

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Table with columns: Game Title (& Edition or Issue #), Game, Cash-Basis, Ship, General, Box, Out-of Errata, Game #-of, Specific Condition, Subject, Designer, Year, Only?, Part#, Publisher Name, Price EA, Surcharge, Flag, Conditn, Type, Print? Incl?, Scale, Plyrs

Game Rating System Explained

Games are described using a two tiered system: the GENERAL condition categorizes each game in a consistent & meaningful way. So, you'll know the condition of each item before buying--and be pleased when you receive it. This reflects the overall condition of each game and, with the exceptions noted whether the game is punched. SPECIFIC conditions details any variations from what you should expect in each GENERAL category as described below.

- Unpunched: NEW - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.
MINT - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".
Punched: EXCEL - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.
V.Good - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.
Good - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.
Fair - Major defects, required parts damaged or lost; playable, but not collectable.

KEY: Headings New: Flags Newly Listed Games. Game Only?: Flags Game-onlys w/o Magazine OoP: Out of Print Err: Includes Errata (Y or n). #-Players: (1) solitary; (3 or more, M) multiplayer
Box Type FB=Flat Box LB=Large Flat Box+\$1.50 GB=Giant Box+\$4 SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase CA=3M Cassette GM=3M Gamette
Fo=Folio FT=SPI Flat Tray WT=SPI White Box IT=SPI Illustrated WT AL=YAQ Album HP=Plastic HC Tb=Tube NB=Notebook RL=Rolled En=Envelope zl=ziplocked n=not boxed
Game Scale (1) Man-man, vehicle-vehicle (2) Tactical Low Level, (3) Grand Tactical, (4) Operational, (6) Strategic, (8) Holistic/systems, (9) Galactic, (A) Abstract, (Z) Various/Other, (blank) n/a or not rated.

MAGAZINES (only) (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

MAGAZINES Wargame Magazines M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Main table listing magazines with columns: Title, Issue #, Price, Condition, Players, etc. Includes entries like 'Fire & Movement (Dec Gms) # 75', '123911 DecGms FIRE & MOVEMENTMag \$4.00 Mint n OoP Z', etc.

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
ARTICLES & REVIEWS ON: GameFix Magazine issues #1-5; SPEARHEAD Bodyguard-Overlord; XTR 1914 Glory's End 1st; 3W Crusades II; XTR Fateful Lightning; 2 VG Pacific War Strategic Scenarios; House Rules for VG Pacific War'95										
<b>Fire &amp; Movement (Dec Gms) #104</b>		<b>123940</b>	<b>DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
ARTICLES & REVIEWS ON: detailed profile of GAMERS Yom Kippur & GMT Crisis Sinai 1973; reviews of GAMERS Hunters from the Sky, MIH A Famous Victory, COA Achtung! Spitfire, DG Molotov's War, PACRIM Chosin w/ ERRATA, 3W Ironsides, w/ Optional rules, GPG Rebel Yell 1st. '95										
<b>Fire &amp; Movement (Dec Gms) #105</b>		<b>123941</b>	<b>DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
ARTICLES & REVIEWS ON: GAM Black Wednesday; AH Stonewall in the Valley; Geronimo; GMT Great BtIs of Julius Caesar & Dictator; DG Alamo; MOORE Operation Dovecote; XTR Budapest '45; 3W Chinese Civil War 3W Last Battles East Prussia 2nd & Aachen; By Force of Arms; MIH Piercing the Reich; ONE Big One; Playtest checklist. '96										
<b>Fire &amp; Movement (Dec Gms) #106</b>		<b>123942</b>	<b>DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
ARTICLES ON: Reviews of COA La Bataille d'Espagnol-Talavera & SIMTAC La Bataille Los Arapiles; Eagles of Empire Borodino & Friedland; Interview with Franck Chadwick; SIMWRK Operation Dragon Rouge; SPEARHEAD Bloodiest Day Antietam. '96										
<b>Fire &amp; Movement (Dec Gms) #119</b>		<b>46719</b>	<b>DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$2.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
1x3 Inventory label on cover, otherw new. ■ 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. '1										
<b>Fire &amp; Movement (Dec Gms) #140</b>		<b>141315</b>	<b>DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
48pgs. ARTICLES ON: an interview w/ Don Greenwood; Sealords campaign in Vietnam; Btl for Germany strategy; Empire of the Sun variant rules; Wach am Rhein 2nd replay; What is a Simulation, part 2; reviews of DG's War Between the States 2nd, DG's Wacht am Rhein 2nd, GMT's Under the Lilly Banners, GMT's Savannah, UGG's Panzer Commander Afrika, GMT's Paths of Glory 3rd, DG's War on Terror [sic], AVP's Gazala 1942, DG' Downfall. And LOTS of ads. '06										
<b>Moves Magazine (DecGms) # 76</b>		<b>115148</b>	<b>DecGms MOVES Mag</b>	<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
ARTICLES ON: design notes & optional rules for & replay of Napoleon's First Battles; review of GAMERS Embracing an Angry Wind & Perryville; review & strategy of Columbus Kit for TFG Viceroy; anaysis of Bank Robbery scenario in Gunslinger; pt.2 of article on the design process for a tactical Port Stanley game by Mark Walker; errata for LA Lawless #75. '93										
<b>Strategy &amp; Tactics (DecGm) #297</b>		<b>141275</b>	<b>Decision Games S&amp;T Games</b>	<b>\$5.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
Mag only. ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.										
<b>Strategy &amp; Tactics (DecGm) #304</b>		<b>141281</b>	<b>Decision Games S&amp;T Games</b>	<b>\$5.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
Mag only. ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE OSS; Corps of Canadian Voyageurs.										

MAGAZINES History Magazines			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P	
<b>Strategy &amp; Tactics Quarterly # 2, US WWI</b>	<b>137437</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$13.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on America's involvement in World War I. Includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster.'18							
<b>Strategy &amp; Tactics Quarterly # 6, D-Day</b>	<b>147791</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$11.00</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of the D-Day invasion of Franch, 6 June 1944, and its follow-on campaign thru the breakout in August. '19							
<b>Strategy &amp; Tactics Quarterly # 8 Tet Off</b>	<b>141460</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$12.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of northern Vietnam's Tet Offensive that caught the US entirely by surprise all across southern Vietnam early i 1968. Does NOT include the map included with subscriber copies.'19							
<b>Strategy &amp; Tactics Quarterly #10 Kursk</b>	<b>147348</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$12.50</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the epic Summer 1943 battles around Kursk on the eastern Front during World War II on thru the fall Berlin in May 1945. '20							
<b>Strategy &amp; Tactics Quarterly #11 30YrWar</b>	<b>148822</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$13.00</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the Thirty Years War. '20							
<b>Strategy &amp; Tactics Quarterly #15 AlexGrt</b>	<b>147327</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$12.50</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of Alexander the Great's rise & conquest of much of the civilized world in the 5th century BC. '21							
<b>Strategy &amp; Tactics Quarterly #16 China</b>	<b>148821</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$12.50</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the prospects of a future war with China in the near future, and China's assertion of its military & political sphere of influence. '21							
<b>Strategy &amp; Tactics Quarterly #17 Napoln</b>	<b>148823</b>	<b>Decision Games S&amp;T Quarte</b>	<b>\$15.00</b>	<b>New</b>	<b>n</b>		<b>Z</b>
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on Napoleon's art of war. '22							

**ANCIENT, GREEK & ROMAN Era, ?? BC -- 500 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST**

ANCIENT: Greek & Macedonian Dominance (600 - 400 BC)			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P	
<b>Marathon &amp; Granicus #214</b>	<b>59378</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first batt of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israel's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.							
<b>Sparta vs. Athens #286</b>	<b>138580</b>	<b>Decision Games S&amp;T Games</b>	<b>\$45.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and tl unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Char of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.							

ANCIENT: Romans & the Barbarians (400 BC - 600 AD)			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P	
<b>Agricola #306</b>	<b>134800</b>	<b>Decision Games S&amp;T Games</b>	<b>\$32.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).							
<b>Alesia, Last Stand of the Gauls #312</b>	<b>138939</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besiged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Ge 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. Gar 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 Vir Ridge, 1917.							
<b>Belisarius's War, Reconquest of Africa</b>	<b>148075</b>	<b>Decision Games</b>	<b>\$11.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>	<b>6</b>
Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & event Sml map, 40 counters, 18 cards. J.Miranda'13							
<b>Caesar's War, the Conquest of Gaul</b>	<b>148162</b>	<b>Decision Games</b>	<b>\$15.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>	<b>6</b>
Last copy. ■ Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters 18 cards. J.Miranda'13							
<b>Fight the Fall #324</b>	<b>145029</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>		<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game system emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukranian Underground Army 1943.													
<b>Germania, Rome Beyond the Rhine #175</b>	<b>48651</b>	<b>Decision Games S&amp;T Games</b>	<b>\$42.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Mag & Game. Strat/Op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhine, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.													
<b>Hannibal, 2nd Punic War #141</b>	<b>117324</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at firm Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheik OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).													
<b>Hannibal's War #254</b>	<b>86892</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, Ju 1941.													
<b>Imperium Romanum 3rd</b>	<b>145851</b>	<b>Decision Games</b>	<b>\$105.00 **</b>	<b>New</b>	<b>LB **</b>	<b>OoP</b>		<b>6 M</b>					
Overhaul of this RECOMMENDED 2-6 player game of military, political & economic conflict thruout the Roman era and the Mediterranean in numerous scenarios. Covers 700 years of history from the 1st century BC, in 40 scenarios (6 new). Can be played with as few as 2 players, but remains a great multi-player game. Components updated to enhance play, with color leaders & neutral units, and a enlarged map, plus new optional rules. 3.5 maps, 964 counters, color rules. Legion level, 50mi/hex, complex. A Nofi'18													
<b>Julian, Triumph Before the Storm #266</b>	<b>94687</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10													
<b>Lest Darkness Fall, Rome in Crisis #234</b>	<b>74180</b>	<b>Decision Games S&amp;T Games</b>	<b>\$21.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.													
<b>Trajan #145</b>	<b>131165</b>	<b>Decision Games S&amp;T Games</b>	<b>CALL</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>					
Cherry. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthia War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.													
<b>Trajan #145</b>	<b>91059</b>	<b>Decision Games S&amp;T Games</b>	<b>\$42.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>					
Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.													
<b>MEDIEVAL Era, 500 -- 1400 AD</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST													
<b>MEDEIVAL: Medeival Period Generally</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Hawaii, 1795, Kamehameha's War</b>	<b>146783</b>	<b>Decision Games</b>	<b>\$10.49</b>	<b>New</b>	<b>Fo</b>			<b>6 1</b>					
Kamehameha, a Hawaiian. led a campaign to unify the Hawaiiin islands in 1795. One player represents Kamehameha, the other the allied forces of Oahu & Maui. Games system based on the Ancient Wars system with the addition of cards providing special events. Small map, 40 counters, 18 cards. '19													
<b>Mediterranean Empires 1281-1350 #330</b>	<b>147317</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>6</b>					
Mag & Game. Simpler, area-move game of the struggles for control of the western & central Mediterranean Sea, 1281-1350, between two French factions, Arjou v Aragon, aided by numerous small kingdoms, the Papal States, & Spain. Includes simple economic & diplomatic systems (tho this is a 2 player game) to raise armies or navies or foment rebellion. 10yrs/turn, 176 counters. Map covers the Med from Italy to eastern Spain & north Africa. Javier Romero'21 / ARTICLES ON: Struggle for the Mediterranean in the Middle Ages; Battle of Coletto Creek, Mar 1836, during the Texas Revolution; Marine Leadership at Chosin, Korea, 1950; Battle for East Prussia: Tanneberg & Masurian Lakes, 1914; the AEF & the Spanish Influenza Pandemic of 1918-19; Battle of Stoke Lane, Last Battle of the Wars of the Roses; Yemeni Anti-Ship Attacks & US Reactions; the Adventure of the Eritrea, an Italian gunboat in East Africa.													
<b>MEDEIVAL: Byzantium &amp; the Near East</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Constantinople Solitaire #318</b>	<b>144606</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6 1</b>					
Mag & game. Solitaire game of the Byzantine Empire in the 7th or 8th Centuries, surrounded by enemies, during a time of two large Barbarian sieges of the city of Constantinople. Player's goal is to protect Constantinople while expanding Byzantine influence against a variety of independent ethnic & cultural forces. Player attempts to capture 4 barbarian home bases while not losing Constantinople, or most points at the end of the game. Eac barbarian force follows a set path toward Constantinople which must be defended. Seasonal turns (3-12mo), 55mi/hex, 176 counters. Joseph Miranda'19 / ARTICLES ON: Constantinople, Bulwar of the Byzantine Empire 641-718; Armored Operations in Korea, 1950-53; the Thirty Years' War; Judean War of Independence, 175BC; Allied Laborers during World War I; Battle of Jutland 1916; Generalship of Harold Godwinson, 1065.													
<b>MEDEIVAL: Britain &amp; France</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>1066, End of the Dark Ages #240</b>	<b>79303</b>	<b>Decision Games S&amp;T Games</b>	<b>\$30.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6 4</b>					
Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turnin Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.													
<b>Black Prince, Crecy &amp; Navarrete #260</b>	<b>90902</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>					
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete covers the Apr 1347 battle during the 100 Years War between the English & the French & th Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09													
<b>MEDEIVAL: the Mongol Empire</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Khan, Rise of the Mongol Empire #229</b>	<b>72419</b>	<b>Decision Games S&amp;T Games</b>	<b>\$49.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>					
Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.													
<b>MEDEIVAL: the Crusades</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Acre, the Third Crusade Opens</b>	<b>144585</b>	<b>Decision Games</b>	<b>\$17.50</b>	<b>New</b>	<b>Fo</b>			<b>4</b>					
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12													
<b>Arzuf, Lionheart v Saladin</b>	<b>146081</b>	<b>Decision Games</b>	<b>\$17.50</b>	<b>New</b>	<b>Fo</b>			<b>4</b>					
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers Saladin's 1191 attack on the Crusader army led by Richard the Lionhearted, with hopes of repeating his victory of 4 years prior. The Crusaders have a stronger army for sustained fighting; the Muslims are quick & light, with lots of archers. 100 counters. C.Perello'12													

