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

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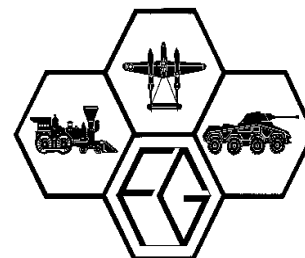
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Part#	Game Title & Edition	Box	Out of	Condtn	Print?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
http://www.SimTacLudoPress.net								
109101	Kursk 1943, La Pinza Sur pt 2 # 33	n	Almost	New	n	\$25.00	\$22.13	
<p>Sml, 1/2" tear from edge of rear mag cover. Otherws new. ■ Mag + Game. w/52pg mag. Pt 2 of 2 parts of game; 1st half printed in #31. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Also include LA SOMBRA DEL AGUILA, a game of 2 Napoleonic btls set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes Englished translated rules to Kursk, & translation avail at www.Grognard.com. '09</p>								
128085	La Guerra de Africa 1859-60 #28	n	Almost	New	n	\$28.00	\$24.78	
<p>Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherws new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btl/n/rgt level. All magazine & game rules in Spanish. '03</p>								
132874	Tercios 1490-1690 #30	n	Almost	New	n	\$24.00	\$21.24	-18% Savings
<p>Sml dog ear to btm of mag cover; otherws new. ■ Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunes 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.</p>								
http://www.a-d-g.com.au								
132232	World in Flames 1994/95 Annual	zl	Almost	New	Y	\$29.00	\$25.67	12% Savings
<p>Last copy. Has a single large dog-ear on folio cover. Otherws new. ■ 72pg booklet of strategy & analysis, comprehensive WiF errata. Includes Mech-in-Flames kit w/ countersheet #23 which elaborates on ground unit capabilities. Also includes DoD2 political status display & WIF '39 campaign scenario. RECOMMENDED; probably the value of the year. '95</p>								

Part#	Game Title & Edition	Box	Out of Condt n	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
Avalanche Press, Ltd. (Avalan)		http://www.AvalanchePress.com					
118974	Great Pacific War, 1941-45 2nd	BC	Almost New	n	\$37.50	\$33.19	26% Savings
The slightest indent one box btm edge, plus some slight scuffs to one btm corner. Otherws entirely new & shrinkwrapped. ■ 2007 "3rd" (2nd ed by our count) revision to rules & charts that streamlines game system. Revision of AH's Empire of the Rising Sun, companion game to Third Reich. Covers the war in the Pacific and Asia, beginning in 1941. Includes 3 maps, 560 counters. and only 24pgs of rules. 60mi/hex, corp/fleet level. RECOMMENDED to strategic level gamers. Can be played by 2-5. B.Knipple'07							
131668	Great War at Sea, v.9: Cruiser Warfare2d	HC	NEW	n	\$36.00	\$31.86	20% Savings
Updated, stand-alone game using the deservedly popular GWaS system and covering the world-wide hunt for German cruiser-raiders early in WW1. W/2 maps & 280 counters. 2nd edition is a complete game (save dice), with new rules & scenarios, color play aids. '18							
Columbia Games (ColumG)		http://www.columbiagames.com					
116492	1812, War of..., 4th	BC	Almost New	n	\$36.00	\$31.86	36% Savings
Opened but unplayed, unused & complete. ■ Simpler, block-style game of a little known war, focused on the fight for control of the Great Lakes area between US & Canada. Fast playing w/ excellent fog-of-war element. Great beginners game, too. '85							
Compass Games (Compas)		http://www.CompassGames.com					
131688	Blood on the Ohio, Indian Wars 1789-94	BC	NEW	n	\$46.00	\$40.71	31% Savings
Game of the Northwest Indian Wars, 1789-94; basically the same subject matter of MMP's King Philip's War. A wave of settlers crossing the Ohio River after the Revolution creates tensions with the current residents of the area, exacerbated by the British. Washington sends 3 military expeditions to crush the Indians. Two meet with serious defeat, but the last destroys the Indian forces. 2mo/turn, point-point, 1 countersheet. High solitaire suitability. John Poniskie'18							
130939	Forgotten Legions [2nd]	BC	NEW	n	\$62.00	\$54.87	31% Savings
Designer Signature (2nd) edition of two games previously published in Wargamer Magazine, Drive on Damascus and Bloody Keren. Each shares the Battles of North Africa series rules, a lively system designed for grand tactical battles. Now in a remastered, 2 game package. Drive on Damascus covered the Commonwealth's invasion of Vichy French-held Middle East. Includes lots of color with a smallish OoB including: armor advantages, air, artillery, flotillas, commandos, garrisons & mountain units. Bloody Keren covered battles for Italian East Africa, 1941-2. 2-4days/turn, 3-7.75mi/hex, Co/btn/brig level, 4 maps, 2 countersheets. Vance Von Borries'18							
130560	Last Laurels at Limanowa	BC	NEW	n	\$50.00	\$44.25	32% Savings
V.2 of the Red Poppies Campaigns series. Depicts Austro-Hungary's last solo victory against the Russians during World War I in Nov 1914. As the Russian 3rd Army approached Krakow and their 8th Army threatened Carpathia, the Austro-Hungarians attacked 25mi southwest of Krakow to good effect. Company-level units organized in battalions & regts for control & supply. 352 counters, 200yd/hex. John Gorkowski'18							
133123	Lebensraum, War for Europe 1941-5 2nd	BC	NEW	Y	\$75.00	\$66.38	33% Savings
