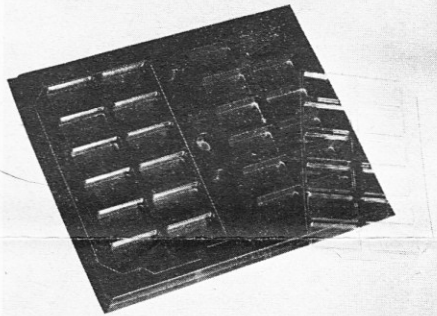


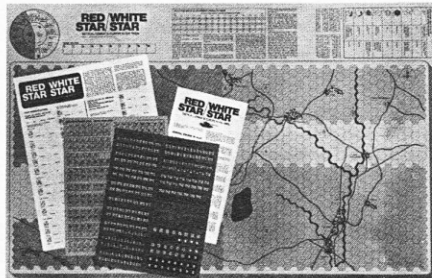
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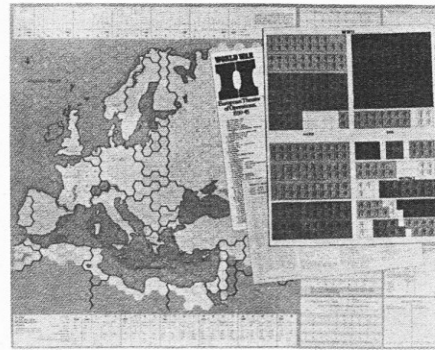
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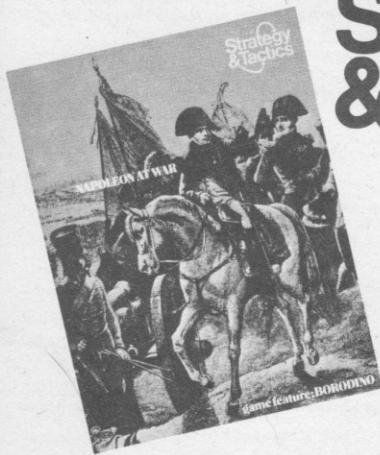
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Conflict simulation is a way of analyzing a military or political conflict situation. A way that is as intellectually stimulating as a game of chess and as thorough as a written analysis. Through the use of the conflict simulation (or "game") format, an historic battle situation is re-created — so that you are in a position to make the vital decisions and, in the game at least, change the way things were, are, or will be.

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- A ready-to-play conflict simulation game including a 22"x 28" playing surface, die-cut cardboard playing pieces, and complete rules.
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• Game and book reviews, and editorial comment on "the state of the art" and previews of games to come. Also included is a questionnaire and response card which enables readers to rate the magazine and to participate in its editorial direction. The magazine is 48 pages long (plus game inserts) and all material is handled in a highly organized and attractive graphic format.

Games recently published in *STRATEGY & TACTICS* include YEAR OF THE RAT (the Communist Spring Offensive in Vietnam, 1972), "CA" (tactical surface warfare in the Pacific, 1941-45), KAMPFPANZER (tactical armored combat, 1939-40), THE AMERICAN CIVIL WAR (1861-65), BORODINO (Napoleon at the gates of Moscow, 1812). Note that all these games are now available in boxed form as indicated on the other side of this brochure.



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