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Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: M.Dean@FineGames.com ph. 541-756-4711 10am-9pm PST

We need YOU as our customer! If you've never ordered from Fine Games before, we offer these very special prices on great games, new & old, as an incentive for you to place your first order with us now! You get some great deals on popular, NEW items; you get to see how easy we are to work with; and we get to count you among our newest customers.

All you need to do here is review the catalog below, which contains **25** games. All are new, and recently published or new with only cosmetic damage. Then, send us an email or give us a phone call at the number above with the items you wish to order and how you wish to pay for them. We need the **part#, title** and **special price** for each. We'll have them off to you immediately, and you'll see them shortly after -- generally in 2-3 business days.

This gives us a chance to show you first hand how delighted you'll be with our selection, our service and our prices.

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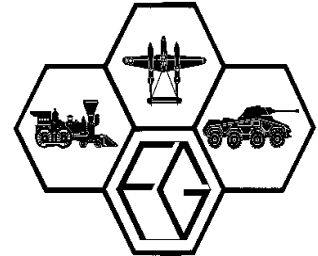
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The Special Offer has a few terms & conditions:

1. **This must be your very first purchase with us directly to be eligible for these prices.** Once we've shipped an order to you (or you cancel a prospective order), you're no longer eligible. **And you must quote the special price offered here.**
2. **Up to ten (10) items may be ordered at these prices, per customer, each at a quantity of no more than 1-each.** No exceptions.
3. **Normal ordering, payment, shipping, and customer care terms apply.** You get the same swift, top-notch service for this sale. And you may freely combine items from this special offer with items found in any of our other catalogs. A single shipping charge applies *per order*.
4. **This offer has no expiration, but may be terminated at any time.**
5. **Fine Games states all its pricing on a "cash-basis," that is, where we receive 100% of the proceeds.** If your payment involves any method of transmitting funds that does not provide 100% of the proceeds (such as all credit or debit card charges, and most PayPal payments) then you forego the cash-discount and pay 3.1% more in effect. See your **Payment Options** on our web site.
6. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. While we generally have multiple copies of items listed, stock is limited, and subject to prior sale.
7. Oh, and you gotta PLAY the games you buy. Promise?

We hope *Fine Games* can help you with your gaming hobby years into the future! Michael Dean, Mr Fine Games

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	List Price	Our Normal Cash-Basis Price	1st Purchase Cash Price	(% off List Price)
http://www.decisiongames.com									
150364	Caporetto, Italian Front 1917-18 #337	n	NEW	n		\$49.99	\$37.50	\$34.50	31% Savings
<p>Mag & game. Game of the nearly-decisive Central Powers' 1917 offensive in NE Italy which came close to knocking Italy out of World War I, followed by the balance of the war thru its end in Oct 1918. Both Italian & Austro-Hungarian armies were exhausted, and their units fragile. The Central Powers have assault units trained in infiltration that can attack & move twice in a turn. Game neatly incorporates many operational factors in simple ways. Brig/Div level, 228 counters, 6mi/hex, 1mo/turn. Javier Romero Munoz'22 / ARTICLES ON: From Caporetto to Vittorio Veneto, Italy, 1917-8; Cortes Wins an Empire for Spain, 1519-21; Malvern Hill, Preview of Gettysburg; Battle of the Paracel Islands, Template of Hybrid Warfare, 1974; Expansion of the American Army in WWI; Back to Somalia; Middle East Air Defense Alliance; 2022 Russo-Ukrainian War; China's Third Aircraft Carrier; Biblical Story of Ehud; Operation Just Cause, 1989-90; Confrontation at Fort Sill, 1871.</p>									
72421	Khan, Rise of the Mongol Empire #229	n	Almost New	Y		\$49.00		\$43.37	-89% Savings
<p>Rear mag cover mildly creased thru poor storage; otherwys new & unused. Last copy. ■ Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios, 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.</p>									