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis	Ship Surchage Flag	General	Box	Out-Of Errata	Game #-of
Specific Condition, Subject, Designer, Year				Price EA		Conditn	Type	Print? Incl ?	Scale Plyrs
<b>First Crusade #299</b> Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christensom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings of the Alps; Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraaq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.		121668	Decision Games S&T Games	\$99.00		New	n	OoP	4 1
<b>MEDIEVAL: Tactical Battles</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Great Medieval Battles #197</b> Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Gre Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.		37825	Decision Games S&T Games	\$24.00		New	n	OoP	3
<b>GUNPOWDER Era, 1401 -- 1799 AD</b>									
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST									
<b>GUNPOWDER: the Ottoman Empire</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Gates of Vienna, Europe 1683 #295</b> Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Bassant; India v pirates.		112903	Decision Games S&T Games	\$49.00		New	n	OoP	4
<b>Lepanto, Battle of... #272</b> Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WW1; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.		115606	Decision Games S&T Games	\$39.00		New	n	OoP	4
<b>Ottomans, Rise of the Turkish Empire#222</b> Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances &backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.		65968	Decision Games S&T Games	\$25.00		New	n	OoP	6
<b>GUNPOWDER: the Russian Empire</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Catherine the Great #232</b> Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russ other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccabeean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushi, 1584-164		72715	Decision Games S&T Games	\$19.00		New	n	OoP	6 1
<b>On to Moscow, Swedn v Russia 1700-21#171</b> Cherry. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Russo-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.		104340	Decision Games S&T Games	\$25.00		Mint	n	OoP	6
<b>GUNPOWDER: 30 Years War 1616-1648</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Thirty Years War Btln, Luttr/Wittstk#332</b> Mag & game. Grand tactical game of two more battles from the Thirty Years War: Lutter 1626 & Wittstock 1636. At Lutter, the Imperial Army under Tilly defeats the Danish Army knocking it out of the war. At Wittstock, the Swedish Army under Baner defeats the Imperial Army, avenging the Swedish defeat at Nordlingen a year prior; one of the few battles one of the armies utilized maneuver. 150-200m/hex, 45-60min/hr, 176 counters. Brad Hessel, Linda Mosca, Jay Nelson, Stephen Patrick, Redmond Simonsen, Thomas Walczyk, Joseph Miranda'21 / ARTICLES ON: Two Decisive Battles of the Thirty Years War; Alexander the Great's Finances & Character; Panzer Lehr Division at the Battle of the Bulge; Arms Race in the Maghreb (NW Africa); America's Composite Division in WWI; War in Tigray Update; Yemen, Complex War with No End in Sight; Newst Russian AFVs; HM Queen Elizabeth Deploys to the Indo-Pacific; USMC's Mark 98 Howtar Howitzer; First Knight of England, William Marshall; Invasion of Denmark, Apr 1940; Confederate Seagoing Ironclad CSS Stonewall.		148215	Decision Games S&T Games	\$37.50		New	n	OoP	3
<b>GUNPOWDER: 100 Years' War, 1337-1453</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Hundred Years War, 1337-1453 #177</b> Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95		104337	Decision Games S&T Games	\$60.00		Mint	n	OoP	6
<b>GUNPOWDER: English Civil Wars</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Cropredy Bridge, A Fleeting Victory #148</b> Cherry. ■ Mag & Game. Tactical battle between Royalists & 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.		97472	Decision Games S&T Games	\$14.00		Mint	n	OoP	2
<b>Cropredy Bridge, A Fleeting Victory #148</b> Last new copy. ■ Mag & Game. Tactical battle between Royalists & 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.		12029	Decision Games S&T Games	\$20.00		New	n	OoP	2
<b>GUNPOWDER: 7 Years War &amp; Frederick the Great, 1756-63</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Frederick's War, Austrian Sucsion #262</b> Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.		94516	Decision Games S&T Games	\$23.00		New	n	OoP	6
<b>Seven Years World War #221</b> Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWI; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04		65106	Decision Games S&T Games	\$24.00		New	n	OoP	8
<b>GUNPOWDER: War of Spanish Succession, 1701-14</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Marlborough, War Spanish Sucsion #238</b> Mag & Game. Moderate complexity, strategic level game of the War of Spanish Sucsion and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.		77654	Decision Games S&T Games	\$34.00		New	n	OoP	6
<b>Marlborough's Btln, Ramillies etc #256</b> Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Sucsion. 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 Sucsion, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osar bin Ladin; book reviews, & lots of ads.		88434	Decision Games S&T Games	\$22.00		New	n	OoP	3
<b>GUNPOWDER: War of Austrian Sucsion, 1740-8</b>									
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Austrian Succession, War of the... #289</b>	136153	Decision Games	S&T Games	\$29.00		New	n	OoP		4
Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916 CDAA Radio Triangulation Systems after WW2.										
<b>GUNPOWDER: Reformation Period Wars, 1517-55</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Holy Roman Empire #247</b>	83020	Decision Games	S&T Games	\$24.00		New	n	OoP		8
Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLE ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.										
<b>GUNPOWDER: Naval Battles &amp; Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Jenkins' Ear, War of... 1739-48 #308</b>	130538	Decision Games	S&T Games	\$44.00		New	n	OoP		6
Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle of Carrhae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.										
<b>When Lions Sailed #268</b>	133328	Decision Games	S&T Games	\$25.00		New	n	OoP		6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11										
<b>REVOLUTIONARY AMERICA, 1759 -- 1815 in North America</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>REVOLUTIONARY AMERICA: French &amp; Indian Wars 1756-60</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>French &amp; Indian War #231</b>	72408	Decision Games	S&T Games	\$54.00		New	n	OoP		6
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building, 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978 Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.										
<b>Rogers' Rangers, US's First Commandos</b>	148799	Decision Games		\$10.49		New	Fo			6 1
Small, solitaire folio game depicting the first special forces, rangers formed from British & American colonists in the frontier against the French during the French & Indian War, 1754-63. Uses the Raider game system. Play conducts missions as directed by strategy cards by selecting leaders & forces, then outfitting your forces. You then engage French & Indian forces generated by the game system. Sml map, 40 counters, 18 cards.'18										
<b>Ticonderoga, BtIs for Lake George #277</b>	137013	Decision Games	S&T Games	\$25.00		New	n	OoP		3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical. 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.										
<b>REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>American Revolution #270</b>	95602	Decision Games	S&T Games	\$94.00		New	n	OoP		6
Last copy. ■ Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.										
<b>American Revolution in the South #304</b>	135472	Decision Games	S&T Games	\$36.00		New	n	OoP		4
Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.										
<b>REVOLUTIONARY AMERICA: American Revolutionary War - Tactical Level</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>First Saratoga, Sept 1777</b>	143162	Decision Games		\$9.00		New	Fo			3
Small folio game of British forces under Burgoyne attacking fortified American forces in dense woods near Saratoga, 19 Sept 1777. Winning depends upon maneuver, keeping reserves, and concentration at key points. 40 counters, small map, Btln/brig level, 352yd/hex. '16										
<b>REVOLUTIONARY AMERICA: War of 1812</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Twilight's Last Gleaming, War v2 #225</b>	68549	Decision Games	S&T Games	\$17.50		New	n	OoP		3
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego,T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.										
<b>NAPOLEONIC WARS, 1796 -- 1815</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>NAPOLEONIC: 1796-1805 Napoleon's Early Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Marengo, Morning Defeat-Afternoon Victry</b>	141827	Decision Games		\$18.00		New	Fo	Going		3
Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. Btln/rgt lvl. '10										
<b>NAPOLEONIC: 1815 Campaigns - Waterloo</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Hougoumont, Key to Waterloo, June 1815</b>	148804	Decision Games		\$9.00		New	Fo			3
Small folio game of the difficult battle for the bastion of Chateau Hougoumont. Napoleon needed a quick capture, but the British defended stoutly, causing both sides to escalate the battle over the course of the day. Uses the Musket & Saber system, with combat based more on unit quality than size. Shows the unique roles of artillery & cavalry. '21										
<b>NAPOLEONIC: Various Campaigns &amp; Battles of the Era</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Forgotten Napoleonic Campaigns #249</b>	83711	Decision Games	S&T Games	\$42.00		New	n	OoP		4
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btlm/rgt level. J.Miranda'08 / ARTICLES ON: Wars of the French First Coalition, 1792-97; Napoleon in Egypt; Sweden v Russia, 1808-9; First Roman-Persian War; The yacht America in the Am Civil War; Somalia the unfinished war; European military orders during the Crusades.										
<b>Friedland 1807 / Vittoria 1813 #151</b>	131159	Decision Games	S&T Games	\$22.00		Mint	n	OoP		2
Cherry. Last copy. ■ Mag & 2Games. VITTORIA covers the June 1813 battle between the French & Anglo-Allies in Spain, representing the final French defeat in the Peninsula. Relatively simple with 100 counters. 45min/turn. V.Von Borries'92. FRIEDLAND covers Nap's decisive defeat of Russians in Prussia during a dense snow storm in winter. Brig/div level, and a relatively complex game. 1hr/turn. J.Miranda'92 / ARTICLES ON: th Napoleonic Revolution in Battle, with the battles of Friedland 1807 & Vittoria 1813; Raphia & the Military of Alexander's Successors; Battalion supply during Desert Storm; Financing the Spanish-American War; British Harri Losses in the Falklands War 1982;										
<b>AMERICAN CIVIL WAR, 1861 -- 1865</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>AMERICAN CIVIL WAR: Strategic Level</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>American Civil War 3rd ['18] #310</b>	144735	Decision Games	S&T Games	\$55.00		New	n	OoP		6

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into south territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose initially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunnigan, Chris Perello '18 / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Range 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.										
<b>Pacific Subs Solitaire #311</b>	<b>135906</b>	<b>Decision Games S&amp;T Games</b>	<b>\$54.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>			
Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailors airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popular "run a submarine" scale. 280 counters. Chris Perello '18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency in Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.										
<b>AMERICAN CIVIL WAR: Campaigns of 1861</b>										
<b>Wilson's Creek, Opening Round in West</b>	<b>148782</b>	<b>Decision Games</b>	<b>\$8.00</b>	<b>New</b>	<b>Fo</b>		<b>4</b>			
Small folio game of the first battle in the west (Missouri) during the American Civil War, Wilson's Creek, August 1861. Outnumbered by well trained Union forces attack scattered Confederate camps, but the battle devolves into a prolonged firefight giving the Confeds the advantage. Uses event cards and a small number of counters. Regt/brig level, 352yd/hex. '16										
<b>AMERICAN CIVIL WAR: Campaigns of 1862</b>										
<b>Civil War in the Far West 1862 #252</b>	<b>85882</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862; 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.										
<b>Frayser's Farm, Wasted Opportunity</b>	<b>127575</b>	<b>Decision Games</b>	<b>\$15.00</b>	<b>New</b>	<b>Fo</b>		<b>4</b>			
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10										
<b>Pea Ridge, St Louis then Huzzah!</b>	<b>143984</b>	<b>Decision Games</b>	<b>\$17.50</b>	<b>New</b>	<b>Fo</b>		<b>3</b>			
Folio game using the Musket & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. Btl/brig level, 352yd/hex. '12										
<b>Rio Grande, the Battle of Valverde #143</b>	<b>131008</b>	<b>Decision Games S&amp;T Games</b>	<b>\$15.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Cherry. ■ Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.										
<b>Shenandoah, Jackson's 1862 Campaign #284</b>	<b>138816</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
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.										
<b>Shiloh, Bloody April 1862 #264</b>	<b>93487</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.										
<b>Stones River, Turning Point in Tennessee</b>	<b>142485</b>	<b>Decision Games</b>	<b>\$17.00</b>	<b>New</b>	<b>Fo</b>	<b>Going</b>	<b>3</b>			
Update of SPI folio on the subject. Focuses on the Confed surprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10										
<b>AMERICAN CIVIL WAR: Campaigns of 1863</b>										
<b>1863, Turning Point in the Civil War #297</b>	<b>114942</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>			
Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point in the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.										
<b>Chancellorsville &amp; Plevna #218</b>	<b>62402</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>			
Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turk War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots in eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.										
<b>Salem Church, East of Chancellorsville</b>	<b>145418</b>	<b>Decision Games</b>	<b>\$9.00</b>	<b>New</b>	<b>Fo</b>		<b>3</b>			
Folio game of the Union attempt at Chancellorsville, May 1863, to slip a full corp behind the Confederates. The attempt had to cross a single key bridge at Salem Church, and a see-saw battle developed and the Confederates eventually flanked the Union force, forcing them to retreat. 40 counters, brigade level, 352yd/hex. '14										
<b>Vicksburg, Assault on Stockade Redan #328</b>	<b>148363</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>		<b>3</b>			
Mag & game. Game covers the two May 1863 Union assaults on the Stockade Redan portion in the NE corner of the Vicksburg perimeter. The area was the most well-fortified area around Vicksburg. Should the Union succeed, players then determine what Jefferson Davis may have done in light of that victory by way of refusing Lee's plan to invade the Union in July, thus prolonging the war. Design focuses on the destructive nature of mid-19th century infantry combat. 12.5yd/hex, 5-10min/turn, col/rgt level, 228 counters. Eric Harvey'21 / ARTICLES ON: Land & Naval Operations during the Civil War; Basis of Chinese Naval Supremacy in the Pacific & Indian Oceans; Armies of the Ptolomies, 305-30BC; Destination Cambrai, 1940; Portugal, the Forgotten Ally of England; Battle of Anzen, 838; Colt Revolver, 1873; P-82/F-82 Twin Mustang; Scythian Horse Archer Swarms										
<b>AMERICAN CIVIL WAR: Campaigns of 1864-5</b>										
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>	<b>130986</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>			
Cherry. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the Btl's of Am Civ War series (Blue & Grey 2nd) to covers the two btl's of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt: Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.										
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>	<b>33440</b>	<b>Decision Games S&amp;T Games</b>	<b>\$30.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>			
Last new copy. ■ Mag & Game. Btl's of Am Civ War series (Blue & Grey 2nd). Covers btl's of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta fr Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.										
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>	<b>97658</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>			
Cherry. ■ Mag & Game. Btl's of Am Civ War series (Blue & Grey 2nd). Covers btl's of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.										
<b>AMERICAN CIVIL WAR: Various Battles 1861-65</b>										
<b>Hornet's Nest, Buying Time at Shiloh</b>	<b>148806</b>	<b>Decision Games</b>	<b>\$9.00</b>	<b>New</b>	<b>Fo</b>		<b>3</b>			
Small folio game of the desperate Union defense of the roads leading to Pittsburgh Landing which supplied their army against a determined Confederate attack during the height of the battle of Shiloh, Apr 1862. Uses the Musket & Saber game system that emphasizes unit quality over size, and shows the unique roles of artillery & reserves. '21										
<b>Little Round Top, Attack at Gettysburg</b>	<b>148805</b>	<b>Decision Games</b>	<b>\$9.00</b>	<b>New</b>	<b>Fo</b>		<b>3</b>			