Massive update by original designer of TWO highly strategic, modest complexity games of the war in Europe during WWII: namesake Lebensraum and mating West Front. Game begins in June 1941 and continues to the end in 1945. Each major campaign scenario can be played in isolation, or the complete grand campaign. Army-level units, with an emphasis on leadership, production, air & naval support & partisans. 3mo/turn, 50mi/hex, 3 maps, 640 counters. Stephen Newberg'18							
130219	Montelimar, Anvil of Fate	BC	NEW	n	\$105.00	\$92.93	33% Savings
Game of the Allied expansion from their secondary invasion in the south of France, Aug 1944. The Germans were in retreat, but the Allies were constrained by logistics in what they could pursue. The Allies began to surround the German 19th Army; the desperate Germans respond by moving thru the Rhone Valley making Montelimar the focal point of the 8-day battle. Third game in the Company Scale System game series. 8 scenarios involving 1 to all 5 maps, 6 countersheets, 2hrs/turn, 500m/hex, co/pltn level. Adam Starkweather'18							
132769	Night Fighter Ace, Air Defens of Germany	BC	Almost New	n	\$72.00	\$63.72	36% Savings
One box btm corner crease along parts of two edges, & mildly torn near corner along 1.5". Otherws new & shrinkwrapped. ■ Solitaire game of grand tactical plane-plane air combat over Germany during World War II. Based on The Hunters game system, this game creates a narrative around the pilot (player) seeking to increase his prestige, skills & rank - and live to fight another night. Each turn represents several days time, during which missions are flown to intercept British night bombers. Includes 32 nightfighter models representing Bf-109s, Ju-88s, Do-215/217, He-219 and Ta-154s. Players must cover 7 operational areas covering Germany & its approaches. Optional rules provide for a 2+ player game. 1 countersheet, 16 dbl-sided aircraft display mats, 100 cards. Gregory Smith, Brien Miller'18							
130937	Prelude to Rebellion, Canada 1834-7	BC	NEW	n	\$79.00	\$69.92	36% Savings
Card-driven game of a rare armed rebellion in Canada, 1834-7, as a push for liberalization & local control are resisted by the British government. Victory is based on control of urban & rural counties, level of organization, and the involvement of other nations in the conflict. Covers the period of conflict before actual armed hostilities broke out. Players are scored on their handling of the conflict, and can buy special events that suit their purposes. 3wks/turn, modestly simple. Includes 91 counters, 275 cubes, 147 cards. Marco Poutre'18							
Coolminiornot Inc. (COL)							
130697	Council of 4	FB	Almost New	n	\$25.00	\$22.13	63% Savings
Has a 4x4" Demo Copy label on box cover; otherws new & shrinkwrapped. ■ 2-4 player game in which players are merchants in 3 kingdoms in medieval Europe. Players must gain the permits require to trade goods in each kingdom, and form alliances with the families that influence the key control in the kingdoms, the Council of 4. Incudes 73 miniatures, 90 political cards and a host of other cards & tokens. '18							
Critical Hit (CRI)		http://www.criticalhit.com					
132297	ASL:Ordeal Before Shuri, Btl of Okinawa	Fo	Almost New	Y	\$33.00	\$29.21	3% Savings
Slight 1" dog-ear on folio cover. Otherws new & shrinkwrapped, & right out of the time warp. ■ Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99							
91406	ATS: Berlin, Fuhrer's Bunker GAME	zl	Almost New	Y	\$55.00	\$48.68	39% Savings
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							

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Dan Verssen Games (Versse) http://www.DVG.com						
128620	1500, the New World	BC	Almost New	n	\$35.00	\$30.98 38% Savings
Sml ripple at one box corner, and a shallow concaved crease paralleling opposite side edge on box btm. Otherws new & shrinkwrapped. ■ Fast playing board & card game in which 2-6 players explore & conquer the New World. This is the core game; 5 national add-on kits available separately. Addition of a Nation add-on kit allows solitaire play. During a player's turn, they can play as many action cards as they are able, with each card able to perform one of several types of actons such as building, repairing or reducing a colony, adjusting royal support & more. 112 cards, 2 countersheets, smallish map of North & South America. '18						
133107	Corsair Leader	DC	Almost New	n	\$62.00	\$54.87 45% Savings
Box btm pressed in at one edge, creating some mild creased on btm plus a 2" sear tear at edge; easily repaired. Otherws new & shrinkwrapped. ■ Solitaire game based on the Hornet Leader game system, focused on engagements including the US F4U Corsair & other naval aircraft in the Pacific Theater during World War II. Provides 2 campaigns covering the Solomons from Fall 1942-Spring 1944. Player decides upon the aircraft to use for a mission, including the Corsair but also possibly B-17, B-25, Dauntlesses, and others, each with unique advantages & disadvantages. This game enhances the tactical options available while over the target. Basically a solitaire game but can be played cooperatively with others. 400 well-illustrated cards, 9 countersheets. Relatively simple. '18						
133352	Phantom Leader, Vietnam Air War 3rd Delx	DC	Almost New	n	\$60.00	\$53.10 41% Savings
Mild corner ding to one box corner. Otherws new & shrinkwrapped. ■ 2016 reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'16						
133110	Sherman Leader / Tiger Leader Upg BUNDLE	DC	Almost New	n	\$60.00	\$53.10 41% Savings
