's quick to learn, fun to play, and presents conflicts from the 1930s to the present.

The idea behind this Starter Kit is to put our money where our mouth is and prove it. The *LnLT Starter Kit* gives you everything you need to try our tactical system with the lowest possible cost to you and, in the process, turn you into a fan as well.



AGES



PLAYERS



TIME



LnLP - 312780

\$4.99

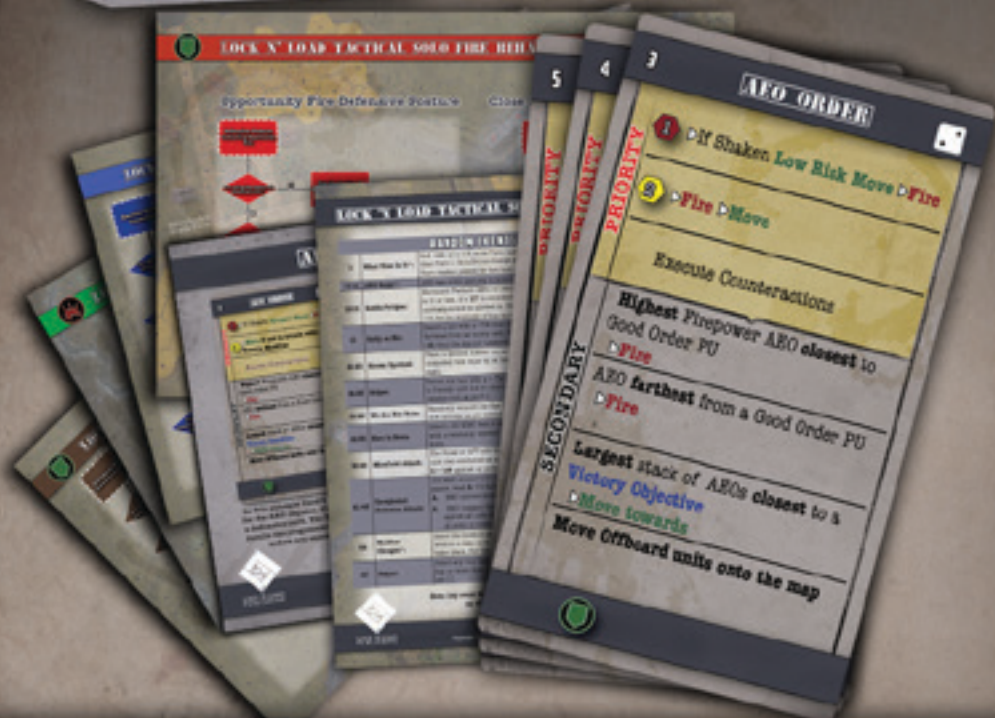
LOCK 'N LOAD TACTICAL

SOLO

A Willing Opponent, Anytime!



Lock 'n Load Tactical Solo is the next evolution in our Lock 'n Load Tactical series. LnLTS is a solo system that allows players would be able to play the scenarios that come with the games as well as ones created with our Battle Generators. But we wanted to beyond that and provide one solitaire system that would work across the entire Lock 'n Load Tactical series past, present and future games.



LnLP - 313640 \$69.99
Case 6 LnLP - 313633 \$419.94

HEROES OF THE PACIFIC

The code of Bushido!



The award-winning Lock 'n Load game system enters the Pacific theater with a vengeance. Heroes of the Pacific details America's brawl with Japan during World War 2, and includes twelve frantic firefights from America's audacious island-hopping campaign. You will lead desperate Marines struggling ashore on Tarawa, face a counterattack of HA GO tanks at the Peleliu airfield, fight for Kitano Point on Iwo Jima, and more.

It isn't, however, all about the Marines; Heroes of the Pacific comes chock full of the U.S. Army's finest, as well as the Imperial Japanese Army, all drawn with the painstaking detail our fans have come to expect. It's squad-level combat at its most exciting; it's Lock 'n Load.



LnLP - 311738 \$64.99
Case 6 LnLP - 313442 \$389.94

THE BATTLE OF ATTU ISLAND

HELL FROZEN OVER

Hand to Hand, Yard by Yard Fighting!



Hell Frozen Over is an expansion module for Lock 'n Load Tactical's Heroes of the Pacific. Play 9 scenarios on a unique 22"x34" Map that accurately depicts Attu's harsh terrain. The terrain varies over eight levels in height and features boot-sticking Muskeg, rock-strewn Rough, precipitous Cliffs and jagged Razorbacks crossing the high peaks of the unforgiving, mountainous landscape.

Through fog and unexpected high winds, known to the Aleuts as "Williwaws", both sides struggle to hold and take ground. Clevesy Pass, Cold Mountain, Point Able, Engineer Hill, the Sarana Valley and Prendergast Ridge are all fought over. The fighting is hex by hex, yard by yard, bullet by bullet, hand to hand; and it won't end until the last Japanese soldier is vanquished.

Requires Heroes of the Pacific to Play



LnLP - 313923 \$29.99
Case 6 LnLP - 313930 \$179.94

HEROES OF THE MOTHERLAND

For the MOTHERLAND!



The Lock 'n Load Tactical Series advances into World War II's Eastern Front with Heroes of the Motherland. The fate of the Soviet Rodina is at stake in 12 scenarios depicting ferocious battles across the Russian steppe, in the ruins of Stalingrad, and in Partisan-infested woods.

From infantry spurred on by Commissars to intrepid Guards and stoic Partisans, the Soviets are poised for anything the German Wehrmacht and SS throw at them. It's soldier against soldier and tank against tank. No matter the forces or the setting, the Soviets are poised to defend their homeland to the end.



14+

AGES



1-2

PLAYERS



1-4h

TIME



LnLP - 311783 \$84.99
Case 6 LnLP - 313398 \$509.94

DARK JULY '43

THE BATTLES FOR PROKHOROVKA THIRD EDITION

Steel Tanks and Iron Men



Dark July '43 depicts the brutal battles fought west of Prokhorovka between July 9th and 12th, 1943, during the epic Battle of Kursk. This is the 2nd Edition of Lock 'n Load Dark July. Treads are rumbling; Tigers and T-34s are on the move—so button your tank and get ready!

An immense 22" x 34" historical battlefield, covering the famed Hill 252.2, the Soviet trenches to the east, and the Oktiabrski State Farm to the north. Six scenarios—five on the historical map—will test your tactical acumen as either the determined Soviet defenders of the Motherland or the brazen 1st SS Panzergrenadier Division Leibstandarte Adolf Hitler (LAH). Dark July '43 includes rules for hand-held RPG-43 anti-tank grenades, anti-tank mines and ditches, low wheat, tank emplacements, roadblocks, and much more.



Requires Heroes of the Motherland to Play



14+

AGES



1-2

PLAYERS



1-4h

TIME



LnLP - 311738 \$29.99
Case 6 LnLP - 313442 \$179.94

HEROES OF NORMANDY

LOCK 'N LOAD TACTICAL SYSTEM

D-Day has Begun



The award-winning, squad-level Lock 'n Load Tactical Series jumps into Western Europe in 1944 with Heroes of Normandy. From the initial D-Day drops, on June 6th, to the fighting in the Norman bocage, and on to Operation Market Garden, this combination of Band of Heroes and its expansion, Swift & Bold, arrives at the battle heavy, with 30 scenarios, over 650 die-cut counters, and the latest v4.1 rules. Command audacious American and British paratroopers and glider troops in daring missions against stalwart defensive positions and fiendish counterattacks by the German Wehrmacht, SS and Fallschirmjäger.

It's squad-level tactical combat at its most exciting!



