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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; you get to see how easy we are to work with; and we get to count you among our newest customers, keeping our business healthy.

All you need to do here is review the catalog below, which contains **410** games. Nearly all are new & unused. About half were recently published; the balance are popular but older titles. 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'll have them off to you immediately, and you'll see them shortly after.

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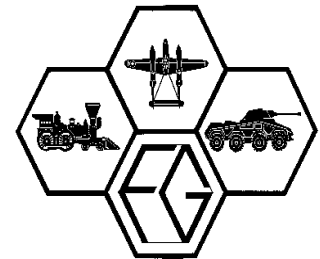
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The Special Offer has a few terms & conditions:

1. **This offer currently has no expiration, but may be terminated at any time.**
2. **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.
3. **This must be your very first purchase with us 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.**
4. **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 some PayPal payments, then you forego the cash-discount and pay 3.1% more in effect. See your Payment Options on our web site.
5. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice.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.
6. 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!

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)
PC Software & Hardware(Sftwr)					
100899	Heroes of Might & Magic V [CD-ROM] 4 CDs, manual in original box (w/ price stickers on cover). ■ Designed for Win2000/XP; relatively restrictive system requirements & copy protection. Sold AS-IS since we cannot provide tech support. 4 CDs, manual in box (w/ price stickers on cover). Graphically supercharged sequel to a popular game series with 3D graphics, new dynamic battles, 6 factions & much more. Build & lead an army in a quest for might & glory using magic & muscle. Ubisoft'06	BC	Excell	Y	\$8.00 \$6.00
100338	Pure Wargame [PC CD-ROM] CD & Jewel case only. ■ CD & Jewel case only. Designed in Win3.1 & DOS era. Sold AS-IS since we cannot provide tech support. Game focuses on tactical level airborne assaults in 8 scenarios. OOP'95	SC	Excell	Y	\$3.00 \$1.00
100342	Schizm, Mysterious Journey [CD-ROM] 5 CDs in jewel case & sml box. Designed for Win9x/ME/XP. Sold AS-IS since we cannot provide tech support. Player explores a lost & mysteriously abandoned city from an advanced civilization to discover the secrets behind its former inhabitants & their disappearance, while trying also to remain alive. Adventure Company'03	SB	Excell	Y	\$2.00 \$1.00
Against the Odds Magazine(Agains) http://www.atomagazine.com					
99541	Toppling the Reich, Battles for Westwall ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06	HP	Mint	n	\$32.00 \$26.00 42%
AH Avalon Hill Game Co.(AH)					
82661	ASL: Boards PARTS #16 #16 mounted board	n	NEW	Y	\$5.00 \$2.50 69%
93021	ASL: Boards PARTS #16	n	Excell	Y	\$4.00 \$1.00 86%

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condtn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
	#16 mounted board					
82669	ASL: Boards PARTS #18	n	NEW	Y	\$5.00	\$3.00 63%
	#18 mounted board					
84067	ASL: Boards PARTS #18	n	Excell	Y	\$4.50	\$2.00 71%
	#18 mounted board					
82785	ASL: Boards PARTS #19 UNmounted	n	NEW	Y	\$2.50	\$2.00 71%
	#19 UNmounted board					
82797	ASL: Boards PARTS #23 UNmounted	n	NEW	Y	\$2.50	\$2.00 71%
	#23 UNmounted board ■ #23 UNmounted board					
82796	ASL: Boards PARTS #23 UNmounted	n	NEW	Y	\$2.50	\$1.50 79%
	#23 UNmounted board					
82808	ASL: Boards PARTS #29 Unmounted	n	NEW	Y	\$2.50	\$2.00 71%
	#29 UNmounted board					
82812	ASL: Boards PARTS #32 Unmounted	n	NEW	Y	\$3.00	\$2.00 71%
	#32 UNmounted board ■ #32 UNmounted board					
88142	Civil War	FB	Good	Y	\$19.00	\$12.00
	Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Top of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61					
106490	France 1940 2nd	BC	VGood	Y	\$49.00	\$32.50
	Missing most (26 German & 2 French) blanks; otherws complete. Various minor evidence of use & wear to rules & charts. ■ Corp lvl, multi-scenario game of the German invasion of France in May 1940. Historical OoB largely duplicates history (and optional rules can tie the Allied hands to historical strategy as well); the alternative OoBs enliven things & make it more an equal contest. Revised from early S&T version game. J.Dunnigan'72					
92072	Gunslinger: Critters Variant COPY	n	Mint	Y	\$7.00	\$3.00
	Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.					
104669	Luftwaffe	BC	VGood	Y	\$12.00	\$10.00 67%
	All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mauled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign briefing worn, wrinkled, stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. Otherws VGd. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70					
112144	Luftwaffe	BC	VGood	Y	\$12.00	\$10.00 67%
	Slipcased. Missing 14 blanks, otherws complete. US counters poorly printed on reverse side so that ~40% of aircraft illustration and all of move factor cutoff; info obvious & little impact on play. Otherws EX. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70					
106501	Midway ['64]	FB	Good	Y	\$18.00	\$12.50 50%
	Sufficiently complete to play, but this is a well-loved, very used copy that might otherwise become parts. Missing 1 battleboard ship counter & 1 main air unit. Rules & battle manual provided as photocopies. Counters worn w/ writing on battleboard ship backsides. All box corners repaired (some crudely). ■ Classic cat & mouse naval game. Simplistic, but exciting.'64					
86201	Moonstar	BC	Mint	Y	\$10.00	\$8.00 60%
	1-Minute timer & 7d6 dice missing & required for play. Tape on side panels. Otherws clean & unused. ■ Quick, simple multiplayer family game w/ multiple play variations in which players race to calculate the value of the roll & position of dice, making bids based on their sense of things. A.Randolph, A.Moon'81					
91378	Mustangs	LB	Excell	Y	\$26.00	\$20.00 20%
	Complete. Box cover has 2 corner creases, side panel scrape; box btm mildly dinged at 2 corners. ■ Simple gm of aerial combat between 15 late model WW2 planes from European & Pacific fronts. Colorful components & single 8.5x14 page of basic rules. Makes for good intro game; adv rules add requisite spice for old hands. C.Taylor'92					
85775	Origins of World War II	BC	Excell	Y	\$20.00	\$15.00
	Simple 2-5 player game of the diplomatic chain of events in the 30s that set the stage for WW2. Simple, fast playing and very suitable to classroom play. J.Dunnigan'71					
108526	Richthofens War	BC	Good	Y	\$12.00	\$5.00 80%
	A well-used copy; still servicable & substantially complete but not esp. pretty. All rules seams worn, with many repairs. Only 2 aircraft sheets provided; you must make photocopies. Outer box sleeve lost & not included. Inner box sleeve worn with 3 corners repaired. Some counters written on face & more often on blank backside. 1" tear on 1 board seam. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72					
107804	Richthofens War	BC	VGood	Y	\$25.00	\$18.00 28%
	Remnant traces of board having been neatly marked with grease pencil (mainly on 1 of 3 panels) but not erased soon after. Counters show lite soiling from use. Includes 4 laminated Aircraft Pad sheets. Otherws VGd. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72					
109033	SL: Squad Leader Board PARTS # 1 UNmntd	n	Mint	Y	\$2.50	\$1.50 70%
	# 1 UNmounted map board.					
93067	SL: Squad Leader Board PARTS # 2	n	Good	Y	\$2.00	\$1.00 86%
	Board has a paper version of #2 map glued over half of the map plus sml remanent on far edge. Functional but a bit funky. ■ # 2 Mounted board.					
109036	SL: Squad Leader Board PARTS # 3 UNmntd	n	Mint	Y	\$2.25	\$1.50 70%
	#3 Unmounted map board.					
84022	SL: Squad Leader Board PARTS # 4	n	VGood	Y	\$4.00	\$2.00 71%
	Scuffed & some sun fading. ■ # 4 mounted board.					
109037	SL: Squad Leader Board PARTS # 4 UNmntd	n	Mint	Y	\$2.25	\$1.50 70%
	# 4 Unmounted map board.					
83381	SL: Squad Leader Board PARTS # 7 UNmntd	n	NEW	Y	\$2.50	\$2.00 60%
	# 7 Unmounted map board.					
84041	SL: Squad Leader Board PARTS # 8	n	VGood	Y	\$4.00	\$2.50 64%
	Board modestly scuffed on entire surface. ■ # 8 Mounted board.					

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83392	SL: Squad Leader Board PARTS #11 UNmntd #11 Unmounted map board.	n	NEW	Y	\$2.50	\$2.00	60%
83395	SL: Squad Leader Board PARTS #12 UNmntd #12 Unmounted map board.	n	NEW	Y	\$2.50	\$2.00	60%
80264	Stock Market Price written on cover. Masking tap residue on 4 box sides & btm. Some isolated spots on individ components. Otherws EX. ■ Exciting yet v.simple game of stock trading w/ several levels of completeness for 2-6 players w/ solitaire, classroom & 1929 versions. '70	BC	VGood	Y	\$12.00	\$7.00	65%
96396	Stonewall in the Valley No counter tray. 2 maps edges trimmed to mate. Pin holes in corners of maps. Otherwise clean & EX. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95	BC	Excell	Y	\$49.00	\$35.00	
AH 3M Rerints(AH-3M)							
88107	Image 2nd Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.	BC	Excell	Y	\$10.00	\$5.00	
AH Avalon Hill GENERAL Ma(AH Gen)							
94069	General Magazine 17/4 No insert, otherws EX. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n	VGood	Y	\$8.00	\$2.00	
35928	General Magazine 17/4 No inserts. 1x3 Inventory label on cover. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n	Excell	Y	\$11.00	\$3.00	
67053	General Magazine 18/4 1x3 Inventory label on cover. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	Excell	Y	\$9.00	\$3.00	
75352	General Magazine 18/4 1" tear on mag cover, 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n		Y	\$9.00	\$4.00	
84742	General Magazine 18/6 ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82	n	Excell	Y	\$8.00	\$3.00	
48045	General Magazine 18/6 Mag missing cover page (first & last two pages). 1x3 Inventory label on cover. ■ ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82	n	Good	Y	\$5.00	\$1.00	67%
94052	General Magazine 20/5 No insert, otherws EX. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n	VGood	Y	\$8.00	\$2.00	33%
99276	General Magazine 20/5 w/insert. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n	Excell	Y	\$9.00	\$3.00	
65617	General Magazine 21/4 4pgs torn from mag affecting 3pg ASL scenario & 1st page of an article; Photocopies of repl pages included. 1x3 Inventory label on cover. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85	n	Good	Y	\$5.00	\$1.00	67%
94036	General Magazine 22/1 No inserts; Gunslinger insert & Victory mag removed. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trireme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85	n	VGood	Y	\$5.00	\$2.00	33%
79253	General Magazine 26/5 No insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	n	Excell	Y	\$7.00	\$2.00	33%
79262	General Magazine 28/2 No insert, otherws EX. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92	n	Excell	Y	\$6.00	\$3.00	
79265	General Magazine 29/1	n	Excell	Y	\$6.00	\$3.00	