Corner of Tiger Leader kit dinged & split, tho easily repaired. Sherman Leader has a sml crease at same corner. ■ Game & Upgrade Kit bundle. Solitaire game of tactical combat in northern Africa & western Europe between 1942 and 1945. Player commands US army forces in engagements with German forces, trying to achieve objectives while minimizing casualties. '17 / Tiger Leader Upgrade Kit upgrades Tiger Leader to Sherman Leader game standards with 4pgs of revised rules, new unit cards with armor projectile values (AP & HE), new enemy battalion cards, revised campaign cards, plus complete set of revised unit counters, and revised tactical display sheet. '17						
133355	Warfighter, WWII Tactical Combat Card Gm	BC	Almost New	n	\$39.00	\$34.52 42% Savings
Tip of one box cover corner cut to bare cardboard; surface material still there and could be repaired. Otherws new & shrinkwrapped. ■ Card game of tactical combat on the Western Front during the last year of World War II. Can be played solitaire or with cooperatively with up to 6 players. You select your team and equip them with skills, weapons & gear within the mission's resource limit. Then fight your way thru the enemy to complete the mission. Uses a streamlined system where a single die roll can determine multiple events & outcomes. Includes nicely illustrated cards for US, British & German forces. 280 cards, 2 countersheets. Expansion packs available separately. '17						
Decision Games (DecGms) http://www.decisiongames.com						
132026	Coronel & the Falklands Islands	Fo	NEW	n	\$19.00	\$16.82 33% Savings
Folio game of two naval battles by German cruisers, & the British hunting them, at the beginning of World War I. Coronel covers the Nov 1914 meeting engagement that resulted in the loss of British ships. Falkland covers the fateful encouter of the German East Asia Squadron with a large British force including battlecruisers that largely destroyed the Germans squadron. 98 counters, 1nm/hex. '18						
131516	D-Day at Iwo Jima	BC	NEW	n	\$67.00	\$59.30 34% Savings
Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day At game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters, 55 event cards. Joe Youst, John Butterfield. '18						
131901	D-Day at Omaha Beach 3rd	BC	Almost New	n	\$56.00	\$49.56 38% Savings
3 1" light scratches at top right corner of box cover. Otherws new but not shrinkwrapped. ■ 3rd edition (2017) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition has updated rules & a mounted mapboard. J.Butterfield'17						
129997	Forgotten War, Korea 2nd	BC	Almost New	G	\$37.00	\$32.75 35% Savings
New & shrinkwrapped. Box's manufacture caused cosmetic tears in the laminated box cover material resulting in narrow white tears at all corners of 2 end panels plus some minor box btm wear. Otherws new & straight from the publisher. ■ 2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipyeong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97						
133344	RAF, Eagle PC	JC	NEW	n	\$16.00	\$14.16 29% Savings
PC-ROM, Windows XP or later. Partial PC game port of this popular solitaire game of the Battle of Britain; Player controls the RAF, the Luftwaffe is played by artificial intelligence (2 player version not included, also). Multiple scenarios ranging from a single one-day raid thru the full campaign game. '16						
133075	River Plate & Denmark Straits	Fo	NEW	n	\$19.00	\$16.82 33% Savings
Folio game of 2 memorable naval battles early in World War II. River Plate covers the battle between the German Graf Spee pocket battleship and 3 British heavy cruisers in 1939. Denmark Strait covers the Bismarck's encounter with the Hood & Prince of Wales in May 1941. Includes 98 counters, small map. 1nm/hex. '18						
Decision Games S&T Games (DecS T) http://www.decisiongames.com						

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		Condn	Print ?	Cash-Basis Price	Cash Price	List Price)
130251	Alesia, Last Stand of the Gauls #312	n	NEW	n	\$29.50	\$26.11 35% Savings
	Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gaul is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vimy Ridge, 1917.					
133086	Last Stand at Isandlwana #314	n	NEW	n	\$29.50	\$26.11 35% Savings
	Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.					
88425	Marlborough's Btles, Ramillies etc #256	n	Almost New	n	\$17.50	\$15.49 38% Savings
	Two creases near spine on mag cover due to poor storage. Otherws new. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.					
88426	Marlborough's Btles, Ramillies etc #256	n	Almost New	n	\$18.00	\$15.93 36% Savings
	Crease near spine on mag cover due to poor storage. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.					
93829	Operation Jubilee, Dieppe 1942 #265	n	Almost New	Y	\$78.00	\$69.03
	Crease close to & paralleling spine on mag cover front & back due to poor storage. Otherws new & unused. ■ Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.					
74814	They Died with Their Boots On, v1 #236	n	Almost New	Y	\$32.00	\$28.32
	Crease on rear mag cover along spine due to poor storage; otherws new, usued. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Souix thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.					
74815	They Died with Their Boots On, v1 #236	n	Almost New	Y	\$31.00	\$27.44
	Series of creases on rear mag cover near spine due to poor storage; otherws new & unused. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Souix thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.					