18



AGES



PLAYERS



TIME



LnLP - 311745 \$84.99
Case 6 LnLP - 313404 \$504.94

Bitter Cold in the Ardennes

For two days, Desobry's patchwork quilt of men gave their all against the might of the German 2nd Panzer Division and 26th Volksgrenadiers trying to encircle and crush them.

Requires Heroes of Normandy to Play



LnLP - 311691 \$34.99
Case 6 LnLP - 313466 \$209.94

HEROES IN DEFIANCE

The Blitzkrieg has Begun!



In May of 1940, the Germans launched Fall Gelb (Case Yellow). Scores of German divisions flooded through the Ardennes and across the borders of France, Belgium and Holland. The blitzkrieg tactics first used in Poland, in 1939, had been put into action again—and perfected. For over six weeks the Allies, including the British Expeditionary Force (BEF), put up a staunch defense. Despite their defiance, they could not withstand the fierce onslaught of the German Wehrmacht, the fearless Fallschirmjäger and the notorious SS.

Heroes in Defiance depicts the full range of the battles for France and the Low Countries, from the first Fallschirmjäger airborne assaults in Holland to the closing of the pocket of the BEF and the remnants of the French Army at the Channel ports.



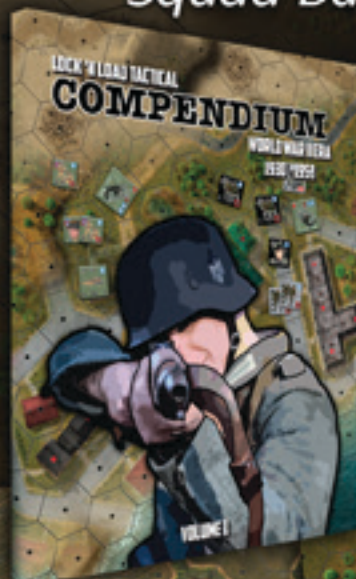
LnLP - 312544 \$59.99
Case 6 LnLP - 313381 \$359.94

LOCK 'N LOAD TACTICAL

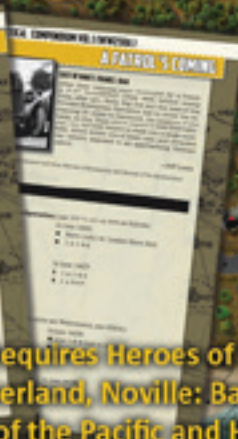
COMPENDIUM

WORLD WAR II ERA VOLUME 1

Squad Battles during WW2



Bound between these two covers is the content of Volume 1 of the Lock 'n Load Tactical Compendium. Volume 1 is the WW2-Era edition, and it collates, in a re-edited and updated format, all of the essential WW2-Era LnLT articles, maps and scenarios from every issue of Line of Fire magazine, plus some new content, including four new scenarios.



Requires Heroes of Normandy, Heroes of the Motherland, Noville: Bastogne's Outpost, Heroes of the Pacific and Heroes in Defiance to play



AGES



PLAYERS



TIME



LnP - 312001 \$39.99
Case 6 LnP - 313862 \$239.94

LOCK 'N LOAD TACTICAL

BATTLE GENERATORS

Make LnLT Unlimited

Battle Generators

Battle Generators puts the power to create scenarios and engagements into the player's hands, allowing you to get the most out of your game as you go from scenarios we built to charting your own course. Since its inception, the *Lock 'n Load Tactical Series* has been defined by two things: its innovative rule set and its engaging scenarios.

Generators are based on a point system defined by the size of the battle you want to play and then modified up or down by the variables of the battle. This means that you get to the action fast. The Battle Generator comes with player aid cards with all the forces in the game and the points needed to purchase them. The Battle Generator allows you to play with maps from *Heroes of the Falklands*.

The Battle Generator can be used in whole or just the parts you want to play with. Play the forces you want when you want.



AGES



PLAYERS



TIME



LOCK 'N LOAD TACTICAL X-MAPS

Expand your Battlefield

X-Map Size



Standard Map Size



X-Maps



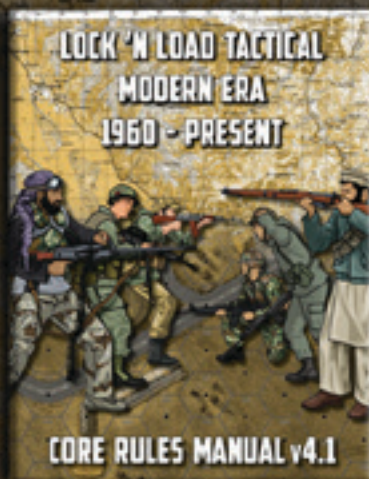
What are the X-Maps you ask? X-Maps simply put are larger maps able to be used with our Lock 'n Load Tactical game series. X-Maps are the same as our standard maps in every way except they are comprised of larger hexes, which contain nearly twice the area of the standard hexes.

Battle Generators
X-Maps

\$Price Varies per Game
\$Price Varies per Game

LOCK 'N LOAD TACTICAL MODERN ERA CORE RULES 1960 - PRESENT

Clear Tactical Rules, Straight and Simple



Lock 'n Load Tactical's v4.1 Modern-era rules is the latest set of guidelines and regulations for the game system written by Jeff Lewis, Lead Developer of the Lock 'n Load Tactical Series.

These rules present the core rules for the game system for modules taking place from 1960 to the present. Now with all the core rules for your favorite games in one book, playing the game is easier and faster than ever.

Notable changes from previous versions of the rules (v3.1 and earlier) will be presented in blue text. This new edition of the rules can be used with previously published modules.



AGE



PLAYERS



TIME



LnLP - 312728 \$24.99

DAY OF HEROES

Blackhawk Down!



On the afternoon of October 3rd, 1993, a combined force of American Rangers and Delta Force operators dropped into an area of Mogadishu, Somalia, controlled by notorious clan warlord Mohamed Farrah Aidid and his loyal militiamen. The Americans' objective was to capture two of Aidid's high-ranking lieutenants and get out, but the Aidid and his men had different plans. Two destroyed Black Hawks, 100 American casualties, and twenty-four hours later, the "one-hour" mission ended.

Day of Heroes lets gamers rope down from a Black Hawk with a Chalk of Rangers or step off a Little Bird with Delta Force operators onto the mean streets of Mogadishu, filled with the smell of noxious smoke rising from burning roadblocks, a signal calling Somali militiamen to arms. Play nine scenarios, including the campaign-length scenario, "Day of Heroes



LnLP - 312568 \$49.99
Case 6 LnLP - 313367 \$299.94

HEROES AGAINST THE RED STAR

The Red Star Strikes!

It's the spring of 1985 and the Cold War has turned Hot. Out of the dawn sky, Soviet paratroopers are being whisked across the West German border. On the ground, the 1st Tank Division and 33rd Motor Rifle Regiment are rolling toward key command-and-control targets. NATO has to mobilize quickly. World War III has begun, and once again Western Europe is the focal point.

In Heroes Against the Red Star, the Lock 'n Load Tactical Series presents the sweeping rush of the Soviet Red Army, from the shock of the ambitious opening offensive on May 14th against American-held positions in West Germany to the furious rush to Paris, in June, against emboldened French forces



LnLP - 312551 \$69.99
Case 6 LnLP - 313374 \$419.94

THE BEAR AND THE JACKAL

The Rise of Mujahideen!

The Soviet Union invaded Afghanistan in 1979 and fought a bloody, 10-year war against the Mujahideen. It was a long, difficult war. The terrain and conditions were brutal. There were few, if any, stand-up fights. Ambushes, helicopter assaults, raids, and cordon - and - sweep were the necessary missions, the types of squad-level missions that are ideally suited to the Lock 'n Load Tactical series.

