

ROMMEL

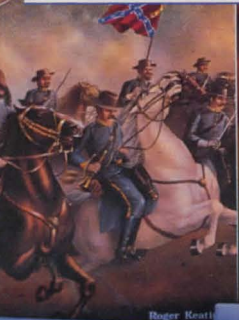
Battles for North Africa

Roger Keating
Ian Trowl
Mark Holman
Phil Niven
David Freer

1988 - 1989

♦ C A T A L O G ♦

Strategic Studies Group



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Ian Trowl
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Malcolm Power
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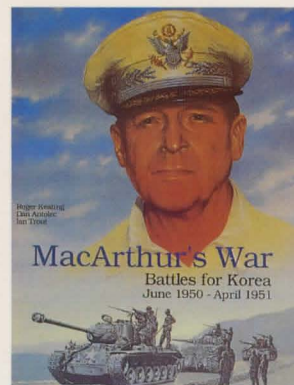
THE JOURNAL OF STRATEGIC STUDIES



MACARTHUR'S WAR

Battles for Korea
1950 - 1951

Apple II Family
Commodore 64/128



In June of 1950, the North Korean Peoples Army struck suddenly at the Republic of Korea. After dramatic initial successes, the North Korean forces were poised to complete their triumph. United Nations troops, spear-headed by America, rushed to the scene and desperate fighting halted the NKPA. The tide turned. UN forces pursued the enemy to the Chinese frontier. China intervened and UN troops were driven back to the 38th parallel.

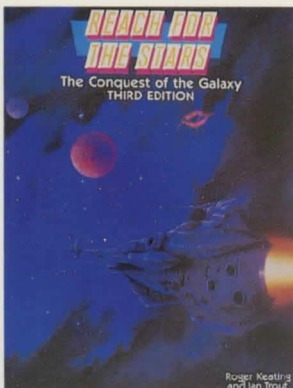
Features

- * Uses an enhanced **Battlefront Game System**.
- * Eight scenarios; 'Across the 38th', Taejon, Naktong Bulge, Unsan, Chongchon, Chosin Reservoir, Chipyong, Imjin.
- * Comprehensive historical articles covering the entire campaign, with battle notes for each scenario.
- * Extensive variants for each scenario.
- * Introductory tutorial to get you into the game fast.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.

Price List Available on Request

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REACH FOR THE STARS

The Conquest of the Galaxy

Apple II & IIGS
Commodore 64/128
Amiga
IBM/Tandy
Macintosh

Reach for the Stars is a four player game of interstellar colonisation and conquest. Your task in **Reach for the Stars** is to create and maintain an empire in space. Expanding your empire means colonising other star systems, improving their industry and environment. Maintaining it will almost certainly involve adjustments with your neighbours. These adjustments are best effected by the warships you can build during the production phase.

Features

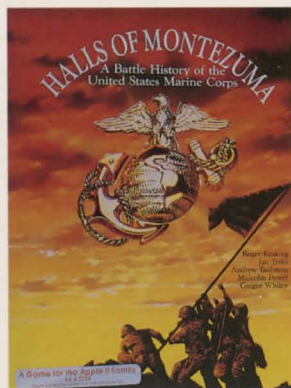
- * Computer plays any sides not played by humans.
- * Complete economic system for each colonised planet feeds into global production network.
- * New advanced scenario provides a more strategic challenge.
- * Numerous game options including novas, natural disasters, solar debris and xenophobes for customising games.
- * Introductory tutorial to get you quickly into the game.



HALLS OF MONTEZUMA

A Battle History of the USMC

Apple II Family
Commodore 64/128
IBM/Tandy
Macintosh

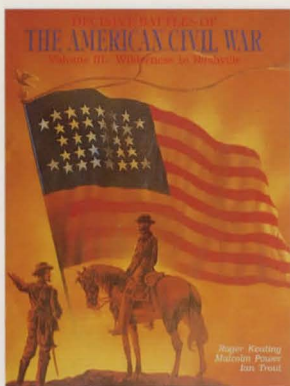


Halls of Montezuma is a battle history of America's most famous fighting force tracing its history from the war against Mexico to savage street fighting in Vietnam. During this period the Corps won a reputation as an fighting force without parallel. The eight scenarios in **Halls of Montezuma** vividly illustrate the battles fought around the world which confirmed the elite status of the USMC.

