

# CATALOG

→ 76 ←

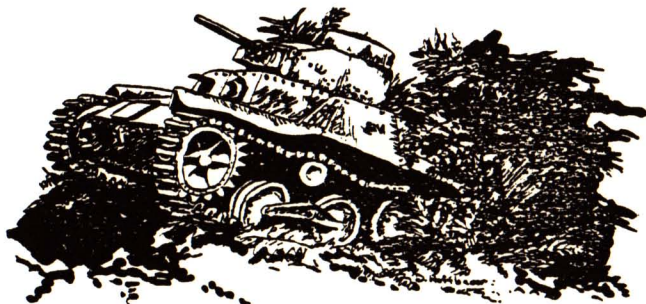
# BALBOA GAME COMPANY



Box 989, Bellflower, CA 90706

# BATAAN

## THE BATTLE FOR THE PHILIPPINES



BATAAN is an exciting game of desperate defense and invasion. Set in the tense situation of the Japanese invasion of the Philippines in 1942, the American-Filipino forces have their backs to the wall on the Bataan peninsula. The Japanese army must stick to the timetable the Imperial General Staff has given it, or the entire plan of conquest for the Pacific could be jeopardized. The American commander must try to hold out for as long as possible, despite dwindling supplies and Japanese command of the sea and air. BATAAN features a three-color mapsheet, die-cut unit counters, rules folder and player aids.

### Panzerarmee Afrika Series

GAME NO. 1

# TOBRUK



TOBRUK is a game about the fighting in the Tobruk area, April-June, 1941, when Rommel first tried to capture the Libyan port city. On a battalion/regiment level, TOBRUK provides six scenarios in which you can, as the Afrika Korps, try to win the battle which could have given the Axis control of North Africa in 1941, or, as the United Kingdom forces, duplicate the desperate defense which held Tobruk and stopped Rommel from penetrating to Alexandria. Game features include a three-color mapsheet of the Tobruk area, die-cut counters, rules folder, scenario cards and playing components.

# ROMMEL

## campaign for North Africa

A new boardgame encompassing the epic North African Campaign from September 1940 to December 1942. FEATURING FAST-MOVING BATTLE GAMES:

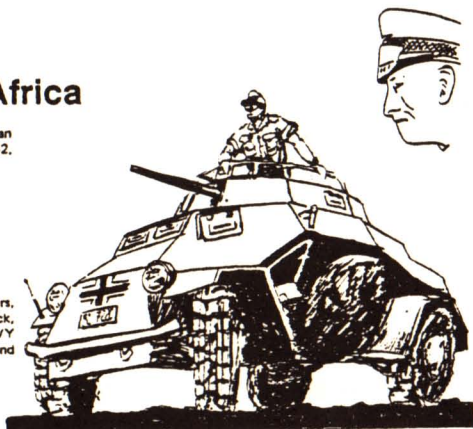
"O'Connor's Gallop"

"Rommel's Romp"

"Crusader Rides Again"

"Gazaia Grind"