Part#	Game Title & Edition	Box	Condtn	Out of Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price	(% off List Price)
	w/ insert. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93						
66984	General Magazine 29/2	n	Excell	Y	\$6.00	\$2.00	33%
	1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94						
79266	General Magazine 29/2	n	VGood	Y	\$5.00	\$1.00	67%
	Missing insert pgs 31-34 w/ ASL scenarios. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94						
94158	General Magazine 29/3	n	VGood	Y	\$6.00	\$2.00	60%
	No inserts, others EX. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94						
96732	General Magazine 29/4	n	Excell	Y	\$6.00	\$2.00	60%
	w/ inserts. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94						
94160	General Magazine 29/5	n	VGood	Y	\$4.00	\$2.00	60%
	No inserts, others EX. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94						
71780	General Magazine 29/6	n	NEW	Y	\$5.00	\$2.00	60%
	w/insert. 1x3 Inventory label on cover. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95						
79274	General Magazine 30/2	n	Excell	Y	\$4.50	\$2.00	60%
	Insert & pgs 31-34 (w/ ASL scenarios) removed, others EX. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95						
79276	General Magazine 30/4	n	Excell	Y	\$5.00	\$3.00	40%
	w/ inserts. Pgs 31-34 (w/ ASL scenarios) removed. Others EX. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96						
66992	General Magazine 31/2	n	Excell	Y	\$6.00	\$3.00	40%
	w/Inserts. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97						
94151	General Magazine 31/4	n	Excell	Y	\$7.00	\$3.00	40%
	w/inserts (Am Civ War series rules variations; Across 5 April counter list; March Madness 1997). Mailing label on cover. ■ Inserts. ARTICLES ON: Learning scenario for Stonewall's Last Battles, Kelly's Ford Mar 1863; rules changes in the Grt BtIs of Am Civ War series; strategy at Cedar Mtn history in Stonewall Jackson's Way and also Roads to Gettysburg; Age of Renaissance replay; 2 ASL scenarios (removed from this copy); Third Reich PC strategy; strategy in Command & Conquer PC; Cave Wars PC strategy; use of wire, panjls & AP mines in ASL; Russian Campaign 3rd & Origins of WWII & Panzer Leader (3) tourney scenarios; Airpower variant for D'Day'91; Across 5 Aprils counter mix (on insert); summary of rules variations am Grt Btl of Am Civ War games (on insert); March Madness 1997 team cards (insert). '97						
79282	General Magazine 31/5	n	Excell	Y	\$5.00	\$3.00	40%
	w/ inserts. 2pgs with 2 ASL scenarios removed. Others EX. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97						
71873	General Magazine 31/5	n	Mint	Y	\$6.00	\$4.00	20%
	w/ inserts. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97						
109040	SL: Squad Leader, SCENARIO BUNDLE	n	Excell	Y	\$1.00	\$0.25	
	7 SL scenarios from the General. Includes Scenario L,M,N and Tournament 1-4. ■ 10 SL scenarios from the General. Includes E-I,P, Tourney #1-4.						
AH Victory Games(AH-VG)							
88399	Gulf Strike 1st	BC	VGood	Y	\$30.00	\$19.00	53%
	Packaged in a Football Strategy box with worn edges & sun faded side panel; (original box discarded). No counter tray. Others complete & clean & Vgd overall. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btn/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81						
88400	Gulf Strike 1st	BC	Excell	Y	\$39.00	\$25.00	38%
	No counter tray. Others complete, 1st edition copy. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btn/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81						
Amarillo Design Group(ADB)				http://www.starfleetgames.com			
106614	Star Fleet Battles, Stellar Shadow #1	n	NEW	n	\$8.00	\$6.00	40%
	The "Sci-Fi" journal of the Star Fleets Battles (& F&E, Fed Commander, Starmada & Call to Arms) world. Contains some fiction plus LOTS of material on bizarre, improbable or impossible ship designs, plus new races, etc. 64pgs. '01						

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
97187	Star Fleet Battles: G3a Suppl Annex	Bk	NEW	n	\$15.00	\$13.00 35%
	More Master Annex! Supplementary rules & addenda, including rules for Alpha Octant, TOC for entire system, summary of abbreviations, Carrier Escort Tables, Master Scenario Index. '09					
Asgard Inc.(Asgard)		http://www.racetobepresident.com				
76835	Miniature: Germanic Axe Warrior	LB	Excell	Y	\$5.00	\$1.00
	6" lead mini of a Germanic or Nordic axe-wielding warrior. Assy reqd. Weighs 4.8lbs.					
Asmodee Editions(Asmodee)		http://www.asmodee-us.com				
90337	Heroes of the World, Race to Civilizatn	LB	NEW	Y	\$35.00	\$32.50 46%
	Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including by conquest. '09					
ATO - Turning Point Simul(AgaTPS)		http://www.atomagazine.com				
109156	Marne, the Battle that Change the World	HP	NEW	n	\$27.00	\$23.00 34%
	One of the 20 decisive battles of history per LtCol Mitchell. Game covers the First Battle of the Marne as the Germans close in on Paris in the Fall of 1914. The Germans fail to keep their eyes on the prize, and an Allied counter-attack into a gap between 2 German armies causes them to fall back from the outskirts of Paris. A half-million became casualties, along with Germany's best chance for winning the war. Rgt level, 158 counters. J.Compton, L.Tohver'15					
Avalanche Press. Ltd.(Avalan)		http://www.AvalanchePress.com				
83507	Alsace 1945	SC	NEW	n	\$21.00	\$14.00 44%
	Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btl/rgt/brig level, 140 countrs. '05					
77592	Blood on the Snow, Btl of Suomussalmi	HC	NEW	Y	\$29.00	\$20.00 33%
	Smaller, op lvl gm of the defense by a scratch Finish div against 2 Soviet divs reinforced w/ tanks at Suomussalmi, during the Winter War. Btl lv, 2km/hex. M.Bennighof'95					
86237	Granada, Fall of Moslem Spain	BC	NEW	Y	\$35.00	\$20.00 56%
	Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03					
105921	Panzer Grenadiers: Alaska's War Kit	Bk	NEW	Y	\$9.00	\$6.00 45%
	Last new copy. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Bennighof'07					
110376	Panzer Grenadiers: Alaska's War Kit	Bk		Y	\$8.00	\$5.00 55%
	Has a vertical scuff mark on cover that obscures a few text characters; otherws new. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Bennighof'07					
108043	Panzer Grenadiers: Divisione CorazzataKT	Bk	NEW	n	\$8.00	\$7.00 30%
	Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11					
87787	Panzer Grenadiers: First Axis Kit	Bk	NEW	n	\$19.00	\$10.00 60%
	Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08					
86388	Panzer Grenadiers: Fronte Russo Kit	Bk	NEW	Y	\$18.00	\$11.00 63%
	Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07					
103205	Panzer Grenadiers: Hopeless Not Serious	Bk	NEW	Y	\$25.00	\$22.00 37%
	Scenario kit for PG containing 16 scenarios taken from battles between Austrian forces & Nazi militias in 1934, or hypothetical battles had Austria resisted Germany in 1938. Req Eastern Front, Rd to Berlin, Bulge, Elsenborn, Cassino, Edelweiss & Sinister Forces. '10					
102696	Panzer Grenadiers: Iron Curtain Kit	Bk	NEW	Y	\$19.00	\$18.00 28%
	Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to paly all scenarios. '07					
105804	Panzer Grenadiers: March on Leningrad	Bk	NEW	Y	\$9.00	\$6.00 45%
	Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08					
107274	Panzer Grenadiers: North Wind Kit	Fo	NEW	Y	\$8.50	\$6.50 41%
	Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07					
102903	Panzer Grenadiers: Patton's Nightmare	Bk	NEW	n	\$19.00	\$16.00 36%
	Kit adding 77 counters & 20 scenarios & a campaign game based on US-Soviet conflict beginning in 1948, including US 2nd armored assault on Berlin. Uses all those late-war super tanks. Reqs Rd to Berlin & Elsenborn to play all scenarios. J.Stafford'12					
94891	Panzer Grenadiers: Polish Steel	Bk	NEW	Y	\$18.00	\$12.00 52%
	Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10					
94830	Panzer Grenadiers: Red Warriors Kit	Bk	NEW	Y	\$19.00	\$16.00 36%
	Kit providing 20 scenarios set during Operation Mars, the Soviet winter 1942 offensive in the south. Includes 165 counters including many Soviet guard units. '06					
95511	Panzer Grenadiers: Romanian Soil Kit	Bk	NEW	n	\$5.00	\$3.50 65%
	Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09					
89695	Panzer Grenadiers: Sinister Forces	Bk	NEW	Y	\$22.00	\$19.00 37%

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						Cash-Basis Price	Cash Price	(% off List Price)
	Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06							
84900	Red Russia, Russian Civil War 1918-21	HC	NEW	G		\$35.00	\$29.00	42%
	2-5 player game of various factions competing for control of Russia after the fall of the Tsar. A smaller game with high production values. W.Sariego'07							
97849	Rome at War, Queen of the Celts [pin up]	HC	NEW	n		\$42.00	\$35.00	30%
	More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate (cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition. that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07							
89616	Second WW at Sea, Eastern Fleet 1st	HC	Mint	Y		\$29.00	\$20.00	56%
	Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '01							
109888	Second WW at Sea, Eastern Fleet 1st	HC	Excell	Y		\$20.00	\$15.00	67%
	1st edition. 10% punched & complete. Allied airbase card mildly sun faded. Others v.clean ■ Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '01							
80175	Tears of the Dragon	HC	NEW	Y		\$15.00	\$10.00	50%
	2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03							
103438	Western Desert Force	BC	NEW	n		\$35.00	\$30.00	33%
	Quick-playing game using the Defiant Russia system, covering the entire war in N.Africa, 1940-43. Regt/brig/div level. While both sides want to rout the other from n.Africa, the real prize is the Suez Canal. 40 scenarios, 15mi/hex, regt/brig, 140 counters. W.Sariego'13							
Bandai America Inc.(BandAm)		http://www.Bandai.com						
86600	Miracle Five	LB	NEW	Y		\$15.00	\$5.00	80%
	Simple, fast playing game that elaborates on tick-tac-toe. Players maneuver their 12 pieces around a 9x10 grid seeking to be the first to get 5 pieces in a row. '08							
Battleline(BL)								
106565	Air Force 1st	FB	VGood	Y		\$15.00	\$12.00	25%
	Missing 1 air unit; ID included; easily substituted by other similar counters; Others complete. Box side split repaired. Margins of intro game play thru mildly sun discolored. Price tag on box cover. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76							
Bill Cobb Productions Inc(Cobb)								
81980	Berzerkerbirdz Extreme Sports Arena Game	LB	NEW	Y		\$18.00	\$10.00	75%
	Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07							
BSO Games(BSO)		http://richardhberg.tripod.com/bso.html						
80144	Blackshirt, Italian Invasion of Egypt	Fo	NEW	Y		\$20.00	\$17.00	23%
	Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disasterous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07							
Cadeco(Cadeco)								
86851	USA Bicentennial Game	LB	VGood	Y		\$7.50	\$1.00	
	Box has a couple of repaired panel splits. ■ Simple, 2-4 player game of gaining points for answering trivia questions about American history including presidents, famous people, states, wars, facts & events. '75							
Cardinal Industries(Cardin)								
111768	Sex & the City Trivia Game	FB	Excell	Y		\$10.00	\$5.00	
	Metal container's cover has a couple of minor deformities. Plastic insert that holds card has cracked at several places. Component's clean & overall is EX. ■ Party game for 2+ players of 1000 trivia questions drawn from the popular Sex & the City HBO TV series. Packaged in a metal box.							
Centurion Military Hobbvs(Centur)								
91924	Alien Armada	BC	VGood	Y		\$20.00	\$15.00	17%
	Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched and otherws VGd. ■ Largely strip punched. Strategic & tactical lvl gm of human defense against an alien empire for 1-4 players. '83							
Clash of Arms(CofA)		http://www.clashofarms.com						
91758	Clash of Armor: Rommel's Battles	Fo	NEW	G		\$15.00	\$10.00	50%
	6 scenarios for mini btls in which Rommel was involved, all at 1:100yds.							
Columbia Games(ColumG)		http://www.columbiagames.com						
96618	Euro Front II Kit	BC	NEW	n		\$80.00	\$65.00	35%
	Revision of earlier kit now suited to East Front II/West Front II game set. Adds new diplomatic & alliance rules & revises exit zones. Adds the 1940 campaigns in France, the lowlands and Scandinavia. Includes 243 blocks, system rules & armies of all the neutrals. '06							
96619	Shenandoah, Jackson's Valley Campaign	BC	NEW	n		\$52.00	\$48.00	26%
	Block system game of Stonewall Jackson's May-June 1862 cmpaign in the Shenandoah Valley. Using boldness & agility, his smaller force first paralyzed then defeat 3 enveloping Union armies. Brigade level, using an activation system. Block system provides fog of war. T.Dagliesch, G.Selkirk'12							
106134	Wizard Kings 3rd	BC	NEW	n		\$44.00	\$35.00	30%
	2007 (3rd) edition, the latest. ■ Called WK 2nd by publisher (incorrectly); this is the 2007 version. Further revision of Columbia's block game system applied to the magical & mystical world of humans, Orcs, Elves, the Undead & Dwarves. 2-7 Players build their forces & use might & magic on 4 geomorphic maps. Includes 7 full armies. '07							
Compass Games(Compas)		http://www.CompassGames.com						
106081	Proud Monster 2nd	BC	Mint	n		\$89.00	\$89.00	32%

Special Prices on Your FIRST Orderwww.FineGames.com/text/1stpurch.htmFine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: M.Dean@FineGames.com ph. 541-756-4711 10am-9pm PST