Features

- * Uses an enhanced **Battlefront Game System**.
- * Eight scenarios; Mexico City, Belleau Wood, Oknawa, Iwo Jima, Pusan, Inchon, Hue.
- * Comprehensive historical articles covering the entire history of the USMC, with special battle notes for each scenario.
- * Includes new rules for minefields and forts and enhanced movement and AI routines.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.





DECISIVE BATTLES OF THE AMERICAN CIVIL WAR Vol III

Wilderness to
Nashville

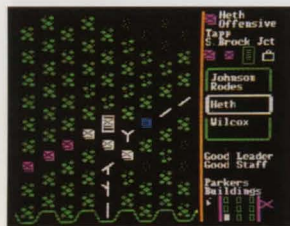
Apple II Family
Commodore 64/128

The final period of the war was characterised by stubborn advance and desperate defence. The heartland of the South was now in danger. **Decisive Battles of the American Civil War: Volume III** completes the history of the war.

Can you emulate Lee's defence of Richmond? Could you save the South from Sherman? The final decisive battles are as testing as any that went before.

Features

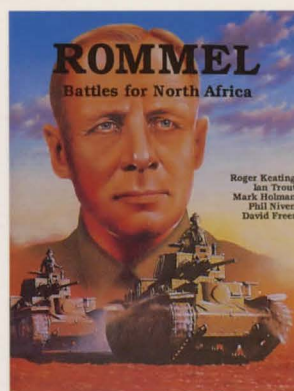
- * Uses the new **Decisive Battles System**.
- * Six scenarios; Wilderness, Spotsylvania, Cold Harbour, Atlanta, Franklin, Nashville.
- * Enhanced AI and new rules for battlefield entrenchment and fortification.
- * Historical articles and scenario notes.
- * Variants for all scenarios.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.



ROMMEL

Battles for North
Africa

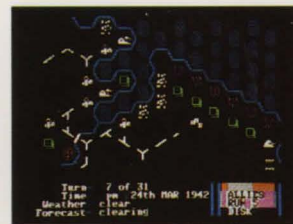
Apple II Family
Commodore 64/128

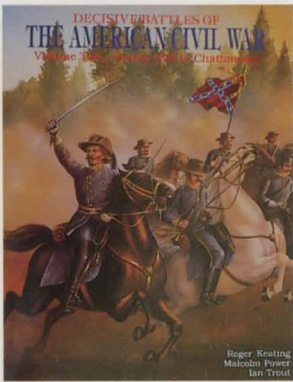


The campaign in North Africa ranged over thousands of miles and many countries. One man was acknowledged as the master of desert warfare. General Irwin Rommel handled his often outnumbered Afrika Korps with such skill that he was known as the Desert Fox. The campaign also saw the emergence of famous names like Patton and Montgomery. **Rommel** is your chance to match wits with the Desert Fox or his opponents.

Features

- * Uses an enhanced **Battlefront Game System**.
- * Eight scenarios; Syria, Sidi Rezegh, Cauldron, Alem al Halfa, Kasserine Pass, Maknassy, Tebourga Gap.
- * Comprehensive historical articles covering the entire campaign, with special battle notes for each scenario.
- * Extensive variants for each scenario.
- * Re-write history with the hypothetical Invasion of Malta scenario.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.





DECISIVE BATTLES OF THE AMERICAN CIVIL WAR Vol II

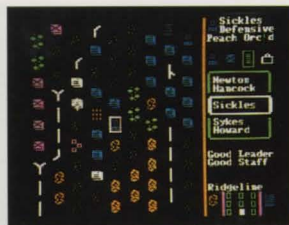
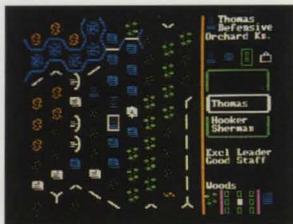
Gaines Mill to
Chattanooga

Apple II Family
Commodore 64/128

The middle period of the war was to be the last chance for a Confederate victory. A succession of Southern victories might just end the war. **Decisive Battles of the American Civil War: Volume II** chronicles this critical period. The battles simulated are your chance to explore pivotal points in the war. Re-fight the climactic battle of Gettysburg and change the course of the war. Can you destroy Rosecrans' army at Chickamauga? Here's your chance to find out!

