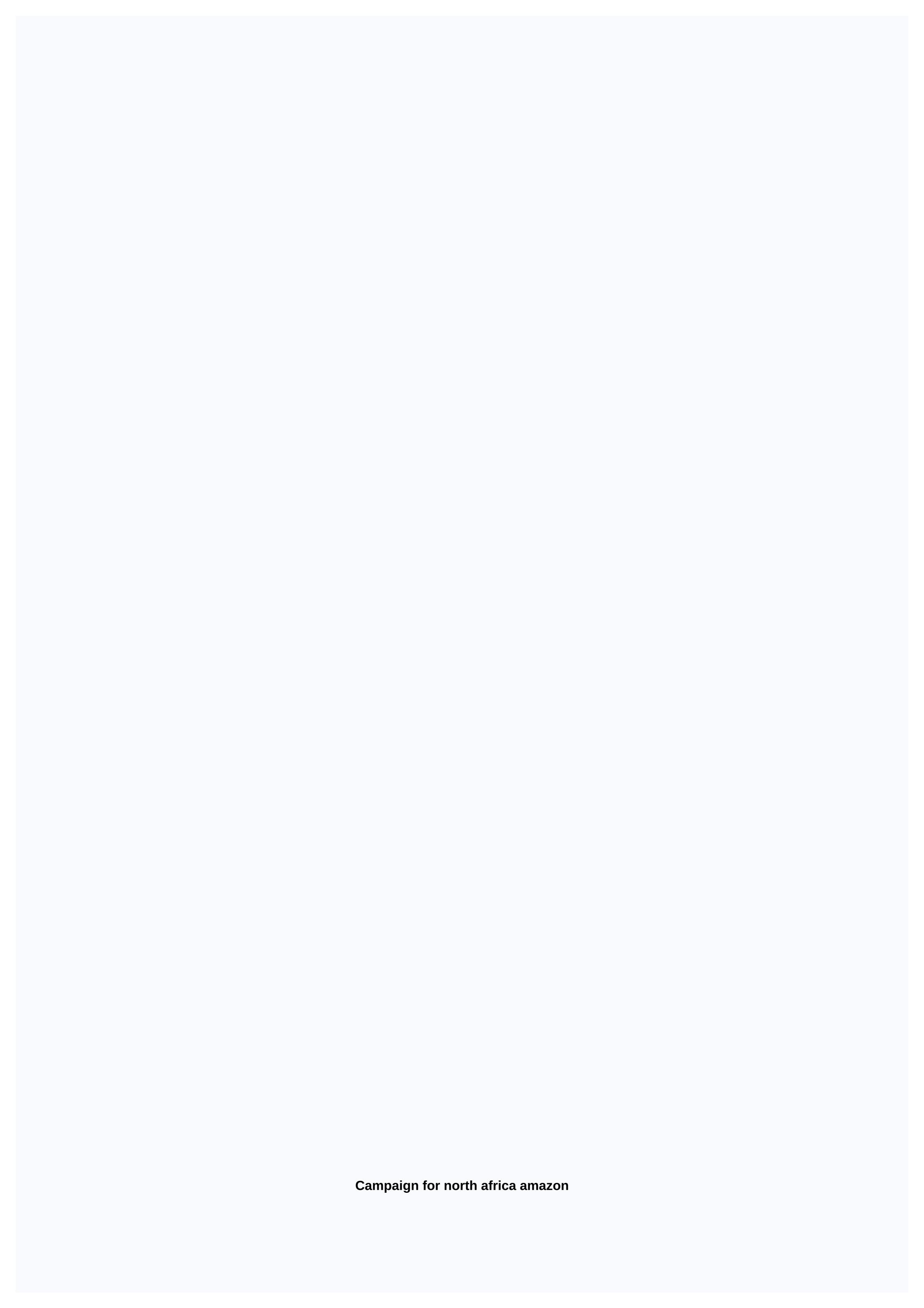
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This is a war game like no other. Although the map is large (10 feet / 3,048 m), the game is smaller than other games (Europe for one). There are not as many rules as in ASL. And yet, this is the biggest monster game out there for a number of reasons. The game is detailed to a degree no other game came close to. If you use the full rules, keep track of each individual and pilot aircraft in the three-year campaign. Each on-board meter representing a ground unit shall be kept on logs. Supplies shall be kept recorded and dispersed in a very detailed manner. From the rules we read to run a game. CNA is a logistically oriented game, and its game requires not only a lot of attention to logistical point of view. It is suggested that you have 5 people on hand with the following tasks. Commander-in-Chief: responsible for strategic decisions and inter-team dispute resolution. Logistics Commander: Responsible for all supplies. Accept supply scare. It is responsible for supplying potholes, third-line trucks and some second-line trucks and is responsible for naval convoys. Commander of the Rear Area: Get supplies in the front. Security, reserves, prisoners and construction officers. Air Commander: Responsible for the planning of air missions and the deployment of air bases. Front-line Commander: Execute all attacks and troop movements on the front line. Helps coordinate defensive efforts. The 10-player game time is listed at 1200 hours. This article is about a board game. For the historic campaign, see the North African Campaign. Campaign for North AfricaDesigner(s) Richard BergPublisher(s) Simulation Publications, Inc.Publish Date1978Genre(s)Military SimulationPlayers2-10Playing timeUp to ≈1,500 hoursSynonym(s)CNA Campaign for North Africa (generally referred to as CNA by wargamers), is a highly detailed military simulation game of the North African Campaign of World War II. [1] It was designed by Richard Berg and published by Simulation Publications, Inc. (SPI) in 1978. Complexity Campaign for North Africa has provided more details than any board war game before or since then, leading to mixed reactions. The game includes 1,800 counters, maps large enough to cover multiple tables and a three-volume regulation. The rules cover logistics in much more detail than combat simulation. A frequently cited example of the level of detail of the game (noted in SPI advertising) is that Italian troops needed additional water supplies prepare the pasta. [2] It is recommended that each party be played by a team of five, including a commander-in-chief and four subordinate commanders, making a total of ten players needed for one game, although it can be played with two. according to A full game can run over 1,500 hours. Completed complete games of the Campaign for North Africa were rare. However, although the Campaign for North Africa is just back, it is appreciated by collectors. The possible 2020 re-release game is restructured by Decision Games and is available for pre-order on their website. A variety of minor rules fixes have been made, and a number of deeper changes to the oft-criticized rules of the air game. A