

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

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) solitaire; (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.											

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ACCESSORIES: Copies, Gift Certificates & Other Services M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

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Photocopies	14	Misc Game Access	CALL	Excell	n	OoP	Z
Photocopies made from any available (opened) games, mags or parts. Minimum charge \$10 including postage in the US. Call to discuss.							

ACCESSORIES: Game Parts & Gaming Accessories M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Dice, D20, Metal, Blue & Pewter	142908	Miscellaneous Publishers	\$2.50	New	n	OoP	Z
Metal d20 with medium Blue & Pewter sides ■ Metal d20 with medium Blue & Pewter sides							
Dice, D20, Metal, Green & Purple	142907	Miscellaneous Publishers	\$2.50	New	n	OoP	Z
Metal d20 with Lime Green & Purple sides. ■ Metal d20 with Lime Green & Purple sides.							
PBM Instructions	475	AH Avalon Hill Game Co.	\$1.00	Mint	n	OoP	Z
PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.							
SGS Region 9 Play Aids Kit	69358	Strategy Gaming Society	\$5.00	Mint	n	OoP	Z
Charts & color maps created for 3 games previous published as intro games in books or mags: Waterloo 20 from Strategist v30 Issue 10 #339 (June 2000); Kassala from Complete Book of Wargames (1980); Drive on Metz from Complete Wargames Handbook.							

ACCESSORIES: Gaming Novelties M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Gamers 1996 Vanity Counters	128905	Gamers (% MMP)	\$1.00	Mint	n	OoP	Z
13 vanity counters from Gamers' 1996 REPL & VARIANT countersheet. These have no real value in games. No rules.							
Gamers 1997 Vanity Counters	128922	Gamers (% MMP)	\$1.00	Excell	n	OoP	Z
Includes 24 of what appears to be a total of 35 vanity counters. ■ 35 vanity counters from Gamers' 1997 REPL & VARIANT countersheet. These have no real value in games. No rules.							
Gamers 1998 Vanity Counters	128923	Gamers (% MMP)	\$1.00	Mint	n	OoP	Z
Includes (first) 3 vanity counters ■ Includes (first) 3 vanity counters							

ACCESSORIES: Errata Countersheets & Parts (multiple games) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Gamers Repl Counters 1992	42543	Gamers (% MMP)	\$4.00	New	n	OoP	Err Z
May have some label residue on face of some counters. ■ Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92							
Gamers Repl Counters 1994	42561	Gamers (% MMP)	\$6.00	New	n	OoP	Err Z
May have some minor label residue on some counters. ■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94							
Gamers Repl Counters 1995	60525	Gamers (% MMP)	\$6.00	New	n	OoP	Err Z
May have some minor label residue on some counters. ■ Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95							
Gamers Repl Counters 1998	60549	Gamers (% MMP)	\$6.00	New	n	OoP	Err Z
May have some minor label residue on some counters. ■ Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98							
Gamers Repl Counters 2000	60463	Gamers (% MMP)	\$10.00	New	n	OoP	Z
Last copy. ■ 140 Repl counters for various Gamers games. Several games represented but not identified on countersheet. This Hallowed Ground (13), Hube's Pocket (1), Asperm-Essling (3), April's Harvest (1), Marengo (1), Enemy at Gates (112), Tunisia (20). Total 140. '01							

ACCESSORIES: Counter Trays M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Counter Tray, Chessex Style Tray	148338	Chessex Manufacturing	\$2.75	New	n	OoP	Z
Single copy. ■ 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03							
Counter Tray, DVG Style Bookcase Tray	148665	Dan Verssen Games	\$2.99	New	n	OoP	Z
Single set of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14							
Counter Tray, TSR Style Bookcase Tray	106202	TSR Games	\$2.00	Excell	n	OoP	Z
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							
Counter Tray, UGG Style Bookcase Tray	147894	Udo Grebe Game Design Co.	\$3.25	New	n	OoP	Z
Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04							
Counter Trays, DVG Style Trays 5-pak	148365	Dan Verssen Games	\$15.00	New	FB		Z
FIVE PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14							

ACCESSORIES: Hex Maps & Playing Boards M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Hex Map Sheet, Blank, 16 or 19mm, L or S	62635	GMT Games	\$2.50	New	n	OoP	Z
Hex Map Sheet, Blank, 16mm Long Grain	148130	GMT Games	\$3.50	New	n	OoP	Z
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99							
Hex Map Sheets, 16mm LONG Grain 7pak	148126	GMT Games	\$22.99	New	n	OoP	Z
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99							

ACCESSORIES: Counter Sheets (Blank & Preprinted) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Counter Sheet, Blank 1/2" Colored (140)	148478	GMT Games	\$2.50	New	n	OoP	Z
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01							

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 Surchg	General	Box	Out-of Errata	Game #-of
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl ? Scale Plyrs
Counter Sheet, Blank 1/2" White (280) Full sheet (280) of 1/2" counters, all white with no printing.		144080	GMT Games	\$4.00	New	n	Z
Counter Sheet, Blank 9/16" White (114) 114 blank counters, all white, 9/16". No printing at all. '13		146625	GMT Games	\$2.50	New	n	Z
Counter Sheets, Blank 1/2" Wht (280) 5Pk Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.		148292	GMT Games	\$20.00	New	n	Z
Counter Sheets, Blank 9/16" Wht (114) 5pk Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13		147475	GMT Games	\$10.00	New	n	Z
Mayfair Promo Expansion Set #18 Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15		109760	Mayfair Games	\$4.00	New	n OoP	A
ACCESSORIES: Dice & Dice Accessories		M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P	
Dice, d6 1" Oversized 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.		89105	Miscellaneous Publishers	\$0.50	Mint	n OoP	Z
Halfies Dwarf Dice Set (7), Beard Brown Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.		140754	Gate Keeper Games	\$4.00	New	SC OoP	Z
BOOKS, History & Gaming Related Books		(541) 756-4711 10am-9pm PST		For Ordering (866) 690-7879 10am -9pmPST			
BOOKS: Historical Books		M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P	
Arab-Israeli Armor in the Yom Kippur War Last copy. ■ 32pg booklet contrasting weaponry, training, organization in armored units of combatant nations of '73 Yom Kippur War. '75		137545	Sim Design Corp (Conflict)	\$6.00	New	n OoP	2
MAGAZINES (only)		(541) 756-4711 10am-9pm PST		For Ordering (866) 690-7879 10am -9pmPST			
MAGAZINES Issues of Note (uncategorized)		M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P	
Command & Strategy Magazine Any of the available 7 issues is print; price differs for #7 on as these have a full game in them. See online catalogs for full details. ■		96570	Udo Grebe COMMAND & STRAT	CALL	New	zl OoP	Z
Counter/Moves Magazine v1 #2 Wntr/Spr '02 ■ Winter/Spr'02. 36pg DTP newsletter including multiple games printed within the mag: GREEK FIRE (game) of Naval Combat in Ancient Greece, COUNTER SPACE game of space exploration and conflict, and ARENA game of Gladiators & Christians in the Colosseum. ARTICLES ON: 2d6 Percentage Results; Metagaming Word Search Puzzle; Vertical Take-off & Landing Units for OGRE/G.E.V.; Gaming with the Kids. '02		59171	Miscellaneous MAG Publsr	\$2.00	Mint	n OoP	Z
Europa: Clash of Titans Scenario * ■		10780	Games Research & Design	\$2.00	Mint	n OoP	Z
GENERAL Magazines Looking for a General Magazine? A relative few with detailed descriptions are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■		95828	AH Avalon Hill GENERAL Ma	CALL	V.Gd or Better	n OoP	Z
Magazines (Only) Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■		95149	Miscellaneous Publishers	CALL	Excell or Mint	n OoP	Z
MAGAZINES Wargame Magazines		M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P	
Art of War Magazine #29 28pg issue w/ variant & errata for Jena, 6 Days of Glory, Home Before Leaves Fall, etc. '98		115332	Clash of Arms ART OF WAR	\$5.00	Mint	n	Z
ASL Recon by Fire Magazine #3 Minor signs of wear & use on mag cover including scuffs & creases. Otherw clean. ■ Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06		147712	Heat of Battle: Recon Mag	\$22.00	V.Good	n	Z
ASL:Out of the Attic #2 Slight moisture warping to rear cover. ■ 48pg magazine that includes 16 ASL scenarios but focuses on reprinting more obscure but valuable ASL material from various other publications and newsletters. Scenarios are tournament themed. '10		147695	Multi-Man ASL JOURNAL	\$24.00	Excell	n OoP	2
Battleflag Magazine #24 Mag & game. Feb'73, w/ Gen Patton sketch cover. Final issue of this early 70s wargaming magazine out of the south. / ARTICLES ON: Old Contemptables, BEF in WWI; Review of Starlord, Interstellar Game of Future; survey of recent game releases; Breakout Designer's Notes; Phalangeal Tactics pt.2; Napoleonic Army Organization in Portugal; Wargaming's Decline.		3585	Third Millenia BATTLEFLAG	\$2.50	Mint	n OoP	Z
Boardgame Journal (FGA) #1 Cherry. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91		3594	FGA Board Game JournalMag	\$5.00	Mint	n OoP	Z
C3i #2 Does NOT include 40-counter insert. Otherw cherry. Last copy. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strategy for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thunderbolt & Apache-Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93		128913	GMT C3i Magazine	\$45.00	Mint	n OoP	Z
C3i #5 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95		49681	GMT C3i Magazine	\$18.00	New	n OoP	Z
C3i #6 w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96		51753	GMT C3i Magazine	\$15.00	New	n OoP	Z
C3i #8 Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97		53660	GMT C3i Magazine	\$50.00	New	n OoP	Z
C3i #9 w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99		50994	GMT C3i Magazine	\$49.00	New	n OoP	Z
C3i #12 w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00		53239	GMT C3i Magazine	\$69.00	New	n OoP	Z
C3i #14 Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02		58530	GMT C3i Magazine	\$35.00	New	n OoP	Z
C3i #15		63942	GMT C3i Magazine	\$32.00	New	n OoP	Z