Features

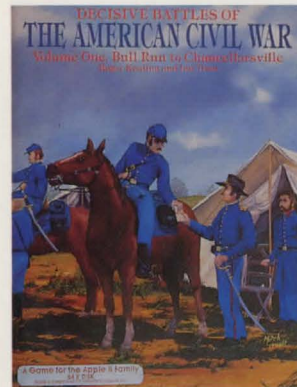
- * Uses the new **Decisive Battles System**.
- * Six scenarios; Gaines Mill, Stones River, Gettysburg I & II, Chickamauga, Chattanooga.
- * Enhanced AI and rules for battlefield entrenchment.
- * Historical articles and scenario notes.
- * Variants for all scenarios including 3 day campaign variant for Gettysburg.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.



DECISIVE BATTLES OF THE AMERICAN CIVIL WAR Vol I

Bull Run to
Chancellorsville

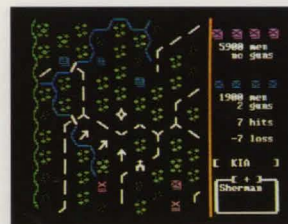
Apple II Family
Commodore 64/128

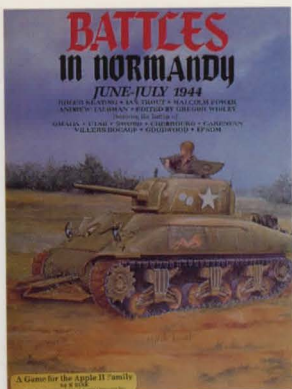


The American Civil War was a military as well as a political revolution. The small forces that started the war rapidly evolved into mass armies of unparalleled power. **Decisive Battles of the American Civil War: Volume I** uses a unique game system to simulate the challenges of Civil War combat. Command entire armies, like Lee and Grant, and make your own history.

Features

- * Uses the new **Decisive Battles System**.
- * Six scenarios; First Bull Run, Shiloh, Second Bull Run, Antietam, Fredericksburg, Chancellorsville.
- * Complete command structure with Corps, Divisions and Brigades on a Grand Tactical scale.
- * Optional command control rules for advanced play.
- * Advanced sighting rules allow hidden movement of units.
- * Battles can last up to four days.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™**, a powerful icon editor for total game customisation.





BATTLES IN NORMANDY

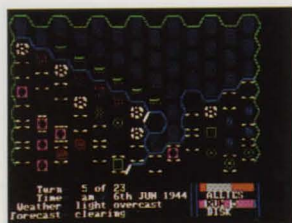
June - July, 1944

Apple II Family
Commodore 64/128

Battles in Normandy is the first sequel to **Battlefront**. Using the **Battlefront Game System** it contains eight complete scenarios covering the Allied invasion of Normandy in 1944 and the two months of hard fighting that followed. **Battles In Normandy** is both a game and a historical tool. The game includes a map of the entire Normandy Peninsula and historical articles accompany each scenario.

Features

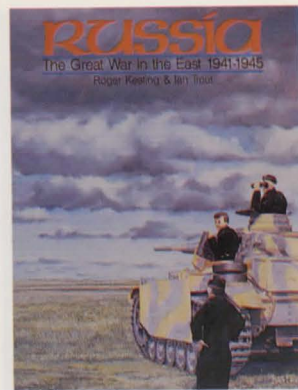
- * Uses the **Battlefront Game System** for accurate historical simulation.
- * Eight complete scenarios; Omaha, Utah, Sword, Cherbourg, Carentan, Villers Bocage, Goodwood, Epson.
- * Full hex-grid map of the Normandy Peninsula, may be used as a basis for further scenarios.
- * Suggested variations and historical notes for all scenarios.
- * Introductory tutorial to get you quickly into the game.
- * All scenarios may be edited for historical analysis or complete games created with the powerful design kit.



RUSSIA

The Great War in the East

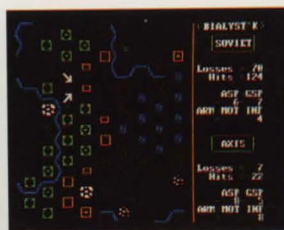
Apple II Family
Commodore 64/128



Relive the greatest military struggle in the history of mankind with **Russia: The Great War in the East 1941-1945**. Take control of the destiny of Russia or Germany as they fight the decisive conflict of the Second World War. As **OKH** or **Stavka** you exercise supreme command over your country's war effort. SSG's detailed game mechanics cover all aspects of the war involving you completely in a grand strategic adventure.