Part#	Game Title & Edition	Box	Out of	List	Our Normal	1st Purchase	(% off
		Condn	Print ?	Price	Cash-Basis Price	Cash Price	List Price)
150427	Russian Boots South #338	n	NEW	n	\$49.00	\$37.50	\$34.50 31% Savings
	Mag & game. Game of the Russian conquest of central Asia during the period 1850-90. The region was at the time a large number of independent kingdoms & tribes until subjugated one by one by both Russians & British. Local forces may be aided by interventionist forces including Afghans, Brits, Chinese & Jihadis. Uses the They Died With Boots On, Julian & Sepoy Mutiny game system w/ uses chit picks to activate independent commands. 3 scenarios covering 1854-85, 1873-93, and the grand campaign. Battalion/division level, 176 counters, Btln/Div level, 53mi/hex, 1-6yrs/turn. Joseph Miranda'22 / ARTICLES ON: Russian Conquest of Central Asia; Hill 395, Korea Oct. 1952; Gallipoli Campaign, pt 2 (see #336 for pt.1); End of the Safavis, Battle of Golnabad 1722; Will Tac Nukes be Used in Ukraine?; Syria Update; Cuban Air Force in 2022; Assyrian Siege Warfare; Anti-Communist Uprisings in the 1950s; Operation Fork, the Allied Occupation of Iceland 1940.						
Decision Gms World at War Mag (DecWAW)		http://www.decisiongames.com					
150580	Netherlands East Indies, 1941-2 #87	n	NEW	n	\$49.95	\$37.50	\$34.50 31% Savings
	Mag & game. Operational level game of the Japanese efforts to secure the Dutch colonial possessions in the South Pacific from Dec 1941 to Mar 1942. Campaign was a combined naval, air & land campaign that included combat, logistical moves, intelligence & other ops. Players receive limited administrative points which can be used for a wide range of specific actions for single stacks of units moving or attacking together. All units have same combat values allowing air, sea & land to interact in a specified order. Victory determined by control of key locations, destroyed or not, as well as destruction of enemy forces. Single scenario. 176 counters, Regt level, 2wks/turn, 245mi/square, area move on map extending from Sumatra to the tips of New Guinea & Australia. Joseph Miranda'22 / ARTICLES ON: Netherlands East Indies Campaign 1941-2; Finland in World War II; Zhukov as a Wargamer; Second Front Options 1942-4, and German Preparations for Invasion in France; South Pacific Air War 1942-3; Operation Catherine, British Naval Intervention in the Baltic Sea 1939; French Armor in 1940; Liberty Ships.						
GMT Games (GMT)		http://www.gmtgames.com					
150254	Cuba Libre, Castro's Insurgency 4th	DC	NEW	n	\$72.00	\$50.00	\$44.25 39% Savings
	2022 reprint. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitair or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'22						
150509	Death Valley: BtIs for Shenandoah KIT	zl	NEW	n	\$35.00	\$23.00	\$20.93 40% Savings
	Kit for the base game which adds 4 battles to the base game: McDowell (May 1862), the first battle of the Shenandoah as Jackson's reconstituted army attempts to defeat two Union forces in detail); Second Winchester (June 1863, in which Jackson attempts to clear the lower valley to support supply lines for the Confederate invasion of the north later that month); Piedmont (June 1864, during which a larger Union force under Hunter aggressively moves up the valley defended by a much smaller, scratch force); and Cool Spring (July 1864, as Early's corp fresh an abortive drive on Washington, turns to attack pursuing Union forces). Includes 560 counters, 4 maps. '22						
150633	Dominant Species: Marine Species Kit 2nd	DC	NEW	n	\$85.00	\$55.00	\$48.68 43% Savings
	2023 reprint. Large kit adding ocean creatures to this game of survival of the fittest. Presents 4 aquatic classes of animals - dinosaur, fish, cephalopod & crustacean, and each must seek dominance in a changing environment on earth after an ice age 60 million years ago. Modest complexity. 54 cards, 7 sheets of tiles, 178 wooden cubes. Chad Jensen'23						
150634	Fields of Fire: Bulge Kit	zl	NEW	n	\$25.00	\$17.00	\$15.47 38% Savings
	Kit adding details of the Battle of the Bulge to the base game. US 9th Reg of 2nd Inf Div faced nearly a month of intense combat; this kit models that. Requires any edition of the original Fields of Fire game. 55 cards, 176 counters. Ben Hull'22						
150635	Fire in the Lake 3rd	DC	NEW	n	\$89.00	\$59.00	\$53.69 40% Savings
	2022 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'22						
150399	Last Hundred Yards: Mission Pack #1 Kit	zl	NEW	n	\$18.00	\$12.00	\$10.92 39% Savings
	Kit with 10 new missions set in France 1944 after D-Day, including Normandy, Hurtgen Forest & the Battle of the Bulge. Adds new weapons such as Rhino tanks, new terrain like Hedgerows. Reqs both Fields of Fire and Fields of Fire II to play all scenarios. Includes 2 dbl-sided maps, 10 missions. Mike Denson'22						
150520	Musket & Pike Dual Pack [2nd]	DC	NEW	n	\$75.00	\$45.00	\$41.40 45% Savings
	2022 update of two previously published games now in a single package: This Accursed Civil War and Sweden Fights On. Both depict 30 Years War-era combat in a faithful way, as armies integrate gunpowder in the mid-1600s, with an easy learning curve and well-regarded games.						
150545	Next War, Poland 2nd	BC	NEW	n	\$94.00	\$65.00	\$59.15 37% Savings
	2023 update. 4th game in the Next War series. This game covers what might happen if war breaks out on the western Russian border with Poland (a NATO member). Key question is whether the qualitative superiority of NATO/US forces will buy sufficient time for reinforcements to arrive to save the day from massed Russian forces. 1 map, 4 countersheets, btln/brig level, 3-5days/turn, 7.5mi/hex. Mitchell Land'23						
150547	Next War: Supplement #3 Kit	Fo	NEW	n	\$27.00	\$18.00	\$16.38 39% Savings
	Kit adding expansion material for the Next War series of games. Includes an expansion map for the balance of Kaliningrad & a portion of Lithuania; expansion hex map showing the islands of Bornholm & Gotland; 2 countersheets with new & revised counters; Cyber Warfare player aid cards; and some optional rules. Kit largely upgrades NW Poland but adds to other games in the series as well. Mitchell Land'23						
150198	PQ-17: Norway 1940 Kit	zl	NEW	n	\$50.00	\$33.00	\$30.03 40% Savings
	Large kit adding all the British, French, Polish and German air & naval units allowing players to fight naval actions during the 1940 invasion of Norway. Includes a lot of secret what-ifs. Operational scenarios covering the periods of initial invasion, and also the British invasion & evacuation of Narvik in June, plus a campaign game. 281 counters. Chris Janiec'22						
150523	Stalingrad '42: Little Saturn Kit	zl	NEW	n	\$22.00	\$15.00	\$13.65 38% Savings
	Kit for Stalingrad '42 that adds a 5th scenario to the game including a half-sized countersheet of new counters. Covers the concurrent German Winter Storm offensive to relieve Stalingrad and the Soviet Little Saturn offensive on the Italian forces NW of Stalingrad. Covers Dec 42 - Feb 43. Mark Simonitch'22						
150553	Twilight Struggle, Red Sea	BC	NEW	n	\$39.00	\$25.00	\$22.75 42% Savings
	Standalone game using the extremely popular Twilight Struggle game system. Covers conflict around the Red Sea & Horn of Africa in 1974. Conflict breaks out as a key American ally in Ethiopia becomes dictatorial, provoking a coup that upset the balance of power in the entire region, prompting a Cold War competition for the area. Designed as a 2-player game, but includes a full solitaire game driven by a bot. Cards from Twilight Struggle can be used with this game to add additional cold war events & vice versa. Mounted map, 51 cards, 1 countersheet. Jason Matthews'23						

