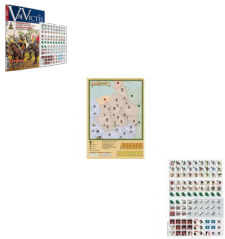
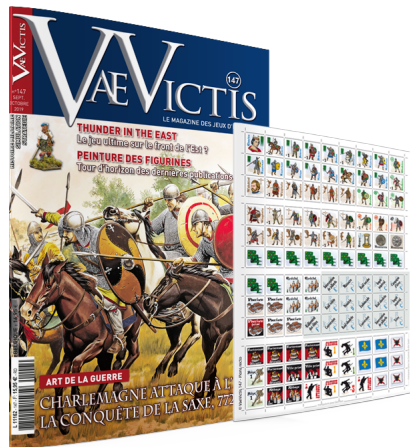


Lex Saxonum



Special game issue, includes the wargame with die-cut counters: Lex Saxonum

Rating: Not Rated Yet

Price

Price £14.95

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Manufacturer [HISTOIRE & COLLECTIONS](#)

Description

Synopsis (previsionnal)

News

- Para Bellum
- Peloponesian War
- ATO
- Gandhi
- Quatre Bras

Boardgames

- Thunder in the East + interview auteur

- Hitler's Reich
- Santa Cruz 1797
- Twilight Imperium
- Less than 60 Miles + interview auteur
- Korea + Vietnam rumor of War
- ASL SK4
- Dog Sector
- AMIR (Para Bellum)

Scénarios

- Advanced Squad Leader – Finlande 1942
- Memory 44 – France 1940
- What a Tanker – Normandie 1944

Miniatures

- DonnyBrook + scénario Guerre de 30 ans
- Oil War
- Présentation comparative des boîtes Hit the Beach et Fury
- La libération d'Aubagne 1944 + scénarios Bolt Action
- La Moskowa + scénarios

Hobby

- Tu quoque mi fili (règles simples pour Au fil de l'épée)
- Les nouveautés livres
- Nouveautés magazines sur la peinture des figurines
- Conseils de jeux pour Les guerres du Roi Soleil + règles optionnelles

Art of war

- La conquête de la Saxe par Charlemagne

Wargame : Lex Saxonum

Lex Saxonum is a two player game that simulates the conquest of Saxony by Charlemagne in the last quarter of the 8th century. One of the players represents the Carolingians of Austrasia, Hesse, Thuringia and West Friesland, the other player controls the different Saxon tribal federations and their Danish and Frisian allies. The goal of Charlemagne is to integrate Saxony into the Carolingian domain, including through terror and exemplary massacres.

- Complexity : 4/10
- Solitaire suitability : 2/10
- Duration : 2 to 3 hours
- Game turn = one year
- A unit = a few hundred men