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04										
C3i #16	70953	GMT C3i Magazine		\$34.00		New	n	OoP	Z	
With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05										
C3i #17	74157	GMT C3i Magazine		\$55.00		New	n	OoP	Z	
48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. ARTICLES ON: Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06										
C3i Magazine #20	103729	GMT C3i Magazine		\$72.00		New	n	OoP	Z	
Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08										
C3i Magazine #21	88598	GMT C3i Magazine		\$99.00		New	n	OoP	Z	
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09										
C3i Magazine #23	95348	GMT C3i Magazine		\$69.00		New	n	OoP	Z	
Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.; Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col										
C3i Magazine #24	95018	GMT C3i Magazine		\$84.00		New	n	OoP	Z	
W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10										
C3i Magazine #26	111371	GMT C3i Magazine		\$119.00		New	n	OoP	A	
Last copy. ■ Mag & game & inserts. A beefy issue with OBJECTIVE KIEV (a complete game) plus 280 counters: 1914 Twilight in East (140); Combat Commander (18); Infidel (10); SPQR Magna Graecia (4) & Bactis Tadar (14); 1805 (14); Barbarian (3); Am Rev series (4); Empire of the Sun (8); No Retreat! (12); Obj Kiev (40+blanks). Plus inserts for SPQR Barbarian Siptonum 334BC, Baetis River 236BC, Tader River 228BC scenarios; Space Empires 4X log sheet; Red Winter Ice Ball variant; Andean Abyss flow charts; CC Europe scenario location reference map & terrain effects aid; CC Europe scenarios 115-116; 2 scenarios for C&C Epic Ancients II; Set up aids for 1914 Twilight in East (2 scenarios); No Retreat! solitaire rules with card & play aide inserts. OBJ KIEV is a small (40) counter game of Army Group South's campaign toward Kiev in the summer of 1941. This was a hard-fought campaign, with the USSR's southern forces being far more alert & prepared for the Axis offensive than its forces in the north. And armored attacks can have a serious impact on the German schedule. Soviet goal is to delay a victory in the Ukraine such that any attack on Moscow would be delayed & unlikely to succeed. F Chadwick'12 / ARTICLES ON: Designers & Developers share their thoughts on the design process; Tannenberg campaign variant for 1914 Twilight in the East & historical article on Austria-Hungary's mobilization; Labyrinth walk-thru; Initiative in Game Design by Mark Herman; Space Empires 4X optional rules; interview with John Butterfield; Argentoratum 357AD scenario for C&C Ancients; Union strategy in For the People; scenario & variant rules for 1805; GBoH magna Graecia scenarios covering Greece's attempts to preserve its dominance in the late 4th century BC; Red Winter optional rules; interviews with Mark Barker & Leland Myrick; intro to Andean Abyss, plus solitaire variants.										
C3i Magazine #27	112631	GMT C3i Magazine		\$115.00		New	n	OoP	A	1
Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Leviloff'13 / w/ 2 Combat Commander scenario cards with 4 scenarios#117-120; SPQR Dertosa 215BC scenarios, Iron & Oak insert with 2 scenarios plus 2 map inserts. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat in Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; new scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Reds!; Dertosa, 215BC scenario for SPQR Deluxe.										
C3i Magazine #28	113399	GMT C3i Magazine		\$109.00		New	n	OoP	Z	
Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoplite (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map, 80 counters. S.Vasta'15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Combat Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview with S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoplite scenario.										
Campaign / Panzerfaust Magazine # 71	123870	Panzerfaust/Campaign MAG		\$4.00		Mint	n	OoP	Z	
Small booklet format. ARTICLES ON: Pilgrimage to the Cathedrals of Wargaming; Replay of GAMA2 Napoleon 1st; review of RAND Rommel, War for North Africa; British strategy in the south in AH 1776; review of MARTIAL La Bataille de la Moskowa 1st; brief reviews of: BL Shenandoah, BL Wooden Ships & Iron Men, EXCAL Ancient Conquest, SDC Jerusalem, Hue, Khalkin-Gol, GAMMA2 Airline, AH Basketball Strategy, TAURUS Battle of the Atlantic & Raiders of the North & Undersea Warriors, BUMPUS Schutztruppe, TABLETOP MTB. '76										
Campaign / Panzerfaust Magazine # 73	123872	Panzerfaust/Campaign MAG		\$4.00		Mint	n	OoP	Z	
Small booklet format. ARTICLES ON: the French War in Algeria; Strategy in 2 southern scenarios of AH 1776; analysis of GDW Drang Nach Osten; German strategy in JEDKO War at Sea; Tactics in CONFLICT Bar-Lev; Designer's notes for EXCAL Ancient Conquest; Game Design, more thoughts on CRTs; brief reviews of: TSR Fight in the Skies 3rd, GDW 1815, STRIF Russo-Japanese War, TUDOR NFL Strategy. '76										
Campaign / Panzerfaust Magazine # 79	123878	Panzerfaust/Campaign MAG		\$4.00		Mint	n	OoP	Z	
ARTICLES ON: Interview with James Dunningan; Analysis of SPI Panzergruppe Guderian #57; King Arthur v the Saxons; review of GDW Avalanche; review of CONTROL East Front; In defense of SPI Oil War; Index to Panzerfaust & Campaign magazine #53-76 by subject; Game Design; brief reviews of: GDW Citadel, Galactic Conquest, AH Business Strategy, FBI Deathtrap Equalizer, Swordplay, BUMPUS Bay of Pigs, RAYMOND Fortress Rhodesia; the SDC Report. '77										
Campaign / Panzerfaust Magazine # 86	108012	Panzerfaust/Campaign MAG		\$4.00		Mint	n	OoP	Z	
ARTICLES ON: 64th Regt Foot Reinactors; Analysis & review of AH Air Assault on Crete; review of FBI's Starweb play-by-mail game; Complete 1977 addendum/update for AH Anzio 2nd rules (by Mr. Anzio, T. Oleson; Starting a College Wargame Club; Improving the Soviet Viipuri Defense in AH Russian Campaign; Review of GDW Case White 2nd; brief reviews of BL Flat Top 1st, AH Submarine 2nd, HISTALT Roark's Drift, META Ogre 1st, TSR Monster Manual 1st; SDC Report: bankruptcy. '78										