spreadsheet system, supported by custom programs, has also been developed. Popular culture The Campaign for North Africa appeared in the 2018 episode The Neonatal Nomenclature, in which Sheldon Cooper is seen trying to run a game that passes the time while waiting for Bernadette to go into labor with her child. Despite Sheldon's enthusiasm for the game, his friends are shown uninterested, befudded by his complicated rules. [3] References \times Winkie, Luca (February 5, 2018). Notorious board games that take 1,500 hours to be completed. Kotaku. February 5, 2018. ^ Gaynor, Michael J. (July 17, 2018). They created maybe the best board game ever. Now Putin makes it relevant again. The Washington Post. United States: Fred Ryan. ISSN 0190-8286. OCLC 2269358. Archived from the original on July 31, 2019. ^ Potts, Kimberly (2018-03-02). The Big Bang Theory Recap: What's in a Name?. Eagle. 2020-01-19. External Links Campaign for North Africa at BoardGameGeek CNA Play Group at ProBoards Taken from Questa voce o sezione sull'argomento giochi non cita le fonti necessarie o guelle presenti sono insufficient. Puoi miglorare guesta voce aggiongendo citozioni da fonti attendibili secondo le linee guida sull'uso dalle fonti. Segui i suggerimenti del progetto di riferimento. Campaign for North AfricaLuogo Origin Stati Unite AutoreRichard H. Berg EditoreSimulation Publications, Inc. 1a edizione1978 RegoleN° giocatori2 - 10 AmbientazioneSeconda guerra mondiale Mappapunto a punto RequisitiEtà14+ DurationIllimited Campaign for North Africa (CNA) è un gioco da tavolo di military strategy, pubblicato dalla Simulations Publications, Inc. nel 1978. Viene ritnuto uno dei giochi da tavolo più dettagliati e complessi mai prodotti. [1] [2] Å ambientato dururate la campagna del Nordafrica durante la seconda guerra mondiale. [3] Fu ideato da Richard H. Berg. Complessà Anche se alcuni appassionati di giochi strategici di guerra apprezzano i dettagli, The Campaign for North Africa offre così tanti dettagli e variabili realisthe da superare qualsiasi gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. Persino i giocatori iniziaments affascinatingi dall'idea di un gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. Persino i giocatori iniziaments affascinatingi dall'idea di un gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. Persino i giocatori iniziaments affascinatingi dall'idea di un gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. Persino i giocatori iniziaments affascinatingi dall'idea di un gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. Persino i giocatori iniziaments affascinatingi dall'idea di un gioco da tavolo, portando il concetto di simulazione al suo massimo estremo. cover multiple tables and a three-volume card with the rules of the game. The rules cover logistics in detail, much more than a simulated battle. The rules recommend, for a complete gaming experience, that each team consist shave five players, including one commander-in-chief and four subordinate officers, thus requiring a total of ten players for a single game, although only two can be played. According to Publications Inc. Simulations (SPI), the game can take as long as 1,500 hours. However, the possibility