The Bear & The Jackal is a historical expansion game for Lock 'n Load Tactical's World War 3 1985 game *Heroes Against the Red Star*. This expansion contains some of the most fiercest firefights of the Soviet-Afghan War. New counters include the Mujahideen and Soviet special forces, the Spetsnaz, and weapons like KPV and DShK heavy machine guns. It's time to find a rocky place to hide behind: there's a Soviet convoy coming down the road!

Requires *Heroes Against the Red Star* to Play



AGES



PLAYERS



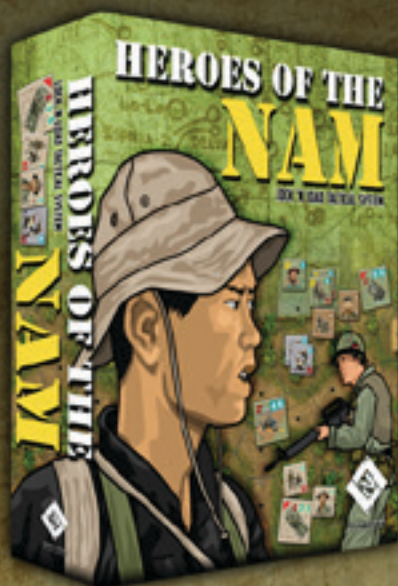
TIME



LnLP - 312575 \$29.99
Case 6 LnLP - 313794 \$179.94

HEROES OF THE NAM

Welcome to the Jungle!



In *Heroes of the Nam*, forces from the Army of the Republic of Vietnam (ARVN), the United States Army and Marines, as well as their valiant Anzac allies from Australia and New Zealand, take on determined enemies from the North Vietnamese Army (NVA) and the unpredictable Viet Cong (VC).

Powerfully armed Squads are at the vanguard of all actions, spurred on by daring Leaders and other unique individuals such as Snipers, Medics, Corpsmen, Chaplains, Advisors and, of course, Heroes, whose unique skills and sudden appearance can alter the tide of any battle. Helicopters, tanks and armored-personnel carriers (APCs) also join the fight. Test your mettle in over 25 action-packed scenarios. Only the heroic will be victorious.



LnLP - 312490 \$74.99
Case 6 LnLP - 313435 \$449.94

HEROES OF THE FALKLANDS

The fight for the Ring of Hills!



Heroes of the Falklands brings you to the windswept, rocky landscape of the Falkland Islands—or Islas Malvinas, as they are known by the Argentines. The brief but brutal war in 1982 began after the Argentines unexpectedly seized Stanley, the capital of the Falklands, and the island of South Georgia from small garrisons of British Royal Marines.

The British government responded by sending a large naval task force to the South Atlantic to reclaim the disputed islands. Here, the fierce ground combat that occurred during the war is depicted as only the immersive squad-level Lock 'n Load Tactical Series can.



AGES



PLAYERS



TIME



LnLP - 312537 \$64.99
Case 6 LnLP - 313428 \$389.94

DAYS OF VILLAINY

THE LIBYAN CIVIL WAR

The End of the Arab Spring

In March of 2011, Libyans in opposition to Colonel Muammar Gaddafi and his government took up arms. For eight months, the opposition, fighting under an interim governing body, the National Transitional Council (NTC), fought Colonel Gaddafi's Loyalist forces all across the country. In October, during a fierce battle in the coastal city of Sirte, Gaddafi was captured and killed.

Lock 'n Load: Days of Villainy depicts four of the fierce battles that occurred during the Libyan Civil War, including Colonel Gaddafi's final epic confrontation.



Requires any core Lock 'n Load Game to play



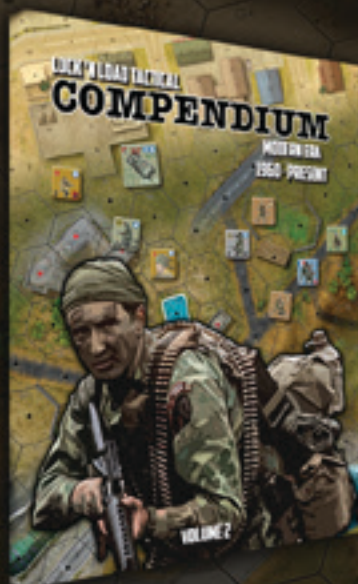
LnLP - 312575 \$24.99
Case 6 LnLP - 313794 \$149.94

LOCK 'N LOAD TACTICAL

COMPENDIUM

MODERN ERA VOLUME 2

Firefights in the Modern Era!



The Lock 'n Load Tactical Compendium Volume 2 collates, in a re-edited and updated format, all of the essential Modern-Era LnLT articles, maps and scenarios from every issue of Line of Fire magazine, plus some new content.

In the Compendium Volume 2 you can read indispensable articles on forces and tactics and how to deploy them in games such as *Heroes of the Nam*, *Heroes of the Falklands*, *Heroes Against the Red Star* and *Day of Heroes*. Get up to speed on modern tank tactics. Read about the Long Range Reconnaissance Patrols (LRRPs) in Vietnam and then play two scenarios that feature them. Plus, historical articles that feature tactical insights on both *Heroes of the Nam* and *The Bear & The Jackal* provide insight and perspective into mastering the scenarios in those games—and, more importantly, in how best to defeat your opponent. And much more.

Requires *Heroes of the Nam*, *Heroes of the Falklands*, *Heroes Against the Red Star* and *Day of Heroes* to play



AGES



PLAYERS



TIME



LInP - 313664 \$39.99
Case 6 LInP - 313886 \$239.94

LOCK 'N LOAD TACTICAL

COMPENDIUM

WORLD WAR II ERA VOLUME 3

Once more unto the Breach!

LnLT Compendium Vol. 3 is the joining of two previous released products titled Battle Pack Alpha, Battle Pack Bravo with a few new scenarios. We have cleaned up the scenarios, redesigned and updated the maps and put everything into our new LnLT series style.

Scenarios take place from Normandy to the Hürtgen Forest, at Monte Cassino and Anzio. Take part in daring prisoner rescues, slash through Normandy's Bocage with Culin-mounted Shermans, fight for Cauquigny and the La Fiere Bridge on D-Day, take on a retreating group of SS—including a Tiger—in Noville, and fight for the towns of Strass and Gey, Germany, on the edge of the Hürtgen Forest.

Requires Heroes of Normandy, Heroes of the Motherland, Noville: Bastogne's Outpost, Heroes of the Pacific and Heroes in Defiance to play



AGES



PLAYERS



TIME



LnLP - 313893 \$39.99
Case 6 LnLP - 313909 \$239.94

LOCK 'N LOAD TACTICAL WORLD WAR II ERA CORE RULES

1930 - 1959

Tactics Made Simple



Lock 'n Load Tactical's v4.1 World War 2 era rules are the latest set of guidelines and regulations for the game system written by Jeff Lewis, Lead Developer of the Lock 'n Load Tactical Series.

These rules present the core rules for the game system for modules taking place from 1930 to 1959. Now with all the core rules for your favorite games in one book, playing the game is easier and faster than ever.

Notable changes from previous versions of the rules (v3.1 and earlier) will be presented in blue text. This new edition of the rules can be used with previously published modules.