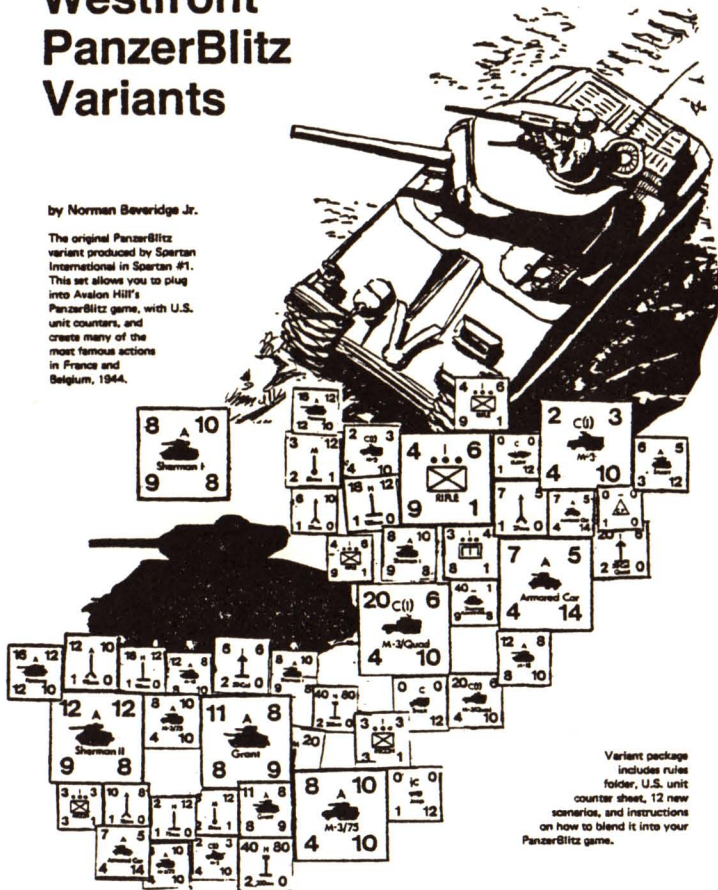
Division level, 200 three color perforated unit counters, historical arrival-departure, unique supply and air attack, optional rules for mines and fort building. STURDY, HEAVY PAPER MAPBOARD with combat results, time record and substitute counter placement charts on it for ease of play.



# Westfront PanzerBlitz Variants

by Norman Beveridge Jr.

The original PanzerBlitz variant produced by Spearman International in Spartan #1. This set allows you to plug into Avalon Hill's PanzerBlitz game, with U.S. unit counters, and creates many of the most famous actions in France and Belgium, 1944.



Variant package includes rules folder, U.S. unit counter sheet, 12 new scenarios, and instructions on how to blend it into your PanzerBlitz game.

## DESERT RATS

These Panzerblitz Variants deal with the North African area. You get 33 gaming scenarios plus one page of unmounted British, Italian and German Afrika Korps counters, 3 build up charts showing how to create German, Italian and British units.

## ARNHEIM

This game is based on the controversial Operation Market Garden. It comes with 11 x 17 map sheet, unit counter sheets, and rules sheet.

## FIGHT in the SKIES

Mike Carr's classic world war I air to air combat game comes boxed with plastic map and die-cut counters. This is the first WWI air combat game ever published for serious wargamers. Considerably improved and refined by years of research and playing.

## FLYING TIGERS II

This game is a revised, expanded and improved edition of the Flying Tigers game which was originally sold by S&T. You'll get easier-to-understand rules, improved graphics, full color mapboard, die cut pieces, 3 game versions, including an Army and Navy variant which allows you to play out "what if" situations.

# **Battle of Britain**

An exciting, historically accurate game which recreates the epic air battle of 1940 with you in command! You can change the course of history by leading the LUFTWAFFE to victory, or commanding the R.A.F. during THEIR FINEST HOUR. It comes with a BEGINNERS game for 8-year olds, a BASIC GAME designed for the adult mind and an ADVANCED GAME for the true air buff. Each game has full-color mapboard, die-cut counters and the following play features: Kill charts, all fighter bases used by both sides, realistic movements and bombing results, radar, aircraft maintenance, navigational errors, fighter and bomber missions, AA guns, refueling, weather, strafing, veteran pilots and aircraft production.



## **GRAF SPEE**

Once again the German pocket-battleship is loose in the South-Atalantic and the British player faces the challenge of finding and bringing her to battle. Comes complete with die-cut counters, rule booklet, battle board, and 2 movement boards.

## **P. B. I. (Poor Bloodie Infantry)**

This game is a first, in that it allows the lowest possible level of fighting, man-to-man. Included are different scenarios with various men, and weapons.

## **SALERNO**

With this game the players fight out the Allies bid for a foothold in Europe as they invade Italy. Comes with die-cut counters, rule book, and a 22 x 28 inch mapboard.