132045	Windhoek, Southwest Africa 1914-15 #313	n	NEW	n	\$29.50	\$26.11 35% Savings
	Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portugeuse forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btn/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene & the Art of Phyrriic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I.					
Decision Games S&T Quarterly (DecSTQ)		http://www.decisiongames.com				
133316	Strategy & Tactics Quarterly # 3	n	NEW	n	\$10.50	\$9.29 38% Savings
	Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on the battle for Stalingrad, Nov 1942-Feb 1943. '18					
133322	Strategy & Tactics Quarterly # 4, WWII	n	NEW	n	\$10.50	\$9.29 38% Savings
	Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on a war that fortunately did not happen: World War III. Covers the military aspects of conflict between the US & USSR between 1945 - 1991. Includes maps & order of battles for each of six periods after WWII. Includes map inserts, orders of battles and is well illustrated. '18					
Decision Gms Modern War Mag (Dec MW)		http://www.decisiongames.com				
131839	Putin Moves South # 37	n	NEW	n	\$29.50	\$26.11 35% Savings
	Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgystan). Likely combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control of the area. Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaris by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program; Bob Denard, Mercenary; Europeon Air Force Aircraft,					

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Part#	Game Title & Edition	Box	Out of Condn	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
132375	Sovuz '81 # 38	n	NEW	n	\$29.50	\$26.11	35% Savings
Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,							
Decision Gms World at War Mag (DecWAW)		http://www.decisiongames.com					
124259	Bastogne Solitaire #56	n	Almost New	n	\$24.00	\$21.24	39% Savings
Sml tear at btm spine repaired; otherws new & unused. ■ Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btn level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.							
132820	Central Pacific Campaign # 63	n	NEW	n	\$29.50	\$26.11	35% Savings
Mag & Game. Solitaire game covering the struggle for control of the central Pacific Ocean during World War II, Oct 1943-July 1943. Player commands US forces seeking to make inroads into Japanese control areas of the Marshall, Marianas and Gilbert Island chains, and is judged according to the historical timeline. Japanese forces largely remain unidentified until an intelligence action is successfully executed. and another action may reveal ULTRA hints at their next move. Rgt/brig/div level, with groups of aircraft and individual or sml groups of ships. 300mi per grid square, 1mo/turn, 228 counters. Joseph Miranda'18 / ARTICLES ON: the Central Pacific Campaign 1943-4; Russian Liberation & Free Germany Movements of World War II; US 3rd Cav at Berg-Sur-Moselle, Nov 1944; U-852 & USS Wahoo, Massacres at Sea; Christmas Island Duty; Adolphus Andrews & the early US U-Boat response; Brownings .50 Calibre Maching Gun; Counterattack at Arras, May 1940.							
130271	Peaks of the Caucasus # 61	n	NEW	n	\$29.50	\$26.11	35% Savings
Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.							
94443	Soft Underbelly, Southern Italy 1943 #15	n	Almost New	Y	\$21.00	\$18.59	38% Savings
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							
131850	Spanish Civil War, Belchite & Teruel #62	n	NEW	n	\$29.50	\$26.11	35% Savings
Mag & Game. Game covers the battles around Belchite, Aug-Sept 1937, as well as Teruel (Dec 1937) and Alfambra (Dec 1937 - Feb 1938) during the Spanish Civil War. Uses the Fire & Movement game system common to many of DG's folios games. 1km/hex, brigade level. 180 counters. Eric Harvey'18 / ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII; Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.							
Gamers (% MMP) (Gamers)		http://www.multimanpublishing.com					
81936	Hunters from the Sky	BC	Almost New	Y	\$45.00	\$39.83	7% Savings
Lengthy crease on box cover along side edge; game is otherws new in shrinkwrap, unpunched, unused & clean. ■ 6th game in the Tactical Combat game series. Covers the German airborne invasion of the main airfield on Crete, May 1941. Entire invasion hinges on the German Sturm (assault) regt capturing the airfield so more heavily armed reinforcements can land to secure the island. Platoon level, modest complexity, 20min/turn, 125yd/hex, 2 maps, 840 countrs, 4 scenarios. W.Graves'94							
Games Research & Design (GRD)		http://hmsgrd.com					
133582	Fire in the East: Urals Kit	FB	Almost New	n	\$19.00	\$16.82	-12% Savings