Features

- * Korps/Army is unit of manoeuvre and combat. Each Korps/Army can contain up to 7 divisions, (armour, motorised, infantry).
- * Supreme command and three Army Groups/Theatres playable on either side, subordinate HQ's at Armeefront and Korps/Army level.
- * Complete economic system provides replacements and reinforcements, Western Front forces, Lend-Lease, new unit types, Rail Repair.
- * Design kit allows editing of all critical game elements, including troops, victory points, start and finish dates.
- * Introductory tutorial to get you quickly into the game.





BATTLEFRONT

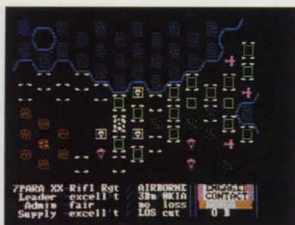
Corps Level Command in World War II

Apple II Family
Commodore 64/128

Battlefront is a re-creation of land battles from World War Two. You command an Axis or Allied Corps using SSG's unique and powerful game system. The game includes a wealth of military detail and a sophisticated computer opponent. You must decide a strategy and give the correct orders to your subordinates as the pressure of battle mounts. Mistakes could cause disaster.

Features

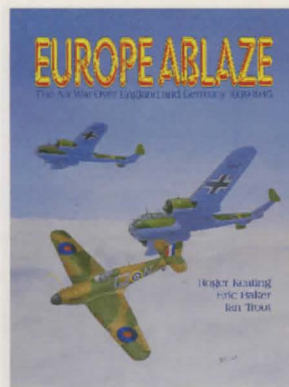
- * Up to sixty battalions organised into three divisions, per side.
- * Range of unit types including infantry (foot, motorised, mechanised), armour, anti-tank, parachute, recon etc.
- * Detailed game mechanics combine unit strengths, weapon types, terrain, admin and supply, weather and air support for ultimate realism.
- * Powerful game menu structures make decision making easy.
- * Introductory tutorial to get you quickly into the game.
- * Four scenarios included: **Saipan, Bastogne, Crete** and **Stalingrad**



EUROPE ABLAZE

The Air War Over England and Germany

Apple II Family
Commodore 64/128

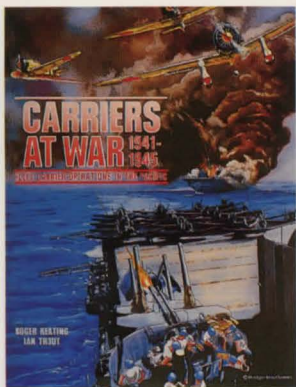


Europe Ablaze combines the careful strategic planning of bomber missions with the hectic business of air defense. Play a British Fighter Command Group and watch the screen fill with German bombers during the Battle of Britain. Or fly deep into Germany with the U.S. Eighth Air Force. The panorama of air warfare is made real in **Europe Ablaze**.

Features

- * 37 plane types rated for crew, range, payload, speed, ceiling, climb rate, firepower, manoeuvrability, protection, radar and ECM.
- * 255 squadrons rated for strength, experience, fatigue and mission training, operating from up to 127 air-bases.
- * Complete weather system, with wind strength, cloud cover, lunar phases, storms and ground fog.
- * All important game parameters may be edited in the design kit to produce scenario variations or new games.
- * Introductory tutorial to get you quickly into the game.
- * Three scenarios included with the game; **Their Finest Hour, Enemy Coast Ahead** and **Piercing the Reich**.





CARRIERS AT WAR

Fleet Carrier
Operations in the
Pacific

Apple II Family
Commodore 64/128

The award winning **Carriers at War** recreates carrier actions in the Pacific War in a masterful synthesis of strategy and detail. As a Task Force commander your job is to locate and sink the enemy carriers. Giving orders and receiving reports is simple with the game's powerful menu system.

Features

- * 84 by 72 hex grid map can represent over three million square miles
- * Over 4000 aircraft of 63 types divided into 126 squadrons
- * Superb limited intelligence system recreates the confusion and uncertainty of sighting and battle reports.
- * 31 carriers and 215 other ships defined by 63 ship classes and individual ratings.
- * Powerful creation kit allows extensive variation to existing scenarios or creation of new games.
- * Introductory tutorial to get you quickly into the game.
- * Six scenarios included with the game; **Pearl Harbour, Coral Sea, Midway, Eastern Solomons, Santa Cruz and Philippine Sea.**

THE BATTLE OF THE BULGE

Last Chance in
the West

Apple II Family
Commodore 64/128
IBM/Tandy

COMING
SOON

On December 16th 1944, Hitler unleashed the last major attack on the Western Front. Germany's last reserves of men and machines rolled over the thinly held Allied front line and set out to reach the Meuse River, 90 miles away. Bitter fighting erupted over an 85 mile front. Using an *all new* game system, **Battle of the Bulge** allows you to command entire armies as the whole battle is re-created on your screen.