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
Minor scuffs on box cover; otherws very clean & mint. ■ Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11						
CRITICAL HIT Magazine(CRImag)		http://www.criticalhit.com				
74313	Critical Hit Special Ed 2000 REPRINT	Fo	NEW	Y	\$10.00	\$8.00 50%
Beta Fomm map NOT included. ■ Mag + Game. Reprint of this 2000 magazine focused on Operation Compass & the Beda Fomm campaign in N.Africa 1940 w/ 27 scenarios (& originally with historical map; reprint does not include that). '02						
Critical Hit(CRI)		http://www.criticalhit.com				
94658	ASL:Afrikakorps, Frontier War	zl	NEW	Y	\$12.00	\$9.00 36%
8 scenario kit covers the Italian invasion of Egypt and the British counteroffensive that swept them away in 1940. '10						
96148	ASL:BdF II [Baraque de Fraiture 3rd]	Fo	NEW	Y	\$34.00	\$27.50 36%
Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11						
90854	ASL:Bracchi Hills, Battle for...	Fo	NEW	Y	\$18.00	\$16.00 36%
Sqds & Leaders (ASL) kit providing 10 scenarios & the Santa Maria Infante map covering the attempts of the US 351st Rgt, 88th Inf to break the Gustav Line in an area of Italy with rolling hills that afforded excellent defensive positions to the Germans. '04						
81028	ASL:Hero Pax 4, Med Theater of Ops	Fo	NEW	Y	\$10.00	\$9.00 25%
Scenario pack with 8 tourny style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06						
103234	ASL:Omaha West 3rd MAP UPGRADE SET	Fo	NEW	Y	\$34.00	\$27.00 46%
3rd edition MAP ONLY uprade. Includes a remastered 3-map set.						
45824	ASL:Ordeal Before Shuri, Btl of Okinawa	Fo	NEW	Y	\$33.00	\$26.00 13%
Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99						
80013	ASL:Rout Pak III	zl	NEW	Y	\$15.00	\$10.00
Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98						
55622	ASL:Scotland the Brave II	Fo	NEW	Y	\$27.50	\$19.00 37%
10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior STB I kit for a large battle of Normandy.						
91406	ATS: Berlin, Fuhrer's Bunker GAME	zl		Y	\$55.00	\$45.00 44%
19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Otherws new, unpunched & unused, & complete ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09						
94220	ATS: Berlin-Red Victory: Fuhrer's Bunker	zl		Y	\$35.00	\$28.00 44%
Rear cover of rules dog-eared on one corner. ■ ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09						
91536	ATS: Berlin-Red Victory: Fuhrer's Bunker	zl	NEW	Y	\$36.00	\$29.00 42%
ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09						
102723	ATS: Bloody Omaha II [2nd]	BC	NEW	Y	\$160.00	\$135.00 32%
Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13						
100659	ATS: Hell Behind the Eastern Front	Fo	NEW	Y	\$50.00	\$40.00 43%
Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13						
90697	ATS: Pointe du Hoc	zl	NEW	Y	\$22.00	\$16.00 47%
ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09						
89908	ATS: Snakeshead Ridge, Btl of Cassino	Fo	NEW	Y	\$18.00	\$15.00 40%
ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations agains German 1st Para troops, as the allies attempt to take two high points north of the monestary. Many specific countersheets required but must be purchased separately. '09						
102742	ATS: Sweet 16 Scenario Pack 1	zl	NEW	Y	\$8.00	\$5.00 50%
ATS scenario kit using the Sweet 16 geomorphic map collection. '13						
102743	ATS: Sweet 16 Scenario Pack 2	zl	NEW	Y	\$8.00	\$5.00 50%
ATS scenario kit using the Sweet 16 geomorphic map collection. '13						
85258	ATS: Tobruk Exp. 2,Benghazi Handicap 2nd	zl	Mint	Y	\$15.00	\$11.00 45%
Reprint. ■ Reprint. Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02						
98130	ATS: Tobruk Exp. 4,Blunted Sword 2nd	zl	NEW	Y	\$15.00	\$12.00 40%
Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03						
Dan Verssen Games(Versse)						
108785	Counter Trays, DVG Style Trays 10-pak	FB	NEW	n	\$30.00	\$55.00

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	Our Normal	Special 1st Purchase
						Cash-Basis Price	Cash Price (% off List Price)
	10-pack. ■ TEN PACk of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14						
103211	Stalingrad, Battle for...	BC	NEW	n		\$27.50	\$25.00 37%
	2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. A key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14						
DecGms FIRE & MOVEMENTMag(Dec FM)		http://www.decisiongames.com					
46724	Fire & Movement (Dec Gms) #119	n	NEW	Y		\$4.00	\$1.00 83%
	1x3 Inventory label on cover. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00						
DecGms WARGAMER v2 Mag(Dec WG)		http://www.decisiongames.com					
86781	Wargamer (Decision Games) v2 # 9	n	Excell	Y		\$4.00	\$2.00
	ARTICLES ON: SSI Typhoon of Steel PC review; GAMERS In Their Quiet Fields & Thunder at the Crossroads review; Physical Game Systems Design; TSR Onslaught strategy; WWW Indian Mutiny stratgy & replay; converting SL scenarios to ASL, and ASL scenarios WG1-2; reviews on PACRIM Drive on Frankfurt, TSR Sniper Hetzer, GW Blood Royale, High Seas PC, Red Storm Rising PC, Hunt for Red October PC; status of wargaming by Dean Essig. '88						
90367	Wargamer (Decision Games) v2 #10	n	Excell	Y		\$3.00	\$2.00
	ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89						
72606	Wargamer (Decision Games) v2 #16	n	Excell	Y		\$2.00	\$1.00
	1x3 Inventory label on cover. ■ ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strategic Conquest PC. '89						
Decision Games S&T Games(DecS T)		http://www.decisiongames.com					
70450	Asia Crossroads, Great Game #216	n	NEW	Y		\$26.00	\$22.00
	Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; '19th Century Cold War in Asia.						
97665	Blood on the Tigris #176	n	Mint	Y		\$24.00	\$19.00
	Cherry. ■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.						
91680	Cropredy Bridge, A Fleeting Victory #148	n	Mint	Y		\$14.00	\$8.00 42%
	Rules separated. ■ Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.						
98516	First Air Battle Over Britain #255	n	Mint	n		\$19.00	\$16.00 36%
	Cherry. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.						
87832	First Air Battle Over Britain #255	n	NEW	n		\$20.00	\$17.00 32%
	Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.						
91077	Italian Campaign, Sicily #146	n	Mint	Y		\$24.00	\$15.00
	Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btn/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWI; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.						
104275	Italian Campaign, Sicily #146	n	Mint	Y		\$22.00	\$10.00 27%
	Some rules hilling, otherws mint. ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btn/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWI; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.						
82016	Manila '45, Stalingrad of Pacific #246	n	NEW	n		\$20.00	\$17.00 29%
	Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanes defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status3days/turn, 0.5km/hex, co/btn level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07						
97661	Molotov's War #172	n	Mint	Y		\$33.00	\$23.00
	Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWI; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.						

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
91074	Objective, Tunis #140	n	Mint	Y	\$13.00	\$8.00 47%
	Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.					
45086	Objective, Tunis #140	n	NEW	Y	\$15.00	\$10.00 33%
	Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.					
97474	Objective, Tunis #140	n	Mint	Y	\$14.00	\$10.00 33%
	Cherry. ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.					
60247	Operation Elope #211	n	NEW	Y	\$25.00	\$19.00 5%
	Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01					
97017	Over the Top: Mons & the Marne 1914 #186	n	Mint	Y	\$42.00	\$35.00
	Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.					
97386	Russian Civil War 2nd #267	n	NEW	n	\$39.00	\$35.00 30%
	Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11					
77100	Sedan Campaign, 1870 #224	n	Mint	Y	\$24.00	\$20.00 9%
	Complete. ■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.					
102461	Shenandoah, Jackson's 1862 Campaign #284	n	NEW	n	\$22.50	\$20.00 33%
	Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300m/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qadafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochín China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.					
79616	Spanish Civil War Battles, v2 #219	n		Y	\$20.00	\$14.00 36%
	Mag mildly dog-eared; 5 counters loose from tree; otherws new. ■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btln/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.					
91073	Zeppelin, First Btl Over Britain #159	n	Mint	Y	\$20.00	\$10.00 38%
	Two mag pages trimmed of excess paper due to printing error. ■ Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.					
97648	Zeppelin, First Btl Over Britain #159	n	Mint	Y	\$17.00	\$10.00 38%
	Btm corner of cover+1pg dog ear folded; otherws cherry. ■ Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.					
Decision Games(DecGms)		http://www.decisiongames.com				
110355	Lebanon '82, Operation Peace for Galilee	Fo	NEW	n	\$15.00	\$10.00 50%
	Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12					
101123	Loos 1915, the Big Push	Fo	NEW	n	\$15.00	\$12.50 37%
	Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13					
97816	Naktong Bulge, Breaking the Perimeter	Fo	NEW	n	\$15.00	\$13.00 35%
	New design using the DG folio system. Covers the desperate defense late in 1950 as all available US units in the Pusan perimeter defend against 3 NK inf divs attempting to force the Naktong Bulge. Co/Btln/Brig lvl. '10					
109929	Pacific Battles v1: The Rising Sun	HC	Excell	n	\$30.00	\$25.00 50%

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	Our Normal	Special 1st Purchase
						Cash-Basis Price	Cash Price (% off List Price)

Complete. Bataan counters unpunched. Very clean. ■ A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/btlm/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02

Decision Gms Modern War M(Dec MW)

<http://www.decisiongames.com>

105628	Next War in Lebanon #13	n	NEW	n		\$22.50	\$19.00	37%
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hoccery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.								
108954	Red Tide West #15	n	NEW	n		\$37.50	\$32.50	35%
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btlm/rgt/div level. E.Harvey'14 / ARTICLES ON: the Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crockett Nuclear Recoiless Launchaer; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 2002; Krushev in the Cold War.								
105819	Somali Pirates #3	n	NEW	n		\$22.50	\$17.50	42%
Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level, J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.								

Decision Gms World at War(DecWaW)

<http://www.decisiongames.com>

103959	Hinge of Fate, Poland & France 1939 # 30	n	NEW	n		\$22.50	\$19.00	37%
Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partisans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate: Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.								
95408	Leningrad '41 #17	n	NEW	n		\$22.50	\$20.00	33%
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btlm/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.								
102837	Pacific Battles, Nomonhan, 1939 # 32	n	NEW	n		\$22.50	\$20.00	33%
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Command in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.								
102184	Shingle, the Anzio Beachhead # 33	n	NEW	Y		\$22.50	\$21.00	30%
Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp," Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.								
94443	Soft Underbelly, Southern Italy 1943 #15	n		n		\$21.00	\$19.00	37%
Mag rear cover has a couple of vertical creases, and entire mag, map have a mild wave (non-creased fold) due to poor storage. Otherws new, unpunched, clean. ■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10								

Distant Seas Publishng Co(Distan)

<http://www.distant-seas.com>

101072	Distant Seas	BC	NEW	Y		\$27.00	\$25.00	17%
2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92								

Excalibre Games(Excal)

<http://www.Excalibregames.com>

96114	Ancient Conquest 2nd	BC	NEW	n		\$33.00	\$29.00	36%
Update of this oldie game of political & military conflict, 1000-550BC, among the ancient cultures of the Middle East. Playable solitaire, but with up to 4 players. Includes Egypt, Medes, Arameas, Uratu, Assyria, Mitanni, Lysdians, Hittites, Elamites, Jews, Cimmerians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11								

Fantasy Flight Games(FFG)

<http://www.rpg.net/ffg>

104129	Blue Max, World War I Air Combat, 5th	FB	NEW	Y		\$30.00	\$27.50	45%
Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14								
101722	Disk Wars: Sampler	zl	Mint	Y		\$2.00	\$0.25	
Set containing the revised ed. rules, and flats #16 & 18; this is NOT a complete DW set but rather a sampler that allows play given another set is available.								
69637	Thrones, Game of... CCG Demo Rules	Fo	NEW	Y		\$0.50	\$0.10	
Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list.								
69639	Thrones, Game of... CCG Demo Rules	Fo	NEW	Y		\$0.50		