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Small folio game of the Confederate attack on Little Round Top at the end of the 2nd day of the battle of Gettysburg, 2 July 1863. The Confederates attempt an initially successful flanking attack, then run into reinforcement anchored on the hill. Success for the Confederates here would likely have meant disaster for the Union army. Combat is based on unit quality over size, and shows the unique roles of artillery & cavalry. '21

**OTHER 19th CENTURY CONFLICTS, 1800 -- 1899** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**19th CENTURY: North American Indian Wars** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Custer's Final Campaign** 148208 Decision Games \$12.00 New Fo OoP 4  
Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12

**Warpath #291** 116634 Decision Games S&T Games \$25.50 New n OoP 4  
Mag & game. Includes 24 trench markers for Hindenburg's War. Game covers the campaign for control of Indian Territory during the American Civil War, and for the tribes' 5 capitals in particular. Players draw chits enabling a limited amount of movement of one force, or recruiting or fortification. Two tribes can be used & will switch sides with a chit pull. 6mo turn, 228 counters, btlm-level point-point map centered on what is now Oklahoma & Arkansas. J.Miranda'15 / ARTICLES ON: Indian Territory in the Am Civil War; Rudolf Witzig, the Eagle of Eben Emael; China's Six Dynasty Period; Modernizing China's Navy; Llewelyn, Last Welsh Prince of Wales; French Foreign Legion Forts; CIA Operations in Guatemala.

**19th CENTURY: Mexican-American War 1847** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Pedregal, Santa Anna at Bay** 135606 Decision Games \$16.00 New Fo 3  
Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a w. thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12

**Rough & Ready #212** 62423 Decision Games S&T Games \$15.00 New n OoP 3  
Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Cove Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '4 Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Inverview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.

**19th CENTURY: Spanish-American War 1898** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Santiago Campaign, 1898 #258** 89888 Decision Games S&T Games \$25.00 New n OoP 4  
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btlm/rgt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09

**19th CENTURY: Wars of British Empire - Zulu War 1876** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Last Stand at Isandlwana #314** 139889 Decision Games S&T Games \$35.00 New n OoP 4  
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 poorly prepared base camp of the British army, attempting 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.

**19th CENTURY: Wars of British Empire - Central Asia** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Asia Crossroads, Great Game #216** 61440 Decision Games S&T Games \$15.00 New n OoP 6  
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 Venral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.

**First Afghan War, 1839-42 #179** 52966 Decision Games S&T Games \$25.00 New n OoP 4  
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that dooms the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.

**Khyber Rifles, Britannia in Afghanistan** 145664 Decision Games \$9.99 New Fo 6  
Small game in the Mini game series. Covers the year 1842 as the British lose an entire army in Afghanistan, then launched two more offensives into the country that didn't stick. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12

**Sepoy Mutiny, 1857-8 #320** 146296 Decision Games S&T Games \$34.00 New n 4  
Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original Windtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscount in the Gulf of Bomba, 1940.

**Sun Never Sets, Brit.Colonial Wars #274** 98508 Decision Games S&T Games \$40.00 New n OoP 3  
Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarman VII & the campaign of 1177-78AD; the Brusilov Offensive, June-Sept 1916; Telescopic rifle sights in the Am Rev War; Did Buell Save Grant at Shiloh?; How Spanish Conquistadors conquered so much with so few; US v Canada, Wars & War Plans.

**19th CENTURY: Central & South American Wars & Revolutions** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Pacific, War OF the..., 1879-1883 #282** 126855 Decision Games S&T Games \$22.50 New n OoP 4  
Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btlm/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13

**Triple Alliance War #245** 81303 Decision Games S&T Games \$20.00 New n OoP 6  
Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Ar of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.

**19th CENTURY: Austro-Prussian War 1866** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Koniggratz, Austria v Prussia 1866 #275** 147632 Decision Games S&T Games \$34.00 New n OoP 3  
Last copy. ■ Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendancy. Uses the Musket & Saber system from DG's folios. Superior Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozef Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in 18th Century Appalachian Warfare; End of British Empire in the Middle East.

**19th CENTURY: Franco-Prussian War 1870-1** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Sedan Campaign, 1870 #224** 68214 Decision Games S&T Games \$25.00 New n OoP 4  
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), Xenoph (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.

**19th CENTURY: Russo-Turkish War 1877-8** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Russo-Turkish War, 187-78 #154** 32166 Decision Games S&T Games \$35.00 New n OoP 6  
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRAT for Case Green #152.

**19th CENTURY: Crimean War 1854-5** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Crimean War #193** 32175 Decision Games S&T Games \$54.00 New n OoP 4

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-						
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs	
Last copy. ■ Mag & Game. Strategic & operational level game of the entire Crimean War, 1854-55, at brig/div level w/ weekly turns, 5km/hex, 280 counters. Scenarios for Balacava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balacava; Siege of Exeter early in the British Civil War; Baylors capture of Texas for the Confederacy in 1861; ad hoc armored cars in 1914; an Indian aircraft carrier; Tragedy of Roman leader Quintus Serorius; Revolt in the Congo 1964-5; Nelson v Bonaparte in Egypt, 1798; profile of Napoleon.														
<b>Crimean War Battles #201</b>		<b>59122</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.00</b>				<b>New</b>	n			OoP	3	
Mag & Game. Includes errata counters for Vietnam Btl's (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.														
<b>19th CENTURY: Various Lesser Wars &amp; Battles</b>														
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P														
<b>Banana Wars, Caribbean 1898-1935 #322</b>		<b>148813</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>				<b>New</b>	n				4	
Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interfered in other nations' affairs 50 times largely to benefit multinational fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.														
<b>Italian-Ottoman War 1911-12 #325</b>		<b>145841</b>	<b>Decision Games S&amp;T Games</b>	<b>\$36.00</b>				<b>New</b>	n				4	
Mag & Game. Game of the Italian invasion of northern Africa in what is now Libya in 1911-12, seeking to wrest the area from the Ottoman Empire. The Italians easily sieze the coastal towns, but Ottoman defenders & local Bedouin tribes hold the interior. The war ended with Italian control after a an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight & secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btl/regt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna, 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon & the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.														
<b>WORLD WAR I, 1912 -- 1920</b>														
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST														
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P														
<b>WW-1: Strategic Level, All Fronts</b>														
<b>World War I 4th [Deluxe]</b>		<b>148360</b>	<b>Decision Games</b>	<b>\$52.00</b>				<b>New</b>	BC				6	
Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18														
<b>WW-1: Western &amp; Italian Fronts</b>														
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P														
<b>1918, Imperial Germany's Last Chance#223</b>		<b>66497</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.50</b>				<b>New</b>	n				OoP	6
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.														
<b>First Blood, Second Marne 1918 #248</b>		<b>83139</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>				<b>New</b>	n					3
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.														
<b>Great Northern War #302</b>		<b>141848</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>				<b>New</b>	n				OoP	4
Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Ever chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/h J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.														
<b>Hindenburg's War #288</b>		<b>106701</b>	<b>Decision Games S&amp;T Games</b>	<b>\$38.00</b>				<b>New</b>	n				OoP	4
Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in Novembe 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.														
<b>Kaiser's War, 1918-19 #261</b>		<b>91425</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>				<b>New</b>	n				OoP	6
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina Spt 1863.														
<b>Lost Battalion #217</b>		<b>65430</b>	<b>Decision Games S&amp;T Games</b>	<b>\$49.00</b>				<b>New</b>	n				OoP	4 1
Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvi, 3days/turn, 1mi/hex. Solitaire version is fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.														
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>22763</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>				<b>New</b>	n				OoP	4
Mag & Game. All copies of this game have countersheet back printed. 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, 2t 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.														
<b>Reinforce the Right, W.Front 1914 #180</b>		<b>104334</b>	<b>Decision Games S&amp;T Games</b>	<b>\$33.00</b>				<b>Mint</b>	n				OoP	4
Cherry. ■ Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru t Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.														
<b>Schlieffen's War #319</b>		<b>139213</b>	<b>Decision Games S&amp;T Games</b>	<b>\$34.99</b>				<b>New</b>	n					4
Mag & game. Strategic level game of the opening months of World War I on the western front, depicting the German Schlieffen Plan which emphasized a swing thru the plains of Belgium to outflank the Allies along the mai border. Sudden death victory conditions based on control of a Paris or any German city hex as well as attritional victory at game's end. HQs are critical for movement & combat. 16mi/hex, 4days/turn, corp level. 176 counte Ty Bomba and Doug Johnson'19 / ARTICLES ON: Schlieffen's War, War Plans of 1914; Battle of New Orleans 1815; Battle of Tannenberg, 1410; England's Pirate Wars, 1568-1725; American Civil War Rocket Warfare; Britain's First Incursion Into Afghanistan; German Artillery in the 1918 Offensives.														
<b>WW-1: Eastern Front</b>														
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P														
<b>Operation Elope #211</b>		<b>72068</b>	<b>Decision Games S&amp;T Games</b>	<b>\$16.00</b>				<b>New</b>	n				OoP	4
Mag & game. Contents folded vertically at 2 places; no actual creases but slight folds evident on mag, map & countersheets. Otherws new. ■ Mag & Game. Operation level game of the Allied intervention in the Russian Civ 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/rg 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														
<b>Operation Elope #211</b>		<b>57313</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>				<b>New</b>	n				OoP	4
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 t 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														
<b>Tannenberg, East Prussia August 1914</b>		<b>140840</b>	<b>Decision Games</b>	<b>\$19.00</b>				<b>New</b>	Fo					4
Folio game of the opening moves on the eastern front in World War I. Germany's small eastern army is able to take advantage of their interior lines & railroads to mass quickly and thus defeat in detail 2 lumbering Russian armies. This game focuses on action on the southern portion of East Prussia. Uses the Fire & Movement game system with hidden movment & fire support at time of combat. Artillery support is depicted as inflexible, and must be supplied to be used. 3mi/hex, Brig level, 100 counters. '14														
<b>WW-1: Russian Revolution 1917-22</b>														
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P														
<b>Reichswehr &amp; Freikorps, Europe 1920 #273</b>		<b>109250</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>				<b>New</b>	n				OoP	6

Email us anytime at [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com), phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-						
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs	
Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12														
<b>Russian Civil War 2nd #267</b>		<b>136135</b>	<b>Decision Games S&amp;T Games</b>	<b>\$50.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>	<b>M</b>
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 for solitaire & large group play. Rule elaborations cover the machinations of the politburo, purges, assassinations, a wide variety of random event 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 WC 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11														
<b>WW-1: Russo-Polish War 1920</b>														
<b>White Eagle Eastward #156</b>		<b>24172</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>	
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151 Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.														
<b>WW-1: Balkans &amp; the Near Eastern Fronts</b>														
<b>Blood on the Tigris #176</b>		<b>33455</b>	<b>Decision Games S&amp;T Games</b>	<b>\$14.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>	
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 Gr War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.														
<b>Der Weltkrieg, Tannenberg 2nd</b>		<b>148649</b>	<b>Schroeder Publ &amp; Wargamng</b>	<b>\$19.00</b>				<b>New</b>	<b>zl</b>				<b>6</b>	
Update of this game in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first months of WW-1 in the east on the E. Prussian front. 140 brig/div lvl counters and 1 modest sized map. Now serves as an intro to the more expansive games in this system. D.Schroeder'15														
<b>No Prisoners! Lawrence of Arabia #237</b>		<b>77087</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>	
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.														
<b>On to Baghdad, 1914-18 #331</b>		<b>147787</b>	<b>Decision Games S&amp;T Games</b>	<b>\$36.00</b>				<b>New</b>	<b>n</b>				<b>4</b>	
Mag & game. Strategic level game of the allied invasion of Mesopotamia & Persia during World War I, 1914-18. The allies are seeking to gain control of the area's cities & oil resources while the Central Powers attempt to threaten British interests in the Middle East. Players must accumulate & use resource points to build the infrastructure to conduct a sustained war in the area. Includes 2 scenarios: one covers the campaign from 1914-17 when Baghdad fell historically; the other covers the entire war thru 1918. Div/Brig level 176 counters, 35km/hex, 6mo/turn, div level. Joseph Miranda'21 / ARTICLES ON: Mesopotamia & Persia in World War I, 1914-18; Hell & Hiway 19, Destruction of French Mobile Forces in Vietnam 1954; Fall of the Portuguese Empire in India, 1961; Phormio, Ancient Greece's Greatest Admiral; Forgotten Early French Tanks; Battle of Laupen, 1339; Model 18 Trapdoor Springfield Rifle; Evolution of Stand Off Weapons; Gen Hunter Liggett in the Meuse-Argonne Offensive.														
<b>Turkish Liberation, War of... #309</b>		<b>145836</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>	
Mag & Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules & 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, in the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan & Georgia with British, Italian & French support) attempt to dismember Turkey per the Sevres Treaty, opposed by Bolsheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.														
<b>Twilight of the Ottomans #241</b>		<b>79561</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>	
Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.														
<b>WW-1: African Front</b>														
<b>Lawrence of Arabia, the Arab Revolt 1917</b>		<b>148803</b>	<b>Decision Games</b>	<b>\$11.00</b>				<b>New</b>	<b>Fo</b>				<b>4</b>	<b>1</b>
With British encouragement, Arabia rebelled against Ottoman occupation in the last half of World War I. The British sent leaders (including Lawrence) and weapons to encourage the revolt (while making false promises of independence that haunt the area to this day). Solitaire game of this revolt. Event cards generate 4 separate campaigns (like the seizure of the port of Aqaba). Map covers Hejaz and Palestine to Cairo. Includes aircraft, armored cards, a German corp, and Lawrence's bodyguards. 40 counters, small map. '19														
<b>Lettow-Verbeck, East Africa 1914-18</b>		<b>148640</b>	<b>Decision Games</b>	<b>\$11.50</b>				<b>New</b>	<b>Fo</b>			<b>Going</b>	<b>4</b>	
Small folio game of the campaign in German East Africa, 1914-8. German player must execute a smart, mobile, guerilla war to tie down & confound the massive Allied forces arrayed against them. Uses the Hand of Destin game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15														
<b>Windhoek, Southwest Africa 1914-15 #313</b>		<b>134101</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>	
Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portuguese 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/btl/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 Phyrnic 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 River China; Cook Islands Contingents in World War I.														
<b>WW-1: Battles &amp; Tactical Land Combat on All Fronts</b>														
<b>Old Contemptibles, Battle of Mons #228</b>		<b>70490</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>	
Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/n/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.														
<b>Over the Top! 2nd</b>		<b>132807</b>	<b>Decision Games</b>	<b>\$39.00</b>				<b>&lt;New</b>	<b>HC</b>			<b>OoP</b>	<b>4</b>	
Very light, short, minor crease on box cover; purely cosmetic & not obvious. Otherw new. ■ Simpler set of 4 brigade, operational lvl battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'00														
<b>Over the Top: Lemberg &amp; Verdun #198</b>		<b>134295</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>	
Last Copy. ■ Mag & Game. Pair of brigade lvl games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemberg Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00														
<b>Soldiers, Decision in the Trenches #280</b>		<b>121938</b>	<b>Decision Games S&amp;T Games</b>	<b>\$23.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>2</b>	
Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.														
<b>WW-1: Air Combat &amp; Campaigns</b>														
<b>First Air Battle Over Britain #255</b>		<b>87828</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>	
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/Sqdm level, 5mi/hex, 1mc 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, btl's of Sand Creek & Franklin; the Colombian battalion in the Korean War.														
<b>WW-1: Naval Combat &amp; Campaigns</b>														

