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## Micronauts - The Game, WWII (Miniature Books, Rules & Storage Cases (GHQ))

By Russ Jensen, John Drye

GHQ, 1999. Softcover. Book Condition: New. GHQ Miniature Books, Rules & Storage Cases (GHQ) Micronauts - The Game, WWII (MINT/New) Manufacturer: GHQ Product Line: Miniature Books, Rules & Storage Cases (GHQ) Type: Softcover Code: GHQMG9 Copyright Date: 2008 Author: Russ Jensen, John Drye Page Count: 130 Please review the condition and any condition notes for the exact condition of this item. All pictures are stock photos. The condition of the item you will receive is MINT/New. Our grading system is explained in the terms of sale section of our bookseller page. Please feel free to contact us with any questions. Product Description: Game Scale: 1 ship = 1 ship, 1 inch = 1000 yds/meters, 1 tactical turn = 6 minutes Take control of your favorite World War II fleet! Engage in surface, submarine and air combat. These fast paced rules feature telescoping time scales, from 1 hour "strategic turns" to 1 minute "impulses" during the crucial final seconds of air attacks. Micronauts: The Game - WWII contains ship and aircraft data for US, British, Dutch, German, Japanese, and Italian forces. Color game markers and combat table cards are also included. Get started with 10 ready-to-play historical scenarios set in the...



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