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condtn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list.						
FASA Corp.(FASA)						
85779	Whirlwind	BC	Excell	Y	\$10.00	\$7.50 38%
Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86						
Fat Messiah Games(FatMes) http://www.fatmessiahgames.com						
99988	Shapeshifters, 3rd [10th Anniv Ed]	Fo	NEW	G	\$10.00	\$7.50 38%
Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenarios & new rules. M.Wasson, N.Sofge'03						
Fiery Dragon Productions(Fierv)						
100913	Freikorps, Bolsheviks Invade Germany 4th	SC	NEW	Y	\$19.00	\$18.00 22%
3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08						
97136	War Plan Crimson 3rd	SC	NEW	Y	\$20.00	\$18.00 22%
Last copy. ■ Reprint of this 280 counter, btln/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08						
Fire Fight Games(FireFi)						
81931	Cossack Revenge, Denikin's Abyss 1920	n	NEW	Y	\$16.00	\$13.00 24%
Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 280 counters that must be mounted & cut apart. 1mi/hex, co/btl level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07						
87640	Deep Into the Bekaa, June 1982	Fo	NEW	Y	\$16.00	\$12.50 26%
Last copy. ■ Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08						
79103	For Bloody Honor, the Russian Civil War	zl	NEW	Y	\$15.00	\$12.00 25%
Last 1st edition copy. ■ Strategic level game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red & Anarchist factions, and political concerns that don't allow focusing on a military victory. 270 counters that must be mounted & cut apart. M.Woloshen'07						
83116	Heroic Frenzy, Stamping Out the RedVirus	Fo	NEW	Y	\$16.00	\$13.00 24%
Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07						
80973	Kahovka, Wrangel's Kursk Oct. 14 1920	zl	NEW	Y	\$16.00	\$13.00 24%
Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btl level. Counters must be mounted & cut apart. P.Moore'07						
85085	Pare Los Facists! [Stop the Facists]	n	NEW	Y	\$16.00	\$14.00 18%
Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08						
Game Designers Workshon(GDW)						
90732	Stand and Die, Btl of Borodino 1941	GB	Mint	Y	\$35.00	\$25.00 58%
Unpunched & unplayed. 2 box corners repaired, box litley scratched & scuffed all over . 1" stain on rules cover. ■ Slick, glossy but underdeveloped gm in which 2 crack Pzr divs attempt to blow thru a single Siberian Inf div & scratch forces defending the hiway to Moscow, Oct'41. 736 counters, 2 mounted maps, 3 btl scenarios + the 5 day campaign. 500m/hex. F.Chadwick'91						
Game Publicatns GAME FIX(GPGGFx)						
91069	Among Nations #9	n	Mint	Y	\$8.00	\$4.00 42%
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
22929	Among Nations #9	n	NEW	Y	\$9.00	\$5.00 28%
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
22905	Crisis 2000, Insurrection in the US #2	n	NEW	Y	\$9.00	\$6.00 14%
1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's Btl's of Waterloo.						
Gamers (% MMP)(Gamers) http://www.multimanpublishing.com						
66169	Gamers Repl Counters 1995	n	NEW	Y	\$16.00	\$12.50
Repl counters for BlkWed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95						
64780	Gamers Repl Counters 1998	n	NEW	Y	\$15.00	\$13.00
Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98						
109891	Objective Schmidt	BC	Good	Y	\$55.00	\$45.00

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	Our Normal	Special 1st Purchase
						Cash-Basis Price	Cash Price (% off List Price)
<p>Missing ALL (~300) markers & 'Miller Artil Tables' (supplanted by later ed rules); ONLY unit counters present, you will need to make your own marker set. Game otherws VGood. v3.1 & 4.0 series rules proved as clean color laser printed copies. Exclusive rules have a slight discoloration on cover. Counters neatly clipped. German morale chart annotated to add 3 formations. Box side panels mildly sun faded. ■ Early & rare, detailed & colorful 9 scenario gm of the difficult & ultimately unsuccessful attack by US 28th Inf into Hurtgen Forest, Nov'44. 1 map, 840 counters. Tac Combat Series game #2. D.Powell'90</p>							
GHO Miniatures(GHO)		http://www.geohex.com					
97607	WWII Micro Armour, the Tank Game	n	Excell	Y		\$15.00	\$9.00
8pg miniatures rules set intended as a beer & pretzels game of WWII armored combat in Europe, 1940-5 at a scale of 3min/turn, 1"=100yd. Includes tank specs but no scenarios.							
GMT Games(GMT)		http://www.gmtgames.com					
98203	Dominant Species Card Game	SB	NEW	n		\$19.00	\$16.00 45%
Card game version of this popular multiplayer game of survival of the fittest species group (mammals, amphibians, reptiles, etc) as another ice age approaches, c90,000BC. Earn points for securing dominance in as many niches as possible '12							
99476	Down in Flames: Squadron Pack 1, Fighters	Fo	NEW	n		\$8.00	\$5.00 75%
Collection of 64 fighter aircraft cards for the Down in Flames series, many of them entirely new, some reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules. '05							
103992	Kaiser's Pirates, Surface Raiders of WW1	BC	Excell	Y		\$36.00	\$20.00 59%
Includes only 1 (of 2) d8 dice originally included. Otherws very clean & EX. ■ Simpler card game of German surface raiders in WW-1. Players control both German raiders & British navy assets hunting them. 200 ards. J.Day'09							
105856	Newtown & Oriskany	BC	NEW	n		\$25.00	\$37.50
8th game in the Battles of the Am Revolution series. Game depicts the United States' systematic invasion of "Indian country" with the avowed intent to destroy all Indian nations in the path of expansion, with the namesake battle occuring on 29 Aug 1779. This game modifies the movement system to reflect the dispersed nature of Indian warfare. Includes 2 opportunity card decks, pre-game Indian enhancements & U.S. limited intelligence, plus optional rules. Oriskany focuses on a sharp, 6 hour battle in which militia intending to relieve Ft. Stanwick are ambushed en route. 1 dbl-sided map, 176 counters. M.Miklos & D.Hanle'13							
99552	Winds of Plunder	BC	Mint	Y		\$25.00	\$19.00 58%
Cherry. ■ Euro-style, 3-5 player board game of the golden age of Piracy in the Caribbean. Players vote with their limited supply of wind cubes to determine wind direction, then spend resources to perform actions aimed at securing the greatest amount of plunder at game's end. Rules in English, French, German & Italian; cards in English. A.Newman'07							
GRD's Europa Mag(GRD Eu)		http://www.guildofblades.com					
64611	Europa MAGAZINE # 10	n	Excell	n		\$5.00	\$2.00 75%
1x3 Inventory label on cover. ■ ARTICLES ON: Europa tidbits including American air OoB; American replacement system in WWII Europe; Examining the Europa coastline hexes for problems; the Italian Republican Air Force late in WWII; Soviet Guards armies & corps; March rates in Europa; Europa Exchange; Europa game component list (in form of order form). '89							
46810	Europa MAGAZINE # 69	n	NEW	n		\$4.00	\$2.00 71%
1x3 Inventory label on cover. ■ ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99							
46822	Europa MAGAZINE # 71	n	NEW	n		\$5.00	\$2.00 75%
1x3 Inventory label on cover. ■ ARTICLES ON: Enter Rommel II scenario for War in the Desert; map of potential future GRD games in Europa/Glory series; Rationales for War in the Desert, plus humor, plus extensive playthru; WitD strategy; Italian Caproni CA-309 Ghibli aircraft; Q&A for End of the Beginning scenario in an earlier issue; the problem of Malta in Europa; March to Victory at Europafest 98; Europa Q&A. '00							
Guild of Blades(GldBld)		http://www.guildofblades.com					
81734	Empires of History Magazine #1	zl	NEW	Y		\$14.00	\$9.00 31%
First issue of a 32pg mag dedicated to Axis & Allies type games & their variants. This issue contains a complete, sml game of the Battle for Stalingrad with 108 plastic chips, an alt history scenario for War to End All Wars, & various variants, reviews, previews etc to this line of games. '02							
Hasbro: New Avalon Hill(HB-AH)		http://www.avalonhill.com					
98099	Axis & Allies 1942 2nd	LB	NEW	n		\$40.00	\$39.00 40%
Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh, did we mention the new expanded price too? For 2-5 players. '12							
Heat of Battle: Recon Mag(HOBRec)		http://www.avalonhill.com					
102945	ASL Recon by Fire Magazine #3	n	NEW	n		\$32.00	\$29.00 24%
Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06							
Hero Games(HeroGm)		http://www.avalonhill.com					
76373	Hero Champions RPG 2nd: Champions II	Bk	Excell	Y		\$4.00	\$2.50
Supplemental rules set for an early edition of Champions. '82							
76376	Hero Champions RPG 2nd: Champions III	Bk	Excell	Y		\$4.00	\$2.50
Supplemental rules set for an early edition of Champions. '84							
Inner City Games Design(InnerC)		http://www.avalonhill.com					
86002	Space War!	zl	NEW	Y		\$5.00	\$2.50 58%
Fast playing board & minis game of getting around the city of Los Angeles. Compete against 6 million other cars for the one available parking space, and avoid the ravages of road rage. '02							
Iron Crown Enterprises(ICE)		http://www.ironcrown.com					
76363	Hero System RPG: Hero Bestiary	Bk	Excell	Y		\$9.00	\$2.50
Sourcebook with various creatures. Includes 70 animals, real, mythic & fantasy, including dinosaurs, movie monsters, GM guidelines. '92							
101723	Middle Earth: Wizards & Dragons BUNDLE	FB	Excell	Y		\$50.00	\$25.00

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)

Approx 10" of cards apparently from 4+ Wizards Unltd & 4+ Dragons boosters. Packaged in a nicely organized box sorted by card type. Includes ~50 clear card sleeves for play + downloaded card rarity summary. ■ Superset of this collectable card game.

John N. Hansen Co., Inc.(Hansen)<http://www.johnhansenco.com>

107355	Glasnost	HC	NEW	Y	\$15.00	\$9.00	40%
Price tag on box. Missing 1 generic colored marker; otherws EX & very clean. Simple 2-8 player, fast playing, abstract game of promoting peace between the US & USSR as represented by accumulating peace chips. '88							
83953	Time, the Game	BC	Excell	Y	\$5.00	\$1.00	
Trivia game emphasizing Time magazine theme w/ people, places, events, sports, arts & the world from the 1920s-80s. W/ 8000 questions. '83							

Judges Guild(Judges)

75804	RuneQuest RPG: Duck Pond	Bk	Excell	Y	\$3.00	\$2.00	
Campaign adventure (requires Cults of Prax). '80							
98108	Traveller: Crucis Margin Guidebook	Bk	Mint	Y	\$6.00	\$4.00	60%
Includes full sized colored map. Describes the Gateway quadrant & client states within. '82							
98109	Traveller: Lev Sector Guidebook	Bk	Excell	Y	\$12.00	\$4.00	60%
Slight soiling thru use. Includes full sized colored map. ■ Includes full sized colored map. Describes the Ley quadrant & client states within. '80							
98111	Traveller: Marantha-Akahar Sectr Guide	Bk	Excell	Y	\$13.00	\$4.00	60%
Includes full sized colored map. ■ Includes full sized colored map. Describes the Lesser Rift Gateway quadrant, the center trailing edge of the Imperium, & client states within. '81							

Khepera Games(Kheper)

111770	1000 Drinking Games	SB	Excell	Y	\$10.00	\$5.00	
Party & drinking game for 2-11 players. Play starts with one simple drinking game, then play & the rules are altered thru card play as well as a spinner. Mindless fun.							
111769	What the F*ck?, Skanky Verson	SB	Excell	Y	\$12.50	\$5.00	50%
2010 edition. Simple party game that can be played with any number of players, and allows people to join or leave the game at will. Players must predict another players response to truly ridiculous & absurd questions: failure requires drinking! Skanky version provides hundreds of gross but ridiculous questions: they are more adolescent humor than bawdy. Includes 2 booklets of questions, 3 dice, 12 A/B coins (use quarters if you have more than 12 people). '10							

Looney Lab(Loo)<http://www.looneylabs.com>

110494	Adventure Time Fluxx	SC		n	\$12.00	\$7.50	63%
Demo copy, with circular label on box. ■ Version of Fluxx patterned after Mr. Peabody traving thru time & weirdness. '15							
110497	Adventure Time Fluxx: War Elephant Promo	SC	NEW	Y	\$1.00	\$0.25	
Psychic War Elephant card, distributed as a promo. ■ Psychic War Elephant card, distributed as a promo item for the base game. This card only available in this way.							
110493	Batman Fluxx	SC		n	\$12.00	\$9.00	55%
Demo copy, with circular label on box. Sml part of shrinkwrap torn away. New. ■ Version of fluxx based on the Batman motif. Lots of classic villains team up against Batman & Robin. Goal is to clean up Gotham City, and the game includes all new mechanics to help. '15							
110496	Batman Fluxx: Clayface Promo Card	SC	NEW	Y	\$1.00	\$0.25	
Clayface creeper card, distributed as a promo item. ■ Clayface creeper card, distributed as a promo item. This card only available in this way.							
110495	Fluxx: Dice Expansion Kit	SC		n	\$9.00	\$5.00	58%
Demo copy, with circular label on box. ■ Kit that adds dice to any version of fluxx; a roll of the dice will now change the draw & the rules, too!							
104014	Mammoth Fun Pack			n	\$1.00	\$0.25	88%
Promotional kit containing 1 add-on card for each of 4 Looney games (4 cards total): Chronoouts (Live Wooly Mammoth artifact); Fluxx Board Game (Scramble Colors); Fluxx (Angry Mob); Choose One (Fluxx or Pyramids). '13							

Majestic 12 Games(Maj12G)