Features

- * Uses SSG's new operational level system.
- * Divisional sized units, with regimental breakdown.
- * Comprehensive historical article covering the entire campaign, with special battle notes.
- * Special rules for bridge blowing and construction.
- * Complete campaign game and three short scenarios included.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™** a powerful icon editor for total game customisation.



AVAILABLE ABOUT
JULY, 1989

CAMPAIGNS OF NAPOLEON

The Glorious First Empire

Apple II Family
Commodore 64/128
IBM/Tandy

For the twenty years from 1796 to 1815, the little Corsican general dominated European politics as no one had before or since. His dynamic military genius revolutionized the face of battle as his *Grande Armee* carried all before it. You have the chance to command the finest army in European history and re-fight on a grand tactical scale the mighty battles which shaped the development of the modern world.

Features

- * Uses a brand new tactical system.
- * Includes a strategic planning phase for each battle.
- * Brigade size units.
- * Comprehensive historical articles and battle notes.
- * Special rules for line, square, column and cavalry formations.
- * Six exciting scenarios; Marengo, Austerlitz, Friedland, Wagram, Leipzig and Waterloo.
- * Introductory tutorial to get you quickly into the game.
- * Includes **WarPlan™**, a complete wargame construction kit and **WarPaint™** a powerful icon editor for total game customisation.

AVAILABLE ABOUT
OCTOBER, 1989

THE NEW WORLD

The Conquest of the Americas

IBM/Tandy

The discovery of the New World in the 15th Century sparked off the most sustained migration in human history. Spain, Portugal, France and England led the way in the colonization, exploitation and domination of the Americas. You take the role of one of these countries and it's your job to explore, colonize, exploit and defend the choicest regions while at the same time meeting the expectations of greedy monarchies.

Features

- * Raise and deploy armies, colonists, trading vessels, galleons and privateers.
- * Pillage the mighty Aztec and Inca Empires. Subdue and pacify the indigenous natives.
- * Mine gold and mineral resources.
- * Encourage your colonies to prosper by investing in development.
- * Raid other nations' colonies. Sick your privateers onto them.
- * Be careful to avoid confrontation with your wealthier colonies. A revolution could spawn the United States of America!

AVAILABLE ABOUT
JULY, 1989

ALSO IN THE WORKS

HALLS OF MONTEZUMA

Macintosh and IBM/Tandy versions are due by Christmas, 1988. Amiga and IIGS versions are due by the First Quarter of 1989. All versions will include **WarPlan™** and **WarPaint™** and will make the fullest use of the capabilities of their target machines.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR (Vols I-III)

Macintosh, IBM, IIGS and Amiga versions are due by Second Quarter 1989. As with the **Battlefront** games, all games will include **WarPlan™** and **WarPaint™** and will make the fullest use of the target machines.

TWILIGHT 2000

SSG has signed an option with Game Designer's Workshop to develop their popular post-holocaust role-playing system into a computer format. The system is being built up around the *Going Home* module although the first title to be released will probably be a completely new scenario. A game customization kit, similar to those in our historical games, will also be included.

CARRIERS AT WAR

An IBM version of our popular naval game will appear sometime in 1989.

CONVERSION PLANS

A steady stream of conversions is planned for 1989 with the ultimate objective of converting all our titles to IBM/Tandy, Macintosh, Amiga and IIGS formats.

RUN 5

Run 5 is the house journal of Strategic Studies Group. It is intended to support the users of SSG products and to enable them to gain continuing benefit from their programs. **Run 5** is published quarterly and is available through retailers or by subscription.

Features include a Question and Answer column, game updates and errata, reviews of other games, letters, game replays and technical and design data. However, the main reason for **Run5** is to publish extra game scenarios using the design kits included with our programs.

They are presented in complete form in the magazine and are also available on disk. Every article contains a map and historical article, as well as the scenario data. Extra scenarios are a method of extending the value of the user's original investment in the program and are a unique feature of SSG's support for those who support us.

