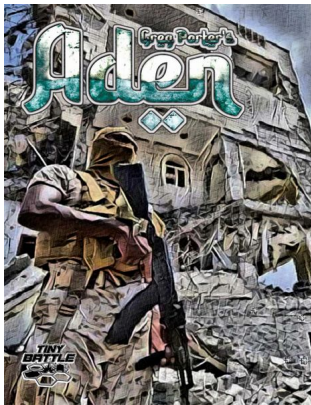


Aden



Aden is a 2-player (but very solitaire friendly) hypothetical campaign for control of this southern Yemen port city.

Rating: Not Rated Yet

Price

Price £19.95

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Manufacturer [Tiny Battle Publishing](#)

Description

The civil war in Yemen has been going on since 2015; fought between the government, a rebellious faction, and their respective allies. Each group claims to be the legitimate government of Yemen. The fighting uses everything from World War 2 leftovers to modern ballistic missiles, with Saudi Arabian troops and US drone strikes helping the government and Iranian arms aiding the rebels.

Aden is a 2-player (but very solitaire friendly) hypothetical campaign for control of this southern Yemen port city, a combined company- and platoon-level game where each battle takes place over the course of one or more days. Difficult terrain splits the east and west of the city, combatants often retreat to avoid taking losses before surging back, and making the most of your scattered leadership is the key to resupplying your people and sustaining an offensive. Units activate with a unique dice system, and combat is centered on an add-or-subtract dice method reminiscent of Greg's [Armageddon War](#).

The game remembers that Aden is a functioning city, with key points that will be strategic objectives in scenarios or have special combat effects.

21st Century : Aden

Destroy an enemy in sight of the international hotel where the media are staying? Extra victory points. Enemy is holed up near a major mosque? You cannot call artillery on them.

Aden includes:

- an 11 x 17 inch map of the city.
- seventy, LARGE 1 inch counters for the government, rebels, allies and status markers,
- a 32-page rulebook with a six scenario campaign for control of the city, each player playing both sides to see who does it best.