85402	Powersled Circuit	Fo		Y	\$15.00	\$9.00	74%
Folio dust jacket has many wrinkles & a 1" seam tear at its spine due to tight packaging. Otherwise new. ■ Fast playing, simpler game of sci-fi racing using a card-based system. Includes 3 tracks. For 2-6 players. '03							

Mavfair Games(Mavfr)<http://www.coolgames.com>

96079	Test of Fire, First Bull Run 1861	FB	NEW	n	\$18.00	\$16.50	45%
Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11							

Medallion Games(Medall)

98693	Echelons of Fire BUNDLE	n	Excell	Y	\$15.00	\$10.00	
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95							
98694	Echelons of Fury BUNDLE	n	Excell	Y	\$15.00	\$10.00	
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98							

Milton-Bradlev(Milton)

Part#	Game Title & Edition	Box	Condn	Out of Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price	(% off List Price)
97615	Clue, Simpsons 2nd	LB	Mint	Y	\$15.00	\$10.00	71%
3 character figures removed from bag; otherws mint & clean. ■ 3 character figures removed from bag; otherws mint & clean. 2nd ed has pre-painted minis of the Simpsons. The classic Clue game Simpsonized into the world of the popular TV show, with each Simpson being a murder suspect. Did Bart kill the wealthy man with the poisoned donut at the Kwik-E-Mart? '03							
74460	Password 22nd	SB	VGood	Y	\$2.50	\$0.50	
Missing scoring dial, scorepad and 1min timer; all are easily replaced. ■ Simple fun family or party game modeled after the long running TV quiz show. Players try to score the most points guessing the correct password in response to clues from the other team. Lightning rounds allow one team to try to guess as many words as they can in 1min. '82							
Minden Games / Panzerschk(MinPzr)		http://www.homestead.com/minden_games					
85444	Cold Harbor II	n	NEW	n	\$6.50	\$6.00	14%
Small, simpler game of the Union assault on the Confeds at Col Harbor, Virginia, in June 1864. Upgraded from the version published in Panzerschrek #3. G.Graber'08							
Minion Games(MNI)		http://www.MinionGames.com					
99156	Kama Sutra Dice	SC	NEW	Y	\$9.00	\$6.00	40%
Pair of 22mm custom dice depicting, you guessed it, sex positions on each of the 6 die faces. Whoa-Hu! '10							
Miscellaneous MAG Publsr(MiscMg)							
84507	Civil War Times Illustrated (Aug'76)	n	Excell	Y	\$1.00	\$0.25	92%
Aug'76. 52pg historical mag.							
84515	Civil War Times Illustrated (Feb'77)	n	VGood	Y	\$2.50	\$0.25	92%
Scuffed cover ■ Feb'77. 52pg historical magazine focused on history of the American Civil War.							
84510	Civil War Times Illustrated (Jan'77)	n	Excell	Y	\$1.00	\$0.25	92%
Jan'77. 52pg historical mag.							
84513	Civil War Times Illustrated (Jul'76)	n	Excell	Y	\$2.50	\$0.25	92%
Jul'76. historical magazine focused on history of the American Civil War.							
84512	Civil War Times Illustrated (Jun'76)	n	Excell	Y	\$2.50	\$0.25	92%
June'76. 52pg historical magazine focused on the history of the American Civil War.							
84511	Civil War Times Illustrated (May'76)	n	VGood	Y	\$1.00	\$0.25	92%
Moisture stained. ■ May'76. 52pg historical mag.							
84508	Civil War Times Illustrated (Nov'76)	n	Excell	Y	\$2.50	\$0.25	92%
Nov'76. 52pg historical magazine focused on the history of the American Civil War.							
84517	Civil War Times Illustrated (Spt'83)	n	Excell	Y	\$2.50	\$0.25	92%
Sept'83. 52pg historical magazine focused on the history of the American Civil War.							
88561	Conan the Barbarian COMIC BOOK # 98	n	Excell	Y	\$1.00	\$0.25	
Minor dogear on rear cover, otherws clean. ■ Comic book, v1 #98 (May '79) edition.							
89674	World War II Magazine Nov'94	n	Excell	Y	\$3.00	\$0.25	
92pg mag of popular (read: lite duty) history relating to WWII. ARTICLES ON: the Malmedy Massacre; Jewish 51st Commando unit; the M4 Sherman; Gen. Patton; Germany's Bridge Too Far, the Battle of the Bulge; Desperate Drive for the Danube 1945; Contrasting Styles of Adms Spruance & Halsey in the Pacific; Survival of a Member of Schindler's List; Battle of Tarawa. '94							
Miscellaneous Publishers(Misc)							
89101	Dice, d6 1" Oversized	n	Mint	Y	\$0.75	\$0.50	
SEVERAL AVAIL. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.							
79650	Floquil 5/0 Precision Paint Brush/Liner	n	Mint	Y	\$1.00	\$0.25	92%
Unused painting brush designed for detail work. Floquil #688350 w/ long thin brush.							
Multi-Man OPERATIONS MAG(MMP Op)		http://www.advancedsqadleader.com					
109769	Special Ops Wargaming Journal # 3	n	Mint	n	\$20.00	\$15.00	38%
20 (all) variant/errata counters for Baltic Gap removed; all other counters included & unpunched, otherws mint. ■ Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12							
New Infinity Games(NewInf)							
74050	Cyborg Commando: Op BiFrost Kit	Bk	Mint	Y	\$6.00	\$2.50	75%
Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87							
74048	Cyborg Commando: SanFrancisco Knights Kit	Bk	Mint	Y	\$5.00	\$2.50	75%
Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87							
One Small Step(One)		http://www.ossgames.com					
83489	Chicken of the Sea	n	NEW	Y	\$8.00	\$4.00	43%
Sml game of naval combat between oar-powered gallies in the 1st Punic War. '94							
82575	Crisis 2000, Insurrection in the US	n	NEW	Y	\$9.00	\$6.00	14%
Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94							
82172	Crossbones	n	NEW	Y	\$11.00	\$7.00	46%
Last copy. ■ Game of pirateering ship-ship combat & trading for 2+ players. M.Anderson'02							
Pacific Rim CntrAtk Mag(PacRCA)		http://www.justplain.com/intro.html					
90108	Lee Invades the North #2	n	NEW	Y	\$19.00	\$17.00	

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
	Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates into the North, Sept 1862 & summer 1863. Focuses on command control and following a strategic plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 1863; naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.					
Pacific Rim JustPlainWGms(PacRim) http://www.justplain.com						
104655	Demyansk Pocket	n	NEW	G	\$12.50	\$11.00 27%
	Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91					
109780	Troina '43	n	Excell	n	\$10.00	\$6.00 60%
	Complete. Counters neatly clipped. ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93					
Paper Wars(PapWar)						
84261	Paper Wars Magazine #11	n	Excell	Y	\$3.00	\$1.00 82%
	One the premier mag of wargame reviews. REVIEWS OF: GDW Avalanche; COA La B Quatre Bras; WWW Decision at Kasserine #23; MANSFIELD El Salvador, Zapata, Viva Fidel; SMG Lords of the Sierra Madre 1st; XTR Cortes & Smithereens; AH Here Come the Rebels; GAMERS Austerlitz; INTERPHS Jubilee, Dieppe 1942; DG Napoleon's First Battles; 3W Blitzkrieg in the South. '93					
78919	Paper Wars Magazine #18	n	Excell	Y	\$4.00	\$1.00 82%
	REVIEWS OF: 3W Drive on Damascus #15; AH Russian Campaign 2nd; ALEA Goose Green Malvinas 1982 #17; XTR Like Lions They Fought #28; DG Op Shock Troop #168 w/ ERRATA; MIH Triumphant Fox; GAMERS Enemy At The Gates; GMT SPQR Africanus Kit; WILDWEST 12 O'Clock High; COL Volga Front Kit; 3W Battle of the Alma & American Aces; GRD Second Front; 3W China Incident #37; COA Landships w/ several variant rules & ERRATA; 3W Six Against Rome; AH Guerilla; GAMESUSA Borodino. '94					
79674	Paper Wars Magazine #19	n	VGood	Y	\$4.00	\$1.00 82%
	ForSale ads litely marked. ■ REVIEWS OF: PW Gallipoli; SPI Battle for Germany #50; GDW Btl of Prague; ALEA Fontenoy 1745 #11; OMEGA War to the Death; RAND Wellington in the Peninsula; XTR Fateful Lightning & Across the Potomac #30; APL Avalanche; GAMERS No Better Place to Die & Hunters From the Sky; GMT Lost Victory; 3W Last Blitzkrieg; PRP Shenandoah; SPEARHEAD Bodyguard-Overlord; Clarifications for GAMESUSA Borodino; COA La B Wavre; 3W China Incident #37 Rules Changes to better reflect political elements of conflict (6pgs). '95					
79676	Paper Wars Magazine #21	n	VGood	Y	\$4.00	\$1.00 82%
	Mailing closure label residue on cover margin. Few marks on In Pipeline article. ■ REVIEWS OF: GMT Britain Stands Alone; MIH Famous Victory; GMT Grt Btls of Alexander Deluxe 2nd; GAMERS April's Harvest & In Their Quiet Fields II 2nd; COA Achtung Spitfire; ALEA Extremadura 1938 #18; 3W Crusades II & Sword & Shield; TRIUMPH By Force of Arms; OMEGA Napoleon's Leipzig Campaign; 3W Duel for Kharkov 2nd, Aachen 2nd, Panzerkried 3rd & To The Wolf's Lair 2nd; DG Btl for the Ardennes 3rd, World War I 2nd, Leningrad 2nd. '95					
79677	Paper Wars Magazine #22	n	VGood	Y	\$4.00	\$1.00 82%
	ForSale ads litely marked. ■ REVIEWS OF: GDW Red Star White Eagle, SPI Alamo 1st & DG Alamo 2nd; 3W Chinese Civil War #10 1st & 2nd w/ strategy; ALEA Mollwitz 1941 #19 & Morocco 1926 #12; GAMERS Tunisia & Yom Kippur; SMG Luftschiff; GMT Eight Air Force & Crisis Sinai 1973; GPG Redline Korea; Charlie Robert Awards 1995; AH Colonial Diplomacy; DG Molotov's War #172; XTR Bunker Hill #30 & Grt War in Europ #33 1st; AH Stonewall in the Valley 1st; Gateway to the Stars boardgame; COA Borodino '41; VAEVIC Tunisia #1; 6ANGLES Zaporozhye 1943; State of the Hobby 1995. '95					
79678	Paper Wars Magazine #23	n	Excell	Y	\$4.00	\$1.00 82%
	REVIEWS OF: COA La B Albuera-Espanol 2nd & La B Talavera Espanol 2nd; GDW 8th Army Operation Crusader; CLOSE Forward Edge of the Battle Area; 6ANGLES Okeahazana 1560 #2; ALEA Green Inferno #15; SIMWORK Op Dragon Rouge & Rommel at the Meause; AH Geronimo w/ clarifications; MIH Piercing the Reich; GAMERS Black Wednesday; DG On to Moscow #171 w/ replay; PRP Balkan Storm; GAMESUSA Friedland; Review of Military BOOKS of Note; GAMERS Marengo; DG Rebels & Redcoats I; COL Dixie Shiloh; AH ASL Solitaire & Empire of the Rising Sun; SPEARHD Antietam Bloodiest Day; GMFUX Winceby #5; GPG Rebel Yell 1st; TERRAN Legend Begins 3rd; COA Command at Sea v Shipbase PC. '95					
79679	Paper Wars Magazine #24	n	Excell	Y	\$4.00	\$1.00 82%
	REVIEWS OF: BL & AH Submarine w/ a new scenario; ALEA Alcaniz, Maria & Castalla; VAEVIC Austerlitz 1805 #2; 3W Okinawa #55; XENO Alexander's Generals; SIMTAC Los Arapiles; PRP Black Day of the German Army; COL Euro Front; APL Blood on the Snow; Big Bear Prod's S&T Videos; BL & AH Machiavelli; COA King's War; COL Eagles Waterloo CCG; XTR Mason-Dixon #35; Review of Military History books; XTR Proud Monster #27 & Death & Destruction Kit #34; GPG Big One #7; DG Indo-Pakistani Wars #174; XTR Balkan Hell #35; DG Across Suez 2nd; Mind Map & Manuever mag; Dreden games: 3W Dresden 1813, SPI Dresden, NE SIM Btl for Dresden (w/ ERRATA); GMT Three Days of Gettysburg; DG Germania #175; GPG Greenline Chechnya; COA La B Corunna-Espanol; Blue & Gray Quad: SPI & DG editions. '95					
79680	Paper Wars Magazine #25	n	Excell	Y	\$4.00	\$1.00 82%
	REVIEWS OF: GDW Narvik 2nd; STRNG MAG Material World; WARFROG Sixteen Thirty Something; GAMERS Stalingrad Pocket 1st & Leros;; GMT Invasion Norway & Typhoon; DG The '45; AH London's Burning; DG Emperor's First Battles; COA 1807, designer's reply; Military History Books; SMG Lords of the Sierra Madre; XTR SS Panzer #36 w/ ERRATA; DG Thirty Years War #175 w/ suggested rules changes; SPEARHD Bold Stroke w/ ERRATA; COA Supermarina I. '96					
79681	Paper Wars Magazine #26	n	Excell	Y	\$4.00	\$1.00 82%
	For Sale ads litely marked. ■ REVIEWS OF: Valley Forge 1778; AH Stalingrad '63; BL & AH Tirreme; Rebels & Yanks; SIMWRK Legend of the Lost Dutchman; 6ANGLES Kamikaze #4; SPI & DG Napoleon's Last Battles Quad; 3W Spires of the Kremlin; GMT Glory; AH We the People Expansion Card Set; DG Thirty Years War Quad; GMFUX Among Nations #9; AH Hannibal; DG Hundred Years War #177; OSS Cybnauts #11; COA Zorndork; Origins '96 impressions; TERRAN Bastogne or Bust; DG Krieg!, w/ rules index & ERRATA. '96					
Parker Brothers(Parker)						
111962	Trivial Pursuit Lord of the Rings DVD Ed	GB	Excell	Y	\$25.00	\$20.00
	1 box corner split & repaired. Price written on box cover in grease pencil. Otherws EX. ■ Reqs DVD player & TV/PC to play. Colorful game of trivia based on the Lord of the Rings trilogy movie series of the early 2000s. Played with an abstracted board with 4 tall, painted LotR minis. Includes 2 DVD with a menu system of 20 games of increasing difficulty. You can play all 20 games and never encounter the same question posed in the same form. 2400 interactive questions posed in words, in music, in scenes or in fuzzed out images. For devotes. '04					
Passport Game Studios(PGS)						
110964	Pocket Imperium	SC	NEW	n	\$26.00	\$22.50 36%
	Game of interstellar exploration & imperial conflict. 2-4 players are differing starfaring races, each competing to explore, conquer & claim as much of the galaxy as possible. Build new, stronger, faster ships to get there first with the most, and ally with others to form coalitions that can dissolve in a second. Rules provided in English, Frence & German. D.Mortimer'15					