AGES



PLAYERS



TIME



pdf

LnLP - 312735 \$24.99

NATIONS AT WAR

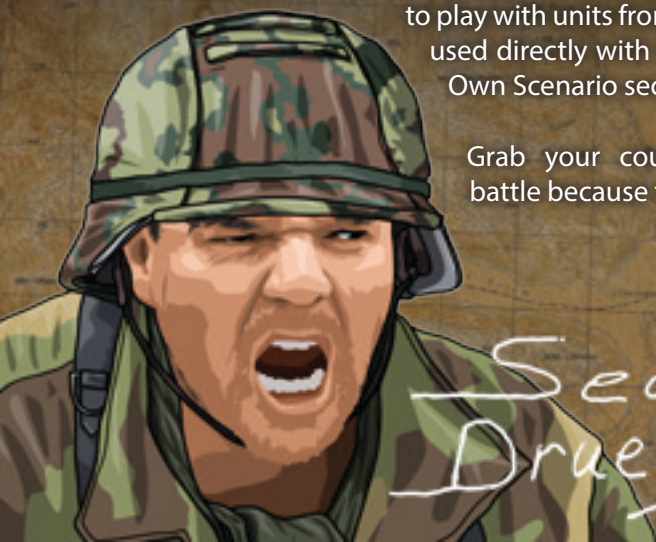
COLLINGEN

My name is Sean Druelinger and I am the lead series developer. **Nations at War (NAW)** is a platoon level wargame set within the time frame of World War 2. **NAW** contains scenarios designed for both new, and experienced wargamers. The ease of play comes from the streamlined mechanics required to play the game. **NAW** use an activation system that determines when units in the game will perform actions. This ensures that no scenario will play the same way twice. Firing and moving your troops is simplified with all of the information needed is located on the playing piece (counter). This saves the player time from looking up information on charts.

The Second Edition games White Star Rising and Desert Heat have been graphically redesign from the ground up with new manual art and layouts, new Map and Counter art, and new visual design to make reading information from counters easier.

In addition to all of that, we've introduced a new set of scenario creation rules to allow player to form a force of their choosing and battle it out in different scenario types found in the core manual. Each game comes with its own unique set of point values required to play with units from that setting and can be used directly with the core rules Build Your Own Scenario section.

Grab your counters and prepare for battle because the Nations are at WAR!



Sean
Druelinger

NATIONS AT WAR DESERT HEAT SECOND EDITION

Nations at War in North Africa

From 1941 to 1943, North Africa was the setting for an epic and unique struggle. The Italian and German Armies fought the British and their Commonwealth Allies back and forth across the scorching sand of Libya and Egypt. Following the launch of Operation Torch in 1942, the Americans joined the fray, moving across Morocco and Algeria, making Tunisia the stage for the climatic battles of the North African Campaign.



AGES



PLAYERS



TIME



LnLP - 313077 \$54.99
Case 6 LnLP - 313480 \$329.94

WHITE STAR RISING

SECOND EDITION

The White Star Rises



It's the summer of 1944 and Allied forces are off the beaches of Normandy and fighting to liberate occupied France from Germany. The Allied armies pit themselves against the seasoned forces of Germany and its advanced weaponry. But Germany's time is limited, as the Allied armies have constantly been improving. White Star Rising focuses on the fighting of the Americans and their British allies against the Germans, and features the vehicles, soldiers and weapons of the armies that fought in France, Belgium and Germany in 1944-45. You'll fight battles at Omaha Beach, in the Lorraine, in Belgium, and in Germany itself.



LnLP - 312841 \$54.99
Case 6 LnLP - 313473 \$329.94

NATIONS AT WAR COMPENDIUM

Volume 1

BULLINGEN

Bring it on!



Tank on Tank: East Front brings the excitement of Peter Bogdasarian's Tank on Tank series to the grueling battleground of the Eastern Front. Command Panthers against T-34s, Hungarian Turán IIs against KV/85s, and armored infantry against anti-tank gun positions. Capture enemy supply depots, protect valuable convoys, and lead all-out assaults.

New in Tank on Tank: East Front are rules for improved positions, armored infantry, airstrikes, and the massed activation of Soviet units. Now you can experience the tactical flavor of World War II tank battles with a game that that can be learned in a few minutes and played during a lunch break.



Requires White Star Rising Second Edition to play



AGES



PLAYERS



TIME



LnLP - 314395 \$59.99
Case 6 LnLP - 314449 \$239.94

FALLING STARS

Roleplaying & Tactical Game System

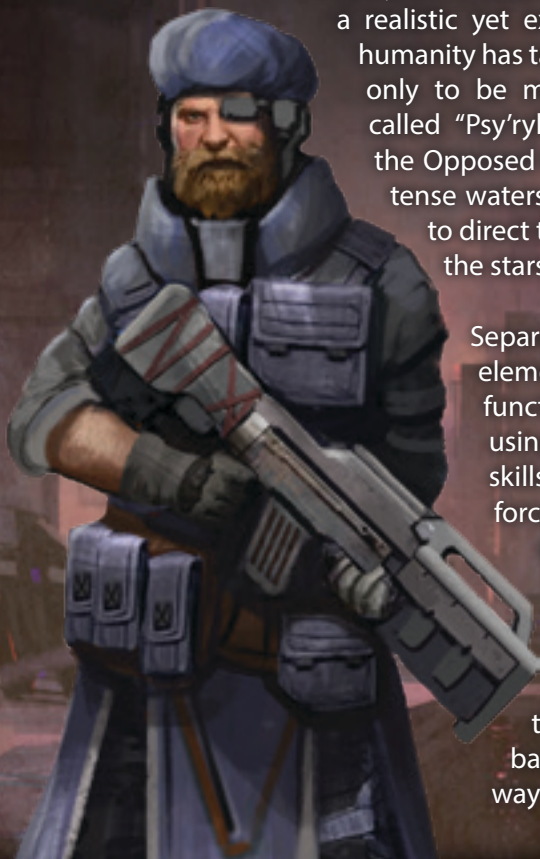
Hey there, my name is Paul Lell. Together with Chris McCown and Blackwell Hird, We created the Falling Stars Roleplaying and Tactical System.

What sets this system apart from other system is the core dice mechanic of Opposed D10. Instead of players attempting to roll higher than a set number, every roll is made against an opposing roll, meaning that players are always engaged in the game, from combat to tests of skill.

We wanted to create a compelling galaxy of motivations and choices for players to become part of. We worked to create a realistic yet extraordinary sci-fi galaxy where humanity has taken its first steps into the galaxy, only to be met by an enigmatic alien race called "Psy'ryllions". Now players must used the Opposed D10 mechasnics to navigate the tense waters of 5 different factions all trying to direct the future of our species among the stars.

Separate from the roleplaying elements, we also created a fully function tactical combat system, using cover, facing, action points and skills to engage in combat with the forces against you. Its also completely stand alone, meaning if all you want is to have a thrilling sci-fi battle on a burning space ship against legions of alien creatures or fight your way into the heart of a secret R&D asteroid base, you can play Falling Stars the way you want.

Paul Lell



FALLING STARS

Roleplaying & Tactical Game System

Core Rule Book



Welcome to the Falling Stars Roleplaying & Tactical Game System. This book describes a world for you, the players and Game Master, to build and tell your own stories in. Within the pages of this book you will find details about the future in which the game takes place.

Fifty years after first contact, the human race is beset by deadly machinations of several human factions as they struggle to extend their reach into the greater galaxy. A mysterious alien race has emerged whose ultimate intentions are as obscure as their origin. Each vies with the others to direct the future of our species among the stars and only you can determine the outcome.



InLP - 313312 \$54.99
Case 6 InLP - 313916 \$329.94

FALLING STARS

Roleplaying & Tactical Game System

Beginners Game

Assemble your friends and discover a future whose destiny lies in your hands. The Falling Stars Beginners Game is the fastest way path to the stars and beyond.

The Falling Stars Beginners Game is designed to help introduce the exciting world of Role Playing and Tactical Gaming, yet provides a new game system and tactical rules that are constructed to be enjoyed by experienced role players and tactical war gamers as well.