of ten people playing a board game for so long is extremely low, and matches so full to Campaign for North Africa are rare. Inheritance Although the Campaign for North Africa is an extremely difficult and complex game, the game is highly sought after by collectors and praised by some players, who consider it the ultimate strategic game. One of the most common examples of the level of detail inherent in the game, is that Italian troops need additional supplies of water for the preparation of pasta for the development of strategy games, being the link between relatively simple board games in 1970 and the beginning of the digital era of strategic computer games, where the complexity and realism of the simulation do not come at the expense of playability. Reprinting Due to the reputation of the game among fans and its mythical status, more has been talked about reprinting it. Decision Games expressed its desire to remarket it, promising to make the monster playable, making some important changes to the gameplay. [4] Curiosity The game is mentioned in the episode The Neonatal Nomenclature (S11/Ep16-2018) the character of Sheldon Cooper (Jim Parsons) forces his friends to make an exhausted campaign for the game in North Africa. Note ^ a b Author reviews: The most complex canned game in the world, www.gioconomicon.net. URL accessed April 11, 2019. ^ The Miserable Excess of The Campaign for North Africa - The Mother of all wargames is impieble to play, www.warisboring.com. URL accessed April 11, 2019. A Luke Winkie, The Notorious Board Game That Takes 1,500 Hours To Complete, in Kotaku, February 5, 2018. URL accessed on February 5, 2018. A Decision Games - North African Campaign, shop.decisiongames.com. URL accessed April 11, 2019. 2019. External Links Campaign for North Africa in Boardgamegeek.com CNA Play Group in Proboards.com Portal da tavolo: acedi alle voce di Wikipedia che trattano di giochi da tavolo: acedi alle voce di wikipedia che trattano di giochi da tavolo: acedi alle voce di wikipedia che trattano di giochi da tavolo: acedi alle voce di di giochi da tavolo: acedi alle voce di di giochi da tavolo: acedi alle voce di di vicino i combattimeti tra tanks, fantasy, artigileria, attacchi aerei etc., ac stata in tutto simile ai soldiers di prima linea e ne ha condiliso dangeri deadly e disagi di ogni genere come il clima, to fame, to thirst. I have a number of books about the North African campaign, but this is my favorite. Mr. Coggins was an artist and he weaved many, fine maps and illustrations into his story. There are over 250 maps and illustrations that add to the descriptions of commitments of the British and Americans against Rommel, but also includes air and maritime meetings as well. Malta and Sicily are mentioned in particular. The illustrations include tanks, ships, planes, weapons and other weapons used during the war, which adds to the story. There is also a timeline and a list of key participants. Even if you have other books about North Africa, you should consider adding it to your library; will add to your experience. Mr. Coggins also has a fine book on Guadalcanal, and both are highly recommended. Recommended.

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