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	Our Normal	Special 1st Purchase	
						Cash-Basis Price	Cash Price (% off List Price)	
Patch Games(Patch)								
74456	TriBond	LB	Excell	Y		\$5.00	\$1.00	
Some sun fading of side panel. ■ Party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. '95								
74457	TriBond Diamond Ed.	LB	Excell	Y		\$5.00	\$1.00	
Sun sun fading of side panel. ■ Revised edition of this party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. Features tougher questions & more obscure associations. '98								
Perry Moore(Moore)		http://jps.net/~perrya						
78943	Born to Battle	zl	Mint	Y		\$25.00	\$18.00	10%
Set of 3 games previously published separately, each on more recent Arab-Israeli Wars: Op Shock Troop 1st, the Israeli counterattack in the Golan 1973; Op Dovecote, the Israeli counterattack near the Suez Canal & into Egypt; and Peace for Galilee, a grossly misnamed game of the Israeli invasion of Lebanon in 1982 that bogged down with overreach & urban fighting. Each game is separate, and while large each is produced to basic Desktop Publishing standards, with b&w map, PC printed rules & counters that are mounted but must be cut apart for play. Moore's games are not none for careful proofreading nor playtesting. P.Moore								
75044	Breakthrough at Gemehalo, Feb. 1990	Fo	NEW	Y		\$15.00	\$12.00	25%
Our last copy. ■ Grand tactical level game of an assault by 10,000 Ethiopian troops against the Eritrean-held Mt Gemehalo fortress on 23 Feb'99. Success would break the Eritrean defenses; failure might break the Ethiopian will. 1hr/turn, 400yd/hex. 280 counters that must be cut apart. P.Moore'06								
74370	Dvina River Offensive, August 1919	Fo	NEW	Y		\$21.00	\$17.50	24%
DTP game of the final, desultory British attack on Red Russian forces in Aug.1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, un-supporting areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighters. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06								
82173	Last Blitzkrieg, Peace for Galilee 1982	Fo	NEW	Y		\$23.00	\$21.00	19%
Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06								
78016	Slim River, Malaysia 1942	Fo	NEW	Y		\$15.00	\$12.00	25%
Small, DTP game of the Japanese armored blitz thru several lines including the Slim River manned by various British units. Uses event cards for activation, discovering unknown bypass roads which the Japanese exploited successfully. 350y/hex, platoon level, individ tanks/weapons, 30min turn. 280 color counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05								
86243	SS Abyss, Hungary 1945 1st	Fo	NEW	Y		\$17.50	\$14.00	26%
Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters that must be mounted & cut apart. P.Moore'06								
Phoenix Games(Phoenix)								
103630	Alien Contact	FB		Y		\$29.00	\$24.00	40%
NOTE: Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity.. Lombardy'83								
Playroom Entertainment(Playro)								
82109	Killer Bunnies: Blue BOOSTER SAMPLE	n	NEW	Y		\$0.25	\$0.10	
Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item.								
POG Unlimited(POGUn)								
76660	POG Booster Bundle (4)	n	NEW	Y		\$0.50	\$0.10	
Bundle of 4 identical POG series 1 booster packs, each w/ 5 POGs, 1 slammer, 1 series card.								
Prism Games (aka TimJim)(TimJim)								
78695	Suzerain	HC	NEW	Y		\$20.00	\$15.00	40%
Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93								
Schutze Games(Schutz)		http://sites.google.com/site/schutzegames						
107996	Eureka Stockade	HC	NEW	n		\$21.00	\$19.00	24%
A bit of Australian history: resentment against the colonial govt led to a miners' uprising in the Ballarat gold fields of Victoria. At dawn, 3 Dec 1854, 2 British regts & colonial police stormed the miners' stockade. This was the closest Australia has been to civil war. 3 scenarios from the most contained (historical) situation to larger gatherings of miners that might have been present, with optional rules. 88 counters, 60m/hex, 5min/turn. P.Schutz'08								
82590	Hamel 1918	n	NEW	Y		\$12.00	\$10.00	20%
Low level (co/btry) game of the shortest, successful offensive in WW1 as the Australians attack the Germans in July 1918. W/ small color map, 220 counters that must be mounted & cut apart, 190m/hex, 10min/turn. '01								
86189	Illusionary Fortress, Singapore 1942	Fo	NEW	Y		\$19.00	\$12.50	43%
DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08								
86191	Illusionary Fortress, Singapore 1942	Fo	NEW	Y		\$19.00	\$11.00	50%
DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08								
102761	Pusan Perimeter, Fire on the Naktong 2nd	HC	NEW	n		\$26.00	\$22.00	27%
Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13								
101648	Yelnya, Crushing the Salient	HC	NEW	n		\$22.00	\$19.00	24%

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
	Smaller, simpler game of Zhukov's first counterattack against the Germans, Sept. 1941. Zhukov, commanding the Soviet's reserve army, finds an opportunity to attack Army Group Center after it has been stripped of its panzers (off encircling a half-million Soviets in the Ukraine), and push the Germans back from the approaches to Moscow. 88 counters, small map. P.Schutze'12					
Score Entertainment(Score)		http://www.ScoreEnt.com				
70497	Dragon Booster CCG Demo Deck	n	NEW	Y	\$0.25	\$0.10
	FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game.					
Simmons Games(Simmon)		http://www.Simmonsgames.com				
81724	Where's Osama?	Bk	NEW	Y	\$3.00	\$1.00 90%
	Set of quizzes & puzzles focused on Osama bin-Ladin. Just for fun. Includes a very simple 2-3 player tongue in cheek board game of hunting Osama in a cave complex.'02					
Simulations Canada(SimCan)						
91737	West Front	n	NEW	Y	\$15.00	\$12.00
	Med complexity, strat army lvl gm of the war in western Europe & Italy, '43-5. Mates w/ Lebensraum. S.Newberg'85					
SJG Fire & Movement Mag(SJG FM)						
84688	Fire & Movement Magazine # 22	n	Excell	Y	\$5.00	\$2.00 33%
	ARTICLES & review ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80					
75265	Fire & Movement Magazine # 32	n	Excell	Y	\$3.50	\$2.00 33%
	1x3 Inventory label on cover. ■ ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83					
67594	Fire & Movement Magazine # 34	n	Excell	Y	\$3.00	\$1.50 50%
	1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Attack in the Ardennes, Rockets Red Glare, Bonaparte in Italy (w/ errata); the Etiquette of Wargaming; WRG's War Game Minis Rules; brief reviews of Falklands or Malvinas, War in the Falklands, Rommel in the Desert 1st, Fight For the Sky, Fighter Command, Germany's Tank Attack 1918. '83					
67595	Fire & Movement Magazine # 35	n	Excell	Y	\$3.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: review of Cossacks Are Coming 1st (w/ errata); Playing Monster Games; Analysis of Ace of Aces & Bounty Hunter; Anzio puzzle; Survey of WWII Micro-Armor & Modern Naval Minis; brief reviews of Broadside & Boarding Parties, Destroyer Captains, Remember Gordon, Jerusalem 2nd, Victory at Waterloo. '83					
52239	Fire & Movement Magazine # 36	n	Excell	Y	\$3.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: review of Bomber; Survey of Modern Micro-Armor; review of Napoleon's Last Triumph (w/ errata); brief reviews of: VI Caesars, Commando Actions, Gunslinger, Command at Sea 1st, Red Star Falling, Two Ocean War Variant; Umpired Multi-Commander Flat Top. '83					
75268	Fire & Movement Magazine # 39	n	Excell	Y	\$4.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Kirovograd, VG Nato, Red Storm, Hell's Highway (w/ example of play & errata); Gaming in Japan photos; A Glance of Am Civil War Miniatures; brief reviews of: Strategic Combat, S&T Special #1, Napoleon's Italian, Russian & Peninsula Campaigns, Last Panzer Victory, Decision at Kasserine #23, Blue Max; Solution to the Fighter Cover for a Fleet problem in F&M38. '84					
75269	Fire & Movement Magazine # 40	n	Excell	Y	\$2.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Lawrence of Arabia 2nd, Gulf Strike 1st; Evaluating Accuracy of Conflict Simulations using GDW's 1815 & SPI's Nap's Last Battles; Johnny Reb Min Rules; review of Mr. Lincoln's War (Army of Tennessee / Army of the Potomac); Wargame Trivia Puzzle; brief reviews of: Arnhem Bridge, PWG Aachen, 8th Army, Gela Beachhead, Operation Badr, Operation Konrad, To The Wolf's Lair. '84					
66915	Fire & Movement Magazine # 43	n	Excell	Y	\$3.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: First issue under Diverse Talents ownership; review of GDW Assault 1st w/ errata, Clash of Steel #31 w/ errata, VG Vietnam 1965-75 w/ hints on play, Killer Angels, GDW 8th Army, Race for the Meuse #26, SIMCAN Hannibal, Peter the Great #27, Stars & Bars #0, WEG Shiloh, Royal Navy, Lodz 1914 #29. '85					
98852	Fire & Movement Magazine # 49	n	Excell	Y	\$3.00	\$2.00 33%
	ARTICLES ON: Origins '86 review; 10th anniversary of F&M mag, a History; Survey of the Evolution of Wargaming; review of Trial of Strength; SSI Battle of Antietam; World in Flames 1st Barbarossa scenario; Comparison of Board & Computer Wargames; reviews of Duel for Kharkov & Imperium Romanum II. '86					
67608	Fire & Movement Magazine # 50	n	Excell	Y	\$2.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86					
66917	Fire & Movement Magazine # 52	n	Excell	Y	\$5.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: Interview with Sid Meier (then of Microprose); review of Napoleon & the Archduke Charles #49, St. Lo, Air Cav, Air & Armor, AirLand Battle, Struggle for Stalingrad #47 w/ errata; brief reviews of: Hitler's Counterstroke in France, WWW Battle Cry, VG Korean War, Texas Revolution; New Games on Old Subjects; Gaming in Australia; solution to the Manning Hadrian's Wall puzzle from prior issue; WWW acquires S&T from TSR, Counterattack & Battleplan mags announced, '87					
67612	Fire & Movement Magazine # 56	n	Excell	Y	\$2.00	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: Major changes in the Wargame Industry in '87 including Retrenchment at AH; Charlie Roberts Interview; reviews of Central America, & interview with its designer, James McQuaid, plus 2 scenarios; Scenario analysis of Central America; History of 21 times the US intervened in Central America, 1846-1926; brief reviews of Omaha Beachhead, Against the Reich, Panzergruppe Guderian 2nd, Rommel in North Africa, Air Superiority, Top Gun, Knights of the Air, SIMCAN Battleship, Shogun 1st, Condotiere #54, Ancients 1st; Wargames of 1972. '88					
52258	Fire & Movement Magazine # 58	n	Excell	Y	\$4.50	\$1.00 67%
	1x3 Inventory label on cover. ■ ARTICLES ON: interview with Jon Southard; Atlanticon '88 Report; review of Fire Brigade PC game; reviews of AH Empire in Arms 2nd, w/ analysis of the 1805 Trafalgar situation; review of Tam Yankee; Simulating the Fog of War; review of Open Fire, Jet Ace; answers to Military Quotes puzzle in #57; games of Gettysburg review. '88					