Whether you're looking for the depth of a new universe to explore or just want some fast, easy tactical rules for sci-fi skirmish games, Falling Stars has it all.



LnLP - 313282 \$34.99
Case 6 LnLP - 313619 \$209.94

FALLING STARS

Roleplaying & Tactical Game System

Adventure Module



Welcome to 'Into the Long Dark Night', the first adventure module for the Falling Stars Roleplaying and Tactical Game.

This book will introduce you, the players, to the world of Falling Stars and lead you through a narrative story that is shaped and driven by the players. The story that is outlined here-in is just the skeleton of a narrative. It is up to you, the players, to fill in the connective tissue, skin, and effects that will make it a living, breathing entity all its own.

So, grab between two and eight of your closest friends, get some refreshments, and get ready to dive into a world of adventure and intrigue, shaped by your own actions.



INTRODUCTION

When you first open this book, you will find a wealth of information about the world of Falling Stars. This information is designed to help you understand the game and the adventure. It includes a brief history of the game, a description of the game system, and a list of the game's components.

THE GAME

The game is a roleplaying and tactical game. It is designed to be played by a group of players, each taking on a different role. The game is set in a futuristic world where players can explore, fight, and solve puzzles. The game is designed to be played in a session, but it can also be played over multiple sessions.

THE GAME SYSTEM

The game system is a roleplaying and tactical game system. It is designed to be played by a group of players, each taking on a different role. The game system is designed to be played in a session, but it can also be played over multiple sessions.

THE GAME COMPONENTS

The game components include a rulebook, a campaign book, and a set of dice. The rulebook contains the rules for the game, the campaign book contains the story and the characters, and the dice are used for randomization.

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RANGERS A STRANGE SO

RANGERS

The Rangers are a group of elite soldiers who are trained to fight in the most difficult environments. They are the best of the best, and they are the only ones who can handle the most dangerous missions. The Rangers are a highly respected and feared group, and they are the only ones who can handle the most dangerous missions.

A STRANGE

A strange and mysterious world, where the rules of nature are different. The world is filled with strange creatures and powerful magic. The world is a place of wonder and awe, and it is a place where the Rangers are the only ones who can handle the most dangerous missions.

SO

So, grab between two and eight of your closest friends, get some refreshments, and get ready to dive into a world of adventure and intrigue, shaped by your own actions.

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LnLP313329 \$19.99
Case 6 LnLP313602 \$119.94

FALLING STARS

Roleplaying & Tactical Game System

Map Pack 1

For those looking to enhance their game night, these immersive maps have everything you could want.

Containing 11, full-color, multi-part, printed maps, these maps are designed for use with either 28mm miniatures or Falling Stars 1-inch counters. Each contains locations and icons representing specific gameplay actions and obstacles from the Falling Stars Roleplaying and Tactical System.

Each map represents a pivotal encounter in the Long Dark Night campaign, but can also be used to create your own adventures!



Actual map
and counter size



AGES



PLAYERS



TIME



LnLP - 313305 \$34.99
Case 6 LnLP - 313626 \$209.94

HOLLOW CELL

One Goal, Victory!

One Goal: VICTORY!

Hollow Cell is an easy-to-play, fast-paced, arena card game designed by Garrett Herdter. Play as one of 18 unique warrior races. Draw a hand of Vault cards to either equip on your character or play to damage your opponent.

Roll dice both in defense and offense while you dodge deadly planet-wide events sent by the Hedonix watchers to speed up the match. Take cover in buildings and raid forgotten equipment caches of weapons and armor to best your opponents in this free-for-all battle where only the most skilled combatant will survive to claim victory!



12+

AGES



2-6

PLAYERS



2-4h

TIME



LnLP - 312445 \$44.99
Case 6 LnLP - 313527 \$269.94

DIGITAL GAMES

My name is Blackwell Hird, Associate Producer here at Lock 'n Load Publishing. The entire team here at LnLP have worked hard to bring you some of the best artwork and production quality to our board games. We are now extending our efforts to the digital frontier with games like Command Ops 2, Falling Stars – War of Empires and Tank on Tank Digital.

We are working hard on bringing the award winning All Things Zombie, Nations at War, World At War 85 and of course Lock 'n Load Tactical franchise. All our games will offer Windows, Mac operating systems and also iOS. We are also working on a few digital only designs.

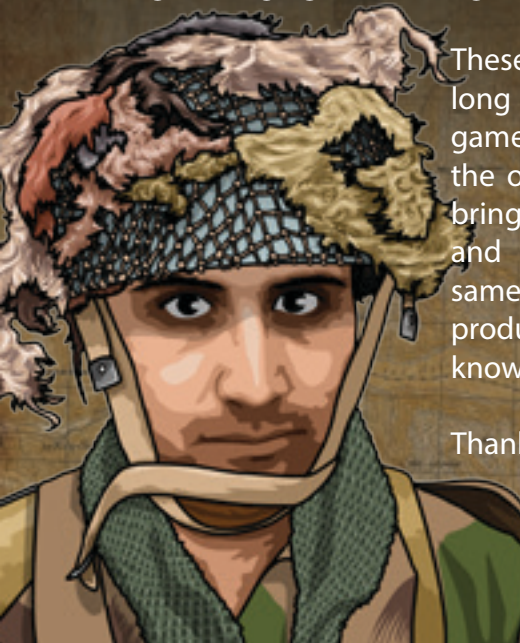
We have updated our Vassal modules and are adding new editions. We are expanding our Print 'n Play lines with new designs bringing additional gaming experiences to you.

These projects and many more are a long term projects of expanding our games. We hope you are excited by the opportunities and possibilities of bringing new and established games and digital games realm with the same level of graphical polish and production quality we've become known for.

Thank you all and, as our leader said,

GAME ON

Blackwell Hird



TANK on TANK DIGITAL

World War II Tank Combat for the digital age



It's the Digital Version of *Tank on Tank*! **Tank on Tank Digital** brings the excitement of Peter Bogdasarian's *Tank on Tank* series to the PC. Fight battles and campaigns on both Eastern and Western fronts. Command Panther and Tigers against T-34s and KV/85s in Russia, or against Shermans and Pershings in Europe. Send armored infantry against anti-tank guns and artillery positions, protect valuable convoys, and lead all-out assaults. Experience the tactical flavor of World War II tank battles like never before. **Tank on Tank Digital** is a light tactical game depicting ground combat in World War II that can be learned in a few minutes. If you've been looking for a simple game to try your leadership abilities, or perhaps something light to introduce young commanders and tacticians to war gaming, **Tank on Tank Digital** is the answer.



LnP - 313978 - ToT Digital Bundle

LnP - 313954 - ToT Digital WF

LnP - 313961 - ToT Digital EF

\$39.99

\$24.99

\$24.99

COMMAND OPS 2

Orders, Commander?

The Core Command Ops 2 engine is back and has been extensively updated with a new user interface (UI) and enhanced artificial intelligence (AI). The smartest and most realistic operational-level wargame just got a whole lot better.

Command like a real commander in this pausable, continuous-time simulation of WW2 operational warfare, where the emphasis is on planning, anticipating and reacting to enemy developments.

Operation level interface



Sophisticated AI Delegation



Real-Time Decisions



Completely Updated UI



COMMAND OPS 2

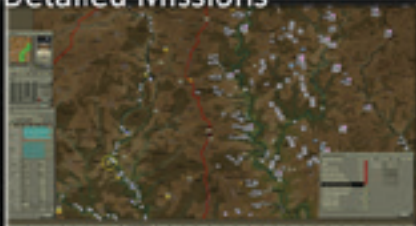
Reinforcements Inbound!

New Scenarios



Once you've come to grips with the Command Ops 2 engine, you can dive into the expansion packs, adding scenarios and new experiences for you to play.