## **OPERATION MARKET GARDEN**

This game is based upon Field-Marshal Montgomery's ill-fated plan to drop the First Allied Airborne Army to seize the approaches to the Rhine. The game comes with complete die-cut counters, rules book, and a two color 22 x 28 inch mapboard.

## **SHILOH**

Here the union player must hold back the rebel forces in their suprise attack as they attempt to push the union forces into the Tennessee River. Comes with 22 x 28 inch 2 color mapboard, die-cut counters, and complete rule booklet.

## **KHALKHIN GOL**

In the spring of 1939, a border dispute between Mongolia and the Japanese puppet state of Manchukuo ( Manchuria) brought about the largest tank battle Japan ever fought. Die cut counters and two color 22x35 inch mapboard. Battalion and Regimental level game in re-sealable plastic pouch.

## JERUSALEM

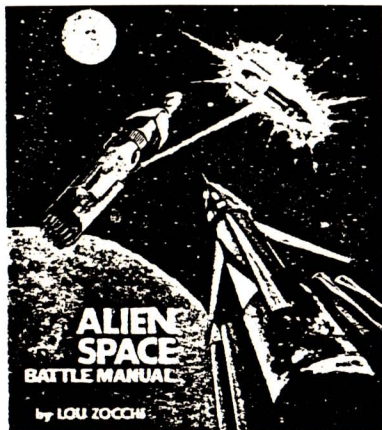
A tactical game of the 1968 Arab-Israeli War. Re-created on a 16x30 inch full color map with Panzer-blitz size die cut counters to represent company and platoon size units. Comes in resealable pastic pouch. Artillery, flamethrowers, leaders, terrorists, and many other exciting inovations.

## SIEGE

You get a 17 x 22 inch, 4 color, unbacked mapboard with mounted peices in 3 different colors to represent rams, pesants, knights, men-at-arms, long bows, ladders and other items of warfare of the period. The game has 3 scenarios, Hadrain's Wall, 400 AD, and 1400 AD.

## MANASSAS

A big 23x35 inch four color map and over 200 die-cut unit counters with 28 page rule book tell you ever-thing, including the optional rules like, Ranged Arti-llery, night disengagement and weather. Recreate to title battle.



## ALIEN SPACE

ALIEN SPACE is the adult-level, all-skill science fiction game which gives each player command of a warp speed starship. Each ship is equipped with main and auxilliary engines, blazers, shields, life support systems and a secret weapon, like a Transparenator to make yourself invisible, etc. Special rules allow you to keep your weapon a secret, giving the game a "REAL LIFE" feel and excitement.

## STAR RAIDER

This is a game of interstellar exploration and conquest. It is played by 2, 3 or 4 players on a full color 22x32 inch map with die-cut counters.

**LENSMAN**

**PBM**

Lenzman is a great game to play by mail, especially with a gamemaster. To master in the mechanics of PBM-ing, you may now order packets of Movement-Recorder sheets.

Orders are sent out in heavy mailing tube. Components include 17" x 22" colored map, 24-page rulebook, bottle and economic charts, unit counter sheets.

Over-Look Philip S. Prichard 1968

## FORMALHAUT II

This is a tactical ship-to-ship combat simulation fought on the rim of the galaxy. 5 color mapboard, die-cut counters, 100 ship capability charts, 3 dimensional movements and 12 fast moving scenarios for 2 to 34 players.

## EMPIRE I

A challenging adult game of Galactic warfare in the distant future. Designed for 2, 3, or 4 players. Each player must explore the galaxy, colonize planets, earn economic credits, design, build and repair space warships and defend his empire from the other players.



## **STARSHIP**

Individual mission orders for Intruder and Interceptor vessels depict various types of actions in 16 scenarios. All scenarios depict contact by 2 starships in deep space, and each vessel is governed by a set of orders accompanying the mission. Victory is based on a player's ability to command, and a dieless combat results system allows the players command decisions to be the controlling factor in the outcome of the game. Comes with starchart, ship records, ship counter sets, rules and scenarios.