Part#	Game Title & Edition	Box	Condtn	Out of Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price (% off List Price)	
Slang Design(Slang)							
98369	Zombies of the World Field Guide	Bk	NEW	Y	\$13.00	\$11.00	42%
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12							
SPI Ares Mag Games(SPIAres)							
88674	Arena of Death #4	n	Mint	Y	\$13.00	\$6.00	40%
Rules separated. ■ Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.							
79362	Ares Magazine # 4 (SPI)	n	Mint	Y	\$2.00	\$1.00	90%
No rules. ■ Mag only, no rules. ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.							
72591	World Killer #1	Game Only	n	Mint	Y	\$8.00	\$5.00 38%
Game only. ■ Game only. Abstract game of planetary assault by alien beings in 3D space. Simonsen '80							
SPI Games(SPI)							
21965	Counter Tray, SPI White Flat Tray	WT	VGood	Y	\$2.00	\$2.00	
Single tray avail. Box exterior mildew spotted, no title banner. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover.							
51276	Counter Tray, SPI White Flat Tray	WT	VGood	Y	\$3.00	\$2.00	
White tray box assembly w/ cardboard inserts. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover.							
38760	Titan Strike	Fo	NEW	Y	\$12.00	\$8.00	
Space Capsule #3. Land/air combat on moon of Saturn. P.Kosnett'78							
77286	War in Europe / War in the World Addendum	n	Excell	Y	\$3.00	\$1.00	
Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.							
77285	War in Europe / War in the World Addendum	n	Excell	Y	\$3.00	\$1.00	
Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.							
88842	World Killer	HC	Excell	Y	\$10.00	\$4.00	50%
One side panel split repaired, otherws punched & EX. ■ Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80							
97264	World Killer	HC	Mint	Y	\$15.00	\$12.00	
Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80							
SPI MOVES Magazine(SPIMov)							
3742	Moves Magazine (SPI) #29	n	VGood	Y	\$3.00	\$2.00	
Some signs of use & wear. 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76							
67685	Moves Magazine (SPI) #38	n	Excell	Y	\$8.00	\$3.00	
1x3 Inventory label on cover. ■ ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78							
SPI S&T Magazine Games(SPIS T)							
89074	Breitenfeld #55	Game Only	n	Mint	Y	\$19.00	\$17.50
GameOnly. ■ GameOnly. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J.Nelson'76							
92489	CA, Tactical Naval Warfr in Pacific #38	n	Excell	Y	\$28.00	\$19.00	
Includes numerous addtl articles on CA. ■ Mag & Game. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73 / ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.							
57007	Cedar Mountain #86	n	NEW	Y	\$16.00	\$10.00	17%
Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independance, 1835-6l; Operational Update at SPI.							
109897	Cedar Mountain #86	n	VGood	Y	\$10.00	\$5.00	58%
Missing 2 strength markers, ID included; all units present & game otherws complete. All counters neatly clipped. Markers assembled from multiple marker sets; font face varies. Clean. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independance, 1835-6l; Operational Update at SPI.							
99122	Combined Arms, Combat Ops 1935-70 #46	n	Mint	Y	\$32.00	\$20.00	
Portions of scenario card & counters sun discolored (counters won't show when they are punched). Otherws mint. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btin level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.							
104558	Combined Arms, Combat Ops 1935-70 #46	n	Excell	Y	\$22.00	\$20.00	
Punched & complete. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btin level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.							
106939	Combined Arms, Combat Ops 1935-70 #46	Game Only	n	VGood	Y	\$11.00	\$8.00 33%

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Part#	Game Title & Edition	Box	Out of Condt'n	Our Normal Print ? Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
	Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74					
104462	East is Red #42	n	VGood	Y \$22.00	\$15.00	
	Missing 1 unit; ID & color copy of countersheet included; otherws EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.					
106101	Flying Circus, Aerial Combat 1915-18 #31	n	VGood	Y \$25.00	\$15.00	
	Complete. 6 Trial (movement) markers all worn thru use. Slight soiling to rules. 1" lite stain on mag cover outside & in. ■ Mag & Game. Plane-plane combat in WWI 1915-8 using a playable but reasonably complete system on air combat in the First World War. Includes 200 counters, cards depicting the characteristics of 6 German & 12 Allied aircraft. J.Dunnigan'72 / ARTICLES ON: War in the Air 1915-18; Franco-Prussian War 1870-1; Military NATO Symbology; Diplomacy strategy.					
86078	Kaiser's Battle #83	n	VGood	Y \$8.00	\$4.00	67%
	Rules extensively highlighted in yellow; otherws Ex. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.					
91885	Kaiser's Battle #83	n	VGood	Y \$9.00	\$5.00	58%
	Complete. Rules highlighted in pink, otherws EX. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.					
100461	Kaiser's Battle #83	Game Only	n	Mint Y \$10.00	\$5.00	58%
	GameOnly. Unpunched but Rules are a photocopy. Otherws clean & unused. ■ Game Only. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80					
106556	Oil War #52	Game Only	n	VGood Y \$15.00	\$10.00	17%
	Game only. Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. 3 blanks drawn on & made useless. Otherws complete & EX. ■ GameOnly. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75					
92567	Operation Grenade #84	n	Excell	Y \$15.00	\$5.00	58%
	Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.					
99137	Operation Grenade #84	n	Mint	Y \$19.00	\$12.50	
	Some wear & soiling to mag cover, esp. to rear; otherws mint. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.					
106140	Operation Grenade #84	n	Fair	Y \$10.00	\$4.00	67%
	Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; otherws punched & EX. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.					
98162	Operation Grenade #84	n	Excell	Y \$14.00	\$10.00	17%
	Mag cover finger print marred. Missing 5 blanks, otherws complete. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.					
85844	Panzer Battles #73	n	Mint	Y \$22.00	\$14.00	
	Indentations on cover of mag from being used as a writing surface. Unpunched & otherws unused. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.					
67882	Patton's 3rd Army #78	n	Mint	Y \$30.00	\$20.00	
	Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.					
91675	Scrimmage #37	n	Excell	Y \$24.00	\$10.00	17%
	Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. Otherws EX. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.					
91635	Strategy & Tactics (SPI) # 38	n	Excell	Y \$10.00	\$2.00	50%
	Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.					
65654	Strategy & Tactics (SPI) # 43	n	VGood	Y \$5.00	\$1.00	
	Mag cover scuffed & wrinkled. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: the American Civil War 1861-5; Soldier Kings 1550-1770.					
68113	Strategy & Tactics (SPI) # 44	n	Excell	Y \$5.00	\$2.00	
	1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.					
3778	Strategy & Tactics (SPI) # 64	n	VGood	Y \$3.00	\$1.00	
	Fingerprint marring on cover. 1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peolopponesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77					
72701	Strategy & Tactics (SPI) # 64	n	VGood	Y \$4.00	\$1.00	88%

Part#	Game Title & Edition	Box	Out of	Print ?	Our Normal	Special 1st Purchase	
					Cash-Basis Price	Cash Price (% off List Price)	

1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenberg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77

92482 Tank! #44 n Excell Y ~~\$16.00~~ **\$10.00**

Counters have unit ID letter neatly underlined for clarity. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.

105766 Tank! #44 n VGood Y ~~\$20.00~~ **\$10.00**

Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.

92880 Tannenberg ['78] #69 n Excell Y ~~\$19.00~~ **\$9.00** 25%

Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.

99133 Tannenberg ['78] #69 n Mint Y ~~\$22.00~~ **\$18.00**

Mag spine mildly sun discolored & large but lite spill stain discolors mag cover front & rear; no warping or abrasion, just discoloration. Game is clean & mint. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.

98159 Tannenberg ['78] #69 n Excell Y ~~\$19.00~~ **\$15.00**

1x1/2" tear at btm corner of mag; torn away on cover & 2 pgs, sml tear on next 4pgs; otherws EX. Missing 1 blank, otherws complete. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.

64449 Tito & His Partisan Army, Yugoslavia #81 n Mint Y ~~\$13.00~~ **\$10.00** 17%

Some page discoloration to a couple of mag pages. Last column of counters mildly sun discolored w/ very slight mildew evidence (no spots). Otherws unpunched, unplayed, mint. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.

Steve Jackson Games(SJG)

<http://www.sjgames.com>

110951 Car Wars Card Game 3rd SC NEW n ~~\$17.00~~ **\$17.00** 32%

2-6 player card game version of the classic Mad-Max type duel between souped-up vehicles of all sizes & types, armed with machine guns, missiles, cannons, flamethrowers, oil slicks, etc etc. Includes 6 card cars plus 110 playing cards. Reprinted after many years out of print. C & S.Lambard'15

106215 Car Wars Classic 6th SC NEW n ~~\$14.00~~ **\$17.50** 12%

Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of a urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awared Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14

61219 GURPS Lite Beginner Rules Set Bk NEW Y ~~\$0.00~~ **\$0.00**

FREE with any order. ■ 32pg distillation of the basic GURPS rules, intended to introduce new players to the series. '03

100268 GURPS Space 2nd Bk Excell Y ~~\$7.50~~ **\$5.00**

Cover scuffed, otherws EX. ■ 128pg Sourcebook for Gurps providing rules for gaming the far reacehes of space with 21 character types, 3 humanoid & 4 alien species; gadgets & tech; starship construction spanning generations, etc. Quick but detailed abstract combat rules included. Awared best Role Playing Supplement in 1988. '90

Strategy Gaming Societv(StratG)

19760 Pimper's All the World's Wargames Addndm n NEW Y ~~\$2.50~~ **\$1.00** 67% **Below Our Cost !**

Documents 100 games published between 1953-77 but overlooked or incorrectly listed in the first volume of the Pimper's series. G.Phillies'80

80112 Pimper's All the World's Wargames V. II n VGood Y ~~\$1.00~~ **\$0.50** 88%

Many games' names highlighted; portion of rear page torn off & repaired. ■ Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny.

83314 Pimper's All the World's Wargames V. II n NEW Y ~~\$2.50~~ **\$1.00** 75%

Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny.

Task Force Games(TFG)

26804 Escape from Altassar zl NEW Y ~~\$9.00~~ **\$5.00**

Cannablistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83

96813 Star Fleet Battles: Commandr's Rulebk v1 Bk VGood Y ~~\$7.50~~ **\$2.00**

Some inked annotations & underlining esp in the Table of Contents page. ■ 2nd iteration of rules set for this longstanding game system. S.Cole'84

97080 Star Fleet Btls Mini: Romulan Sparrowhawk SC NEW Y ~~\$5.00~~ **\$2.00** 67%

New in a somewhat worn blister. ■ One Romulan Sparrowhawk mini. NOTE Contains lead. Mfg# 7071.