Detailed Missions



LnLP - 312339 - CO 2: The Cauldron	\$34.99
LnLP - 312353 - CO 2: Bastogne	\$29.99
LnLP - 312322 - CO 2: Foothills of the Gods	\$34.99
LnLP - 312216 - CO 2: Highway to the Reich	\$29.99
LnLP - 312469 - CO 2: Knock on all Doors	\$29.99
LnLP - 312346 - CO 2: Ride of the Valkyries	\$29.99
LnLP - 312834 - CO 2: Westwall	\$34.99
LnLP - 314401 - CO 2: Patton's Charge	\$TBD



LnLP312209 - Command Ops 2: Core Engine

Free

NATIONS AT WAR DIGITAL

The Nations are at WAR!

The Nations At War franchise comes to the digital realm in Nations at War Digital.



LnLP - 313978 Coming Soon

WAR OF EMPIRES

FALLING STARS

YOUR EMPIRE NEEDS YOU

A Living Galaxy



Cinematic Battles



Galactic Politics



On the far side of the Galaxy, four alien races struggle for control of what was once a prosperous and peaceful alliance after the Empire's leaders were assassinated.

Empires aren't just forged on the battlefield though. You'll have to juggle galactic politics and trade, fight battles in the council chambers of the galactic senate and in space with monstrous engines of war as you seek the throne. Multiplayer only.



LnLP - 312384 \$19.99



ALL THINGS ZOMBIE RELOADED



"ZOMBIES ARE ONLY THE START OF YOUR TROUBLES..."



All Things Zombie Reloaded is the expanded 2nd edition of our original All Things Zombie board game. Designer and developer Ed Teixeira has expanded his zombie world so it's not just the zombies you need to worry about.

Before, you were fighting Zombies; now you have to deal with the human element: Survivors, Militia and Gangers. It's a dangerous and ever-changing world out there, and your survival is up to you...



LnLP - 311806
Case - LnLP - 313763

\$64.99
\$384.94

ALL THINGS ZOMBIE RELOADED

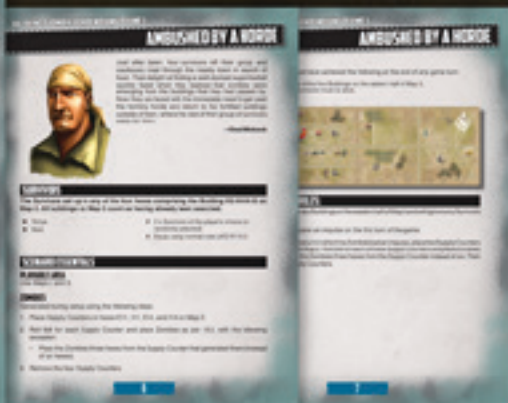
COMPENDIUM

The dead never sleep!



Those with an appetite for zombie games also need to understand that the zombies have an appetite for them, too. Both can satisfy their mutual craving for survival and the survivors' brains in the **All Things Zombie: Reloaded Compendium Volume 1**.

Collected here is a total of 14 scenarios for play in *All Things Zombie: Reloaded*, including a 6-scenario Campaign titled *The Dead Never Sleep*. Also included are rules for player-created "Skirmish Games", in which gamers can create a scenario outside of any storyline and get right to the zombie bashing. The desert wastelands of the harsh Nevada landscape are ready to be stained red.



Requires ATZ Reloaded to Play



InLP - 314388 \$19.99

ALL THINGS ZOMBIE MINIATURES

FADE TO BLACK

"DO NOT GO GENTLE INTO THAT GOOD NIGHT!"



It's a fast paced, get you in the action quickly, RPG-Miniatures game about real life in an unreal world.

Fade to Black picks you up and sticks you right in the middle of a catastrophic zombie outbreak. Who you are when the outbreak occurs is just as important as where you are. Because unlike other zombie games, where the zombies have been around for awhile, you won't be able to tell the survivors from the zombies until maybe it's too late.

Because it's all happening to you just like it would on Z-Day.



LnLP - 312186 \$34.99
Case 6 - LnLP - 313770 \$209.94

ALL THINGS ZOMBIE MINIATURES

NOWHERE NEVADA

Nowhere to Run, Nowhere to Hide

Humanity is making a comeback. The zombies had us on the run but now it's time to send in the military starting with the National Guard and even the army if need be.

The outbreak (Day One) took mankind by surprise and for a long time there's been no sign of resistance. But now rumors of safe zones are spreading through the land. They say the military has taken back large areas and local radio broadcasts are urging survivors to head to these safe havens.

But not everyone wants to go.



Requires ATZM - Fade to Black to Play



AGES



PLAYERS



TIME



pdf

InLP - 313077 \$44.99
Case 6 InLP - 313480 \$269.94



TANK on TANK

WESTFRONT



Welcome to the *FURY* of the West Front!



Tank on Tank: West Front is the 2nd edition of Peter Bogdasarian's hit game Tank on Tank. A game that can be learned quickly and played in less than an hour, **Tank on Tank: West Front** depicts deadly tactical ground combat in 1944 and 1945 during World War II.

New in **Tank on Tank: West Front** are rules for improved positions, armored infantry, airstrikes and supply trucks. Experience the tactical flavor of World War II tank battles like never before.



10+

AGES



1-2

PLAYERS



20-60m

TIME



LnLP - 312018 \$34.99
Case 6 LnLP - 313503 \$209.94



TANK ON TANK WEST FRONT EXPANSION

TANK ON TANK

DEFENDERS OF THE RHINE



Drive to the RHINE!



Tank on Tank: West Front – Defenders of the Rhine

Tank on Tank: West Front – Defenders of the Rhine is a new expansion to our Tank on Tank: West Front series. In this expansion, Tank On Tank fans can delve into catastrophic armored clashes between the United States and Germany. This expansion includes two maps and many customized scenario rules to add to your gaming experience. Within these ten scenarios, US tanks confront German panzers in devastating battles in villages and over rivers to achieve victory towards the liberation of Europe. Also included for owners of Tank on Tank: East Front is a special bonus scenario, "Patton Strikes West", which has the US and German forces teaming up in an attempt to push the aggressive Soviet bear back into Motherland. Enjoy hours of added gameplay with this expansion. It's fun. It's tactical. Get in a turret and take command!

**Requires Tank on Tank West Front to Play**

LnLP - 313749 \$24.99
Case 6 LnLP - 313756 \$149.94



TANK on TANK EASTFRONT



Enemy Tanks... Dead Ahead... FIRE!!!



Tank on Tank: East Front brings the excitement of **Peter Bogdasarian's** Tank on Tank series to the grueling battleground of the Eastern Front. Command Panthers against T-34s, Hungarian Turán IIs against KV/85s, and armored infantry against anti-tank gun positions. Capture enemy supply depots, protect valuable convoys, and lead all-out assaults.

New in Tank on Tank: East Front are rules for improved positions, armored infantry, airstrikes, and the massed activation of Soviet units. Now you can experience the tactical flavor of World War II tank battles with a game that can be learned in a few minutes and played during a lunch break.



LnLP - 312025 \$39.99
Case 6 LnLP - 313510 \$239.94



TANK ON TANK EAST FRONT EXPANSION

TANK ON TANK**RED STORM IN THE VALLEY**

A Storm is Coming!



Tank on Tank: East Front – Red Storm in the Valley

Tank on Tank: East Front – Red Storm in the Valley is a new expansion to our Tank on Tank: East Front series. In this expansion, Tank on Tank fans can delve into catastrophic armored clashes between Germany and the Soviet Union. This expansion includes two maps and many customized scenario rules to add to your gaming experience. Within these ten scenarios, the Soviets confront the Germans in huge armor battles in valleys, depressions and over railroad tracks in order to achieve victory for the Motherland. Also included for owners of Tank on Tank: West Front is a special bonus scenario, "The Bear at the Rhine", which has Soviet forces attempting to push the US and Germans back to the Rhine River. Enjoy hours of added gameplay with this expansion. It's fun. It's tactical. Get in a turret and take command!