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Coronel &amp; the Falklands Islands</b>	145406	Decision Games		\$17.50		New	Fo			4
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 encounter of the German East Asia Squadron with a large British force including battlecruisers that largely destroyed the Germans squadrone. 98 counters, 1nm/hex. '18										
<b>WW2: Strategic European Theater</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Germany, Battle for... Deluxe 4th</b>	148361	Decision Games		\$45.00		New	BC			6
Deluxe update of this unique game of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, simple, RECOMMENDED game for beginners & experts alike. 4th edition overhauled with mounted map that extends the playing area eastward; uses larger & thicker counters; includes both the original & revised countersets plus new supply counters; and the rules are in color. J.Dunnigan, Donald Johnson'21										
<b>Krieg! World War II in Europe 1st</b>	120050	Decision Games		\$22.50		Mint	BC	OoP Err		6
Includes 20 errata counters but not errata text. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96										
<b>Krieg! World War II in Europe 1st</b>	16116	Decision Games		\$20.00		Mint	BC	OoP		6
1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96										
<b>WW-2: Strategic Pacific Theater</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Centrifugal Offensive # 75</b>	144762	Decision Gms World at War		\$44.00		New	n			6 1
Mag & game. Solitaire, strategic-level game of the period of expansion of the Japanese empire early in World War II, 1941 to Apr-1942. Player commands the Japanese forces seeking to do better than the Japanese did historically, but greater success further brings Victory Fever & increases the need for further victories. Player pursues victories along multiple tracks radiating outwards from Japan. Each turn the player may execute a wide variety of actions, limited by the Action Points available (always few). A wide variety of unit types are available. Rgt/Brig/Div level, air regts, hundreds of km per inch, 228 counters, 1mo/turn. Joseph Miranda'20 / ARTICLES ON: the Japanese Opening Offensive in the Pacific; Operation Tidal Wave, the Raid on Ploesti, Romania, 1943; Breakthrough at Sedan, Blitzkrieg Comes of Age; Demyansk, Hitler & Goring Learn the Wrong Lessons; Hitle 1942 Plans; Italian Air Raid on Bahrain, 1940; Hitler's Flakpanzers.										
<b>China, Battle for... 4th #259</b>	90431	Decision Games S&T Games		\$34.00		New	n	OoP		6
Last copy. ■ Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive bt of 1st Indochina War, 1954; & of course many ads.										
<b>Greater East Asia War # 6</b>	89486	Decision Gms World at War		\$39.00		New	n	OoP		6
Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.										
<b>WW-2: Pre-War Maneuvers (Czech, Austria, etc)</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Great Pacific War, Plan Orange #70</b>	144611	Decision Gms World at War		\$39.00		New	n	OoP		6
Mag & game. Game of the hypothetical wars that may have occurred in the Pacific Ocean during the 1920s or 1930s including the US Plan Orange. Includes air, land & naval forces. Players conduct discrete actions such combat, supply, intelligence, etc, largely on basis of control of island bases. Uses the Red Dragon Rising game system (from S&T250), also used in South Seas Campaign #18, Mare Nostrum #41. Includes historical & hypothetical forces. Victory is based on control of bases and elimination of enemy ships. Area move map of the entire Pacific Ocean. 176 counters, Joseph Miranda'19 / ARTICLES ON: War in the Pacific in the 1920-30s; Hurtgen Forest Campaign 1944; The Polish Southern Front 1939; Musilini's Military Diplomacy 1922-40; Bridging before AFV Bridging Equipment; Organization of the US Navy during the Era of the World Wars; Soviet Scorched Earth & Industrial Evacuation Policies.										
<b>WW-2: Winter &amp; Continuation Wars in Finland</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Finnish Front, 1941-42 # 5</b>	88096	Decision Gms World at War		\$25.00		New	n	OoP		4
Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.										
<b>Winter War, Finland v the USSR #77</b>	147792	Decision Gms World at War		\$37.50		New	n			4
Mag & game. Game of the Winter War, 1939-40, thruout Finland and the Soviet border area down to Leningrad. Soviets have superior numbers, but the Finns are more mobile with better tactics. Soviets must grab geographic goals & inflict casualties on the Finns; the Finns seek to prolong the war to invite international intervention. Intended as an elaboration of the classic SPI game in S&T #33. 21mi/hex, 10day/turn, 176 counters, Detachments/Btln/Reg/Div/corp level. Joseph Miranda'21 / ARTICLES ON: the Winter War, 1939-40; Five Days at Oosterbeek, Destruction of British 1st Airborne, Sept 1944; Destruction of Beta Convoy, Nov 1941; Stealin the Enemy's Eyes, the Raid on Bruneval 1942; Was the 22nd Panzer Worth Creating?; Operaton Frankton, the Cockleshell Heroes, 1942.										
<b>WW-2: Spanish Civil War at all levels</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Arriba Espana! 4th # 8</b>	90270	Decision Gms World at War		\$25.00		New	n	OoP		8
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 ta crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.										
<b>Spanish Civil War Battles, v1 #213</b>	58657	Decision Games S&T Games		\$27.00		New	n	OoP		4
Mag & Game. First of an intended series of operational, btl/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. 1mi/hex, 1day/turn, btl/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.										
<b>Spanish Civil War Battles, v2 #219</b>	63346	Decision Games S&T Games		\$19.00		New	n	OoP		3
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 btl/rgt/brig/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reilly, Ace of Spies; War Chariot in China; First Sih War, 1845										
<b>Spanish Civil War, Belchite &amp; Teruel #62</b>	135349	Decision Gms World at War		\$37.50		New	n			4
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 Bat of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.										
<b>WW-2: Campaigns &amp; Battles - Eastern Front</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>1940, What IF Germany Went East? #12</b>	116636	Decision Gms World at War		\$33.00		< New	n	OoP		4
Vertical wrinkle down the front cover; others new. ■ Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelنيا (Smolensk), first turning point in WW2 in the East. '10										
<b>1940, What IF Germany Went East? #12</b>	92610	Decision Gms World at War		\$36.00		New	n	OoP		4
Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelنيا (Smolensk), first turning point in WW2 in the East. '10										
<b>Breakout, First Panzer Army #69</b>	139216	Decision Gms World at War		\$37.50		New	n	OoP		4
Last copy. ■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variable affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.										
<b>Counterattack in Ukraine, Dubno '41 # 31</b>	102010	Decision Gms World at War		\$29.00		New	n	OoP		4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

See page 1 for an explanation of the various codes & column data used in this catalog.

Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were large impervious to most of the German's weapons lead to several days of mobile battles to the in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/nrgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowski [Polish soldier in WWI, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australia Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 19

<b>Destruction of Army Group Center 3rd # 9</b>	<b>90930</b>	<b>Decision Gms World at War</b>	<b>\$22.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Substantial redesign of this early SPI, multiscenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AC Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09							
<b>Drive on Kursk, July 1943 #253</b>	<b>86305</b>	<b>Decision Games S&amp;T Games</b>	<b>\$49.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front in the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.							
<b>Drive on Moscow #244</b>	<b>80902</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07							
<b>Drive on Moscow 2nd</b>	<b>144168</b>	<b>Decision Games</b>	<b>\$35.00</b>	<b>New</b>	<b>zl</b>	<b>OoP</b>	<b>4</b>
Update in ziplock format of game previously published in S&T 244, here with updated rules & graphics plus revised German OoB. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Cover the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Joseph Miranda'17							
<b>Duel in the North #48</b>	<b>116642</b>	<b>Decision Gms World at War</b>	<b>\$26.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WW Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.							
<b>Duel on the Steppe, Operation Star #285</b>	<b>130260</b>	<b>Decision Games S&amp;T Games</b>	<b>\$32.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the ar between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Due the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.							
<b>Escape Hell's Gate, Korsun Pocket #57</b>	<b>125241</b>	<b>Decision Gms World at War</b>	<b>\$21.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaboratorist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.							
<b>Forgotten Axis, Fight to the Finnish#199</b>	<b>43209</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. 2nd game in this btl level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.							
<b>Forgotten Axis, Murmansk 1941 #194</b>	<b>34676</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & Game. Btl-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devil rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Attack on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.							
<b>Forgotten Axis, Romanian Campaign #206</b>	<b>51562</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. 3rd game in the Forgotten Axis btl level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btl/nrgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.							
<b>Guards Tank, Battle of Prochorovka #13</b>	<b>93340</b>	<b>Decision Gms World at War</b>	<b>\$55.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.							
<b>Leningrad 3rd</b>	<b>147853</b>	<b>Decision Games</b>	<b>\$19.00</b>	<b>New</b>	<b>HC</b>		<b>4</b>
Further update & reprint of this smaller game of the German Army Group North's drive on Leningrad from the initial invasion of the USSR thru the summer, 22 June - 13 Sept 1941. Originally an SPI design, here reprinted, updated & colorized a second time. Uses a form of the popular Panzergruppe Guderian game system, with untried Soviet units. Div level, 20mi/hex, simpler & a good game for beginners. '14							
<b>Leningrad '41 #17</b>	<b>94953</b>	<b>Decision Gms World at War</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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, btl/nrgt/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 Collaboratorist Forces in WW2.							
<b>Minsk, Battle of...1944 # 22</b>	<b>96466</b>	<b>Decision Gms World at War</b>	<b>\$28.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12							
<b>Molotov's War #172</b>	<b>24989</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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 WWII; Napoleon's 1815 Defense of France; Beginnings of the P 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.							
<b>Moscow, Advance Army Group Center #317</b>	<b>141474</b>	<b>Decision Games S&amp;T Games</b>	<b>\$36.00</b>	<b>New</b>	<b>n</b>		<b>4</b>
Mag & game. Operational level game of the German drive on Moscow from October 1941 - Jan 1942 using the Leningrad 3rd game system, itself evolved from the popular PanzerGruppe Guderian system. Includes untried Soviet units, abstracted air power, weather, overrun, Soviet fortification. 30mi/hex, 1wk/turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: Moscow 1941, Turning the Tide of Barbarossa; First Sino-Japanese War, 1894; Bleeding Kansas, Kansas-Nebraska Act to Statehood; Battle of Malpaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.							
<b>Operation Typhoon # 65</b>	<b>137140</b>	<b>Decision Gms World at War</b>	<b>\$28.00</b>	<b>New</b>	<b>n</b>		<b>4 1</b>
Mag & Game. Captiure game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstoror (German Ju-88 as fighters.							
<b>Peaks of the Caucasus # 61</b>	<b>131559</b>	<b>Decision Gms World at War</b>	<b>\$26.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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.												
<b>Second Kharkov, Strike &amp; Counterstrk #271</b>		<b>96128</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, fail planning; Second Kharkov designers notes; Battle of Iltororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; U 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.												
<b>Spring Awakening #73</b>		<b>142785</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lak Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of wha additons. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost of French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.												
<b>Stalin Moves West #58</b>		<b>131565</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untied side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Ju Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.												
<b>Strike &amp; Counterstrike #53</b>		<b>139903</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & game. Includes variant counters for Night Fight #44 (14), plus a 2pg scenario. Solitaire game of the Soviet counteroffensive against the German Army Group Center between Dec 1941 (with the German at the gates of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance.20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.												
<b>Watch on the Oder, January 1945 #82</b>		<b>148660</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of the hypothetical situation had the Germans launched an offensive in the northern portion of the Eastern Front in Jan 1945 rather than executing the Battle of the Bulge offensive. Win or lose, such a move would have dramatically impacted the post-war world. High solitaire suitability. Key dynamic is a variable sequence of play in which you either move or attack first. Simpler game with high solitaire suitability. Corp/arm level, 4days/turn, 20mi/hex, 128 counters. Ty Bomba'22 / ARTICLES ON: Watch on the Oder, German Strategic Alternatives in January 1945; U-Boats on the American Coast, 1942; Crisis at Arras, the Allied Counteroffensive 1940; Strategic Bombing of Japan; Battle of the Philippine Sea; German 15cm KC/36 Naval Gun; Search for Consensus on the Battle of Midway in Literature.												
<b>Winterstorm, Relief of Stalingrad'42 #36</b>		<b>133842</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forcess encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btln/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.												
<b>Zhukov's War #50</b>		<b>118931</b>	<b>Decision Gms World at War</b>	<b>\$49.00</b>				<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the tht major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Engineer & Amphibious vehicles; US 34th Nation Guard Div WWII.												
<b>WW-2: Campaigns &amp; Battles - Western Front, 1939-40</b>				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P				
<b>France Fights On #39</b>		<b>134812</b>	<b>Decision Gms World at War</b>	<b>\$26.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sough evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.												
<b>Ghost Division #38</b>		<b>134350</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/btl level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating Gerr Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.												
<b>Hannut, France 1940 #80</b>		<b>148789</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Operational level game of the fighting between German & French forces in Belgium in May 1940 in the area including Hannut to the east & Gembloux to the west. This was the largest armored clash in 1940. The Germans were luring the Allied forces to commit themselves in Belgium when the real thrust was made thru the Ardennes to the south. Uses a simplified version of the GOSS Grand Operational Simulation game series that includes assign units a tactical mode befitting its mission for that turn. 7-14 hrs/turn, 280 counters, 1mi/hex, btln/co level. Joe Youst'21 / ARTICLES ON: Hannut, Tank Action in 1940; Use of Liaison Aircraft as Eyes in th Sky in WWII; US & Japanese Submarine Operations off Iwo Jima & Okinawa; Franco-Italian Alpine Campaign of 1940; Hitler & Stalingrad; Chinese Navy at War 1937-41; Conquest of British Somaliland, Aug 1940.												
<b>Norway 1940 #29</b>		<b>120213</b>	<b>Decision Gms World at War</b>	<b>\$44.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 1943; Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjaeger v 1st Airborn at Primosole Bridge.												
<b>Sealion, German Invasion of England #52</b>		<b>137145</b>	<b>Decision Gms World at War</b>	<b>\$119.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 28C counters. E.Harvey, C.Webber'16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomasz Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the SOLOMONS; Battle of the River Plate, 1939; Italian Marshal Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.												
<b>Sedan 1940, Decisive Btl for France #24</b>		<b>114099</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btln level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk unlucky USS Wm Porter; review of TSWW Balkan Fury.												
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<b>Aachen, First to Fall</b>		<b>142702</b>	<b>Decision Games</b>	<b>\$24.00</b>				<b>New</b>	<b>Fo</b>		<b>OoP</b>	<b>4</b>
Last copy. ■ Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for the first German city to be assaulted by advancing Allied forces, Oct'44. Btln/rgt lvl. '10												
<b>Bastogne Solitaire #56</b>		<b>144751</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>	<b>3</b>
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 breakthru 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/Btln 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, th German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.												
<b>Bulge, the Battle of the Bulge 2nd #3</b>		<b>140234</b>	<b>Decision Gms World at War</b>	<b>\$62.00</b>				<b>Mint</b>	<b>n</b>		<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Last copy. ■ Mag & Game. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, division level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944 176 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ) adventures in the South Pacific in WW2; Soviet army organization 1942-5.

