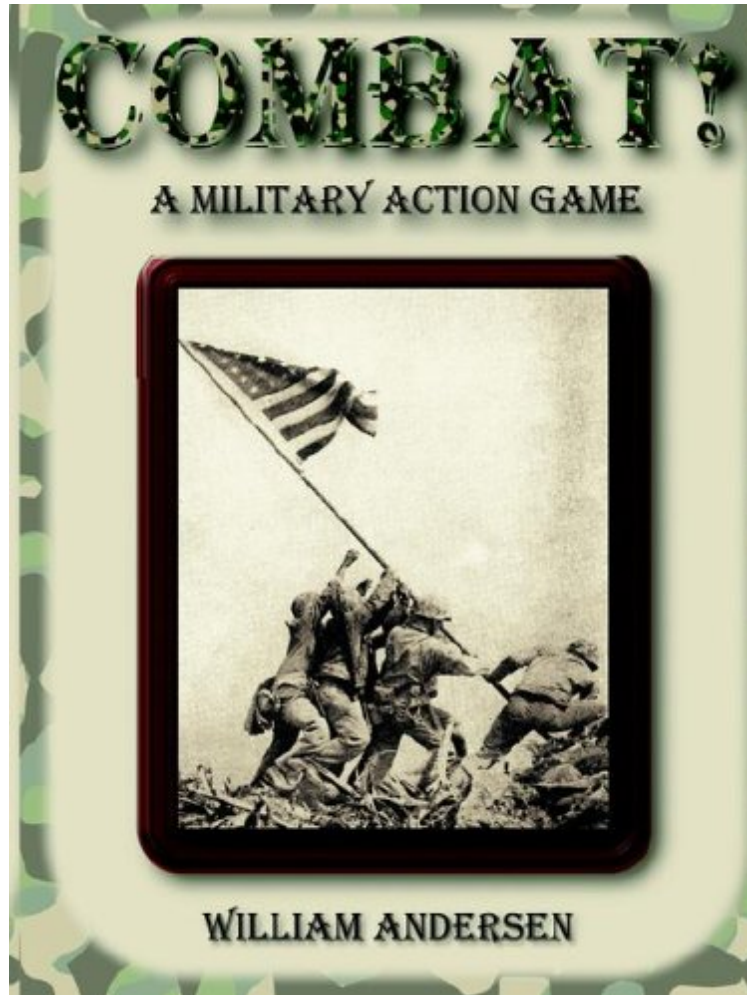


(Mobile ebook) Combat! A Military Action Game

Combat! A Military Action Game

William Andersen

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#13633852 in Books ComStar Media, LLC 2005-12-01Original language:EnglishPDF # 1 11.02 x .28 x 8.271, .69 #File Name: 0976996057132 pages | File size: 79.Mb

William Andersen : Combat! A Military Action Game before purchasing it in order to gage whether or not it would be worth my time, and all praised Combat! A Military Action Game:

1 of 1 people found the following review helpful. Needs MoreBy Wraith LordThis game shows the raising of the flag by the Marines on Iwo Jima on the cover, so don't be fooled into thinking this game allows WW2 combat action, it doesn't! The game is entirely late 1990's Modern action combat, mainly from the perception of US military action and nothing else. My biggest gripe with the game is as follows;1) Nothing in the book covering creation of playing troops from other nation's like the UK, France, Germany, Russia, etc.2) No enemy combatant creation rules or enemy weapons, such as the AK-47, etc. It's all Modern American equipment, dumb!3) Needs expansion badly but will never get one, so this game is a Heart Breaker as the system is quite easy.All in all I don't recommend this to anyone, unless you just want to see info on late 1990's stuff on US forces.

Whether as a member of an elite special forces team, an intelligence group, tank crew, or in command of large armies, players can now bring the pulse pounding action of military conflict to their gaming table. This game includes such topics as:

1. Military characters with a wide variety of jobs. Included are all the rules you need to play a variety of roles in a military campaign (from Private to Chairman of the Joint Chiefs, Special Forces to Tank Driver, and more).
2. Using the Action! System, players can create any character they can imagine!
3. Lots of related military skills, Advantages, Disadvantages.
4. Military equipment (including weapons, vehicles, and personal equipment used by troops in the field)
5. Numerous optional combat rules to allow the GM to create a more realistic or less realistic flavor to their game.
6. Rules for mass combat, so that a character can now take command of a unit, a ship, or an entire nation's armed forces and wage war on a global scale!
7. Great military graphics.
8. Nearly all of the text of this game is being released as Open Game Content. This is in support of the Open Game movement, and with hope that other game designers will further develop the genre.
9. Much, much more! This game will also be followed up by numerous supplements that will add even more flavor and options.

The time is now to get into the game, and Report for Duty!