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
Campaign / Panzerfaust Magazine # 89 ARTICLES ON: Review of the armor rules in AH Cross of Iron; FBI's Starweb play-by-mail game, pt.2: opening moves; Review of Perilous Encounters mini rules; the German WWI High Seas Fleet; Origins 78; an internship computerizing a board game; Arduin Grimoire from Judges Guild; brief reviews of: EXCAL Malaya & Total War, GDW Iliad, SDC Norad. '79		123888	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine # 95 ARTICLES ON: review of AH Magic Realm; comparative review of 2 Bulge games both designed by D Parker, Dark December & Battle for the Ardennes; review of SPENCE Kaiserschlacht, with ERRATA; review of GDW Marita-Merkur; Visibility & Fire Effectiveness in armored mini games; the Bismarck '78 project, by its design (J Greene); brief reviews of SPI Freedom in the Galaxy 1st, SPI Army Group South, AH Wizard's Quest. '80		123894	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine # 96 Mag printed with incorrect issue # (95) on cover. ARTICLES ON: review of Korsun from SPI's Army Group South Quad; review of Tank Charts minis series; FBI's Starweb play-by-mail game, pt4: Conflict & Correspondence; analysis of SPI Dresden (from Napoleon's Art of War); review of CHAOS Stomp; How to Organize a Wargaming Club; more from Judges Guild; brief reviews of: SSG Albuera and Vittoria, SPI Cityfight, AH Speed Circuit. '80		123895	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine # 97 ARTICLES ON: tactics in AH Squad Leader Crescendo of Doom; review of TFG Prochorovka, Armor at Kursk; tactics in TFB Star Fleet Battles; review of SPI Commando & Leningrad 1st; brief reviews of: AH War & Peace, SPI Dresden, OSG 20th Maine, Swordquest, SPI Deathmaze; potshot reviews of RPGs. '80		123896	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine # 98 ARTICLES ON: review of YAQ Panzer 1st; the Battle of Actium 31BC between Octavian & Mark Antony; review of SPI Bloody April; review of GDW Dark Nebula; review of CHAOS Panzer Pranks; analysis of Star Fleet Battles; review of CMDPERS SHarpsburg; Potshots at RPGs; brief reviews of WEG Imperium Romanum 1st, GDW Beda Fomm, SPI Robert at Bannockburn, STRIFE Napoleon's Russian Campaign. '80		123897	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine # 99 ARTICLES ON: three views on Origins '80; the British Army in the Boer War; Tank Charts miniatures rules designer notes; Terrain as a possible design feature; brief reviews of: YAQ Great Redoubt, GDW Bloodtree Rebellion, YAQ Swashbuckler, SPI Bulge, TSR Knights of Camelot; potshots at RPG games. '80		123898	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine #102 ARTICLES ON: Counterstroke at Inchon; A French Counter to AH Napoleon strategy in issue #100; Modern Armor Tactics; Strategy in SPI Chattanooga; Review of SPI Across Suez; Brief reviews of AH Longest Day; EON Quirks; SPI Austerlitz; OSG Legend of Robin Hood.; YAQ Fast Attack Boats, SIMCAN Dark Stars. '81		123901	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine #103 ARTICLES ON: review & analysis of AH Longest Day, w/ some clarifications; review of modern AFVs in GDW Tacforce mini rules; review CHAOS Engage & Destroy mini rules; a Rational Approach to Combat Resolution; FBI Starweb PBM game, pt5; brief reviews of: SPI Empire of the Middle Ages, AH War at Sea II kit, SSG Alaric the Goth; potshots at RPGs; . '81		123902	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine #104 ARTICLES ON: Fixed Defensive Systems in Ancient & Modern Times; AH Fortress Europa analysis; A Modified AFV Kill System for Squad Leader; Rommel in SPI Cauldron; Review of GDW Red Star White Eagle; Simultaneous Play for Three Players; Brief reviews of AH Guns of August, AH Amoeba War, OSG Devil's Den, Schutztruppe. '81		123903	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Campaign / Panzerfaust Magazine #107 ARTICLES ON: Review of GDW House Divided; Strategy in GDW House Divided; Review of YAQ Thin Red Line, Great Redoubt; Review of PWG Kanev; Effects of the Norwegian Campaign; Introduction of QTRDCK Ironbottom Sound; Brief reviews of Gallipoli, META Trojan War, Star Viking. '82		123906	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP		Z	
Command & Strategy Magazine # 1 Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocalypse Pearl Harbor. 280 die cut counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05		145988	Udo Grebe COMMAND & STRAT	\$9.00			New	zl			Z	
Command & Strategy Magazine # 2 Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); ARTICLES ON: 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05		73616	Udo Grebe COMMAND & STRAT	\$7.50			Mint	zl			Z	
Command & Strategy Magazine # 2 Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); ARTICLES ON: 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05		123954	Udo Grebe COMMAND & STRAT	\$9.00			New	zl			Z	
Command & Strategy Magazine # 5 Mag + Game. w/ part 5 of Pearl Harbor game installmentw/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading). ARTICLES ON: index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.		137631	Udo Grebe COMMAND & STRAT	\$8.49			New	zl			Z	
Europa MAGAZINE # 20 ARTICLES ON: Origins & Euroafest reports; Czech '38 playtest report; Spanish Torch (TEM #5) playthru; More Italian Divisional Histories; Supermarina II, completely revised naval system rules (TEM #17); computer Europa; Rules Court; Exchange; Allied Combined Chart for Narvik. '91		123794	GRD's Europa Mag	\$4.00			Mint	n	OoP		Z	
Europa MAGAZINE # 21 50pg mag focused on GDW & GRD's Europa-system games. ARTICLES ON: Soviet deployment in Scorched Earth; Leningrad 1941 scenario for FITE/SE; analysis of the Stalin Line; strategies for 1943 scenario; rules errata & Q&A; Axis & Soviet replacement records for FITE/SE. '91		123795	GRD's Europa Mag	\$4.00			Mint	n	OoP		Z	
Europa MAGAZINE # 27 ARTICLES ON: Inside Europa Q&A with 1939 Lithuanian OoB; Second Front progress; Winter War designer's notes pt.1; German 22nd Air Landing Div; Fortress Holland 1940 Battle scenario with B&W map & designers notes; Revolt in Iraq scenario 1941; Secondary road system for the Near East; German Strategy in Their Finest Hour 2nd; East Front pt.4 Transcaucasus, with play aids; Rules Court; Exchange. '92		123801	GRD's Europa Mag	\$4.00			Mint	n	OoP		Z	
Europa MAGAZINE # 31 ARTICLES ON: Europa rules court & general discussions; Second Front report with air OoB; Operation Crusader, Nov 1941, battle scenario for Western Desert or War in the Desert; historical Soviet placement for Winter War; Analysis of the Axis first-turn attack in Fire in the East; Exchange. '93		123805	GRD's Europa Mag	\$4.00			Mint	n			Z	
Europa MAGAZINE # 45 ARTICLES ON: Gamine industry & Magic the Gathering; Characatures of Player Types; PzrDiv Hermann Goering; Europa Fest '95; Operation Diadem, Battle for Rome May-June 1944, Second Front scenario, with playthru; Narvik Draft Rules; Clash of Titan errata; Europa Exchange. '96		123814	GRD's Europa Mag	\$4.00			Mint	n			Z	
Europa MAGAZINE # 49 ARTICLES ON: Defending the Med in Second Front; Second Front Look at Their Finest Hour; Soviet Destroyers for the Eastern Front; Stalin's Wartime Sub Fleet; Second Look at Second Front Naval System; Royal Navy OoB 1939-40; Soviet Naval Operations & Strategy; Reducing Die Rolls in Second Front Naval System; Second Front Naval Q&A. '96		123817	GRD's Europa Mag	\$4.00			Mint	n			Z	
Europa MAGAZINE # 50 ARTICLES ON: German-Produced Aircraft Ratings; Luftwaffe in the East 1941-45; Royal Air Force in Europe; Raid on Ploesti 1943 Battle Scenario, with historical playthru; Czech & Bulgarian Avia B.534 Fighter; French Air Force; Changes to the Europa Air Replacement System; Reducing Die Rolls in Europa Air System; Air System Q&Z. '96		123818	GRD's Europa Mag	\$4.00			Mint	n			Z	
Europa MAGAZINE # 51 ARTICLES ON: Battle for Kiev 1943 2nd edition scenario w/ sml map; Europa tidbits; Quick guide to German military terminology; Pt2 of an article on 1-Week turns in Europa (1st part published in a now-defunct mag); Soviet defense of the Arctic & Karelia; Suggestions for a revision of Scorched Earth; Fire in the East/SE playthru summary; French aircraft designations, pt 2; Vichy French Airforce, 1940-44; Discussion of Rule 11, Support; an Attritional CRT; the Ju-87D & G Stukas; Fire in the East/Scorched Earth Q&A; Europa Exchange. '96		123819	GRD's Europa Mag	\$5.00			Mint	n			Z	
Europa MAGAZINE # 52 ARTICLES ON: the P51 & ME-264; Canadian forces in Europe, 1943-45, w/ organization, vehicles & weapons & OoB; Long Left Flank scenario for Second Front; Logistical system for Second Front allies using Army HQ; Raid on Dieppe 1942 Second Front scenario, with history; Victoria Cross awards; Hawker Typhoon & Tempest; Discussion of Rule 5, Zones of Control; War in the Desert errata. '97		123820	GRD's Europa Mag	\$4.00			Mint	n			Z	