**Cobra, the Normandy Campaign 3rd #251** 85302 Decision Games S&T Games \$49.00 New n OoP 4  
 Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6 June-23 Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.

**Dagger Thrusts, Patton & Montgomery #233** 73001 Decision Games S&T Games \$19.00 New n OoP 4  
 Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separately map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrusts, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air land OoBs.

**D-Day Quad Deluxe [2nd]** 148781 Decision Games \$48.00 New BC 3  
 Deluxe update & reprint of four games previously published separately as folios, now packaged as a single quadragame with mounted board. Together, the games cover the whole of the D-Day landings using a simpler, folio-style game system. Includes Gold & Juno Beaches, Omaha Beach, Sword Beach, & Utah Beach. Includes scenarios for each of the separate beaches, then two for the American & the British beaches, and the full 4-ga campaign. 400 counters, mounted map, btln/rgt/brig level.'20

**Eisenhower's War # 60** 137441 Decision Gms World at War \$34.00 New n OoP 4  
 Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungaria Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.

**Guards Armour Division # 34** 103067 Decision Gms World at War \$37.50 New zl OoP 3  
 Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boininghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Comba is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Cam X, British SOE Special Training School; Brazil in WWII.

**Munich War #74** 144756 Decision Gms World at War \$29.50 New n 4  
 Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 1938 Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to sieze a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; USN PC-461 class Patrol Craft.

**Operation Jubilee, Dieppe 1942 #265** 93829 Decision Games S&T Games \$89.00 < New n OoP 3 1  
 Crease close to & paralleling spine on mag cover front & back due to poor storage. Otherwise new & unused. ■ Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players contr 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 Badat Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.

**Operation Jupiter, Norway 1942 #76** 145451 Decision Gms World at War \$37.50 New n 4  
 Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div lev 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Batle of the Kiev Salien 1943; Hollandia, New Guinea, April 1944; Anzio & Cassino 1944; Sinking the Japanese carrier Shinano; Royal Navy's 2-pounder AA Gun; General der Panzertruppen Ludwig Cruwell.

**Patton's Third Army #43** 114914 Decision Gms World at War \$40.00 New n OoP 4 1  
 Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear track elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulin des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skils & Cultural Awareness in the US Military.

**Patton's Third Army #43** 114915 Decision Gms World at War \$99.00 New n OoP 4 1  
 Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear track elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulin des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skils & Cultural Awareness in the US Military.

**Rampage / Stalingrad Cauldron #40** 140172 Decision Gms World at War \$65.00 Mint n OoP 4 1  
 Rules separated. Last copy. ■ Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. Tr player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGE is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allie forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destructic of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.

**Rangers Lead the Way! Pointe du Hoc #323** 148785 Decision Games S&T Games \$37.50 New n 2 1  
 Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normandy beachhead on D-Day thru the following day, 6-7 June 1944. Player must do better than the rangers did historically to win. Scenarios allow fighting with planned forces and landing areas rather than what happened historically. Includes the chaotic approach from the sea as well as the land battle. Area move, point-point map (1"=1/4mi), fire team & squad level, 280 counters. John Heim'20 / ARTICLES ON: Ranges at Ponte du Hoc at D-Day; Battle of Stony Point 1779; Battle of Chalons, 451AD; Battle of Tczew 1627; the Truly Great Killer, the Spanish Flu; Vik Raids; HMS Nancy in the War of 1812; Soviet Stormovik Tank Buster to Brawny Jet aircraft; UC-58 in Tagga Bay, Spy Sub 1917.

**Wacht am Rhein, Battle of the Bulge 3rd** 145818 Decision Games \$119.00 \*\* New LB \*\* 3  
 Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. Btln level, 4 maps, 2240 counters. J.Dunnigan, J.Youst'12

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**Afrikkorps, Decision in the Desert #11** 91812 Decision Gms World at War \$33.00 New n OoP 4  
 Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather ludicrous design using the They Died with Boots On system. Operational level game of the war in t N.African desert, 1941-2, from El Aghelia to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikkorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.

**Balkan Gambit, 1943-45 #298** 114883 Decision Games S&T Games \$27.00 New n OoP 6  
 Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.

