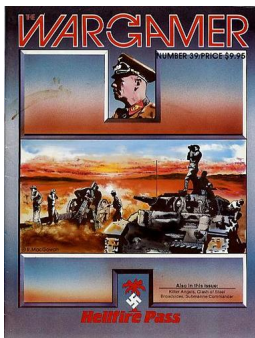


## Hellfire Pass



Wargamer Vol.1 No.39 Mar 1985 New Copy, has rusty staples from long-term storage. An operational scale game of combat between the Allies and Germans in the North African Desert in World War II. Uses half-day turns, 2 mile hexes, and battalion/company scale units.

Rating: Not Rated Yet

**Price**

Price £11.95

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Manufacturer: [WORLD WIDE WARGAMES \(3W\)](#)

### Description

New Copy, has rusty staples from long-term storage.

Wargamer Vol.1 No.39 Mar 1985

### GAME:

Hellfire Pass (by Vance von Borries)

An operational scale game of combat between the Allies and Germans in the North African Desert in World War II. Uses half-day turns, 2 mile hexes, and battalion/company scale units.

### ARTICLES:

Struggle for the Frontier - V.von Borries  
- Historical background for the issue game

Work in Progress  
- A look ahead to End of the Iron Dream (3W) - T.Bomba

The Return of Milton Bradley - M.McLaughlin, C.Bruegge  
- Reviews of Conquest of the Empire,  
Axis & Allies, and Broadships & Boarding Parties

Vietnam (VG)  
- Another view - T.Curtis

A Hitchhiker's Guide to Computer Wargaming - L.Hoffman  
- Carriers at War (SSG)

The Bricks We Dropped  
- Design changes and errata to West Wall - T.Bomba

Liberating Ancient Britain  
- A Tribal strategy for Hell Hath No Fury - K.Poulter

Conquest (D.Benge)  
- Game review - M.McLaughlin

Briefing  
- La Guerra Civil Espana (NAC), Spanish game - E.Toops  
- James Bond 007 (VG), rpg - G.Fairbairn  
- Combat Cards (Yaq) - B.Koff

G2 / Hobby News - W.Poulter

Home Front  
- Behind the scenes at 3W - K.Poulter