New & shrinkwrapped, but box btm is concaved with a mild crease along 4" of one btm side. Shrinkwrap has absorbed a 1/4 x 4" ink on box btm leaving a narrow lengthy intermittent mar. ■ Europa XIII expansion kit to Fire in the East/Scorched Earth. Adds 4 maps covering the Urals, & an area map covering the balance of the USSR, an Apr'43 scenario & comprehensive errata for FitE/SE. Adds industrial capacity to Europa system. '89							
133583	Fire in the East: Urals Kit	FB	Almost New	n	\$19.00	\$16.82	-12% Savings
New & shrinkwrapped but box btm has a sharp concave crease along 5" of side. ■ Europa XIII expansion kit to Fire in the East/Scorched Earth. Adds 4 maps covering the Urals, & an area map covering the balance of the USSR, an Apr'43 scenario & comprehensive errata for FitE/SE. Adds industrial capacity to Europa system. '89							
GMT Games (GMT)		http://www.gmtgames.com					

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	(% off
		Condn	Print ?	Cash-Basis Price	Cash Price	List Price)
118742	1805, Sea of Glory	BC	Almost New	Y	\$28.00	\$24.78 29% Savings
	Sml, 1/4" dent at box btm edge. ■ Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior naval forces & successfully challenging the Brits. All ships from 64-guns on up are represented. Fleets are represented by blocks, individual ships & leaders by ordinary counters. P.Fry'09					
133187	Andean Abyss, Insurgency in Columbia 2nd	DC	NEW	n	\$53.00	\$46.91 37% Savings
	2018 reprint. 1-4 player game of the mess that was Columbia in the 1990s. The Government tries to assert its authority over rebel Marxists, drug lords & right-wing paramilitary forces. Players maneuver wooden blocks across the board, and play event cards that lead to unpredictable games. Game includes a wide host of political & economic factors of this conflict. 1 countersheet, 76 cards, mounted map, 170 wooden pieces. V.Ruhnke'18					
90825	Caesar, Great Btls of ...: Veni Vidi Vici	zl	Almost New	Y	\$16.00	\$14.16 6% Savings
	Rules mildly creased or wrinkled horizontally due to poor storage. Countersheet also bent; individual counters not bent, but overall countersheet has a wave. Others new. ■ Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99					
132514	Cataclysm, a Second World War	BC	NEW	n	\$54.00	\$47.79 40% Savings
	2-5 player game of the entirety of World War II, including the six years prior to the outbreak of hostilities after Hitler's rise to power. Players must craft diplomatic strategy and domestic political support for it, including shifting each nation's economy to a war footing while building up military forces. Play is based on event chit draws, which each draw being held or immediately resolved. Units represent political or military actions, as well as generic military units. Military combat is resolved via the highest role on 3 dice, and it is possible to increase the number of dice in selected campaigns. Suitable for solitaire play. 2 half-sized mapsheets, 2 countersheets, 2yrs/turn, area move. William Terdasloavich, Scott Muldoon'18					
132520	Cuba Libre, Castro's Insurgency 3rd	DC	NEW	n	\$47.00	\$41.60 40% Savings
	2018 3rd edition. ■ 2018 reprint with addition of errata, a new scenario & a new optional rule. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'18					
133186	Distant Plain, Insurgency Afghanistan 3d	DC	NEW	n	\$55.00	\$48.68 38% Savings
	2018 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'18					
131720	Dominant Species 5th	DC	NEW	n	\$55.00	\$48.68 38% Savings
	2018 5th edition. ■ 4th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'18					
132240	Falling Sky: Ariovistus Kit	zl	NEW	n	\$26.50	\$23.45 38% Savings
	Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rules. Also includes rules updates. '18					
133188	Fire in the Lake 2nd	DC	NEW	n		
	2018 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'18					
130133	Fort Sumter, Secession Crisis 1860-61	BC	NEW	n	\$29.00	\$25.67 39% Savings
	Game of the US Secession Crisis of 1860-61, which ended with the namesake bombardment of Fort Sumter. Card-driven, fast-playing game using the key dynamic of Political Capital which can be used to manipulate the four dimensions of the crisis. 50 wood tokens, mouted board, 52 cards. Mark Herman'18					
130749	Gallipoli 1915, Churchill's Gamble	DC	NEW	n	\$73.50	\$65.05 38% Savings
	Playable monster game of the first few days of the Allied invasion by a quarter-million men of the Gallipoli Peninsula in what is now northern Turkey. Game suggests that an Allied victory was within reach. Includes 2 maps and 10 countersheets, with single map scenarios. '18					
132093	Game Box, Blank, 2" Depth	BC	NEW	n	\$5.00	\$4.43 26% Savings
	Blank, white 12x9x2" depth bookcase box. Has the same quality as other GMT games, but all-white.					