**Balkans 1944 #81** 148655 Decision Gms World at War \$37.50 New n 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & game. Game of the Soviet offensive into the Balkans in mid to late 1944, together with the ongoing Yugoslav guerrilla war thruout the Balkans. The Balkans were critical to the German economy thru their resources. Soviets must secure as much territory as quickly as possible, while the Axis player (with German, Hungarian & Croatia forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resource that aid attacks. British & German special forces are available. Political events are reflected via event chits. Victory is determined by besting historical results. 176 counters, Brig/Div/Corp level, 30mi/hex, 10days/turn. '22 / ARTICLES ON: the Balkans, Aug-Nov 1944; War Plans of the Japanese Imperial Navy, 1922-41; Mexican & Brazilian Air Forces in World War II; US Mechanized Cavalry in World War II; Indian National Army in Service of German Army in World War II; Malta Mayhem; Proximity Fuses on Bombs; German 150mm AA Gun.													
<b>Crusader, Battle for Tobruk</b>		<b>139172</b>	<b>Decision Games</b>	<b>\$18.00</b>				<b>New</b>	Fo			OoP	3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btln/rgt/brig level. '10													
<b>Desert Fox 1940-43 Deluxe [3rd]</b>		<b>148362</b>	<b>Decision Games</b>	<b>\$90.00</b>				<b>New</b>	BC				4
Boxed update of this of this acclaimed btl level game of the war in northern Africa, 1940-43, from Libya to Egypt to Tunisia & now including Algeria. Uses large movement factors, allows multiple forms of combat plus defensive reaction, specialized units, and more detailed air system. Now integrated w/ Trail of Fox, adds a new Algerian map, & revises maps & OoB. 19 years in the making. 10mi/hex 1mo/turn, rgt/brig/div level, 6 maps of varying sizes, 560 counters. 48 event cards. R.Berg, D.Niles, S.Copley, C.Perello'19													
<b>Drive on Suez, Rommel Drives Deep #78</b>		<b>148653</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	n				4 1
Mag & game. Solitaire game of the 1942 campaign in Egypt beginning after the German capture of Tobruk in June 1942, and continues thru October. The player controls Axis forces with the goal of driving hard for the key cities of Alexandria and near the Suez Canal & Nile Delta. Player must coordinate ground, air & logistical concerns. Can be played cooperatively by splitting forces or by route of advance. 176 counters, btl/brig/div level, point-point move. Lots of special unit/event chits Joseph Miranda'21 / ARTICLES ON: Rommel's 1942 Offensives Toward Egypt; Hubert Zenneke, American Fighter Commander in Europe; Operation Marita & the Metaxas Line along the Greek-Bulgarian Border, 1940; Berline, City of Blood, 1945; Soviet War Planning; US Third Army First Tank Destroyer Brigade; Von Manstein's Operation Vision; Holding Wau, USAAF Troop Carrier Groups the Pacific.													
<b>Italian Campaign, Anzio #155</b>		<b>131155</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>				<b>Mint</b>	n				4
Cherry. Last copy. ■ Mag & game. Best of the 3 game series, includes rules for the camp game & retrofits for 2 prior gms. Covers the battle for Rome & W central Italy where bulk of the fighting in Italy occurred. Later Med War Addendum #160 contains valuable errata. Includes errata counters for earlier Sicily, and requires counters from Salerno to play. Div level, 1day/turn, 200 counters, excell map akin to Anzio. J.Schettler'92 / ARTICLES ON: Anzio Campaign; Elihu Root & the Colonial Policy of the US; the Malayan Emergency 1948-50; Military Participation Ratio in America's Wars; Resources of the Rival Alliances in WWI; Mule Air Transport in WW2; Kosciusko & the Southern Campaign 1780-82.													
<b>Italian Campaign, Med War Addendum #160</b>		<b>131022</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>				<b>Mint</b>	n				4
Cherry. Last copy. ■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of US Marine Force, 1933; Development of Infiltration Tactics.													
<b>Italian Campaign, Sicily #146</b>		<b>67810</b>	<b>Decision Games S&amp;T Games</b>	<b>\$14.00</b>				<b>Mint</b>	n				4
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 smoothe 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, btl/rtg 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 WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.													
<b>Keren 1941, East Africa # 25</b>		<b>118196</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>				<b>New</b>	n				3
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvey'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.													
<b>Objective Tunis #140</b>		<b>45076</b>	<b>Decision Games S&amp;T Games</b>	<b>\$15.00</b>				<b>New</b>	n				3
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btl 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.													
<b>Objective Tunis #140</b>		<b>104284</b>	<b>Decision Games S&amp;T Games</b>	<b>\$13.00</b>				<b>Mint</b>	n				3
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btl 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.													
<b>Operation Gertrud #49</b>		<b>127391</b>	<b>Decision Gms World at War</b>	<b>\$25.50</b>				<b>New</b>	n				4
Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Phillipin in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII Italian Manned Torpedos.													
<b>Partizan! War in Yugoslavia 1941-44 #16</b>		<b>147349</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>				<b>New</b>	n				4
Last copy. ■ Mag & Game. Minor printing mar along map's center fold line affecting all copies. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. TH Yugoslavs must harass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / ARTICLES ON: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 tha destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11													
<b>Rats of Tobruk # 64</b>		<b>137172</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>				<b>New</b>	n				3
Last copy. ■ Mag & Game. Game of Rommel's Easter attack on Tobruk, April 1941, and with a second offensive in early May 191. Primarily involves the Australian 9th Inf in defense of the western half to the Tobruk perimeter. Uses a formation activation system intended to reflect the chaos of warfare. Company level, 6hrs/turn, 500m/hex. 280 counters. Eric Harvey'18 / ARTICLES ON: Attempt to Capture Tobruk Spring 1941; Allen's L 104th Infantry Timberwolf Division; Operation Toenails, New Georgia June-Aug 1943; Soviet War Plans in 1941; Q-Ship Ranen, 1940; Germany v Finland in Lapland 1944; Operation Brevity 1941 and Desert Tactics.													
<b>Rising Sun Over China, 1931-37 #79</b>		<b>147438</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	n				4 1
Mag & game. Game of the Japanese progressive occupation of parts of NE China & Mongolia between 1931-37, prior to World War II. Beginning in Manchuria & Mongolia and later expanding to other areas, including possible Soviet intervention. The Japanese seek to quickly secure a base in northern China for later operations. Div/corp/army level, 1yr/turn, 75km/hex, 176 counters. '21 / ARTICLES ON: the Japanese-Chinese Conflict in China, 1931-7; Guns of Pointe du Hoc at Normandy; the Road to Barbarossa, and Alternative German Plans; Ferdinand Schorner, Hitler's Ideal General; Burma 1943, Dawn of the Para-Rescuemen; Searchlights in teh ETI Luftwaffe Top Gun, Hans-Joachim Marseille; Operation Neuland [UBoat War] in the Carribean.													
<b>Shingle, the Anzio Beachhead # 33</b>		<b>102838</b>	<b>Decision Gms World at War</b>	<b>\$44.00</b>				<b>New</b>	n				4
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 Hank Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.													
<b>Soft Underbelly, Southern Italy 1943 #15</b>		<b>94118</b>	<b>Decision Gms World at War</b>	<b>\$24.00</b>				<b>New</b>	n				4
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 k 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- & 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													
<b>Tobruk, Operation Crusader 1941 #278</b>		<b>134627</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>				<b>New</b>	n				3
Mag & game. Game using using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btl/rtg lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.													
<b>WW-2: Campaigns &amp; Battles - Pacific Front</b>													
<b>Armies of the White Sun #305</b>		<b>134802</b>	<b>Decision Games S&amp;T Games</b>	<b>\$40.00</b>				<b>New</b>	n				6 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of-Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Includes 5 errata counters for Desert Fox Deluxe 2nd #300. Solitaire game covering the battle for China from the Marco Polo Bridge Incident to the planned Operation GO-GO aimed at ending Chinese resistance in 1943. Player commands Japanese forces. Includes random events, and uses untried units for Chinese. Victory is geographically based. 18-24months/turn, 37mi/hex, 280 counters, Div/Corp/Army level. Ty Bomba'17 / ARTICLES ON: The War in China, 1937-45; Belisarius & the Reconquest of Africa; Pyrrhic Victory, the Lava Beds War, 1872-73 [near Tule Lake CA]; Vicksburg, Grant's Masterpiece; Opportunities to Win World War I; First Medal of Honor; John Riley, US Traitor & Mexican Hero; U-Boats in the Far East.											
<b>Bloody Ridge, Guadalcanal Sept 1942 # 37</b>		<b>115615</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>			<b>New</b>	n	OoP	3	1
Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit to American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).											
<b>Changsha, Second Battle of... #67</b>		<b>141850</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>			<b>New</b>	n			4
Last copy. ■ Mag & game. Operational level game of the Fall 1941 battle for Changsha, the capital of Hunan Province, China. The city changed hands a few times, then become important as a way to deny support to Hong Kong. Covers the 2nd (Sept 1941 and 3rd (Dec 1941) attempts by the Japanese to secure the city. 3 scenarios including an intro. Uses a chit activation system. Btlns/Rgts level, 3km/hex, 1-2days/turn, 280 counters. Bill Xuan'19 / ARTICLES ON: Second Battle of Changsha, China, 1941; Operation Foxley, plan to kill Hitler 1944; Battle of the Tannenberg Line, 1944; Weather at D-Day, June 6 1944; Australian Intelligence Services in 1942; Stalin's Turning a Blind Eye toward Barbarossa Preparations, 1941; the Axis in Afghanistan in WWII; The P38 Can Opener.											
<b>D-Day at Peleliu 2nd</b>		<b>148346</b>	<b>Decision Games</b>	<b>\$69.00</b>	**		<b>New</b>	BC **		4	1
2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18											
<b>Downfall, If the US Invaded Japan #230</b>		<b>71531</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>			<b>New</b>	n	OoP		4
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by none other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.											
<b>Forgotten Pacific Battles #71</b>		<b>144177</b>	<b>Decision Gms World at War</b>	<b>\$33.00</b>			<b>New</b>	n			6
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guam, Tinian & Angaur. Player directs US forces in each invasion and must beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Co/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. Eric Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.											
<b>Green Hell, Burma 1943-4 # 28</b>		<b>100049</b>	<b>Decision Gms World at War</b>	<b>\$18.00</b>			<b>New</b>	n	OoP		4
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HC against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.											
<b>Luzon Campaign, 1945 #59</b>		<b>135652</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>			<b>New</b>	n	OoP		4
Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must seize key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight & sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942; Chemical Weapons & Operation Sealion, 1940; the Sinking of the Leopoldville; the Lone KV-2 of Katuskaikai.											
<b>Manila '45, Stalingrad of Pacific #246</b>		<b>136131</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>			<b>New</b>	n	OoP		4
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 Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btl 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											
<b>Merrill's Marauders, Commandos in Burma</b>		<b>148797</b>	<b>Decision Games</b>	<b>\$11.50</b>			<b>New</b>	Fo		4	1
Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btl level, 17mi/inch, fast playing, simpler. '16											
<b>Operations Olympic &amp; Coronet 2nd</b>		<b>148792</b>	<b>Decision Games</b>	<b>\$45.00</b>			<b>New</b>	zl	OoP	4	1
Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or player. J.Dunnigan, J.Miranda'18											
<b>Pacific Battles, Guadalcanal # 23</b>		<b>100935</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>			<b>New</b>	n	OoP		3
Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artillery, etc. 2mi/hex (covering the entire island), btl level. J.Miranda'12 / ARTICLES ON: Guadalcanal, the battles & the material disparity; Pacific Battles Design notes; D-Day on Sword Beach, a British command failure; the Stal Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolph Hess & his flight to England; German heavy AA; Italian partisan attach near Rome & the Ardeatine Caves reprisal, 1944; Indochina during WW2 17th SS Panzer Grenadier Division.											
<b>Pacific Battles, Malaya #51</b>		<b>125251</b>	<b>Decision Gms World at War</b>	<b>\$29.00</b>			<b>New</b>	n	OoP		4
Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btl/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleshire Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.											
<b>Pacific Battles, Shanghai #42</b>		<b>111272</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>			<b>New</b>	n	OoP		4
Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [ & weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.											
<b>Paratrooper, Palembang &amp; Primsole #72</b>		<b>147328</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>			<b>New</b>	n			6
Mag & game. Second in a game series descended from SPI's Paratrooper in S&T 77. Covers key airborne assaults of the 20th-21st century. Games in this edition cover the Japanese paratroop at Palembang, Sumatra, Feb 1942, and the British airdrop in Sicily, July 1943. 176 counters, platoon/company level, 8hrs/turn. Joseph Miranda'20 / ARTICLES ON: Palembang, Japanese Air Assault on Sumatra, Feb 1942; Primsole Bridge, Clash of Airborne on Sicily, July 1943; Soviet Naval Operations on the Black Sea during World War II; Operation Crusader, 1941; Battle at Busa River, New Guinea, 1943; ALSIB, the Alaska-Siberian Lend-Lease Route; Axis Intervention in the Balkans, 1940; SPAM, Unlikely American Hero.											
<b>Saipan, Conquest of the Mariannas</b>		<b>131879</b>	<b>Decision Games</b>	<b>\$18.00</b>			<b>Mint</b>	Fo	OoP		4
Cherry. ■ Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,000 well entrenched Japanese defend against 3 US divisions. '10											
<b>Saipan, Conquest of the Mariannas</b>		<b>148826</b>	<b>Decision Games</b>	<b>\$19.00</b>			<b>New</b>	Fo	OoP		4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,000 well entrenched Japanese defend against 3 US divisions. '10											
<b>Shanghai Incident, Jan - March 1932</b>		<b>147137</b>	<b>Decision Games</b>	<b>\$19.00</b>			<b>New</b>	Fo			4
Folio game of an early attempt by Japan to sieze Shanghai in 1932. They won tactically, but lost in casualties, politically and in confidence. Uses the Fire & Movement game system that emphasizes motorized & specialist units. Rgt level, 1km/hex, 100 counters. '16											
<b>Shanghai-Nanking Campaign #329</b>		<b>148787</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>			<b>New</b>	n			4
Mag & game. Includes errata counters for Italian-Ottoman War #325 (2), Constantinople #318 (2), Fight the Fall #324 (2). Game covers the largest military campaign prior to the formal outbreak of World War II, the Shanghai-Nanking Campaign of 1937. The Japanese are seeking to decisively defeat the Chinese republic by capturing its major ports & cities. Victory is determined by the Japanese besting their historical performance, while the Chinese can achieve an immediate victory if they manage a successful counter-offensive that threatens Shanghai. Includes limited hidden movement, amphibious landings. Rgt/div level, 176 counters, 7mi/hex, 2wks/turn. Doc Cummins, Ty Bomba'21 / ARTICLES ON: 1937 Japanese Invasion of China; Corrupt Bargain, US Presidential Election of 1824; Alexander the Great & the Battle of Gaugamela 331BC; Jordanian Arab Legic & the Battle for Jerusalem, 1948; Sarkoy Landing in the Balkan War of 1912-3; Odyssey of Jo Shelby in Mexico; Hellenistic War Elephants; Scalping in the US Wild Wild West.											
<b>South Seas Campaign 1942-3 #18</b>		<b>95283</b>	<b>Decision Gms World at War</b>	<b>\$54.00</b>			<b>New</b>	n	OoP		4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. ■ Mag & Game. Operational-strategic level game for control of the south seas & the shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90r inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLE ON: The South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.													
<b>Strike North #35</b>		<b>135350</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longstree & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks: light projectors as weapons in WWII.													
<b>Vinegar Joe's War #227</b>		<b>69862</b>	<b>Decision Games S&amp;T Games</b>	<b>\$36.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Game of the struggle for SE Asia, Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05 / ARTICLES ON: the Flyir Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.													
<b>What IF, Invasion Pearl Harbor #14</b>		<b>134353</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvt with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.													
<b>WW-2: Tactical Combat, European Theater</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Commandos, Europe Solitaire #55</b>		<b>130502</b>	<b>Decision Gms World at War</b>	<b>\$44.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>2 1</b>
Last copy. ■ Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to do the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.													
<b>Night Fight Solitaire #44</b>		<b>118597</b>	<b>Decision Gms World at War</b>	<b>\$49.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>2 1</b>
Mag & game. Solitaire game in which the player commands a German kampgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.													
<b>WW-2: Air Combat</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Cactus Air Force, Air War Over Solomons</b>		<b>148639</b>	<b>Decision Games</b>	<b>\$11.50</b>				<b>New</b>	<b>Fo</b>				<b>4</b>
Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13													
<b>Eagle Day, the Battle of Britain</b>		<b>148794</b>	<b>Decision Games</b>	<b>\$11.50</b>				<b>New</b>	<b>Fo</b>				<b>4</b>
Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counter 18 cards, group/wing scale. J.Miranda'13													
<b>RAF, Eagle PC</b>		<b>143505</b>	<b>Decision Games</b>	<b>\$16.00</b>				<b>New</b>	<b>JC</b>			<b>OoP</b>	<b>4 1</b>
PC-ROM, Windows XP or later. Partial PC game port of this popular solitaire boardgame of the Battle of Britain; Player controls the German Luftwaffe, the RAF is played by artificial intelligence (2 player version not include also). Multiple scenarios ranging from a single one-day raid thru the full campaign game. Player determines the raids, objectives & forces, and the system provides the RAF response. '18													
<b>RAF, the Battle of Britain Deluxe 5th</b>		<b>148205</b>	<b>Decision Games</b>	<b>\$99.00 **</b>				<b>New</b>	<b>DC **</b>				<b>4 1</b>
Deluxe update of this highly regarded solitaire game of the Battle of Britain during the summer of 1940. By same designer as SPI/TSR's detailed Battle Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1'20mi. 176 counters, dbl-sided mounted map, 165 cards. John Butterfield'19													
<b>WW-2: Naval Combat</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Cruise of the Graf Spee #66</b>		<b>141476</b>	<b>Decision Gms World at War</b>	<b>\$59.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>2 1</b>
Mag & game. Solitaire game of the adventure of the German pocket battleship Graf Spee in the fall of 1939 in the southern Atlantic & Indian Ocean. Player controls the ship, must outfit it and maintain it, and achieve a specific, randomly-generated objective. During movement, the ship may encounter Allied merchantment, warships as well as unexpected events & opportunities. Several scenarios that can be linked into a campaign game. Can be played cooperatively as a 2 player game with 2nd player in command of the Graf Spee's sister ship, the Deutschland. 1 day/turn, point-point movement ~100 nautical miles per space, generally 1 warship/counter, 176 counters. Eric Harvey'19 / ARTICLES ON: Battle of the River Plate, 1939; Lvov 1939, Destruction of the Polish Karpian Army; Elsenborn Ridge, V Corps Holds the Line During the Battle of the Bulge; ANZAC forces during the War in the Pacific; Female Snipers in the Soviet Army during WWII; Raiders, the Kriegsmarine Strategy; Bristol Blenheim, Strike Bomber.													
<b>North Cape, Arctic Convoy Battles #292</b>		<b>116909</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4 1</b>
Mag & game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the destruct of PQ-17. Player commands the German air & naval forces seeking to destroy as many ships as possible on their way to the USSR. 20-25 aircraft/counter, individ large ships or sml #s of DDs per counter. 3 scenarios. 280 counters. E.Harvey'15 / ARTICLES ON: Battles in the Arctic, 1941-5; Mercenary Warfare in the Congo, 1960s; the Battle of Waterloo, 1815; the First Punic War, Rome's Rise to Imperium; Clergymen Warriors of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army Howtars, a mortar in a howitzer cradle.													
<b>POST WORLD WAR II HOT WARS, 1945 -- Present</b>										(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST			
<b>POST WW2 CONFLICTS: WW-3 in Europe</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Group of Soviet Forces Germany #220</b>		<b>66771</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.													
<b>Objective Hamburg #55</b>		<b>147428</b>	<b>Decision Gms Modern War M</b>	<b>\$99.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Final issue of Modern War Magazine. 5th & final installment of this series of games on WWII in Europe in the mid-80s. Covers the first 4 days of a Soviet attack thru the northern German plain around Hambu & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are geographicals & the other is exiting off the west edge. 2.5mi/hex, 360 counters, Btln/Regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: War in Europe in the 1980s; the North; Operation Game Warden, the Mekong Delta, 1965-8; Indonesian Malaysian Confrontation, 1963-6; the Second Chechen War, 1999; US Army in the Arctic; Chad Repels an Invasion; Syrian Exports; USS Newport News, Last Big Gun Heavy Cruiser; the 1974 Turkish Invasion of Cyprus; The Argentine San Luis submarine patrol during the 1982 Falklands War; Missiles & Geese.													
<b>Objective Kassel #53</b>		<b>145874</b>	<b>Decision Gms Modern War M</b>	<b>\$129.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UAE; War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.													
<b>Objective Munich #49</b>		<b>144016</b>	<b>Decision Gms Modern War M</b>	<b>\$119.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.													
<b>Red Tide South #315</b>		<b>137338</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<p>Mag &amp; game. Includes 49 variant counters for Red Tide West #15. Game of the hypothetical event of World War III as the Soviets invade northern Italy via Austria or Yugoslavia. Soviet goal is to capture key features of the northern industrialized Po Valley of Italy. Includes Nukes &amp; other WMD use. Stand-alone game that can be combined with earlier Red Tide West. Regt/Brig level, 1day/turn, 10mi/hex, 280 counters. Eric Harvey/19 / ARTICLES ON: Possible Soviet Attack on Italy; Stalemate at Borodino, 1812; the Second Boer War, 1899; Collapse of the Civilized Near East, Bronze Age Collapse c1300BC; Destruction of the French Army in 1812; von Spee's East Asia Squadron in 1914; Support for the United Kingdom by the Pacific island of Niue in 1914; Dr. Barnard's Breechloader Rifle.</p>											
<p><b>POST WW2 CONFLICTS: WW-3 in Asia</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P</p>											
<b>Dragon vs Bear, China v Russia #12</b>	147054	Decision Gms	Modern War M	\$35.00			New	n	OoP		4
<p>Last copy. ■ Mag &amp; game. Game covers a future war between China &amp; Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war &amp; levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict &amp; is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brig/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine &amp; Cold War Career.</p>											
<p><b>POST WW2 CONFLICTS: World War 3, Thermonuclear Warfare</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P</p>											
<b>Fail Safe, Strategic Air Command #283</b>	129609	Decision Games	S&T Games	\$85.00			New	n	OoP		8
<p>Mag &amp; game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world &amp; a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison &amp; the beginning of the 2nd Vietnamese War. '13</p>											
<p><b>POST WW2 CONFLICTS: the War on Terror</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P</p>											
<b>Isis War, Next Middle East War # 33</b>	130443	Decision Gms	Modern War M	\$29.00			New	n	OoP		4
<p>Mag &amp; game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities &amp; intent). Kurds declare their independence from Iraq, join with Iranian &amp; Turkish Kurds, and a regional war quickly results with Turkey &amp; Iran &amp; ISIS remnants facing off against US, Iraqi &amp; Kurdish forces. Can also be played as expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet &amp; Russian Involvement in the Middle East &amp; Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admirer Felix Budwell Stump; Special Operations in Vietnam.</p>											
<p><b>POST WW2 CONFLICTS: Iran &amp; Iraq 1980s to present</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P</p>											
<b>Back to Iraq 3rd #208</b>	57335	Decision Games	S&T Games	\$30.00			New	n	OoP		4
<p>Last copy. ■ Mag &amp; Game. 2nd revision &amp; upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led warmongers do? This version adds advanced rules, detailed airstrikes, command control, additional units. 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02 / ARTICLES ON: Back to Iraq, a Strategic Analysis / Update for 2002 w/ OoB; Update Afghanistan; British Wars in Afghanistan; Turmoil in Afghanistan since the withdrawal of the Soviets; US Special Ops forces; US B-1B Bomber; US 10th Mountain Div; Soviet Hind Helicopters; Afghanistan Civil War 2001 variant for Holy War #147; Pearl Harbor, 1941; Soviet War in Afghanistan 1979-89 w/ OoB.</p>											
<b>Decision Iraq # 6</b>	105882	Decision Gms	Modern War M	\$22.00			New	n	OoP		4
<p>Mag &amp; game. Complex game of the political &amp; military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability &amp; democracy versus Al Qaeda, Iran &amp; insurgency (nothing about nationalism). Both players employ convention &amp; unconventional forces seeking to enlarge their control &amp; influence in the country &amp; destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decisor Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras &amp; El Salvador; A-19 Warthog USAF Ground Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites &amp; the Militarization of Space.</p>											
<b>Desert One War, Persian Gulf 1979-81 #44</b>	141867	Decision Gms	Modern War M	\$37.50			New	n	OoP		4
<p>Mag &amp; game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers NATO invasion to seize Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models air land &amp; amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rg/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.</p>											
<b>Fallujah 2004, City Fighting in Iraq #23</b>	127792	Decision Gms	Modern War M	\$23.00			New	n	OoP		3 1
<p>Mag &amp; game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April &amp; Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO &amp; the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans &amp; the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.</p>											
<b>Oil War, Iran Strikes 2nd # 2</b>	137032	Decision Gms	Modern War M	\$24.00			New	n	OoP		6
<p>Mag &amp; game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'1. ARTICLES ON: Oil War, Iran &amp; the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.</p>											
<b>Race to Baghdad, 2003 #20</b>	134299	Decision Gms	Modern War M	\$29.00			New	n	OoP		4 1
<p>Last copy. ■ Mag &amp; game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraqi Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines of attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive on Baghdad, Iraqi Freedom 2003 [sic]; the War in Nicaragua, 1979 &amp; the later Contra War; Indo-Pakistani Air Wars, 1965 &amp; 1971; Operation Tomahawk, Korean War Airborne Assault, March 1951; Soviet T-54/5 Tank; China's DF-21D East Wind Anti-Ship Ballistic Missile.</p>											
<b>Target Iran #10</b>	126171	Decision Gms	Modern War M	\$23.00			New	n	OoP		4 1
<p>Mag &amp; game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear &amp; other WMD-related targets within that nation. Game includes strategic, intelligence-gathering, cyberwar &amp; build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine &amp; Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds &amp; the Air War in Vietnam.</p>											
<p><b>POST WW2 CONFLICTS: Afghanistan, 1982-present</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P</p>											
<b>Enduring Freedom, Afghanistan 2001-2 #30</b>	130563	Decision Gms	Modern War M	\$35.00			New	n	OoP		4 1
<p>Mag &amp; game. Operational level, solitaire game of the US-dominated &amp; inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda &amp; the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency &amp; Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model &amp; Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.</p>											
<b>Holy War, Afghanistan #147</b>	122722	Decision Games	S&T Games	\$15.00			Mint	n	OoP	Err	4
<p>Includes 5 errata counters &amp; errata, and 3 articles with variant rules. Unpunched &amp; unplayed. ■ Mag &amp; Game. Strat &amp; operational level game of the US-backed but widely misunderstood insurgency &amp; civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet &amp; Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).</p>											
<b>Holy War, Afghanistan #147</b>	131163	Decision Games	S&T Games	\$18.00			Mint	n	OoP		4
<p>Cherry. ■ Mag &amp; Game. Strat &amp; operational level game of the US-backed but widely misunderstood insurgency &amp; civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet &amp; Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).</p>											
<b>Holy War, Afghanistan #147</b>	116782	Decision Games	S&T Games	\$25.00			Mint	n	OoP		4
<p>Mag &amp; Game. Strat &amp; operational level game of the US-backed but widely misunderstood insurgency &amp; civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; them of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet &amp; Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).</p>											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Invasion Afghanistan #26</b> Last copy. ■ Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 start in 1979 & 2 in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyust IL-28 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.		147197	Decision Gms Modern War M	\$45.00		New	n	OoP		4
<b>Kandahar, Spel Forces In Afghanistan #21</b> Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.		142792	Decision Gms Modern War M	\$29.00		New	n	OoP		2 1
<b>Operation Anaconda, Afghanistn 2002 #276</b> Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Plato level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.		99723	Decision Games S&T Games	\$22.50		New	n	OoP		3
<b>POST WW2 CONFLICTS: Israel &amp; the Middle East 1948 to present</b>										
<b>First Arab-Israeli War, 1947-9 #185</b> Sml discoloration where sml label removed on rear cover. Counters reverse printed (as most were for this game). ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btlm/brig lvl game of the Israeli war of independence. 7.5km/hex, btl level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.		116784	Decision Games S&T Games	\$38.00		Mint	n	OoP		4
<b>First Arab-Israeli War, 1947-9 #185</b> Counters reverse printed. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btlm/brig lvl game of the Israeli war of independence. 7.5km/hex, btl level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.		104297	Decision Games S&T Games	\$42.00		Mint	n	OoP		4
<b>Golan, the Syrian Offensive</b> Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippur War, defended by Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btlm/brig level. '10		141431	Decision Games	\$17.00		New	Fo			4
<b>Holy Land, Next Arab-Israeli War # 8</b> NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israel's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.		137529	Decision Gms Modern War M	\$42.00		New	n			4
<b>Lebanon '82, Operation Peace for Galilee</b> 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		146290	Decision Games	\$18.00		New	Fo			4
<b>Middle East Battles, '56 &amp; '67 #226</b> Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btl level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.		70033	Decision Games S&T Games	\$22.00		New	n	OoP		4
<b>Next War in Lebanon #13</b> 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 tl 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: Crixean 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 Comb; Russia's T-90 Tank.		110284	Decision Gms Modern War M	\$22.50		New	n			4
<b>October War, Arab-Israeli War 1973 # 25</b> Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btlm/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.		128420	Decision Gms Modern War M	\$45.00		New	n			4
<b>Operation Musketeer #32</b> Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian goverment (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1-days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.		125266	Decision Gms Modern War M	\$21.00		New	n	OoP		4
<b>Operation Shock Troops, Drv Damascus#168</b> Last new copy. ■ Mag & Game. Btlm-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btl level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.		20391	Decision Games S&T Games	\$26.00		New	n	OoP		4
<b>Operation Shock Troops, Drv Damascus#168</b> Mag & Game. Btlm-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 2 counters, 1.5mi/hex, 1-2days/turn, co/btl level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.		117309	Decision Games S&T Games	\$24.00		Mint	n	OoP		4
<b>Six Day War, 1967 # 4</b> Last copy. ■ Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare plane of the Cold War; USAF's nex gen long-range strike bomber.		140892	Decision Gms Modern War M	\$24.00		New	n			4
<b>Suez '56, Anglo-French Intervention</b> Solitaire folio game of the British, French & Israeli attempt to regain control of the Suez Canal from Egypt. Goal is to seize the canal or depose Nassar while avoiding the political disaster of the original event. Uses the Cold War Blitz game system. Player controls the allies' actions, while a card deck controls the Egyptians. You control the length of the game with judicious card play. '15		148209	Decision Games	\$14.99		New	Fo			4 1
<b>POST WW2 CONFLICTS: Russia &amp; Eastern Europe</b>										