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	Conditn	Type	Print? Incl ? Scale Plyrs
Europa MAGAZINE # 53 ARTICLES ON: Magnitogorsk Campaign scenario for FitE/SE/Urals; Mediterranean games Q&A; Europa logistics; British airborne units; Siege of Belgrade contest solution; Countering Soviet NODLs (Non-Overrunnable Defense Line) Tactics in Fire in the East; a Point scenario system for Europa; the early Stukas, JU-87A & B; French military doctrines; discussion of Rule 8, Stacking; Attacking from an Overstacked Hex; Second Front Q&A; Europa Exchange. '97		123821	GRD's Europa Mag	\$4.00		Mint	n	Z
Europa MAGAZINE # 62 ARTICLES ON: German Sturm Battalions; German Plans for Spain, 1940-44; Replay of For Whom the Bell Tolls; German Condor Legion (in Spanish Civil War); Assaulting Gibraltar; French Breguet 19 Attack Aircraft; Origins 97 Second Front Replay; Second Front 1944 Scenario; Military Aircraft in 1939; For Whom the Bell Tolls Q&A. '98		123830	GRD's Europa Mag	\$4.00		Mint	n	Z
Europa MAGAZINE # 63 ARTICLES ON: German Army Mobilization Operations; New Zealand at War; 2nd New Zealand Division; Lockheed Ventura/Hudson Bomber; Operational Beginning to the Spanish Civil War; Third Battle of El Alamein, Oct 1942; New Zealand Expeditionary Force OoB; Exchange. '98		123831	GRD's Europa Mag	\$4.00		Mint	n	Z
Europa MAGAZINE # 64 ARTICLES ON: OoB; Operation Taifun scenario for Drang Nach Osten; Commentary on Operation Felix Scenario; For Whom Bell Tolls Errata; Canary Island Spanish OoB; Preview of Torch; Revised reprint of Europa Newsletter #1; Adding the Soviets to War in the Desert; Polish Army in 1939 (reprinted from Grenadier #1); Social History of the Tank pt.1; Europa Nuts & Bolts #1 reprint. '98		123832	GRD's Europa Mag	\$4.00		Mint	n	Z
Europa MAGAZINE # 69 ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99		123850	GRD's Europa Mag	\$4.00		New	n	Z
Europa MAGAZINE # 73 Inventory label remnant on mag cover; mag otherws mint. ■ ARTICLES ON: Second Front Q&A; Brief replays of Second Front; Heinkel He280 jet fighter; Gothic Line battle scenario for Second Front, Aug-Oct 1944 with playtest notes; Second Front rules court & Strategies; Coast Defense as Artillery; Another Amphibious Example for Second Front. '00		49295	GRD's Europa Mag	\$4.00		Mint	n	Z
Europa MAGAZINE # 82 Inventory tag remnant/residue on mag cover; mag otherwise mint. ■ With Europa maps of the Azores, Canary & Cape Verde islands; ARTICLES ON Second Front victory levels errata; V2 launch sites in SF; Rules for Canary & Azore, Cape Verde Is; Analyzing CRT results; German Eng Pzr units & operations.		63688	GRD's Europa Mag	\$5.00		Mint	n	Z
Fire & Movement (Dec Gms) # 75 ARTICLES & REVIEWS ON: detailed profile of GMT Hornet Leader; profiles of GRD Balkan Front 2nd, OMEGA Carrier War 1st; survey of 3 games of the American Revolution: SPI American Revolution, AH 1776, TSR 13 Colonies in Revolt; reviews of AH ASL Code of Bushido, Conflict in Europe PC, RHINO Legend Begins 1st, GMT Tet Offensive, COLUMBIA Mid-East Peace, CROWN High Ground, ENGELMANN Shattered States, MOORE Afghanistan, COA La B D'Auerstaedt; retro review of SPI Frederick the Great; Origins '91 report. '91		123911	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 76 ARTICLES & REVIEWS ON: detailed profile of GDW Tet Offensive; reviews of TSR Sniper Special Forces; survey of Computer Games pt2, Air & Sea Battles (extensive); 2pg list of American Civil War games; short survey of games well-suited to multi-player play; brief reviews of AH Attack Sub, GDW Fall of Tobruk; retro review of SPI Chicago Chicago #21; discussion of Gaming Awards & their validity. '91		123912	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 77 ARTICLES & REVIEWS ON: detaile profile of GAMERS Barren Victory; reviews of GMT GBOH Alexander, 3W Campaigns of Marlborough, AH Republic of Rome; brief reviews of PACRIM 48th Panzer Korp #3; FGA Operation Crusader; 2WOLF Silverton 1st, World in Flames 5th, 3W 2WW; retro review of SPI Thirty Years War Quad; the possibility of Case Geld, the German invasion of the US in the '40s. '91		123913	DecGms FIRE & MOVEMENTMag	\$4.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 79 ARTICLES & reviews ON: detailed review of Trajan #145; review of Defense of Rorke's Drift w/ strategy; revies of LAMBOURNE Wings Over France, 3W Star Force Terra, Chad #144; 1991 games & companies in reviews; Computer Wargames in 1991. '92		123915	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 81 ARTICLES & REVIEWS ON: Anthology of American Civil War Games, pt 1, Strategic Games: GMT 1863, SPI American Civil War #43, TSR American Civil War #93, MB Battle Cry, VG the Civil War, TFG Grand Army of the Republic, GDW House Divided 1st & 2nd, SPI War Between the States; and pt 2, Theater Games of the ACW: 3W Army of the Potomac, 3W Army of the Tennessee, POWDER War in Virginia, COA Campaigns of Robert E Lee; reviews of FRESNO Brother Against Brother, with discussion of 'Game' versus 'simulation'; 3W Raid on Richmond, COLUMBIA East Front 1st; a revisionist's perspective of WWII eastern front games; brief reviews of DG Cropredy Bridge #148, AH D-Day '92; retro review of GROUP3 Rolling Thunder 2nd, MFG Express; Keeping them happy in Civilization PC. '92		123917	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 82 ARTICLES & reviews ON: detailed profile of Four Battles of the Ancient World w/ designer respons & ERRATA; reviews on Wings Over France, GMT Thunderbolt Apache Leader 1st, 3W Zitadelle, PACRIM Honour Alone, 3W Royalists & Roundheads, MOORE Body Count in Laos 1971, SOCOMER Auerstaedt 1806; Anthology of American Civil War games, pt 3, Campaign Games: GUIDON Atlanta, GREEVER Atlanta Campaign, Campaigns in the Valley #123, QTRDCK Grant Moves South, COA Great Invasion, WEG Killer Angels, PAC RIM Lee Invades the North #2, SPI Lee Moves North, VG Lee v Grant, COA Marching Thru Georgia & Mississippi Fortress, VG Mosby's Raiders, BL Obj Atlanta & Seven Days Btl's & Shenandoah, RAND Vicksburg, SPI Wilderness Campaign; Comparison of World in Flames vs. European Theater of Operations; reviews of Omega Carrier War Expansion Kit, Franco-Prussia War #149, GDW Sands of War Expansion Kit, XTR I Am Spartacus #15, AH Adel Verpfichtet. '92		123918	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 84 ARTICLES & REVIEWS ON: detaile profile of RHINO Campaign to Stalingrad; reviews of GAMERS Stalingrad Pocket 1st, COA Prelude to Disaster, MOORE Kesselschlacht, GMT GBOH SPQR, IES Cannae, MOORE Landships, XTR 1918 Storm in the West; anthology of American Civil War games, pt V, 1861: SPI Bull Run, AH Bull Run, SDI First Blood, 3W Glory Road, GDW Manassas, ICE Manassas, SPI Wilson's Creek; brief reviews of Planes in Flames kit for World in Flames, OMEGA Victory in Europe, 3W Tarawa, GD Case Green #152, GDW Tet '68, naval warfare in World in Flames & WWII ETO; retro reviews of SDC/MFG Battle for Hue & MOORE/TFG Operation Pegasus. '92		123920	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 86 ARTICLES & reviews ON: detailed review of GAMER Guderian's Blitzkrieg 1st; reviews of COA War for the Union, SPI Stonewall Jackson's Way; Anthology of American Civil War games, pt 7, Late 1862: SPI Cedar Mtn, CMND PERS Road to Washington; GAMERS August Fury, WEG South Mtn, SPI Antietam, SDI Antietam, TSR Gleam of Bayonets, GAMERS In Their Quiet Fields 1st, CMND PERS Shaarpsburg, SPI Corinth, 3W Stars & Bars, SPI Fredericksburg, Stones River, SDI Dead of Winter, YAQ Murfreesboro, SDI Stones River; reviews of 3W Give Me Liberty, SMG Lords of the Sierra Madre, XTR Poland '39, Tsumisha Death Ride of a Fleet, MOORE Last Stand, 3W Black Prince & Campaigns of the Civil War. '93		123922	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 87 ARTICLES & reviews ON: Review of games on the Winter War: SPI Winter War #33, GMT Winter War, GMT Arctic Storm ; reviews of MOORE War in the Arctic, 5th COL Buena Vista, VG Across 5 Aprils, 3W Scratch One Flat Top; 1992 Gaming in review; Top Computer Games of 1992; reviews of 3W Salvo, Salvo II, Sink the Bismarck, Russo-Turkish War #154, XTR Port Arthur #19. '93		123923	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 89 ARTICLES & reviews ON: detailed review of GDW Phase Line Smash; reviews of AH IDF, 3W Blood & Iron, DG Seven Days Battles, GAMERS Embrace an Angry Wind & Perryville & Thunder at the Crossroads II, MOORE Motion to Sever; Anthology of American Civil War games, part 9, late 1862: SPI Cemetary Hill, OSG & AH Devil's Den, AH Gettysburg '58, 61, 64, 77, 88, PHOENIX Gettysburg High Tide, XTR Gettysburg Lee's Greatest Gamble, 3W Harvest of Death, CCC Iron Brigade, SIMCAN Lee at the Crossroads, RAND Lee v Meade, 3W Little Round Top, OSG 20th Maine / AH Little Round Top, TFG McPherson's Ridge, 3W Never Call Retreat, YAQ Pickett's Charge, SPI Terrible Swift Sword, GAMERS Thunder at the Crossroads, GAMERS Barren Victory, SPI Chickamauga, WEG Chickamauga, PHOENIX Chickamauga, SPI Chattanooga; review of 3W Aces High 3rd, DG Italian Campaign Anzio, OMEGA Ranger AO Sierra & Victor expansions, Chart Wars. '93		123925	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 90 ARTICLES & REVIEWS ON: GMT Crisis Korea 1995; XTR Smitherens; DG Napoleon's First Battles; Distant Seas; AH Mustangs; DG Antietam; Zeppelins #159; XTR Blood & Iron #21; Interview with Frank Chadwick; Hobby News; Retrospective Comparison of Computer Simulations including High Command & Clash of Steel, War in Russia & Second Front. '93		123926	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 91 ARTICLES & REVIEWS ON: 3W Blitzkrieg in the South (with Q&A & optional rules); COA To Make George Howl; PRP Troina '43; AH Civilization & History of the World; Short reviews of: AH Storm Over Arnhem, PRP Kestenga, MOORE Stalingrad Cooridor; Computer Tank Simulations Comparison. '94		123927	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z
Fire & Movement (Dec Gms) # 92		123928	DecGms FIRE & MOVEMENTMag	\$3.00		Mint	n	OoP Z