132249	Hitler's Reich, WW2 in Europe	BC	NEW	n	\$49.00	\$43.37 37% Savings
	Fast-playing, area-move game of World War II in Europe, northern Africa, the north Atlantic & Mediterranean. First in the Card Conquest game system. Uses a simple card game system & wooden pieces, where cards determine combat strength for involved pieces. Includes competition on the battlefield as well as politically & economically. Designed as a game first & foremost, with lots of action as well as historical flavor. Includes rules for solitaire as well as 3-4 person play. Mark McLaughlin'18					
132252	No Retreat! Polish & French Fronts	BC	NEW	n	\$42.00	\$37.17 38% Savings
	Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18					
120550	Pensacola 1781	BC	Almost New	n	\$22.50	\$19.91 43% Savings
	One corner has a crease along the side panel with consequential creasing of box corner itself. Mild damage, and otherws new & shrinkwrapped. ■ Game of the obscure siege of Pensacola (in what is now Florida in the US) by a Spanish army against a smaller British force with Indian allies. The Spanish must establish positions for siege weaponry, then protect it from raids while it is constructed, and finally execute an effective assault. The Brits must disrupt the Spanish by threatening any of several vulnerabilities. '10					

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Part#	Game Title & Edition	Box	Condtn	Out of Print?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
133358	Skies Above the Reich	DC	NEW	Y	\$89.00	\$78.77	12% Savings
	Solitaire game in which the player manages a German Messerschmidt BF-109 fighter squadron in the face of endless American bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Jerry White & Mark Aasted'18						
131748	World at War 3rd	DC	NEW	n	\$132.00	\$116.82	40% Savings
	2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18						
GRD's Europa Mag (GRD Eu)							
46735	Europa MAGAZINE # 32	n	Almost New	Y	\$4.00	\$3.54	49% Savings
	1x3 inventory label on mag cover. Sml ding on side edge of most pages. Otherws new. ■ ARTICLES ON: Special Units in Europe: 5th Ski Btln & Scots Guards; the Brandenburgers (German special forces) w/ OoB; Second Front report; Battle for Kiev, late 1943, as history & as a battle scenario; Soviet Tactical Doctrine in 1943; Origins '93 report; Greek forces in 1940-41; rules court; Exchange. '93						
Looney Lab (Loo) http://www.looneylabs.com							
123570	Chemistry Fluxx	SC	Almost New	n	\$10.00	\$8.85	
	Box has a pink 'Demo Copy' label on the cover. Otherws new & shrinkwrapped. ■ Card game in the Fluxx family focused on chemistry & the elements. Find the elements needed to combine to achieve a goal. Very fast playing, for 2-6 players. '17						
123569	Drinking Fluxx	SC	Almost New	n	\$10.00	\$8.85	
	Box has a pink 'Demo Copy' label on the cover. Otherws new & shrinkwrapped. ■ Game in the Fluxx family focused on the fun of drinking alcohol. Players must collect the individual elements needed to complete a goal (eg beer & pizza).. Very fast playing, for 2-6 players. '17						
123573	Mad Libs, Adult Version, The Game	SC	Almost New	n	\$15.00	\$13.28	
	Box has pink 'Demo Copy' on cover, otherws new & shrinkwrapped. ■ Game aimed at a mature audience that allows the possibility of suggestive words, but really its pretty mild. Combine a word card with a sentence card in an effort to create the funniest sentence each round. For 3-8 players, very fast playing. '17						
Metagaming (Meta)							
26274	Dimension Demons	SB	Almost New	Y	\$8.00	\$7.08	
	Minor ding/creasing to one box corner. Otherws new & shrinkwrapped. ■ Sml, simple 2 player gm of alien beings attacking humans, played in 2 parallel dimensions. F.Askew'80						
Multi-Man Publishing, (MMP) http://www.advancedsqadleader.com							
133176	ASL:Armies of Oblivion 2nd	DC	NEW	n	\$125.00	\$110.63	25% Savings
	2018 update with 32 scenarios, many of which were revised, and new First Fire counters. The last of the core ASL modules, this one showcases the armor & weapons of Axis Minors (Finland, Croatia, Slovakia, Hungary, Rumania and Bulgaria) in now in 32 scenarios (including those from 1st edition and Partisan!). Includes 6 countersheets (including infantry previously printed in Partisan!), Chp H rules, and boards 48-51, 3 overlays. '18						
132591	ASL:Hatten in Flames	BC	NEW	n	\$49.00	\$43.37	28% Savings
	Historical ASL module covering the January 1945 German Nordwind offensive aimed to recapture parts of the province of Alsace and destroy elements of a US infantry division. This was the last German offensive in the west. After some unsuccessful attempts, the Germans committed elements of two mechanized divisions to attack the inexperienced US 42nd infantry division later reinforced with elements of the experienced 79th inf division. The Germans succeeded in surrounding a US force. What followed was five days of head-on-head engagements as US 14th armor attempts to break the siege. Includes 8 scenarios & 2 campaign games, 2 countersheets, 1 map. 2min/turn, 40m/hex, 5-10men/unit. '18						
132592	ASL:Hatten in Flames	BC	Almost New	n	\$45.00	\$39.83	34% Savings
	Has a 1/4" tear on a box btm edge; easily repaired with tape once opened. Otherws new & shrinkwrapped. ■ Historical ASL module covering the January 1945 German Nordwind offensive aimed to recapture parts of the province of Alsace and destroy elements of a US infantry division. This was the last German offensive in the west. After some unsuccessful attempts, the Germans committed elements of two mechanized divisions to attack the inexperienced US 42nd infantry division later reinforced with elements of the experienced 79th inf division. The Germans succeeded in surrounding a US force. What followed was five days of head-on-head engagements as US 14th armor attempts to break the siege. Includes 8 scenarios & 2 campaign games, 2 countersheets, 1 map. 2min/turn, 40m/hex, 5-10men/unit. '18						
132957	ASL:Starter Kit #2 3rd	BC	Almost New	n	\$24.00	\$21.24	29% Savings
	2018 reprint. Light 2" crease extending from one box cover corner, otherws new & shrinkwrapped. ■ 2018 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '18						