TCS Games(TCS)

<http://tcs.web1000.com/index.html>

74394 I Obey! Fo NEW Y ~~\$18.00~~ **\$14.00** 30%

Last copy. ■ Garibaldi's 1866 Bezzocca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01

63603 Innocence Lost Fo NEW Y ~~\$18.00~~ **\$13.00** 35%

Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03

64948 Montebello, First Step to Freedom n NEW n ~~\$11.50~~ **\$9.00** 28%

Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03

TSR Ares Games(TSRAre)

Special Prices on Your FIRST Orderwww.FineGames.com/text/1stpurchase.htmFine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: M.Dean@FineGames.com ph. 541-756-4711 10am-9pm PST

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condn	Print ?	Cash-Basis Price	Cash Price	(% off List Price)
88679	Universe: Mongoose & Cobra Module #17	n	Mint	Y	\$10.00	\$5.00 50%
Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travler Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).						
TSR Games(TSR)						
89748	Onslaught, D-Day to the Rhine	FB	Excell	Y	\$15.00	\$10.00
Complete, 50% punched. Couple of paragraphs in rules highlighted. One corner repaired. Otherws EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86						
TSR S&T Games(TSR S T)						
87763	Monmouth #90	Game Only	n	Mint	Y	\$19.00 \$12.50
GameOnly. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82						
92618	Rapid Deployment Force RDF #91	n	Excell	Y	\$22.00	\$10.00 17%
Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.						
92725	Remember the Maine #108	n	Excell	Y	\$65.00	\$39.00
Mag & Game. Game of the Spanish-American War, Apr-Spt 1898, in the Atlantic & Carribean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. 200 counter, rgt/brig & individ ship level. RECOMMENDED. V.von Borries'86 / ARTICLES ON: Bombing of Bari Harbor, Italy, 1943; the Smith Plan for defending American frontier; German Plan for the Invasion of Ireland 1940; the Hussites, 1415; German & Soviet War Plans for 1941; Berg's review of: WEG St. Lo, OMEGA Victory in Europe & Main Battle Area, GDW Torch; post-WWII scenarios for TSR WWII European Theater of Ops; Limited Intel, a Panacea?.						
66934	Singapore, Fall of Malaya #96	n	Mint	Y	\$40.00	\$25.00
Rules separated. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Glean of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.						
Twilight Creations(Twilig)						
80729	Zombies!!!: School's Out Forever Kit	SB	NEW	Y	\$9.00	\$5.00 67%
Our last copy. ■ Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06						
83635	ZombieTown: Road Rage Kit	SB	NEW	n	\$7.00	\$5.00 50%
Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08						
Udo Grebe COMMAND & STRAT(UGG CS) http://www.UGG.de						
99884	Blitzkrieg 1940 2nd # 7	HC	NEW	n	\$35.00	\$28.00 38%
Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10						
74421	Command & Strategy Magazine # 2	zl	Mint	G	\$10.00	\$8.00 20%
Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05						
VAE VICTUS Magazine(VaeVic) http://vaevictis.histoireetcollections.com/en/home.html						
100516	Le Matz 1918 #24	n	NEW	n	\$14.00	\$10.00 38%
Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grogard.com/vaevict.html . '99						
Vallev Games(Vallev)						
91312	Days of Steam	DC	NEW	Y	\$32.50	\$27.00 46%
2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10						
Vento Nuovo Games(VenNuo) http://www.VentoNuovo.net						
103815	Blocks in the West, the Western Campaign	GB		Y	\$95.00	\$85.00 29%
Box not shrinkwrapped, with 2 isolated sml nicks on box edge & 3" crease on another edge, otherwise new & unused. Direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13						
Victory Point Games(VPG) http://www.VictoryPointGames.com						
106242	Cuba, the Splendid Little War	BC	NEW	Y	\$32.00	\$27.50 21%

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
				Cash-Basis Price	Cash Price	(% off List Price)
<p>Game of the third War of Cuban Independence, 1895-98, with Cuban rebels battling imperial Spanish forces for control of the island - plus intervention by the US. Focuses on the insurgency at both the military & political level. 6mo/turn, fleet/brigade level. 60 counters, 75 cards. J.G.de Gabiola'14</p>						
West End Games (D6 Legend)(WEG)						
67923	Paranoia: Gamemaster Screen	Fo	Mint	Y	\$4.00	\$2.00 80%
Screen with useful tables & charts for the GM, plus a booklet with 3 new adventures. '86						
Wiz Kids LLC(WizKid)						
97643	Lord of the Rings, Nazgul Board Game	LB	NEW	Y	\$33.00	\$30.00 60%
3-5 player, cooperative game in which players are the evil ringwraiths, the Nazgul, under Sauron's control. Players must hunt down the Fellowship & retrieve the ring before it can be destroyed, all the while trying to maximize your status in Sauron's eyes. Each victory over the Fellowship increases your power, your forces & your favor. '12						
Worldwide Wargamer (3W)(WWW)						
106728	Duel for Kharkov, 2nd	BC	NEW	Y	\$42.00	\$37.50 25%
Lrg 2-map gm of 3rd & 4th btl for Kharkov, Feb-Mar'43. Wild, mobile action as German reinforcements from West finally defeat Soviet offensive that began at Stalingrad. Reprinted in a bi-lingual (English & German) version from the earlier PWG version. J.Radey, D.Bolt'94						
77324	Hitler's Last Gamble ERRATA [6/90]	n	Excell	Y	\$5.00	\$1.00
6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90						
88577	Modern Naval Battles III	HC	Excell	Y	\$16.00	\$10.00 62%
Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90						
88579	Royalists & Roundheads III	HC	Excell	n	\$20.00	\$15.00 58%
Map halves separated. Strip punched. ■ Modestly simple set of 4 more battles from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92						
88588	Tide of Fortune	HC	Excell	Y	\$22.00	\$16.00 53%
Strip punched. ■ Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93						
Worthington Games(Worthi) http://www.worthingtongames.com						
96998	Anzio & Cassino	BC	NEW	Y	\$38.00	\$32.50 35%
Simpler game of key portions of the Italian campaign in 1944. Covers Anzio (Op Shingle) from Jan-Feb, and also the assault on the Cassino Line at Cassino. 2 countersheets. '10						
102929	Blood & Sand	BC	NEW	Y	\$40.00	\$34.00 43%
Block game system of the battles in N.Africa, 1941-2 using a simpler system that optionally includes cards to provide addtl resources or special events but doesn't drive play. Scenarios focus on Tobruk, Apr 1941, and Crusader (Jan 1942), plus a campaign game running from Apr'41-Dec'42. '11						
WWW Strategy & Tactics(WWWS T)						
105661	Baton Rouge #133	n	Excell	Y	\$15.00	\$9.00 25%
Rules separated. Unpunched, but map neatly separated into 2 sections along center seam; otherws mint. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.						
91677	Baton Rouge #133	n	Mint	Y	\$19.00	\$12.00
Rules separated & stapled at spine. Unpunched. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.						
45143	Campaigns in the Valley #123	n	Mint	Y	\$16.00	\$10.00 17%
Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.						
96745	Kanev, Parachutes Across the Dnepr #115	n	Mint	Y	\$25.00	\$25.00
Sml dog ear to one mag cover corner; some minor clasp marring to back cover. Unpunched & unplayed. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.						
92721	Patton Goes to War #112	n	Excell	Y	\$22.00	\$15.00
Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87						
67786	Tigers are Burning #118	n	Mint	Y	\$30.00	\$25.00
Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.						
WWW Wargamer Magazine(WWWmag)						
98822	Anvil-Dragoon, Southwall 1944 #60	n	Mint	Y	\$22.00	\$12.00

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Part#	Game Title & Edition	Box	Out of Condtn	Our Normal Print ?	Our Normal Cash-Basis Price	Special 1st Purchase		
						Cash Price	(% off List Price)	
	Cherry. ■ Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragoon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.							
43995	Clash of Empires, 1914 #58	n	Mint	Y	\$22.00	\$12.50		
	Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.							
12342	Clash of Steel #31	n	NEW	Y	\$12.00	\$8.00	33%	
	Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.							
97485	Fallen Eagle, Battle of Khe Sanh #62	Game Only	n	Mint	Y	\$24.00	\$20.00	
	Game only. ■ Game only. Bitter battle for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87							
98823	Fallen Eagle, Battle of Khe Sanh #62	n	Mint	Y	\$38.00	\$30.00		
	Cherry. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.							
85135	Fight on the Beaches #40	n	Mint	Y	\$17.00	\$12.50		
	Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lamshead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.							
67912	Glory Road #52	n	Mint	Y	\$10.00	\$6.00	50%	
	Cherry. ■ Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceario; review of TSR's Julius Caesar.							
85113	Lodz 1914, Blitzkrieg in the East #29	n	Mint	Y	\$15.00	\$10.00	17%	
	Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.							
90061	Napoleon at Austerlitz #17	n	Excell	Y	\$20.00	\$10.00	50%	
	Entirely strip punched. ■ Mag & Game. Napoleon's Dec 1805 victory over a combined Austrian & Russian force. 400yd/hex, 3 shorter scenarios + full battle. J.Hind, K.Poulter'81 / ARTICLES ON: review of WEG's Campaigns of Napoleon (not pretty); Prados on game tactics; survey of all games of Musket & Pike era (17th-18th century); musings of a would-be publisher, Jack Greene of Quarterdeck; review of Berlin '85 #79; elements of Command & Control; analysis of Assault on Leningrad #14; brief reviews of Fast Patrol Boats, Assault on Tobruk, Warlock, Crusible of War.							
92778	Napoleon at Lutzen #32	n	Excell	Y	\$16.00	\$5.00	58%	
	Mag & Game. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.							
66836	Napoleon at Lutzen #32	Game Only	n	Mint	Y	\$15.00	\$9.00	25%
	GameOnly. ■ GameOnly. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.							
90096	Race for Tunis #57	n	Excell	Y	\$10.00	\$5.00	58%	
	Entirely strip punched. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btl for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.							
98805	Race to the Meuse #26	n	Mint	Y	\$15.00	\$10.00	17%	
	Cherry. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.							
89960	Race to the Meuse #26	Game Only	n	Mint	Y	\$8.00	\$5.00	58%
	GameOnly. ■ GameOnly. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83.							
88961	Red Baron #48	n	Mint	Y	\$13.00	\$9.00	25%	
	Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; rewi of PANTHER's Trial of Strength.							
98399	Rise of the House of Sa'ud #46	Game Only	n	Excell	Y	\$5.00	\$2.50	80%

Part#	Game Title & Edition	Box	Condn	Out of Print ?	Our Normal	Special 1st Purchase		
					Cash-Basis Price	Cash Price (% off List Price)		
	GameOnly. Complete. Some minor spots on 1 rules page, otherws EX. ■ GameOnly. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85							
12569	Wellington v. Massena #43	n	NEW	Y	\$12.00	\$9.00	25%	
	Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.							
98808	Wellington v. Massena #43	n	Mint	Y	\$10.00	\$5.00	58%	
	Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. Unpunched & unplayed. ■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.							
85102	West Wall #35	n	Mint	Y	\$13.00	\$9.00	25%	
	Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.							
XTR: Command Magazine(XTRCm)								
22289	Chattanooga, Death Knell of Confed. #43	n	NEW	Y	\$25.00	\$19.00	46%	
	Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight.							
53041	Czechoslovakia 1938 #24	Game Only	n	NEW	Y	\$19.00	\$14.00	
	GameOnly. What if Germany invaded Czech. in 1938? Good Game.							
55046	End of the Empire #46	Game Only	n	NEW	Y	\$15.00	\$10.00	71%
	GameOnly. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97							
48939	End of the Empire #46	Game Only	n	NEW	Y	\$15.00	\$12.00	66% Below Our Cost !
	GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97							
55097	Fire Next Time / WarMaster III #51	Game Only	n	NEW	Y	\$15.00	\$10.00	50%
	GameOnly. ■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99							
45884	Great War in the Near East #38	Game Only	n	NEW	Y	\$17.00	\$10.00	60%
	GameOnly. ■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96							
52583	Hougoumont, Rock of Waterloo #11	n	Excell	Y	\$24.00	\$22.50		
	Variant counter for Alexandros (1) removed and NOT included; otherws EX. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btlm/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.							
55110	Iron Dream, War in Russia 1941-2 #53	Game Only	n	NEW	Y	\$14.00	\$9.00	25%
	GameOnly. ■ GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00							
53077	Iron Dream, War in Russia 1941-2 #53	n	NEW	Y	\$22.00	\$19.00	5%	
	Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.							
86026	Warmaster Chess 2000 #49	n	NEW	Y	\$9.00	\$5.00	71%	
	Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.							
91177	Warmaster Chess 2000 #49	n	Mint	Y	\$8.00	\$3.00	83%	
	Mag cover moisture warped. Mailing label on cover. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.							
30088	When Tigers Fight #26	n	NEW	Y	\$24.00	\$19.00		
	Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.							
Z-Man Games(Z-Man)								
93628	Duel of the Giants	LB	NEW	Y	\$40.00	\$37.00	43%	

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condt	Print ?	Cash-Basis Price	Cash Price (% off List Price)
Simplified game of grand tactical combat on the eastern front, 1943, using plastic minis for tanks & aircraft. Base game includes 11 minis: 10 tanks + 1 stuka. '10					
Zobmondo(ZOB)					
111771	Would You Rather...? Twistd,Sick & Wrong	SC	VGood	Y	\$10.00
	Dry erase marker used in game, but not included. Otherws EX. ■ Multi-player party game in which players must answer questions raising ethical, bizarre or mind-bending issues. The group must reach a consensus on each; each player must predict the consensus. This edition's questions field questions that are bizarre, disturbing and not polictically correct. '04				\$5.00
Zvezda Games(Zvezda) http://www.zvezda.org.ru					
106036	Oil, Battle for: US M47 Dragon MiniSet	n	NEW	Y	\$2.50
	Published as a promotional set. Includes a 3-person M-47 Dragon Anti-Tank Missile system & crew. Req assy & optional painting. No rules included.				\$1.00

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