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: detailed profile of COA Lee Takes Command & Autumn of Glory; reviews of COA La B Mont Ste. Jean, COA Bobby Lee, 3W SS Amerika, 3W Crossbows & Cannon II, DG Empires at War, Velikiye Luki PC. '94													
Fire & Movement (Dec Gms) #96		123932	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
ARTICLES & REVIEWS ON: DG War of Rebellion; GMT Operation Mercury; Korea '95 #4; American Civil War Anthology; Anthology of Civil War PC Games. '96													
Fire & Movement (Dec Gms) #97		123933	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
ARTICLES & REVIEWS ON: detailed profile of MIH Triumphant Fox; reviews of AH ASL Kampfgruppe Peiper I, GMT GBOH Lion of the North, DG Saipan & Clontarf #162, GAMERS Ardennes; brief reviews of XTR Shogun Triumphant; 3W Henry V, MOORE Americans at War, XTR Like Lions They Fought #28; 3 additional scenarios for DG Balkan Wars #164; optional rules for Napoleon's First Battles; replay of DG Savage Station #166. '94													
Fire & Movement (Dec Gms) #99		123935	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
ARTICLES ON: Review of DG Leningrad 2nd, Battle for Germany 3rd, World War I 3rd, Btl for Ardennes 3rd (with errata for all); GAM Enemy at the Gates; APL Avalanche, Invasion of Italy; 3W Sword & Shield; TIMJIM Suzerain; 12 O'Clock High; Analysis of Operation Shock Troop #168; XTR Seven Seas to Victory; Hobby News for the year; Replay of Across the Potomac; Contemporary Battles using GDW Battlefiel Europe; XTR Poland '39 variants; GTM Arctic Storm strategy. '95													
Fire & Movement (Dec Gms) #101		123937	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
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													
Fire & Movement (Dec Gms) #104		123940	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
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													
Fire & Movement (Dec Gms) #105		123941	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
ARTICLES & REVIEWS ON: GAM Black Wednesday; AH Stonewall in the Valley; Geronimo; GMT Great BtIs of Julius Caesar & Dictator; DG Alamo; MOORE Operation Dovecot; 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													
Fire & Movement (Dec Gms) #106		123942	DecGms FIRE & MOVEMENTMag	\$3.00				Mint	n	OoP			Z
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													
Fire & Movement (Dec Gms) #119		46719	DecGms FIRE & MOVEMENTMag	\$2.50				New	n	OoP			Z
1x3 Inventory label on cover, otherwise 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. '00													
Fire & Movement (Dec Gms) #140		141315	DecGms FIRE & MOVEMENTMag	\$4.00				Mint	n	OoP			Z
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's Downfall. And LOTS of ads. '06													
Fire & Movement Magazine # 8		137310	SJG Fire & Movement Mag	\$9.00				Excell	n	OoP			Z
ARTICLES & Reviews ON: GDW's Narvik 1st, review & strategy; BL Dauntless 1st; brief reviews of GDW Citadel, AH War at Sea, SOPAC Btl with the Graf Spee, SPI Outreach & After the Holocaust; BL Custer's Last Stand; GMSCI Star Fleet Battle Manual, GDW Pearl Harbor; close up comparison of AH's Arab-Israeli Wars & SPI's October War; Origin '77 report; Analysis of SPI's Wacht am Rhine w/ ERRATA. '77													
Fire & Movement Magazine # 11		137313	SJG Fire & Movement Mag	\$11.00				Excell	n	OoP			Z
ARTICLES & reviews ON: the importance of game packaging; EXCAL Crimea 1941; analysis of SPI Cobra including ERRATA; JEDKO Fortress Europa; brief reviews of SPI Siege of Constantinople, GDW Raphia, WWW Eylau 1807; analysis of Drive on Stalingrad, including extensive ERRATA & designers notes; CONFLICT Yalu 1st w/ designers notes & a personal history; SPI's Wellington's Victory as history & a game. '78													
Fire & Movement Magazine # 22		137323	SJG Fire & Movement Mag	\$5.00				Excell	n	OoP			Z
ARTICLES & reviews ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratck, SIMCAN Torpedo!. '80													
Fire & Movement Magazine # 32		117497	SJG Fire & Movement Mag	\$4.00				Mint	n	OoP			Z
ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83													
General Magazine 11/3		142896	AH Avalon Hill GENERAL Ma	\$9.00				V.Good	n	OoP			Z
1x3" Inventory tag on mag cover. Portion of insert cutoff & removed; does include the Bulge historical variant counters. Some soiling of back cover (opponents wanted) thru use. ■ Includes Bulge'64 historical variant variant w/ counters; Afrika Korp tourney play; Panzerblitz night rules; Midway replay; Richthofen strategy & tactics; Soviet strategy in Stalingrad. '74													
General Magazine 14/2		106903	AH Avalon Hill GENERAL Ma	\$12.00				Excell	n	OoP			Z
Last copy. ■ ARTICLES ON: Kingmaker analysis & strategy, plus PBM rules; Kingmaker rules clarifications; new Kingmaker event cards (published separately); Alexander replay; preview of Squal Leader. '77													
General Magazine 15/2		99173	AH Avalon Hill GENERAL Ma	\$13.00				Excell	n	OoP			Z
Original. Insert included. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78													
General Magazine 16/6		99234	AH Avalon Hill GENERAL Ma	\$14.00				Excell	n	OoP			Z
W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80													
General Magazine 17/5		106926	AH Avalon Hill GENERAL Ma	\$7.00				Excell	n	OoP			Z
w/ insert. ■ ARTICLES ON: Circus Maximus analysis; adv Richthofen's War rules for si-move & maneuvers; alternate si-move system for Squad Leader; updated variant rules for Stalingrad; Panzer Leader scenario analysis; Italian play in Third Reich; Don Greenwood reminisces about his designs; strategy & analysis in Kingmaker; Third Reich replay pt1; interview w/ Tom Shaw; Magic Realm overview. '81													
General Magazine 19/1		99254	AH Avalon Hill GENERAL Ma	CALL				Excell	n	OoP			Z
Includes insert. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82													
General Magazine 19/1		99255	AH Avalon Hill GENERAL Ma	\$9.00				Excell	n	OoP			Z
Includes insert. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82													
General Magazine 19/6		84745	AH Avalon Hill GENERAL Ma	\$8.00				Excell	n	OoP			Z
No insert; ASL scen N from insert provided as photocopy. Otherws EX. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flatop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on rubble & roadblocks. '83													
General Magazine 20/1		99268	AH Avalon Hill GENERAL Ma	\$10.00				Excell	n	OoP			Z
Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83													
General Magazine 22/3		111869	AH Avalon Hill GENERAL Ma	\$8.00				Excell	n	OoP			Z
w/insert. Last copy. ■ Insert. ARTICLES ON: dramatized Panzerblitz scenario 11 replay; new scenarios for Panzer Leader 1940; DYO Panzer Leader scenarios; British strategy for Storm Over Arnhem variant from Gen 19/1; variants for Third Reich; Diplomacy; Civilization analysis; 4 scenarios for Up Front & Banzi; Israeli strategy in Arab-Israeli Wars scenario A-5; unit & tactics analysis in Guns of August; US strategy at Omaha Beach in Longest Day. '85													

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
General Magazine 23/2 Insert including 2 ASL scenarios bound in mag. ■ Insert including 2 ASL scenarios bound in mag. ARTICLES ON: ASL first impressions & armor training; SL clinic on point defense; ASL Beyond Valor scenario 8 replay; ASL scen D-E; interview with Bob McNamara; Up Front movement options; Diplomacy options for the amoral; unit analysis of Panzer Leader. '87		99303	AH Avalon Hill GENERAL Ma	\$8.00				Excell	n	OoP		Z	
General Magazine 23/3 Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86		99319	AH Avalon Hill GENERAL Ma	\$7.00				Excell	n	OoP		Z	
General Magazine 25/2 w/insert. Does not include counters included with subscriber copies. Last copy. ■ Insert. ARTICLES ON: airpower in Tac Air; Tac Air scenario 1 replay; review of southern African conflicts & nations, & 6 Firepower scenarios set there; kickoffs in Football Strategy; tactics in Platoon; PBM intro; ASL scenario K & L; 7th fleet strategy; SL mines clinic; analysis of units in Arab-Israeli Wars. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '89		122709	AH Avalon Hill GENERAL Ma	\$12.00				Mint	n	OoP		Z	
General Magazine 27/4 w/ Insert. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91		79258	AH Avalon Hill GENERAL Ma	\$6.00				Excell	n	OoP		Z	
General Magazine 27/4 1x3 Inventory label on cover. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91		64597	AH Avalon Hill GENERAL Ma	\$8.00				Excell	n	OoP		Z	
General Magazine 27/6 1x3 Inventory label on cover. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wraslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitaire rules for Wooden Ships & Iron Men. '91		61844	AH Avalon Hill GENERAL Ma	\$8.00				Excell	n	OoP		Z	
General Magazine 28/6 1x3 Inventory label on cover, otherwise new ■ ARTICLES ON: Advanced Third Reich initial observations; air & naval combat in Advanced Third Reich; Mediterranean strategies in Adv Third Reich; the double turn in Advanced Third Reich; suggested rules changes for Adv Third Reich; new rules for U-Boats in Adv Third Reich; PBM Adv Third Reich; ASL Scen T13 & T14; Guns of August streamlined rules; satirical Third Reich 4th variant; Rising Sun preview; Up Front scenario; Brakout Normandy preview; Adv Third Reich & Up Front/Banzai errata. '93		71657	AH Avalon Hill GENERAL Ma	\$6.00				New	n	OoP		Z	
General Magazine 29/1 1x3 Inventory label on cover, otherwise new. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93		50295	AH Avalon Hill GENERAL Ma	\$4.00				New	n	OoP		Z	
General Magazine 29/2 1x3 Inventory label on cover, otherwise new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94		71665	AH Avalon Hill GENERAL Ma	\$7.00				New	n	OoP		Z	
General Magazine 29/3 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94		71703	AH Avalon Hill GENERAL Ma	\$7.00				New	n	OoP		Z	
General Magazine 29/5 1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94		71735	AH Avalon Hill GENERAL Ma	\$3.50				New	n	OoP		Z	
General Magazine 30/2 1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja replay; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95		71804	AH Avalon Hill GENERAL Ma	\$4.00				New	n	OoP		Z	
General Magazine 30/4 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96		71838	AH Avalon Hill GENERAL Ma	\$5.00				New	n	OoP		Z	
General Magazine 31/2 w/Inserts. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97		59872	AH Avalon Hill GENERAL Ma	\$6.00				New	n	OoP		Z	
General Magazine 31/5 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97		43835	AH Avalon Hill GENERAL Ma	\$6.00				New	n	OoP		Z	
Grenadier Magazine #17 ARTICLES ON: a table to select optional rules for Case White; limited intelligence in Eurpa games; Railroads in Eurpa games; analysis of SIMCAN Napoleon's Last Triumph; Jack Radey 9:00; Fall Blau scenario for Drang Nach Osten, pt 1; What Makes a Good Solitaire Game?; strategy in YAQ French Foreign Legion; Slovakia on the east front in WW2; brief reviews of ATTACTIX Victory at Waterloo, MAYFR Jerusalem, Sandhurst Wargames, SIMCAN Seapower & the State; WWW Little Roundtop #20, TSR Rapid Deployment Force RDF #91, PEOPLE's Cossacks are Coming, META Helltank, WEG Kamakura. '83		115299	Pacific Rim GRENADIER Mag	\$3.00				Mint	n	OoP		Z	
Grenadier Magazine #30 ARTICLES ON: Review of TSR Gleam of Bayonet; Wargamer's Guide to Civil War Battlefields; Review of AH Russian Front; Preview of OSG Emperor Returns by designer; History of Italy on the Eastern Front; Origins '86 report; Wargaming in Japan; What is 'Developing' a Game?; Reviews of Atlanticon '86; Playtests of GDW Scorched Earth; Brief Reviews of recently published games. '86		115311	Pacific Rim GRENADIER Mag	\$3.00				Mint	n	OoP		Z	
Moves Magazine (DecGms) # 76 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; analysis 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		115148	DecGms MOVES Mag	\$4.00				Mint	n	OoP		Z	
Moves Magazine (SPI) #18 ARTICLES ON: Sniper profile; El Alamein analysis; American Revolution analysis; Combined Arms additional units & scenarios; Footnotes (minor variants & such); Wooden Ships 1st review; index to Moves Mag #1-18 by article. '75		106785	SPI MOVES Magazine	\$4.00				Excell	n	OoP		Z	
Moves Magazine (SPI) #22 1x3 Inventory label on cover. ■ ARTICLES ON: Bull Run profile; tactics for the novice gamer; addendum to a StarForce scenario in Moves #21; Footnotes (minor variants etc); comparison of 1943 eastern front games; a review of SPI the company. '75		67671	SPI MOVES Magazine	\$5.00				Excell	n	OoP		Z	
Moves Magazine (SPI) #29 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76		75443	SPI MOVES Magazine	\$3.00				V.Good	n	OoP		Z	
Operations Magazine # 1 ARTICLES ON: Allied armor-Inf coordination at Normandy, 1944; Barren Victory designers preview; Civil War Brig Series design theory; Bloody Lane scenario for In Their Quiet Fields; Omaha designer's preview; line entry command system ariant for the Tactical Combat System; Q&A for Civil War & Tac Combat series; errata for In Their Quiet Fields 2nd, Thunder at the crossroads, August Fury, Bloody 110th, Obj Schmidt, Force Eagles War. '91		115334	Gamers OPERATIONS Mag	\$3.00				Mint	n			Z	