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surchage Flag	General Conditn	Box Type	Out-of Errata Print? Incl ?	Game #-of Scale Plyrs
<b>Axis of Evil, Conflict in Mid-East # 39</b>		148783	Decision Gms Modern War M	\$37.50		New	n		4
Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, & special forces to win based on geographic objective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Plateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.									
<b>Chechen War, 1994-96 # 40</b>		137420	Decision Gms Modern War M	\$34.00		New	n		4
Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechen independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btlm/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.									
<b>Putin Moves East # 50</b>		148784	Decision Gms Modern War M	\$37.50		New	n		6
Mag & game. Third game in the Putin series. This game covers the Russian drive into Mongolia & Manchuria, opposed by local forces and the Chinese after a collapse of Russo-Sino relations. Corp level, with special force airpower & cyberwar. Victory determined by geographic possession & eliminating units. 6 scenarios of varying focus from Mongolia to Korea. Includes air, electronic, special forces & weapons of mass destruction. 176 counters, 100km/hex, 3-14days/turn. Joseph Miranda'20 / ARTICLES ON: Conflict on the Chinese-Eurasian Frontier; Surface-to-Air Missles & Strike Fighters; Israeli Nave, 1967-73; Syrian Arab Air Force; Russian Anti-Satellite Weapons Test; India in the New Cold War; Iranian Navy Goes Asymmetric; US Navy P6M Nuclear Strike Seaplane; Marines at Chosin Reservoir 1950.									
<b>Soyuz '81 # 38</b>		133342	Decision Gms Modern War M	\$30.00		New	n		4
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 dentering 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.									
<b>Suwalki Gap, the Baltic 2023 #327</b>		148099	Decision Games S&T Games	\$69.00		New	n		4
Last copy. ■ Mag & game. Game covers a hypothetical Russian attack on the Baltic States & Poland between 2023-25, and is focused on the Suwalki Gap, a 65km section of the Polish-Lithuanian border between Belarus Kaliningrad which the Russians may use to attempt to encircle the Baltic States. Victory depends on the Russians surrounding all NATO-controlled units as well as geographic objectives. Considers the multi-dimensional modern battlefield. 28km/hex, 1day/turn, btlgrp level, 280 counters. Nicholas Edwards'21 / ARTICLES ON: A Future Russian Attack on the Baltic States; Battle of White Plains 1776; Battles of Hannut & Gembloux, May 1949 Naval Dimension of Roman Imperial Power; Radios in the Invasion of France 1914; YB-49, US's Flying Wing; Battle of Wagon Box, 1867; First Israelite Campaign in Canaan, c1400BC; General Stilwell's Art of War; CSS Colonel Level & the Mississippi Defense Fleet.									
<b>Visegrad 4, the Coming War in Europe #16</b>		136442	Decision Gms Modern War M	\$35.00		New	n	OoP	4
Last copy. ■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigmas '64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.									
<b>POST WW2 CONFLICTS: India &amp; Pakistan 1960s to present</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Cold Start, Next India-Pakistan War #36</b>		136752	Decision Gms Modern War M	\$29.50		New	n		4 1
Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.									
<b>Indo-Pakistani Wars #174</b>		99043	Decision Games S&T Games	\$34.00		Mint	n	OoP	4
Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakist & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95									
<b>POST WW2 CONFLICTS: Viet Nam 1950-1975</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Block by Block, Battle of Hue 1968 #48</b>		143460	Decision Gms Modern War M	\$37.50		New	n		3
Mag & game. 2-player game of the exceptionally bitter battle for the Vietnamese city of Hue at the height of the northern Vietnamese Tet Offensive in Feb 1968. Area-move map is centered on central Hue area totaling 5 square miles which is entirely surrounded by rivers. Both political & military considerations are modeled, with the NVA seeking to hold the city as long as possible and cause the greatest casualties while the US must retake the city without doing too much damage or taking too many casualties. Platoon-battalion level, 176 counters, 4-5days/turn. Nicholas Edwards'20 / ARTICLES ON: Battle of Hue, 1968; MIG Alley, US Air Force in the Korean War; Organizations, Tactics & Cohesion during the Iran-Iraq War, 1981-8; What If? The Chinese Invasion of Taiwan; COVID-19 & the World's Militaries; 4 Way Fight in Syria's Idlib Province; Parcel & Spratly Islands in South China Sea; Comoros, Coup Land in the Indian Ocean; Pirate Hijacking of the Maersk Alabama Cargo Ship, 2009; Seal Team Six.									
<b>Cold War Hot Armor: Vietnam #307</b>		130452	Decision Games S&T Games	\$25.50		New	n	OoP	2
Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of La to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afgha War 1839; Leyte Gulf.									
<b>Dien Bien Phu #17</b>		116965	Decision Gms Modern War M	\$29.00		New	n	OoP	4 1
Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btl level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Culture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.									
<b>Green Beret, Vietnam Solitaire #18</b>		115046	Decision Gms Modern War M	\$109.00		New	n	OoP	2 1
Last copy ■ Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecti the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlon & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.									
<b>In Country, the Vietnam War #281</b>		118191	Decision Games S&T Games	\$99.00		New	n	OoP	4
Mag & game. Dbl-sided game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.									
<b>Mike Force # 35</b>		143455	Decision Gms Modern War M	\$39.00		New	n	OoP	4 1
Mag & game. Solitaire game of US Special Forces operations in the I Corp area of Vietnam & Laos near the DMZ during the Vietnam War. Player controls US-led forces. You must exercise defensive operations to delay advancing Communist forces, while your offensive forces hit the enemy at selected areas. Includes 176 counters, Operational level, area move. 4 scenarios covering the early years of active US involvement (1961-4), the ea years of active engagement (1965-7), Tet 1968 & the final years of the Mike Force program, 1969-70. Victory determined by points accumulated by many small activities, plus the costs of undertaking operations or receive reinforcement. Joseph Miranda'18 / ARTICLES ON: US Special Operations in Vietnam; the Hunt for Osama Bin Laden; CIA's Double Agent in Pakistan; Possibilities for a Sino-American War; Africanization of Jihad; Russia Targeting Underwater Cables?; Joys of Coalition Warfare; MBT Upgrades; Turkish Brigade in Korea; Unreported Air War in Tunisia.									
<b>Sealords, Vietnam War in the Mekong#243</b>		80326	Decision Games S&T Games	\$59.00		New	n	OoP	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 28 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.													
<b>Vietnam Battles: Hue / Op Pegasus #196</b>		<b>57326</b>	<b>Decision Games S&amp;T Games</b>	<b>\$52.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwuffmine anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fe of the Luftwaffe; Hannibal, a Stark Appraisal.													
<b>Vietnam Battles: Iron Triangle # 7</b>		<b>105832</b>	<b>Decision Gms Modern War M</b>	<b>\$25.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.													
<b>Winged Horse, War in Vietnam 1965-6 #239</b>		<b>77635</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn, 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.													
<b>POST WW2 CONFLICTS: Korea 1950 to present</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Chosin, X Corp Escapes the Trap #257</b>		<b>89158</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950 Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.													
<b>DMZ, the Next Korean War</b>		<b>137502</b>	<b>Decision Games</b>	<b>\$18.00</b>				<b>New</b>	<b>Fo</b>			<b>OoP</b>	<b>4</b>
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. Depicts what might happen should northern Korea again attack southern Korea. Brig/Div/Corp level. '10													
<b>Drive on Pyongyang # 5</b>		<b>148812</b>	<b>Decision Gms Modern War M</b>	<b>\$32.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioni the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Solo Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.													
<b>Gauntlet, Battle of Chongchon 1950 #190</b>		<b>32403</b>	<b>Decision Games S&amp;T Games</b>	<b>\$62.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #18 Army Group South #188.													
<b>Gauntlet, Battle of Chongchon 1950 #190</b>		<b>96736</b>	<b>Decision Games S&amp;T Games</b>	<b>\$47.00</b>				<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Several small mars on mag cover & 1" tear repaired. Otherwise unpunched & unplayed. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.													
<b>Korean War Battles #296</b>		<b>115034</b>	<b>Decision Games S&amp;T Games</b>	<b>\$60.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement game system. Btln/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Caribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.													
<b>MiG Alley, Air War Over Korea 1951</b>		<b>147626</b>	<b>Decision Games</b>	<b>\$10.49</b>				<b>New</b>	<b>Fo</b>				<b>1</b>
Small folio game covering the air battles over Korea in 1951. Communist MiG-15 jet fighters (piloted by Russian pilots) take on B-29s & other bombers over northern Korea, seeking to maximize US aircraft losses. Uses Air Wars game system. 40 counters, 18 cards, air group level, 23.5mi/square. '15													
<b>Paratrooper, Great Airborne Assaults#321</b>		<b>140091</b>	<b>Decision Games S&amp;T Games</b>	<b>\$34.00</b>				<b>New</b>	<b>n</b>				<b>3</b>
Mag & game. Grand tactical game of 2 key airborne assaults in Korea during the Korean War. Sukchon-Sunchon covers the Oct 1950 in which the US 187th Airborne Regt dropped behind North Korean lines to block the forces retreating north. Op Tomahawk covers the airborne assault again by the 187th as a small part of a general offensive in March 1951 that recaptured Seoul and ended at the 38th Parallel. Key dynamic is command points, which constrains what a player can do in deploying drop zones, coordinating fire & air support, and intelligence operations, with US advantaged in day & the Chinese at night. Reinforcements are generally uncertain. 600m/hex, 8hrs/turn, 176 counters. Joseph Miranda'20 / ARTICLES ON: Korean War Paratroopers; Muslim Attempts to Conquer the Mediterranean; Italian Cavalry in World War I; Bloodbath at Fort Pillow 18t Caesar & the 10th Legion; British Intervention in Jordan 1958.													
<b>POST WW2 CONFLICTS: China &amp; Taiwan</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Red Dragon Falling #19</b>		<b>116971</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game assumes an observed cycle of development, power & chaos in China's history, and projects that into the near future in the form of a new Chinese civil war set in the 2020s. Any of many social factors provoke a crisis & conflict. Map covers western half of China from north of Korea to Vietnam, including Taiwan. 2mo/turn, 80mi/hex, brig/div/army level, 176 counters. J.Miranda'15 / ARTICLES ON: the Coming Chinese Civ War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 & BMD-4; US Navy's New Railgun; Islami Revolutionary Guards Corp Air & Space Forces.													
<b>Red Dragon Rising #250</b>		<b>84659</b>	<b>Decision Games S&amp;T Games</b>	<b>\$99.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Last copy. ■ Mag & Game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, the Philippines, Singapore, the UK & of course the US. Brig/corp/air wing/task force level. 100mi/inch, 176 counters. B.Costello '08. ARTICLES ON: China as a rising power in the 21st century; Battles of Isandlwa & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.													
<b>POST WW2 CONFLICTS: Falklands, 1982</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Falklands Showdown, 1982 #269</b>		<b>95205</b>	<b>Decision Games S&amp;T Games</b>	<b>\$74.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analy of Falkands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.													
<b>POST WW2 CONFLICTS: Balkans</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>War Returns to Europe, Yugoslavia #303</b>		<b>147855</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fail Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, A 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.													
<b>POST WW2 CONFLICTS: Other Post-WW2 Conflicts Around the World</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Modern Battles, Kaliningrad &amp; Mosul # 27</b>		<b>128048</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