133158	ASL:Starter Kit #2 3rd	BC	NEW	n	\$25.00	\$22.13	26% Savings
	2018 Reprint. ■ 2018 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '18						

Part#	Game Title & Edition	Box	Out of	Condtn	Print ?	Our Normal	Special 1st Purchase	(% off	
						Cash-Basis Price	Cash Price	List Price)	
131629	Beyond the Rhine	DC	Almost New	n		\$94.00	\$83.19	38% Savings	
	Concavity at one box corner with consequent 1/2" seam tear. Otherws new & shrinkwrapped. ■ Large game in the Operation Combat system (OCS). Covers the Allied drive to & into Germany, from Sept. 1944 to the end in April 1945. Playing either side is demanding, with Allied material superiority countered by German tenacity, terrain & weather. 3.5mi/hex, 3.5day/turn, btlin-regt-div level. Includes special rules for random events, the difficulty in crossing the Rhine, Allied air superiority, Allied supply restrictions, the Bulge, etc. Includes 3 campaigns & 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15								
133162	Operation Mercury	DC	Almost New	n		\$129.00	\$114.17	34% Savings	
	Minor ding to one box corner. Otherws new & shrinkwrapped. ■ Game of the German airborne invasion of Crete, May 1941. Uses the Grand Tactical game series (Where Eagles Dare, etc), version 2. German parachute and air landing troops, and later army units, assault Crete which was held by 30,000 Allied forces. Over a dramatic, 9-day battle, the Germans wrestled the critical airfields from the Allies, forcing an Allied evacuation of the island. Covers all the major airdrops from Heraklion to Rethymnon to Maleme & Suda Bay. Includes a total of 9 maps, 8 countersheets, 9 countersheets ranging from small engagements to the entire campaign. Co/platoon level, 500m/hex, 2hrs/turn. Joe Chacon'18								
133182	Operation Mercury	DC	NEW	n		\$137.00	\$121.25	30% Savings	
	Game of the German airborne invasion of Crete, May 1941. Uses the Grand Tactical game series (Where Eagles Dare, etc), version 2. German parachute and air landing troops, and later army units, assault Crete which was held by 30,000 Allied forces. Over a dramatic, 9-day battle, the Germans wrestled the critical airfields from the Allies, forcing an Allied evacuation of the island. Covers all the major airdrops from Heraklion to Rethymnon to Maleme & Suda Bay. Includes a total of 9 maps, 8 countersheets, 9 countersheets ranging from small engagements to the entire campaign. Co/platoon level, 500m/hex, 2hrs/turn. Joe Chacon'18								
131642	Panzer Battles, 11th Panzer on the Chir	BC	Almost New	n		\$35.00	\$30.98	35% Savings	
	Minor corner ding to one box btm corner. Otherws new & shrinkwrapped. ■ Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btlin level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17								
132616	Smolensk, Barbarossa Derailed	BC	NEW	n		\$59.00	\$52.22	38% Savings	
	Game of the battle for Smolensk, July-Sept 1941, using the Operational Combat Series (OCS). Hitler diverts the panzers north & south during August, and Soviet counterattacks presses the Germans thin before their return. Includes 7 scenarios, 4 countersheets. Said to be a good entry into the system as the game is smaller & simpler with limited special rules. '18								
120569	Victory Lost 2nd	BC	Almost New	Y		\$45.00	\$39.83	-11% Savings	
	2015 2nd ed. Corner dings to one box corner extending 1/2" onto side & top. ■ Reprint of this simpler game of the massive Soviet offensive in the spring of 1943, after Germans surrendered at Stalingrad. Soviets attack over a 500mi front, but victory was ultimately denied them by von Mainstein's "backhand blow." 280 counters, rgt/div level. Winnter of 2007 Intl Gamers Award. 2nd ed apparently has minor rules corrections & a slightly revised box art only. T.Nakamura'15								
133170	Warriors of God, Wars England&France 2nd	BC	Almost New	n		\$39.00	\$34.52	28% Savings	
	Minor ding to one box corner; otherws new & shrinkwrapped. ■ 2015 Reprint of this strategic level game of the intermittant wars between what is now England & France during the late Middle Ages. Simpler mechanics & 2 scenarios (1135-1258 & 1337-1453). Excel solitaire suitability. 210 1" counters. '16								
Multi-Man OPERATIONS MAG (MMP Op)		http://www.advancedsqadleader.com							
131813	Special Ops Wargaming Journal # 8	n	NEW	n		\$25.00	\$22.13	31% Savings	
	MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura'18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barrikady in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.								
One Small Step (One)		http://www.ossgames.com.OSSGamesCart.com							
130582	2WW, the War in Europe 3rd	BC	Almost New	Y		\$38.00	\$33.63	39% Savings	
	4" crease on box cover extending from one corner. Otherws new & shrinkwrapped. ■ Apparently an evolution of 3W's small, introductory level game of all of World War II in Europe and northern Africa. Played with 140 counters and a 17x22" mounted map. Army group level, with air & naval fleets. Suitable for beginners. B.Banks, P.Cooper, J.Compton'15								
Osprey Military Books (Osprey)		http://www.OspreyPublishing.com							
123561	Black Ops, Tactical Espionage Wargaming	Bk	Almost New	Y		\$12.00	\$10.62		
	Has 'Demo Copy' imprint on first page. Otherws new. ■ Skirmish level miniatures game of tactical espionage & special forces actions (think the Bond & Bourne movies). Fast playing with high player involvement thruout. Players form their team from all sorts of people with special skills, and can choose to affiliate with organizations that may provide advantage but also limits in unpredicted circumstance. '17								
123558	Broken Legions	Bk	Almost New	Y		\$12.00	\$10.62		
	Has 'Demo Copy' imprint on first page. Otherws new. ■ Fantasy miniatures rules set set in the Roman era. The empire's power is secured by divine artifacts. A small, secretive cadre of warriors scouts secrete hidden labyrinths to secure more such artifacts. '17								
123556	Frostgrave, Fantasy RPG in Frozen City	Bk	Almost New	Y		\$15.00	\$13.28	56% Savings	
	Has 'Demo Copy' imprint on first, blank page. Otherws new. ■ Hardbound book with detailed rules of fantasy miniature campaigns in a frozen city. Includes magic. Can be played within a couple of hours.								