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	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Operations Magazine # 2 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Myth of the Blitzkrieg; The Status Rule, Fact or Fiction?; Use of Breastworks; Extended Movement; Technique of the Tank Platoon as the Point in an Exploitation; Umpired Bloody 110th Game Rules; Omaha Playtest; First Peek at Operational Combat Series; Background Colors & Contour Lines; Q&A/Errata for CWS & TCS. '91		115335	Gamers OPERATIONS Mag	\$3.00			Mint	n				Z
Operations Magazine # 4 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: 101st Airborne Air Assault Operations during Desert Storm/Desert Shield pt.2; Abstraction Due to Lack of Design Focus on Scale; Limited Foretell; Bloody Roads South Preview; Defensive Orders for Barren Victory; Barren Victory Solitaire; Artillery in the CWB System; Tactical Combat System tables; German Strategy in Bloody 110; Stalingrad Pocket Preview; Q&A & Errata for Civil War Brigade & Tactical Combat series games. '92		115337	Gamers OPERATIONS Mag	\$3.00			Mint	n				Z
Operations Magazine # 5 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92		115338	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine # 8 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers's Hobby Game Assessment for 1992; Saving Origins from Infidels; Game Industry in 1992; Solitaire plays of Force Eagles War & Sands of War; Maneuver Warfare, pt.4, Buldozerkrieg; Optional Rules for CWB & Operational games; Strategy in Omaha; Painful Birth Process for Guderian's Blitzkrieg; CRT Results in Stocket Pocket; Revised Stalingrad Pocket Victory Conditions; Status report on Afrika; Q&A & Errata for CWB, Tactical, Standard & operational games. '93		115341	Gamers OPERATIONS Mag	\$3.00			Mint	n				Z
Operations Magazine # 9 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Hobby Game Industry in 90s, pt.2; Burnside's Bridge scenario for In Their Quiet Fields; Assaulting with Success, pt.2; Playability, Detail & Realism; Making Playtest Counters; Review of key rules changes for Stalingrad Pocket; Stalingrad Pocket Victory Matrix; Soviet Strategy in Guderian's Blitzkrieg; Additional Rules for Operational Combat System games; Strategy in Guderian's Blitzkrieg, with Soviet Setup; Q&A & Errata. '93		115342	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #10 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins 93 Report; European Gaming; Civil War Leaders; Effective Use of Firepower in the CWB series; Civil War v Napoleonic series; Strategy in Afrika; Panzer Rgt Composition in North Africa; Italian Gambit in Afrika; Afrika Scenarios; Playtester's Lament, pt.3; Errata & Q&A. '93		115343	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #11 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Refereed CWB Play; Incremental Combat in CWB; Leadership structures in CWB; Enemy at the Gates Preview; Preview of TCS 3rd Ed; Key Aspects of OCS; Italian & British Strategy in Afrika; Option & Variants for Afrika; Soviet Armies in Stalingrad Pocket; Errata. '93		115344	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #12 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Review of Gamers' & Game Industry Performance in '93; Origins Awards; Seizing the Initiative; Changes to the OCS as of Enemy at the Gates; Extension to Scenarios 7 & 8 in Guderian's Blitzkrieg; Soviet Strategy in Guderian's Blitzkrieg; History of the Defeat of the Italian Army in 1940-1; Errata. '94		115345	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #13 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Profile of Murfreesboro; Scenarios for Bloody Roads South; CWB Random Events; Unlearning Bad Habits in the New OCS Games; Variants for Guderian's Blitzkrieg; Revised GD'40 Air Table; Omaha 3rd edition changes; Strategy in Ardennes; German Strategy in Stalingrad Pocket; Variant Rules for Stalingrad Pocket; Errata. '94		115346	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #14 ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94		115347	Gamers OPERATIONS Mag	\$3.00			Mint	n				Z
Operations Magazine #16 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers Sales Analysis for 1994; New Products; Yom Kippur Preview; Union Strategy in Bloody Roads South; Command Changes to CWB, Napoleonic & La Bataille Game Systems; TCS 3.1 Rules Changes; Mastering the OCS system; Battle Groups in TCS games; OCS House Rules; Article Index for Operations thru #16; Errata. '95		115349	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #17 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Ed Wimble & Dean Essig on the Hobby Game Sales in 1995; Suggested Revisions to Afrika; CWB Headquarters, Another Look; Fog of Battle Etc; Hunters from the Sky Historical Setup, West Map Scenario, Variable Greek Option, and a replay; Prepared Defenses for TCS; Preview of Tunisia; Errata. '95		115350	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #18 ARTICLES ON: Origins 95 report; Basing military observation on 'common sense' derived from wargames; No Better Place to Die replay; Operational Combat Series rules v2.0i with optional rules; Locating the Center of Gravity in Tactical Combat Series; Soviet strategy in Black Wednesday; Weapons of Yom Kippur, pt 1: Armor, Inf & Recon units; Changes in retailing. '95		115351	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #19 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers '95 Retreat; Army HQs for CWB series; Larger Reserve Variant for Enemy at the Gates; Maneuver in TCS, Learning the Tools of the Trade; Weapons of the Yom Kippur War of 1973, pt.2, Artillery & Engineers; Yom Kippur Variants; Errata. '95		115352	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine #22 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins '96 Report; Can a Gamers Fan Club Exist?; CWB discussion; Napoleon & the Art of War; Running an OCS Air Campaign; Strategy in Stalingrad Pocket II. '96		115355	Gamers OPERATIONS Mag	\$3.00			Mint	n	OoP			Z
Operations Magazine Special Issue #2 Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btlm/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. ARTICLES ON: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09		138121	Multi-Man OPERATIONS MAG	\$29.00			New	n				Z
Panzerfaust Magazine # 56 Booklet style gaming 'zine. ARTICLES ON: Anzio, born 1969, died 1972; Fall Gelb plan & strategy for the Germans in GUIDON Dunkirk; the Oblique Line in military history; Defending Belgium in AH France 1940; 2 rules to make AH 1914 fun; Napoleonic Kalinatactic simple mini rules; Wargamer's Guide to the American Civil War pt.5: Confederate Depts, Armies, 1861-2; German historic placement in GUIDON Dunkirk; Battle for France mini-game using AH D-Day; a Chess variant; strategy in 6 scenarios of AH Panzerblitz; Fool's Mate in Diplomacy; Game Design: reducing luck; brief review of CONFLICT the Brotherhood; Fisher-Spasky World Chess Championship 1972. '72		123855	Panzerfaust/Campaign MAG	\$5.00			Mint	n	OoP			Z
Panzerfaust Magazine # 57 Small booklet format. ARTICLES ON: the Atlanta Campaign of 1864; Designing GUIDON Atlanta; Ratio of Forces to Space; Wargamer's Guid to the American Civil War pt.6: Union Depts, Armies & Corps, 1862-1864; a rules re-write for AH Gettysburg '61 (hex) & Chancellorsville; Game Design: Leadership; brief reviews of PARKER 1863, MB Battle Cry, AH Gettysburg '58 & '61 (hex), Chancellorsville. '73		123856	Panzerfaust/Campaign MAG	\$5.00			Mint	n	OoP			Z
Panzerfaust Magazine # 58 1/4" along spine sunfaded; others EX. ■ Small booklet format. ARTICLES ON: Wargamers Guide to the Russian Front, pt.2: Soviet Army 1941; Critique of AH Battle of the Bulge, and of SPI Bastogne's genesis; Design Analysis of CONFLICT Verdun w/ designer's note; rules variant for AH Waterloo to make for combined arms; the Whirlwind of Knives Grudge Diplomacy game among masters; designers notes for GUIDON Invasion of Sicily, with ERRATA; brief reviews of ZOCCHI Alien Space, AH Richthofen's War, HISTO 1944, SDC Dunkerque 1940.		123857	Panzerfaust/Campaign MAG	\$4.00			Mint	n	OoP			Z
Panzerfaust Magazine # 60 Small booklet format. ARTICLES ON: What is a Combat Factor?; Nuts & Bolts about Game Design; Modeling Cavalry in Am Civil War Games, with rules for AH Chancellorsville; SGC Rules Clarifications for AH Waterloo; the realities of miniature manufacturing business; Games for 3 players?; brief reviews of CONFLICT Kasserine Pass, SDC Norad; Analysis of AH Battle of the Bulge; the Tonkin War 1950-4; Roman Legions Ennumerated; Luftwaffe Jets & Rockets & Other Fancy Stuff; Game Design, the Cohesion Factor; Diplomacy, the Youngstown Variant; brief reviews of GDW Unterschieden kit, RESEARCH Patton. '73		123859	Panzerfaust/Campaign MAG	\$5.00			Mint	n	OoP			Z
Panzerfaust Magazine # 67 Small booklet format. ARTICLES ON: variant rules for AH Third Reich (extensive); Verdun, history & the CONFLICT game, plus variant rules; Napoleonic miniatures replay of Waterloo campaign; Strategy in SPI Wolfpack; brief reviews of JEDKO Russian Campaign, African Campaign, HISTSIM Manassas, GDW Torgau, GDW Narvik, SPERRY Romme, Campaign in North Africa. '74		123866	Panzerfaust/Campaign MAG	\$5.00			Mint	n	OoP			Z

