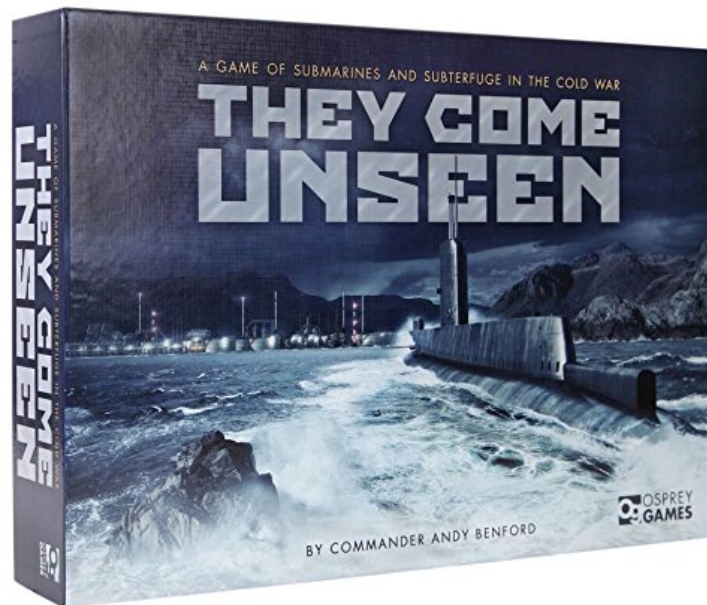


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They Come Unseen: A Game of Submarines and Subterfuge in the Cold War (Osprey Games)

Andrew Benford

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#1122902 in Books Osprey Publishing 2015-10-20 2015-10-20 Original language: English PDF # 1 428.62 x 2.88 x 11.821, 3.59 Binding: Board Game 64 pages They Come Unseen Board Game Osprey Publishing For ages: 10+ Players: 2-4 Playing time: 60 minutes | File size: 43.Mb

Andrew Benford : They Come Unseen: A Game of Submarines and Subterfuge in the Cold War (Osprey Games) before purchasing it in order to gauge whether or not it would be worth my time, and all praised They Come Unseen: A Game of Submarines and Subterfuge in the Cold War (Osprey Games):

1 of 1 people found the following review helpful. Good game, lousy manual - be ready to invest time and energy into rules
By eegmanz It's a good tense game with a substandard game manual. If you are fan of this genre, be ready to put a good effort into figuring out rule details. Online resources are helpful, especially forums at boardgamegeek. Once the details become clear, the game is fairly simple. If you are fan of cold war submarine warfare, this is a game for you.
0 of 0 people found the following review helpful. Make sure you download the rule clarifications from boardgame geek...
By Jessica Lawheed Make sure you download the rule clarifications from boardgame geek- but once you've got the rules it's a really excited game of "I dare you to find me"
0 of 0 people found the following review helpful. Five Stars
By Mario Salazar great quality

Submarines and surface fleets battle for dominance of the seas! One team must use submarines to sneak troops into enemy ports and destroy vital strategic targets, while the other team deploys a surface fleet to hunt down the subs and protect their crucial supply lines. Designed by retired Royal Navy Officer and submarine commander, Andrew Benford, and developed deep beneath the waves, They Come Unseen is an asymmetrical strategy game of bluff and

deception that uses two boards, one for action on the surface, seen by both players, and one for movement underwater, only seen by the submarine commanders. The game also comes with specially designed control panels for each of the 2 to 4 players to help keep track of vital information such as fuel, ammunition and current cruising depth.

About the Author Andy Benford is a retired Commander, Royal Navy, having completed a submarine career that spanned twenty-one years and six of the seven seas. He saw service in diesel-electric conventional submarines, a nuclear powered hunter-killer submarine and a nuclear powered Polaris ballistic missile boat. In 1980 he passed the Submarine Commanding Officers' Qualifying Course, affectionately known as the "Perisher", and qualified as a submarine commanding officer. He went on to command an Australian conventional submarine, HMAS Oxley, during a two year exchange service appointment, and to be the second-in-command of the Polaris submarine HMS Revenge. Cmdr. Benford retired from the Royal Navy in 1993 after the end of the Cold War. They Come Unseen is his first board game.