Schroeder Publ & Wargamng (SPW)		http://web2.airmail.net/spw1							
116685	Der Weltkrieg, Eastern Front	BC	Almost New	n		\$86.00	\$76.11	37% Savings	
	Four minor creases on box btm, 3 extending from corners & one on an edge. Otherws New & shrinkwrapped. ■ Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six seperate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13								

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Part#	Game Title & Edition	Box	Out of Condn	Print ?	Our Normal Cash-Basis Price	Special 1st Purchase Cash Price	(% off List Price)
SPI S&T Magazine Games (SPIS T)							
24094	Sicily, Race for Messina #89	n	Almost New	Y	\$22.00	\$19.47	
Remnant copy. 2nd half-sized countersheet replaced by color copy, front & back. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btn/rgt level, 300 counters. D.rustin'81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.							
Task Force Games (TFG)							
107919	Viceroy	BC	Almost New	Y	\$24.00	\$21.24	15% Savings
Slight crease along left box cover edge; light, smooth indent on box btm. Otherws new & shrinkwrapped. ■ Fast playing 1-7 player game of expansion, diplomacy in the new world. 3 scenarios plus several variant rules. Players have few units active each turn, and options include building an empire or raiding others' empires. Includes solitaire rules for each scenario. 432 counters. Fun. McLaughlin'87							
Trafalgar Editions (Trafal) http://www.trafalgareditions.com/en/							
132918	Navios de Linea, Trafalgar 1805	BC	Almost New	A	\$155.00	\$137.18	9% Savings
2 minor box btm corner dings, both very slight. Other new & shrinkwrapped. ■ Ships of the Line, Trafalgar 1805, in English. Spanish-made, Spanish-language board game; English-translated rules set available as PDF from publisher's website. Includes 60 plastic (PVC) miniature ships to simulate the key Napoleonic naval battle of Trafalgar, 1805, which ended the French naval threat to England. Also covers other, lesser engagements. Basic & advanced rules, with considerable decision-making about what tasks each ship is performing each turn. Includes 10 geomorphic sea map tiles, 3 die cut countersheets of markers, 17 British, 18 French & 15 Spanish ships. 15min/turn. Crisanto Lorente Conzalez'16							
Udo Grebe Game Design Co. (UGG) http://www.UGG.de							
132872	Blitzkrieg General 2nd	BC	Almost New	Y	\$49.00	\$43.37	-50% Savings
Mild box corner ding at upper cover. Otherw new & shrinkwrapped. ■ 2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01							
VAE VICTUS Magazine (VaeVic) http://vaevictis.histoireetcollections.com/en/home.html							
128101	Alamo 1836 #97	n	Almost New	Y	\$19.00	\$16.82	1% Savings
Mag cover mildly scuffed, with a price tag. Otherws new ■ Mag & Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut apart (& optionally mounted) before play. French magazine with all elements printed in French; English rules may be available for download on the internet. '11							
111656	Les Deu Batailles de Saint-Albans # 96	n	Almost New	Y	\$16.00	\$14.16	12% Savings
A 2" area of mag cover along spine mildly scuffed; otherws new. ■ Mag + Game. w/68pg mag. 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 grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, England, in 1455 & 1462 during the War of the Roses. '11							
Vento Nuovo Games (VenNuo) http://www.VentoNuovo.net							
103815	Blocks in the West, the Western Campaign	GB	Almost New	Y	\$95.00	\$84.08	30% Savings
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							
Worldwide Wargamer (3W) (WWW)							
111100	Panzerkrieg, 3rd	BC	Almost New	n	\$32.00	\$28.32	29% Savings
Slight horizontal crease on one box side panel; otherws new & shrinkwrapped. ■ Graphic update to this venerable 9 scenario gm of campaigns across all of S.Ukraine '41-44 (Kiev south) at div/corp lvl. System & some units have been tweaked by orig designer. J.Prados'94							
Worthington Games (Worthi) http://www.worthingtongames.com							
130528	Holdfast, North Africa 1941-42	BC	Almost New	Y	\$37.50	\$33.19	49% Savings
New & shrinkwrapped but box has been mildly roughed up. All 8 corners mildly dinged, and mild creasing on both box ends. Otherws clean. ■ Third in the Holdfast game series of block-style WWII games. This game covers the campaign in Northern Africa, 1941-2. Blocks represent divisional level units, plus airpower and leaders. Fast playing and basically a simple game system. '16							
WWW Wargamer Magazine (WWWmag)							
12829	Never Call Retreat #25	n	Almost New	Y	\$12.00	\$10.62	12% Savings
Unit IDs partially or completely offset onto other counters on backside (only) of about 10 units. Otherws new & unused. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.							

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	(% off
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12821	Never Call Retreat #25	n	Almost New	Y	\$16.00	\$14.16 -18% Savings

Unit name half cutoff on backside of 2 counters, otherws new & unpunched. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.

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