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Part#	Game Title & Edition	Box	Out of	List	Our Normal	1st Purchase	(% off)
		Condn	Print ?	Price	Cash-Basis Price	Cash Price	List Price)
Legion Wargames (Legion)		http://www.LegionWargames.com					
149762	Fire on the Mountain	BC	NEW	n	\$62.00	\$44.00	\$40.04 35% Savings
Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinsoe'22							
Multi-Man Publishing, (MMP)		http://www.advancedsquadleader.com					
150458	ASL:Overlay Bundle	zl	NEW	n	\$48.00	\$38.00	\$34.96 27% Savings
Bundle that includes & reprints all ASL overlays published previously, printed on 37 cardstock sheets (with the exceptions of overlays from MMP's Red Factories & Deluxe ASL, and AH's Annual 93b (found in Rising Sun) & E1 escarpment from West of Alamein (found in Hollow Legions 3rd). '22							
150604	ASL:Winter Offensive #14 2023 Bonus Pack	Fo	NEW	n	\$20.00	\$17.00	\$16.32 18% Savings
Tournament scenario pack including 3 new maps (89 & 90) and 3 scenarios (WO43-45). '23							
138109	Guadalajara	BC	Almost New	n	\$32.00	\$19.00	\$16.82 47% Savings
Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btl level, 280 counters, 1 map. E.Sassot'06							
Multi-Man ASL JOURNAL (MMP J)		http://www.advancedsquadleader.com					
150603	ASL: Journal #13	n	NEW	n	\$64.00	\$49.00	\$45.08 30% Savings
52 page mag supporting the ASL Advanced Squad Leader system with 33 new scenarios on cardstock, errata, new ASL board #77 & updated overlay X20. '23							
Revolution Games (Revolu)		http://www.Revolutiongames.us					
150205	Greater Victory, South Mountain 1862	BC	NEW	n	\$85.00	\$59.00	\$53.69 37% Savings
Boxed version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox's Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitary play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22							
150207	Greater Victory, South Mountain 1862 ZL	zl	NEW	n	\$70.00	\$49.00	\$44.59 36% Savings
Ziplocked version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox's Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitary play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22							
Strategemata Games (StraGm)							
148991	How the Union Was Saved, Civil War	BC	Almost New	n	\$70.00	\$50.00	\$45.50 35% Savings
Ding to one box corner mildly deforming corner, plus a small indent elsewhere on one box edge. Otherws new & shrinkwrapped. ■ Strategic level game of the entire American Civil War, 1861-5. Players use very limited resource points to build the network of depots need to supply and enable armies to move, fight & fortify. Fog of war created by using army commanders to represent unknown force sizes. The Union must decide how best to breach the Confederacy's defenses while the Confederates can focus on fortifying their perimeter or raiding the Union to preempt offensives. Mounted map, 283 counters, 18 wooden blocks, 40 colorful, illustrated cards. Steve Pole'22							
WWW Wargamer Magazine (WWWmag)							
12830	Never Call Retreat #25	n	Almost New	Y	\$12.00	\$10.00	\$8.85 26% Savings
Unit IDs partially or completely cutoff on backside (only) on ~20 units. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.							

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