See page 1 for an explanation of the various codes & column data used in this catalog.

Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces on Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btln/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the South China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; No Korean Cyber War Units.

**POST WW2 CONFLICTS: Contemporary Land Tactical Combat** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Cold War Battles II #263** 93666 Decision Games S&T Games \$25.00 New n OoP 3

Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.

**Cold War Battles, Budapest & Angola #235** 74571 Decision Games S&T Games \$22.00 New n OoP 4

Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.

**Combat Veteran #31** 130570 Decision Gms Modern War M \$29.00 New n OoP 1

Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nanotechnology and the Military; Battle to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.

**POST WW2 CONFLICTS: Insurgencies & Civil Wars Around the World** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Angola, Cold War in Africa #290** 139211 Decision Games S&T Games \$37.50 New n OoP 4

Last copy. ■ Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Co War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposit; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.

**Border War, Angola Raiders** 145417 Decision Games \$9.99 New Fo 4 1

Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border raids the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12

**Chad, the Toyota Wars #144** 131020 Decision Games S&T Games \$20.00 Mint n OoP 4

Cherry. Last copy. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Co/btln/guerrilla level, 6mo turn, 200 counters, LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 191 myth v reality.

**Congo Merc, the Congo, 1964** 147560 Decision Games \$11.50 New Fo 4 1

Small game in the Mini game series. Solitaire game in which you guide a sml elite unit to intervene to your benefit in the newly independent nation of Congo. Organize the unit, enter the country, then try to make your way to the objective & secure it, and leave safely. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. pltn/co level. J.Miranda'12

**Foreign Legion Paratroopers #46** 148647 Decision Gms Modern War M \$37.50 New n 3

Mag & game. Solitaire game of French anti-insurgent operations in multiple, generic settings around the Africa & the Middle East. Player controls French forces while the game system controls local forces. Can be played cooperatively with other also controlling French forces. Played as missions across 1 or more small maps of unique (generic) geographic types, and individual missions can be linked into campaigns. Shows the French style fighting with minimal logistical & air support, striking fast & decisively, plus organizational elan. 12hrs-1wk/turn, 0.5-5km/hex, platoon level, 176 counters, pltn level. Joseph Miranda'20 / ARTICLES ON: Foreign Legion Paratrooper, Rapid Response Force; Warsaw Pact's History; British 29th Brigade at the Imjin River, Korea, April 1951; Rise & Fall of Isis Armor; Columbia & Venezuela, Part of Same Problem; NATO's New Joint Support & Enabling Command; North Korea's Submarine, Israel's Maritime Power; Egyptian Fishbed Fighters Over Israel's Dimona Nuclear Plant in 1967; American Withdrawal from Syria; the French Path to the Bomb, 1930-60.

**Greek Civil War #11** 110277 Decision Gms Modern War M \$24.00 New n OoP 8

Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area mov B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.

**Nagorno-Karabakh War, 1992-94 #54** 147355 Decision Gms Modern War M \$29.50 New n 4

Mag & game. Game of the war between Azerbaijan & the breakaway province of Nagorno-Karabakh with its Armenian majority population. Azerbaijan (Azeris) launched an ethnic cleansing campaign that launched a civil war The Azeris are more numerous, with a greater supply of weapons but are politically divided and unmotivated for the war. Key goal for both sides is the ethnic cleansing of civilian population centers. Has elements of a guer war including mobilization, but also major elements of conventional war with the primary objective being the destruction of enemy populations. 10km/hex, btl level, 10days/turn, 176 counters. '21 / ARTICLES ON: Nagorno-Karabakh War 1992-4; Battle of Firebase Mary Ann 1971; US Show-Strike on Syria, 2018; Operation Earnest Will in Persian Gulf 1987-8; Russian Weapons for Argentina; Polish Wargame Results in Crushing Defeat to Russians; Chinese Supersoldiers; Saigon, Baghdad or Geneva; Mozambique on the Brink; French Nuclear Development 1960-2014; Northern Vietnamese Counter to B-52 Raids in 1972; Hypersonic Weapons & the New Arms Race.

**Somali Pirates # 3** 130070 Decision Gms Modern War M \$21.00 New n OoP 6

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, warlord: 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.

**World War Africa, the Congo, '98-'01 #52** 146543 Decision Gms Modern War M \$37.50 New n OoP 4

Mag & game. 2 player game of the war in the Congo between 1998-2001 that drew in multiple African nations into a multi-nation conflict. The rebels are supported by Rwanda, Uganda & Burundi; the Congolese under dict Kabila are supported by Angola, Zimbabwe and Chad. Roughly 5mil people died during the bitter war. Uses activation chit draws by faction, plus random events & political events. Movement is problematic due to poor infrastructure. 176 counters, 100km/hex, 3mo/turn, Btln/regt/brig level, 176 counters. Javier Romero'21 / ARTICLES ON: World War Africa 1998-01; the Israeli Navy in the 1948 War; Battle for Fire Support Base Ilingworth; Future of Drones & Autonomous Weapons; Green Water War, Colombia; Britain's Armed Forces' Future; Military Implications of China's One Child Policy; Syria, North & South; Anti-Communist Easter Euro Uprisings in the 1950s; Iraqi Warplans in Oman, 1980; Ulyanovsk, the Soviet Navy's Dream Aircraft Carrier; Warmongering view of Iran's nuclear ambitions.

**OTHER 20th CENTURY CONFLICTS, 1900 -- Present** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**OTHER 20th CENTURY: Russo-Japanese War 1904-5** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Mukden, Russo-Japanese War 1904-5 #326** 148786 Decision Games S&T Games \$37.50 New n 4

Mag & game. Game covers the climatic land battles of the Russo-Japanese War in the area near Mukden, Korea, 1905. Predominantly an infantry battle, the Japanese must wear down the Russians, breaking their defensive lines. A successful assault can allow advances and additional combat to roll up a defensive line. Brig/Div level, 228 counters, 3mi/hex, 2days/turn. Ty Bomba'2021 / ARTICLES ON: Battle of Mukden 1905; Battle of Mycale 479BC; Wavell at Bay, Feb-June 1941; Poland's November 1830 Insurrection; German Saboteurs in America during WWI; Cataphracts v Clibinarii; Wavell's Officers; Death of Bishop Polk & the Army of the Tennessee, 18t Nagashino Reimagined, 1575; Hitler's Haltebefeh & Dec 1941 Command Decisions.

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**They Died with Their Boots On, v1 #236** 74811 Decision Games S&T Games \$36.00 New n OoP 3

Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux 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.

**They Died with Their Boots On, v2 #242** 79815 Decision Games S&T Games \$29.00 New n OoP 3

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<b>Game Title (&amp; Edition or Issue #)</b>	<b>Game</b>	Cash-Basis	Ship	<b>General</b>	<b>Box</b>	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year	<b>Only?</b> <b>Part#</b> <b>Publisher Name</b>	<b>Price EA</b>	Surcharge Flag	<b>Conditn</b>	<b>Type</b>	<b>Print?</b> <b>Incl ?</b>	<b>Scale</b> <b>Plyrs</b>

Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, bth/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Panc Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.

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**SCI FI: Terrestrial Tactical & Strategic Combat** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Phobos Rising! Insurgency on Mars** 148798 Decision Games \$10.49 New Fo 4 1

Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recru additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. \*16

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