Requires Tank on Tank East Front to Play



LnLP - 313725 \$24.99
Case 6 LnLP - 313732 \$149.94

WORLD AT WAR 85

My name is Keith Tracton, and I am the developer of the **World at War 85** series, along with Matt Lohse. What is the **World at War 85** series composed of? Each game in the series is a COMPLETE and STAND-ALONE Volume of fast and furious platoon-level combat.

The series is set in 1985, in an alternate history timeline of World War III, when the Warsaw Pact armies storm across the East German border in a powerful attempt to seize West Germany, the Low Countries, Denmark, and eventually, France; attempt an invasion of the U.S. mainland; and expand the conflict into Scandinavia, the Middle East, sub-Saharan Africa, and the Far East.



World at War 85 features a unique combat system that involves die-rolls by both attacking units and defending units, which keeps both players engaged throughout the game. Die-rolls are compared and hits applied quickly, as all the information you need to fight your units is on the counters. No combat results table is necessary. Initiative, formation activation, random turn length, close air support and air cover are all smoothly integrated.

Here are some of the changes that have been made:

WORLD AT WAR 85

- New, larger counters feature a bigger, clearer typeface along with reorganized and color-coded values, to make them easier to see and use.
- The Maps have been completely redrawn with amazing new art, and are larger and fully geomorphic, with bigger hexes to accommodate the increase in counter size.
- The Orders of Battle in the scenarios now feature real-world military formations present in 1985 in the various battle areas around the world.
- The series' Core Rules have been re-codified and either streamlined or expanded as necessary. They are applicable to all Volumes, while Volume and Scenario Special Rules will be minimized and, in many cases, incorporated into the Core Rules.

Rules include:

Direct, Indirect, and Opportunity Fire; Move & Direct Fire; Overrun and Assault Attacks; ATGM and SAM minimum Range and expanded ammo checks; Point Blank and Long Range Fire; Soft, Unarmored, Light and Heavy Armor Targets; Helicopter Transports; Artillery Strikes; Mortars; Support Weapons; Flying, Nap-of-Earth, Hovering and Landed Helicopters; Close Air Support; Air Cover; Electronic Warfare; Random and Placed Minefields; streamlined Battlefield Events Table, including Weather Effects; Parachute Drops; revised Line of Sight and Concealment rules.

It's 1985, and the World is at War!

Keith Tracton



WORLD AT WAR 85

Welcome to the War that Never Was

The World at War 85 series is a platoon-level simulation of combat during the fictional Third World War of 1985. Each module uses the same core rules, and simulates a small slice of the conflict.

Join in the struggle as the Warsaw pact launches an all out assault on the Fulda Gap, taking the Nato Forces there completely by surprise in Storming The Gap. Fight back with the force of Great Britain in Blood and Fury! Experience the chaos and confusion of those first few hours of the invasion in the Untold Battles. Command a proxy Cuban Insertion force as it invades Texas to keep the United States focused on its own borders rather than the larger World War 3. No matter the game, you'll take command of the units, forces and tactics unique to the nations represented within its box.

The world is at war and only you can determine the outcome!

New map style with tunnels



New counter style



AGES



PLAYERS



TIME



WORLD AT WAR 85

World War 3 has begun!



In The Works

\$TBD

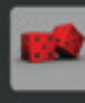
THE RED LINE

Approaching the Red Line Commander...

The Red Line is a tactical starship combat game where you build a battle group of 3-6 warships, recruit their commanders, then fight for objectives and planets, conduct strike missions and destroy the enemy with horribly powerful weapons.

Wrestle with the controls as you struggle to plot the best course using momentum and inertia, while trying to keep your guns locked on the enemy. Give orders to tip the balance of the engagement and manage failing shields, critical damage and system failures.

Combining elements of miniatures gaming with innovative boardgame presentation, The Red Line is an exciting and engrossing capital-ship combat game. Join us on the Red Line!



In The Works

\$TBD

TRIAL OF STRENGTH

War on the Eastern Front 1941 - 1945

Second Edition ★

Feel the Fire of the Eastern Front



Trial of Strength Second Edition is back in an all new edition from Lock 'n Load. Players take control of the Eastern Front and must determine objectives, allocate forces and execute operations using a novel and sophisticated integrated movement and combat system called CLIMACS. Units use an set number of points to both move and fight on their activation.

This Second Edition brings the color and production value to the already rich gaming experience to create the definitive edition of Trial of Strength.



AGES



PLAYERS



TIME



In The Works

\$TBD

SPACE INFANTRY RESURGENCE

Not just another Bug Hunt!

Space Infantry is Back with Space Infantry: Resurgence. The third game in the franchise, Resurgence brings back all the rogue-like design and frenetic combat and elevates it with randomly generated maps, new enemies, fully implemented campaign support, co-op gameplay modes and much more.

Create a squad of hardened space infantry men and women and guide them through an extended multi-mission campaign where each map is a card driven exploration , with locations drawn for a pre-constructed deck. Fight randomly selected alien using classic space infantry encounter generation mechanics and guide your team to victory... or defeat.



In The Works

\$TDB

SHADOWS OVER EUROPE

THE DIPLOMATIC AND MILITARY STRUGGLE FOR EUROPE 1935-1945



The shadow of war approaches

It is 1935 and Germany has come under a ruthless dictatorship, bound to the promise of making up for the nation's humiliating defeat in the Great War and to prove fascism's superiority over other ideologies.

Shadows over Europe is a two- or three-player game simulating the diplomatic, economic and military development leading up to and eventually being unfolded in World War II.

Players assume the roles of Germany, the Soviet Union and the United Kingdom (Major Powers). Players attempt to outperform each nation's historical record in the world's most gigantic struggle.



AGES



PLAYERS



TIME



In the works

\$TBD

COLONIAL EMPIRES

An Empire of Trade



It is the time of empires and colonial expansion and you are the head of vast enterprise, chartered by the Crown to engage in commercial activities in the Eastern Hemisphere.

In this climate of rapid change your enterprise must adapt or perish from the earth. Maneuver your company representatives into prosperous regions, leverage your influence with the established commonwealths, and weigh the need for a merchant navy.



AGES



PLAYERS



TIME



In The Works

\$TBD



PLATOON COMMAND

Your Orders Sir?

In **Platoon Command** you take the role of a platoon leader, guiding your platoon into combat in order to capture critical battlefield objectives.

Platoon Command is a quick-playing game that uses cards for combat, command and control, fog of war, and attrition. The mission objective is to gain Objective Points by controlling areas of the battlefield. You accomplish this objective by issuing orders to your command group, three rifle squads, and specialized personnel.



