

SAGANAMI ISLAND TACTICAL SIMULATOR

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Saganami Island Tactical Simulator (SITS) brings the thrilling starship combat action of David Weber's Honorverse novels to your tabletop!

Saganami Island Tactical Simulator is a 3-D space combat engine with no scary math, everything is hidden in carefully designed play aids.

- Fast - all decision making is simultaneous. No "I go, U go" mechanics to slow things down. Turns take 10-15 minutes, full games last about 10 turns.
- Easy to visualize! The Origins Award winning tilt blocks and box minis give you a complete picture of the battle with no mental strain - altitude and orientation is on the map, where it's supposed to be in a miniatures game.
- 3-D vector movement gives an incredibly rich tactical environment. With the ability to roll wedge, or chose the angle you thrust at to set the interception vector, no battle plays the same way twice!
- Rapid moving damage allocation system reflects the realities of the setting! Thrill as salvos of missiles tear into an opponent! See the carnage of close range laser and graser fire!
- A detailed missile combat system that accounts for ECM, decoys, missile quality, range modifiers, countermissiles, point defense lasers, wedge interactions and sidewalls - that can handle hundreds or thousands of missiles in just four die rolls per salvo!
- The Honor Factor! Simple rules allow you to see how Honor impacts the battle she's in, without turning the rest of the game into a morass of special cases! See if you can do as well as she did - or even better!

"All too often, efforts to translate literary universes into gaming systems fail horribly. More often, the result is okay, but a bit of a "ho, hum," especially for people who love the books and want to see the "feel" of the universe carried over into a gaming environment.

Occasionally the designers get it absolutely right. This is one of the "absolutely right" examples. I don't say it's perfect, since perfection is forever unobtainable by us mere mortals, but I do say that it is one of the very best examples of translating established fiction into a highly enjoyable game I have yet seen. And believe me, as the author, I was a very hard sell. My advice? Buy this one."

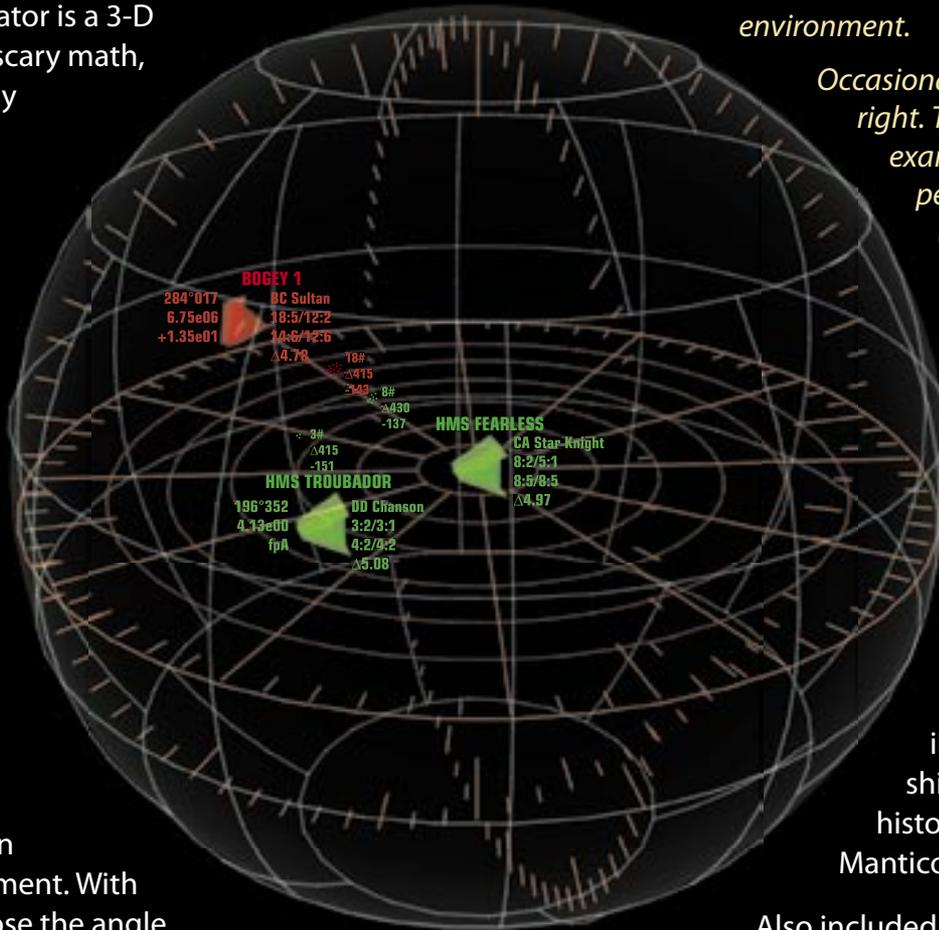
— David Weber

New York Times best selling author of the Honor Harrington series.

Extensively researched, Saganami Island Tactical Simulator has illustrated class histories for every ship in the game, and an extensive history of the opening phases of the Manticoran/Havenite war.

Also included are sidebars (with illustrations) on Manticoran and People's Republic naval uniforms and skin suits, suitable for integration into an RPG, or as a template for making costumes for conventions.

New to the Honorverse? This box also includes the Baen Books Honorverse CD ROM with the entire series! Including a sneak preview of *At All Costs!*



Innovative play aids such as the Origins Award winning tilt blocks and box minis make visualizing combat in 3D easy.

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