Previously published issues included the following scenarios.

Issue 1

Relief of Wake Island (*Carriers at War*)

The Blitz (*Europe Ablaze*)



RUN 5



Issue 2

Japan Sweeps South (*Carriers*)
Case White (*Europe Ablaze*)



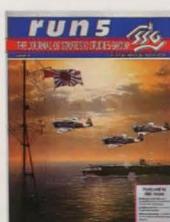
Issue 3

Zitadelle (*Europe Ablaze*)
Guadalcanal (*Battlefront System*)



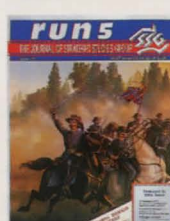
Issue 4

Flying Tigers (*Europe Ablaze*)
Task Force South (*Battlefront System*)
Gallipoli (*Battlefront System*)



Issue 5

Leyte Gulf (*Carriers at War*)
Anzio (*Battlefront System*)
Arnhem (*Battlefront System*)



Issue 6

Armee de L'Air (*Europe Ablaze*)
Novorossik (*Battlefront System*)



Issue 7

Sealion 1941 (*Battlefront System*)
Battleaxe (*Battlefront System*)
1942 (*Russia*)

Issue 8

Salerno (*Battlefront System*)
Hurtgen Forest (*Battlefront*)
Corinth (*Decisive Battles System*)

Issue 9

Gilberts Strike (*Carriers at War*)
South Mountain (*Decisive Battles System*)
Reach For The Stars III Bonus

Issue 10

Back to Bataan (*Battlefront*)
Pleasant Hill (*Decisive Battles System*)

Q STORE

RUN 5 SCENARIO DISKS

(Apple II or C64 Format. IBM/Tandy and Macintosh format available in 1989)

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Single Disk = \$AUD 15.00 ea.
2 or 3 Disks = \$AUD 12.00 ea.
4 or more Disks = \$AUD 10.00 ea.
Plus \$AUD 1.00 shipping (max.)

IN NORTH AMERICA

Single Disk = \$USD 15.00 ea.
2 or 3 Disks = \$USD 12.00 ea.
4 or more Disks = \$USD 10.00 ea.
Plus \$USD 1.00 shipping (max.)

ELSEWHERE

Single Disk = \$AUD 15.00 ea.
2 or 3 Disks = \$AUD 12.00 ea.
4 or more Disks = \$AUD 10.00 ea.
Plus \$AUD2.00 surface shipping (max.) or \$AUD4.50 air shipping (max.)

POSTERS

Put our great artwork on your wall. SSG game posters are approximately 26" x 16" and printed in glorious full colour. We have posters available for each of these game titles.

Reach For The Stars, Halls of Montezuma, Decisive Battles of the American Civil War (Vol 1-3), Rommel, MacArthur's War

IN AUSTRALIA

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ELSEWHERE

Single Poster = \$AUD 4.00 ea.
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Q STORE

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(4 issues/1 year)

IN AUSTRALIA

Magazine/disk sub. = \$AUD 65.00

Magazine only sub. = \$AUD 15.00

IN NORTH AMERICA

Magazine/disk sub. = \$USD 65.00

Magazine only sub. = \$USD 15.00

ELSEWHERE

(Surface Post)

Magazine/disk sub. = \$AUD 75.00

Magazine only sub. = \$AUD 25.00

(Airmail Post)

Magazine/disk sub. = \$AUD 85.00

Magazine only sub. = \$AUD 35.00

To subscribe, consult the schedule of fees above and make sure you include your computer type (Apple or C-64) with your cheque or money order if you want a disk subscription. A disk subscription entitles you to however many disks are necessary to complement all the scenarios in the magazine. This is at least *two* disks per issue.

For those of you who don't want to spend this extra money... don't worry. All the data necessary to build the magazine scenarios will be provided for you.

RUN 5 BACK ISSUES

IN AUSTRALIA

Single Issue = \$AUD 5.00

Plus \$AUD 1.00 shipping (max.)

IN NORTH AMERICA

Single Issue = \$USD 5.00

Plus \$USD 1.00 shipping (max.)

ELSEWHERE

Single Issue = \$AUD 5.00

Plus \$AUD 2.00 surface shipping (max.) or \$AUD 4.50 air shipping for the first magazine and \$AUD 2.00 for each subsequent magazine.

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