## **YTHRI**

When the Terran Empire invades the Domain of Ythri the bi-racial human/ythri culture of Avalon is the prime target. The Ythri is excellent for beginners or "beer and pretzel" play by experts. Space and planet maps, example-oriented rules and combat counters included.

## **STELLAR CONQUEST**

6 color, 18x24 inch durable plastic star map, 400 ship counters in 4 colors, record sheets, data sheets, star cards, rules folder, are all included in this game of Stellar Conquest.

## **STAR PROBE**

Adventure, conflict and exploration of the star systems for one or more players. The game comes with a 22 x 28 vinyl star map showing more than 2,000 suns. This is only the first part of a multi-booklet game system, with strategic and tactical sections.

## **The BATTLE of HELMS DEEP**

This game recreates the storming of the fortress on the night of March 3, 3019 of the third age of Middle Earth. The game comes with printed, unbacked, 11 x 17 inch black and white mapboard, three different colored and mounted set of 45 counters, plus a 16 page rule book.



## **EMPIRE of the PETAL THRONE**

Tekumel, an alien planet where a cosmic cataclysm stranded human and extra-terrestrial beings. A hostile world of poisonous, flora and fauna, with intelligent and vengeful races. Included in the full color book-shelf size box are, three full color playing maps, and a 11 x 8½ book detailing backgrounds, rules and data on life forms and the language of Tekumel. J.R.R. Tolkien would have been envious of this the ultimate in fantasy games.

## **The BATTLE of the FIVE ARMIES**

In the year 2941 of the third age, five armies came together under the arms of the lonely mountain in a titanic struggle. You get a 19 x 25 inch 2 color mapboard, over 170 die-cut counters in 2 colors, and a rules booklet, to play this new game.

## **WAR of the WIZARDS**

The final showdown between men of magic at 30 paces. Attacking with spells and incantations and defending with talismens and knowledge of the occult, until one lies in the dust, defeated.

## **WHITE BEAR & RED MOON**

This is the 1st of an interlocking triad of fantasy games dealing with Gods, Magic, and the unknown. The game comes with a 22 x 27 inch full color mapboard with die-cut counters and rule book.

## **SIEGE of MINAS TIRITH**

The fortress city of Minas Tirith is assailed by the evil Sauron and his army of 30,000 Haradrim, Orcs, Trolls and Morgul levies. The entire 4 day siege, complete with the charismatic effect of Kings, Princes and Magicians is recreated on a full color 19x25 inch unbacked mapboard with 60 die-cut counters. Also included at no extra cost is a mini-game, Battle of Slag Hills.

## **DUNGEONS**

A box game with a complete Dungeon printed on a plastic coated mapsheet. Sort of fast and easy D&D.

# *Rule Books*

## **DUNGEONS & DRAGONS**

A set of three fascinating booklets which tell you everything you need to know to create fantasy adventures. Volume 1 covers Men and Magic, Volume 2 has Monsters and Treasure, and Volume 3 has Underworld and Wilderness and Adventures. The rules created for this game tie into those used in the Fantasy supplement of Chainmail.

## **GREYHAWK**

This is the first supplement to the game of the year, Dungeons and Dragons. It has new Monsters, new Treasure and new Magic. A must for those who have Dungeons and Dragons.

## **BLACKMOOR**

This is the second supplement to the game of the year, Dungeons and Dragons.

## **RINGBEARER**

Rules for a minimum of 4 players and 70 miniature fantasy figures. You'll also need 6 sided dice and 1 20 sided die, as well as a 4x5 foot playing area. As many as 10 players plus a referee may participate. The hobbits must take the mighty magic ring to the crack of doom and destroy it, without using its awesome power.

## **ANCIENT WARFARE**

A new wargame of great scope, ranging from earliest history to 1400 AD. For 15, 20 or 25mm figures. Also a listing of middle earth forces, and rules for fantasy fans.

## **BOOT HILL**

Rules for "wild west" gunfights and campaigns with miniature figures on a man-to-man scale.