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
Panzerfaust Magazine # 70 Small booklet format. ARTICLES ON: Origins I report; Interview with Canadian publisher Gamma2; Wargaming in Australia; Beware of Orders of Battles; critique of SDC Minuteman; Brief reviews of AH Tobruk, CONFLICT Tobruk, BALBOA Tobruk, JEDKO War at Sea, FACTFANT Seige!, Dungeon!, TSR War of Wizards, Empire of the Pedal Throne, GDW En Garde!		123869	Panzerfaust/Campaign MAG	\$4.00				Mint	n	OoP		Z	
Simulacrum, Jrnl Wargame Collecting v1#2 V.1 #2. Quarterly Journal of Board Game Collecting. ARTICLES ON: Ace of Aces Reference Guide listing all variations of AofA including Wingleader & Jet Leader, with errata; How to Run a Successful Wargame Auction; More on Auctions; How to Determine What Games Are Available, Collectable and Worth; Review of SPI's Demon game; Analysis of SPI Campaign for North Africa as a collector's item; Civil Wargames, games on civil unrest, riots & rebellion. '98		128919	Miscellaneous MAG Publshr	\$1.00				Mint	n	OoP		Z	
Special Ops Wargaming Journal # 1 Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.		132990	Multi-Man OPERATIONS MAG	\$18.00				New	n			Z	
Special Ops Wargaming Journal # 8 MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenue Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenue Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura'18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenue Pearl Harbor; Day 1 in the Barrikady in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.		139436	Multi-Man OPERATIONS MAG	\$22.00				New	n			Z	
Special Ops Wargaming Journal # 9 MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Greater East Asia Co-Prosperity Sphere. Also includes 2 ASL + 2 ASLSK scenarios. 50 counters. Yasushi Nakaguroa '19 / ARTICLES ON: review of Front Toward the Enemy, scenario chronology for Great Campaigns of the American Civil War (GCACW) game series; preview of ASL Starter Kit #4; and Conscripts in Red Factories.		148269	Multi-Man OPERATIONS MAG	\$25.00				New	n			Z	
Strategy & Tactics (DecGm) #297 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.		141275	Decision Games S&T Games	\$5.00				Mint	n	OoP		Z	
Strategy & Tactics (DecGm) #304 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.		141281	Decision Games S&T Games	\$5.00				Mint	n	OoP		Z	
Strategy & Tactics (SPI) # 34 Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.		92942	SPI S&T Magazine Games	\$12.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 38 Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.		107734	SPI S&T Magazine Games	\$8.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 41 Soiling of mag edges. ■ Mag only; no rules. ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.		107736	SPI S&T Magazine Games	\$8.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 46 Mag only; no rules. ARTICLES ON: Combined Arms Combat Operations in the 20th Century; Modern Infantry Tactics, 1914-74; Players Notes for StarForce Alpha Centauri (w/strategy hints).		107741	SPI S&T Magazine Games	\$7.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 52 Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.		107747	SPI S&T Magazine Games	\$5.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 52 Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.		113914	SPI S&T Magazine Games	\$5.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) # 63 Mag only; no rules. ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.		92259	SPI S&T Magazine Games	\$4.00				Excell	n	OoP		Z	
Strategy & Tactics (SPI) Book I Few isolated spots on cover. ■ First of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #1-6. Index of this booklets content included on back cover together with an essay from original publisher, Chris Wagner, describing each issue. A must for collectors. '70		115432	SPI S&T Magazine Games	\$25.00				Mint	n	OoP		Z	
Strategy & Tactics (SPI) Book II Second of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #7-12. Index of this booklets content included on back cover describing each issue. Includes a preface by Christopher Wagner, original publisher of S&T, detailing the story behind these issues. A must for collectors. '70		106832	SPI S&T Magazine Games	\$29.00				Mint	n	OoP		Z	
Strategy & Tactics (SPI) BOOK IV Includes Crete game components & rules within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#16-18 in this issue). Includes preface by Christopher Wagner, original publisher of S&T, detailing the background story on this issues. 98pg+errata sheet. '70		115433	SPI S&T Magazine Games	\$34.00				Mint	n	OoP		Z	
Ultra Magazine (1993 Summer-Fall) Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Suggest rules changes; Strategy for the German invasion of Britain; After a British Surrender, What then?; Fall 1941 Staff Conference (puzzle). '93		106549	Intl Chess Ent (Ultra Mag	\$2.00				Mint	n	OoP		Z	
Ultra Magazine (1993 Winter) Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Defense of Franch in 1939; Invasion of the Low Countries; Q&A thru 12/92; Allied Variant 3, French Pre-War Preparation; Staff Conference on how much should Britain contribute to France? '93		106550	Intl Chess Ent (Ultra Mag	\$2.00				Mint	n	OoP		Z	
Ultra Magazine (1995 Summer) Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95		106552	Intl Chess Ent (Ultra Mag	\$2.00				Mint	n	OoP		Z	
Victory Magazine #5 [Vietnam II] ARTICLES ON: Winning in Vietnam, pt 2: hunting the VC; "diary" of an infantryman adapted from Ambush. '84		99099	Avalon Hill VICTORY Mag	\$5.00				Excell	n	OoP		Z	
Victory Magazine #6 [Cold War] ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84		111914	Avalon Hill VICTORY Mag	\$3.00				Excell	n	OoP		Z	
Victory Magazine #8 [Index] Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85		99105	Avalon Hill VICTORY Mag	\$4.00				Excell	n	OoP		Z	
Volunteers Newsletter # 4 2pgs of mag misprinted; photocopies of those pages included. Otherws clean & mint. ■ #4 Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '87		95980	Miscellaneous MAG Publshr	\$1.00				Mint	n	OoP		Z	
MAGAZINES Wargame Hobby 'Zines & Newsletters of Historical Interest													
Excalibre Newsletter 'Zine 3/72 Memeographed 'zine from the early '70s and Spartan Intl. Purely of historical interest as there are no articles on games themselves. '72		128911	Sparta	\$1.00				Mint	n	OoP		Z	
Strategy & Tactics (Wag) # 3 REPRINT Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.3; Earth Destroyed by Nuclear Blast; Miniatures Warfare; Deceptive Manuevers in Postal Games; Vertical Envelopment; Soviet Army Order of Battle, June 1941; Remagen Bridge boardgame, pt.3. '67		115419	Wagner STRATEGY & TACTICS	\$6.00				V.Good	n	OoP		Z	
Strategy & Tactics (Wag) # 4 REPRINT		115420	Wagner STRATEGY & TACTICS	\$5.00				V.Good	n	OoP		Z	

