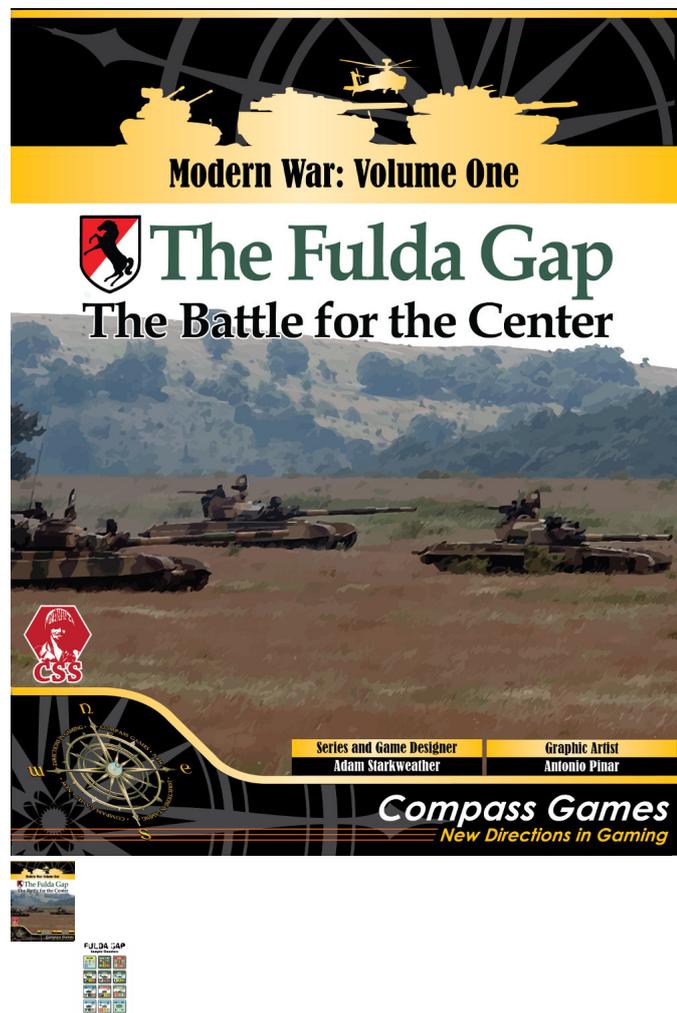


## Fulda Gap - The Battle for the Center



The first game in the Central Front series of games. It will feature nuclear weapons, chemical weapons, helicopter support, air support, electronic warfare, and many other aspects of modern warfare.

Rating: Not Rated Yet

**Price**

Price £135.95

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Manufacturer [COMPASS GAMES](#)

### Description

Stopping the possibility of a Soviet advance against NATO required some of the highest skilled troops to defend far forward in West Germany to prevent the vital industry and population from falling into Soviet hands. This was the task of the 11th Cavalry Regiment - the famed Dark Horse Regiment - in the area well known as the Fulda Gap. The Fulda Gap was a break in the defensively favorable terrain that channelled advance

directly towards the main American bases in West Germany. It was vital that this be held as long as possible.

This is the first game in the Central Front series of games. It will feature nuclear weapons, chemical weapons, helicopter support, air support, electronic warfare, and many other aspects of modern warfare. Future games in the series will include the Hof Gap defense, the German Northern Plains defense and the last stand at Berlin.

### Details:

- Complexity: 8 (out of 10)
- Solitaire Suitability : 8 (out of 10)
- Time Scale: 2 hours per game turn
- Map Scale: 500 meters per hex
- Unit Scale: Company/platoon
- Players: 1-4
- Playing time: 2-50 hours
- Designer: Adam Starkweather
- Artist: Antonio Pinar

### Scenarios:

- 8 scenarios included

### Components:

- 4 22x34 maps
- 8 countersheets
- 1 rules booklet
- 1 scenario booklet
- 10 player aids
- 2 D10 dice
- Box and lid