MG



Rifleman



Scout



Sniper



Targeted



MG



Mortar



Scout



Infantry Squad
Reserve - 3



Attack - 1
Control Area
Reserve



Attack - 2
Control Area
Reserve



Attack - 3
Control Area
Reserve



Attack - 4
Control Area
Reserve



Machine Gunners
Reserve - 1



AGES



PLAYERS



TIME



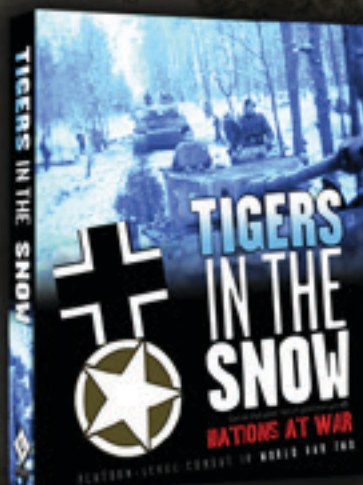
In The Works

\$TBD

NATIONS AT WAR

BULLINGEN

Out of the Mist Comes the Tigers in the Snow



Tigers in the Snow depicts the nail-biting combat during the Battle of the Bulge in our Nations At War series. In December of 1944 Hitler launched Wacht am Rhein (Watch on the Rhine) catching the Allies completely by surprise. The plan was to surprise the Allies with an encirclement attack which would force the allies into a peace treaty with terms favorable for the Axis. The end result would what would be the last German offensive of World War 2.

Not one step Backward!

It's the fall of 1942, and the fight for Stalingrad is in full swing. In Victory Stalingrad, you will command either German and Soviet forces to recreate some of the most bloodiest battles of World War 2. Victory Stalingrad will take Nations at War fans into and around Stalingrad. Victory Stalingrad will feature the drive, and retreat from Stalingrad. This is the 5th core game in the Nations At War series.



In the Works

\$TBD

SUMMER LIGHTNING

The Invasion of Poland '39

It's a whole new kind of Warfare...

September 1st, 1939

The German Army rolls across the Polish border, intent on the subjugation of their neighbor. Thousands of German soldiers advance with deadly Panzer tanks, and officers eager to try out a new type of war - Lightning War - Blitzkrieg!

Summer Lightning is an operational simulation in which players command divisions, brigades, corps of armor, infantry, cavalry, mountain troops and more.



LnLP - 312001 \$39.99
Case 6 LnLP - 313862 \$239.94

DAWN'S EARLY LIGHT

IT'S MAY 1985 AND OPERATION RED HAMMER HAS BEGUN!

RED HAMMER

The Red Hammer Falls...

Dawn's Early Light Red Hammer is the expanded 2nd Edition of Peter Bogdasarin's Dawn's Early Light from the award-winning Corps Command system. Corps Command Totensonntag, the first game in the series, detailed desperate fighting between the Germans and the British during the World War Two battle of Operation Crusader. Dawn's Early Light Red Hammer includes everything from Dawn's Early Light, but with improved counters plus the expansion game High Noon at Gerzenburg. Dawn's Early Light Red Hammer is easy to learn and play in an evening, so get ready to play the NATO or Soviet forces during Operation Red Hammer!



12+

AGES



1-2

PLAYERS



2-4h

TIME



LnLP - 311967 \$44.99
Case 6 LnLP - 313824 \$269.94

The First Battle of Sidi Rezegh

TOTENSONNTAG

SECOND EDITION



Sunday of the Dead



On November 19th, 1941, as the sun rose over a new day in the Libyan Desert, a clock was ticking in the headquarters of the British Eighth Army. They had done the impossible and surprised Erwin Rommel, the Desert Fox, slipping nearly five hundred tanks behind his lines. The opportunity to crush the Afrika Korps lay within their grasp . . .

Totensonntag is the expanded 2nd Edition of *Peter Bogdasarian's* Totensonntag from the award-winning *Corps Command*-system game.



AGES



PLAYERS



TIME



LnLP - 311950 \$34.99
Case 6 LnLP - 313831 \$209.94

ROMMEL AT GAZALA

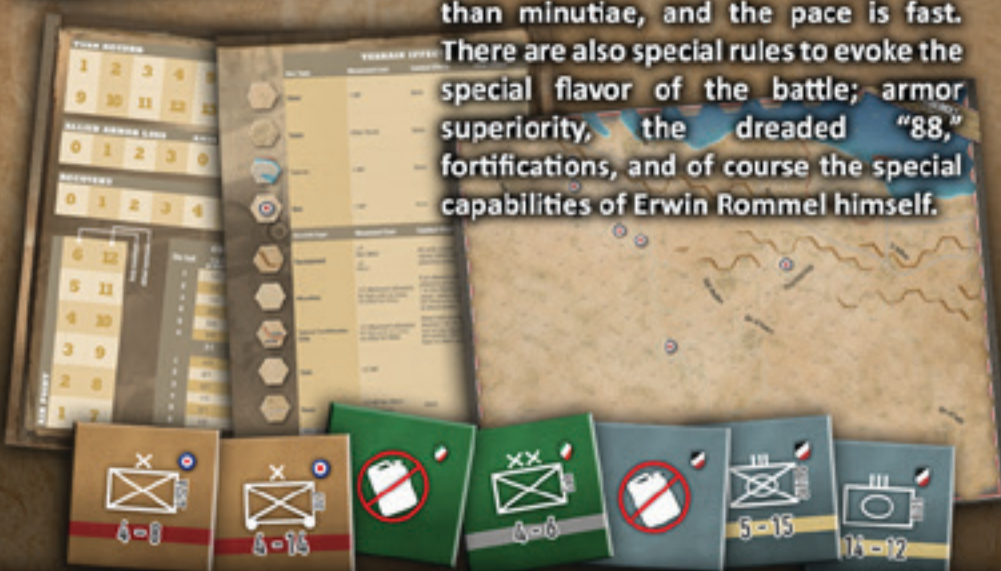
Rommel's Greatest Victory!



Rommel At Gazala is the 2nd Edition of Jim Werbaneth's simulation of the daring offensive of Panzerarmee Afrika against the British Eighth Army's fortified line near Gazala, Libya, in May and June 1941.

Rommel at Gazala is a quick-playing, accessible game. It is sufficiently easy for new players to enter into board wargaming, but with enough possibilities to offer significant replay value to newcomer and veteran player alike. Counter density is low, letting the players concentrate on strategy more than minutiae, and the pace is fast.

There are also special rules to evoke the special flavor of the battle; armor superiority, the dreaded "88," fortifications, and of course the special capabilities of Erwin Rommel himself.



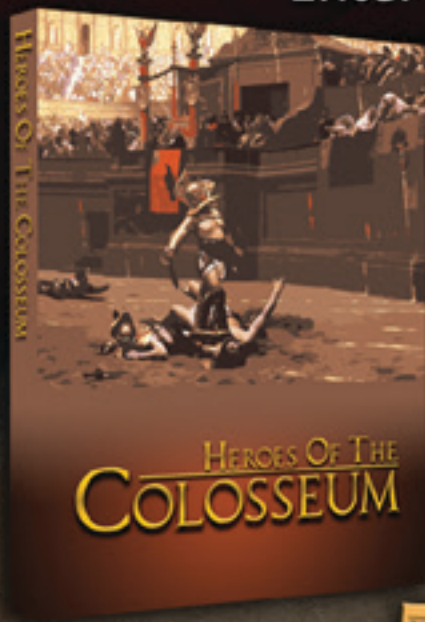
LnLP - 311806 \$34.99
Case 6 LnLP - 313800 \$204.94

HEROES OF THE COLOSSEUM

Enter the Arena!

Just saying the word *gladiators* conjures up visions of vicious combat between desperate men who fought to the death for the amusement of the crowd. These games of death began in 264 BC and continued throughout the Roman Empire, in one form or another, for over 900 years. Now, with ***Heroes of the Colosseum***, you can recreate the glory and splendor of these games.

However, your fight isn't just in the arena: Included in ***Heroes of the Colosseum*** is a complete second game that lets you race chariots at the Circus Maximus. Like your gladiator counterpart, your charioteer starts his journey to Fame & Fortune on the fringes of the Empire. With luck and skill, you increase in abilities and climb up the ladder to your ultimate goal - FREEDOM!



LnLP - 312360 \$49.99
Case 6 LnLP - 313817 \$299.94

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C A T A L O G