## **STARGUARD**

An outstanding set of wargame rules for tactical infantry combat in the year 2250. The Starguards are the supersoldiers of the 23rd Century Federation. With their allies, they wage a life and death struggle against the Ralnai, a reptilloid alien life form.

## **DON'T GIVE UP THE SHIP**

Everything you need to know about for Naval War-Gaming in the American Revolution through the Napoleonic sailing ship era. These rules cover single ship actions, fleet engagements, even boarding and hand-to-hand combat.

## **GROSSTAKTIK**

These are rules for wargaming in the Pre-Napoleonic period. They bring to the table top the era of Saxe, Eugene, Marlborough, and Washington. Every effort has been made to achieve a physical layout which is easy to use during play.

## **COLONIAL Skirmish Rules**

The days of glorious Empire and Colonial expansion! See young Winston leading the charge of the 21st Lancers at Omdurman, his ten shot Mauser blazing. Feel the tense anticipation of your men as they prepare to meet the coming Zulu attack at Rorke's Drift. These rules are used with 30mm or 25mm figures, and bring you squad level action.

## **PANZER WARFARE**

Rules for mass Armor battles of WWII, with small scale miniature figures. Includes vehicle data tables, organization charts, and optional rules.

## **CAVALIERS & ROUNDHEADS**

Complete rules, organization, and uniform for the British civil war. Designed by Jeff Perren and Gary Gygax. Complete with a 36 page rulebook



## CHAINMAIL

This illustrated booklet brings you comprehensive rules for wargaming with your medieval miniatures. They have been thoroughly playtested by the Lake Geneva Tactical Studies Association. They are designed for the serious table-top wargamer and combine realism and detail with playability in just the right mixture.

Special features include rules for jousting and hand-to-hand combat, and a large Fantasy supplement for gaming with super-heros, wizards, etc.

## IRONCLAD

Complete yet simple rules covering all aspects of Civil War naval battles, coastal and river, ironclads, woodenships, "torpedoes", forts, rifled guns, smoothbores, mortars. Designed specifically for Scruby's new Civil War Ships, but adaptable to virtually any scale. Includes data on many Union and Confederate ships.

## OLD WEST Skirmish Rules

Back in '72 when we was pushing beeves up through the Nations, did you help fight off those Cheyenne Dog Soldiers? Used with 25mm or 54mm figures, these are the personalized rules that let you tangle with the toughest and come out on top. Bring all the colour and drama of the old West to your table.

## LONDON WARGAMES - RULEBOOKS

Spiral bound booklets ranging from 20 to 46 pages. These books were given high praise in several wargaming publications.

W.W. 2 Coastal Warfare...	Modern Armor.....
Napoleonic Naval.....	Samurai.....
2nd World War.....	The Ironclad Era...
Napoleonic Land.....	Greek Naval.....

## **SWORD & SPEAR**

Finally, individual figure wargaming at a playable level! Turns just short enough for thoughtful action allow individual men to select body lean and weapon use in swordfights! A highly original "quickness" system favors the lightly equipped man in movement, while a unique "injury resistance" favors the well armored man. Data charts and all the necessary rules allow use of 20,25,30 or 40 mm figures.

## **TRACTICS**

This is a three volume set of booklets containing complete comprehensive rules for wargaming in the WWII or post-war period. In addition to the booklets there are also 23 seperate color coded sheets containing charts and tables for easy reference during play.

## **TRICOLOR**

There is so much information packed it this 50 page rules booklet that it would take me at least 2 pages to list them all, All that i can say is that if yon are interested in Napoleonic wargaming, then this is what you have been looking for.

## **WARLOCK**

Some people have called this The D&D Handbook. It is actually an additional unofficial supplement to the fantastic game that is listed earlier. It contains new magic, men, and monsters. A new combat table along with other ideas. Developed by the D&D players at CIT, California Institute of Technoligy in Pasadena. It is offered as part of issue # 9 of the Spartan.





# BALBOA GAME COMPANY

Box 989, Bellflower, CA 90706

PRICE LIST 10/76-----

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-----MODERN-----

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Games-----

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-----FANTASY-----

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Games-----

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