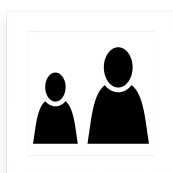
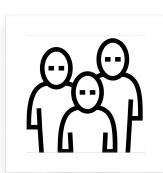


„Mercenaries - Fantasy Wargame”



12+



2



1h

Mechanisms: Area Majority/Influence, Dice Conflict Resolution, Grid Movement, Income

Type: Wargame

Description:

In "Mercenaries - Fantasy Wargame" you play the role of a land ruler living on the border of two feuding empires plunged into war. When the attention of both powers is focused on a different side of the front, you must state your conflicts with your border neighbors. You won't fight alone, so you hire mercenaries. Who knows, maybe after your victories you will not only defend your own family, take over your neighbor's lands, but also take over the enemy capital? Wouldn't you be able to obtain many benefits and eternal glory?

Components:

stands/minatures of units, 12 „5” gold tokens, 12 „1” gold tokens, 12 experience tokens, 9 activation tokens, map tiles, 1 map, 2 dices (K6 and K10), turn track, 2 players aids, first player token, 6 garnizons. 20 tokens.



Product advantages:

- Fast Wargame - up to 1 hour, usually less
- Its not a skirmish - You have feeling of huge army with easy managment.
- Less micro rules than similar games.
- 10 minutes of rules explanation
- Short downtime
- High replayability
- Many different units/skills/playstyles
- You can choose quickly your squad before every game. You **have not** to prepare your deck/army 30 minutes or more before play.
- Place for huge campaigning content.
- Not too much statistic&rules. Each unit have only one special skill describing on his card. Each player control only 3 different types every game - so you don't have to remember to much.
- Small randomness

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