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
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.4; Review of Gamescience's Vietnam; Miniatures Wargame Terrain; Northern Strategy in AH Stalingrad; Soviet Army OoB July 1941-Oct 1942; Surface Combat Probability in AH Midway; Remagen Bridge boardgame, pt.4. '67												
Strategy & Tactics (Wag) # 14 REPRINT	115430	Wagner	STRATEGY & TACTICS	\$7.00			Excell	n	OoP			Z
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: The 1914 Project; Wargamer's Notebook; Grand Fleet at Jutland pt.4; GMSCI Battle of Britain; George Lord's Rules for Naval Wargames (cont); Strategy of Static Defense, the Maginot Line; Intro to Napoleonics; Thoughts on Combat Factor; Diplomacy. '68												
MAGAZINES Game Review Magazines M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Wargame Collector's Journal # 8	106543	Paper Wars		\$2.00			Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine. Reviews of: GAM Guderian's Blitzkrieg 1st, OSG Bonaparte in Italy, CORMIER Trafalgar, RHINO Campaign to Stalingrad, SPI Patton's 3rd Army; Errata for NES Napoleon on the Danube plus optional rules; Errata for Campaign to Stalingrad. '92												
MAGAZINES History Magazines M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
History of the Second World War # 74	131100	Cavendish	HIST 2nd WW MAG	\$4.00			Mint	n	OoP			Z
2nd edition of a once common & popular magazine of the history of World War II around the world.												
History of the Second World War # 96	131122	Cavendish	HIST 2nd WW MAG	\$4.00			Mint	n	OoP			Z
2nd edition of a once common & popular magazine of the history of World War II around the world. This issue contains an 18pg master index to the first 95 issues.												
Strategy & Tactics Quarterly # 2, US WWI	137437	Decision Games	S&T Quarte	\$13.00			New	n	OoP			Z
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												
Strategy & Tactics Quarterly # 6, D-Day	147791	Decision Games	S&T Quarte	\$11.00			New	n				Z
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of the D-Day invasion of France, 6 June 1944, and its follow-on campaign thru the breakout in August. '19												
Strategy & Tactics Quarterly # 8 Tet Off	141460	Decision Games	S&T Quarte	\$12.00			New	n	OoP			Z
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 in 1968. Does NOT include the map included with subscriber copies.'19												
Strategy & Tactics Quarterly #10 Kursk	147348	Decision Games	S&T Quarte	\$12.50			New	n				Z
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 of Berlin in May 1945. '20												
Strategy & Tactics Quarterly #11 30YrWar	148822	Decision Games	S&T Quarte	\$13.00			New	n				Z
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												
Strategy & Tactics Quarterly #15 AlexGr	147327	Decision Games	S&T Quarte	\$12.50			New	n				Z
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												
Strategy & Tactics Quarterly #17 Napoln	148823	Decision Games	S&T Quarte	\$15.00			New	n				Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on Napoleon's art of war. '22												
NOVELTIES, Hobby-Related Novelties & Toys (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST												
NOVELTIES: Hobby Novelties & Collectables M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Empire Builder, 3rd: Artwork PRINT	95855	Mayfair Games		\$6.00			New	TB	OoP			Z
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.												
ROLE PLAYING GAMES, All A-Historical Types + Accessories (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST												
RPGs: Fantasy Trip (Melee/Wizard) Series M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Fantasy Trip, Wizard 4th	142034	Steve Jackson Games		\$9.00			New	SC	OoP	1		M
One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on magical combat (while its companion, Melee, focuses on conventional combat). Players create their wizard, choose their spells & engage in combat. Success brings more ability, failure means death. 62 counters. Packaged in a small case. Steve Jackson'19												
Fantasy Trip: Dragons of Underearth	146702	Metagaming		\$15.00			New	SC	OoP	1		
Last copy. ■ Complete Fantasy Role Playing game, part of Underearth system, expanding the character generation system. Compatible w/ Fantasy Trip. Great for beginners in the world of FRP, and also those seeking a fast playing game. '81												
RPGs: Twilight 2000 Series M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Twilight 2000 RPG Rules 1st	122946	Game Designers Workshop		\$12.00			Good	n	OoP	1		M
No box or dice (missing 4d6, 1d10). Well worn, soiled & stained thru use. Otherws complete & servicable. ■												
RPGs: 2300AD RPG series M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
2300AD RPG: Deathwatch Program	122907	Game Designers Workshop		\$2.50			Excell	Bk	OoP	1		M
Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monterey Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90												
COLLECTABLE CARD GAMES, Magic & More (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST												
CCG: Other Collectable Card Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Domain Promo Card Set (3)	124715	Miscellaneous Publishers		\$1.00			New	n	OoP	8		M
Set of 3 cards: Coliseum, Jousting Field, Ullamalazatl Court. ■ Set of 3 cards: Coliseum, Jousting Field, Ullamalazatl Court.												
Star Trek Frontiers: Cards (2)	128907	Wizards of the Coast		\$0.25			Mint	n	OoP			Z
two copies of the Seven of Nines card. ■ Two copies of the Seven of Nines card.												
ANCIENT, GREEK & ROMAN Era, ?? BC -- 500 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST												
ANCIENT: Strategic Level, Multi-Player +/- Multi-Era M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Ancient Civilizations of the Inner Sea	144914	GMT Games		\$45.00	**		New	DC	**	8		6
Abstract game of civilization development in the areas surrounding the Mediterranean. Can be played by up to six players, including solitaire, with each play possibly playing up to 3 civs. Tone of a game may be one of cooperation or of conflict & war. Natural disasters play a role, as does barbarian invasions. 2 mapboards, 412 wooden tiles, 110 cards. Excellent solitaire suitability with solitaire rules. Christopher Bruegge, Mark McLaughlin'19												
ANCIENT: Pre-Greek Topics (? - 600 BC) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Kadesh #7 PARTS	128871	XTR: Command Magazine		\$6.00			Mint	n	OoP			2
Countersheet, only. ■												
ANCIENT: Greek & Macedonian Dominance (600 - 400 BC) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Alexander Against Persia	146340	Vae Victis Cerigo Edition		\$40.00			New	FO				3
French-produced, English (& French) language game. Grand tactical game of 3 battles occuring during Alexander the Great's conquest of Persia. First in the By the Edge of the Sword game series. Covers the battles of Granicus, 334BC; Issos, 335BC; and Gaugamela, 331BC. Each sides' unique unit types must be managed properly to acheive success. 2 maps, 432 counters, 3 scenarios with what-if variants. Frederic Bey'20												
Marathon & Granicus #21A	59378	Decision Games	S&T Games	\$24.00			New	n	OoP			3

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. 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 battle 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, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.

Pericles, the Peloponnesian Wars 148312 GMT Games \$50.00 ** New BC ** 8 4
4-player game (with 1-3 player rules) of the Greek Peloponnesian Wars using elements of the Churchill game system to depict the extension of politics thru other means. Two teams compete for dominance in 5th century BC Greece. Uses a unique issue preplanning system. Victory based on conquest & honor points. Includes 190 wood blocks, 88 cards, mounted map, 23 scenarios. Mark Herman'17

Sparta vs. Athens #286 138580 Decision Games S&T Games \$39.00 New n OoP 6
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 the 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; Charge 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

Agricola #306 134800 Decision Games S&T Games \$32.00 New n OoP 4
Mag & game. Game of the campaign waged by the Roman governor 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 Kirchohm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).

Alesia, Last Stand of the Gauls #312 138940 Decision Games S&T Games \$34.00 New n OoP 4
Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gaul is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vimy Ridge, 1917.

Barbarians 3517 Yaquinto \$18.00 Mint AL OoP 6
Some box back scuffs, others mint. ■ Set of 2 games: Sack Rome in which 2-3 players compete to conquer Rome in the 6th century AD. And Mongol in which the golden horde spreads from Mongolia toward eastern Europe. Area move maps, simpler game. Published in an album box format. SC Taylor, N.Zimmer'81

Belisarius's War, Reconquest of Africa 148075 Decision Games \$11.00 New Fo OoP 6
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 & events. Sml map, 40 counters, 18 cards. J.Miranda'13

Caesar's War, the Conquest of Gaul 148162 Decision Games \$15.00 New Fo OoP 6
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

Chalons, the Battle of... 451AD 140723 ATO - Turning Point Simul \$26.00 New HP 3
The last Roman general, Aetius, who learned the Huns & Goths' ways as a hostage, meets Attila the Hun's forces in central France in 451 in one of the pivotal battles of human history. Each side is a hodge-podge of many ethnic factions. Uses cards to represent units & battleline formations (similar to TPS's Arbel). Simpler & faster playing. 63 playing cards, 46 playing pieces. Richard Berg'19

Conquest of Gaul: Caratacus Kit PARTS 115368 GMT Games \$4.00 New n OoP 2
Countersheet, only. ■

Falling Sky: Ariovistus Kit 148121 GMT Games \$22.00 New zl 6 4
Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rules. Also includes rules updates. '18

Germania, Rome Beyond the Rhine #175 48651 Decision Games S&T Games \$42.00 New n OoP 6
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.

Hannibal, 2nd Punic War #141 117324 Decision Games S&T Games \$22.00 Mint n OoP 6
Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each side at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. 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 Shield 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).

Hannibal, Italian Campaign 2nd #95 143866 Compass Games PAPER WARS \$34.00 New n OoP 4
Mag & game. Update of much earlier SimCan game. Covers the 2nd Punic War in the Roman mainland beginning with Hannibal's 218BC crossing of the Alps with the Carthaginian army and lasted for 13 years. Hannibal's army survived in hostile territory, often defeating Roman armies, with sieges, recruitment & Roman elections. 1yr/turn, 40km/hex, 248 counters. Peter Hollinger'20 / ARTICLES ON: Preview of upcoming CPS games; Reviews of: CPS Blue Water Navy, CPS Decision at Kasserine 2nd, CPS Attrition of Souls; the Battle of Lugdunum, France, 197AD; How to Research a Wargame [topic]; new Night Drop scenario for CPS Combat!; CPS Russia Besigned & the Evolution of East Front games; Company Scale System Bootcamp Tutorial.

Hannibal's War #254 86892 Decision Games S&T Games \$17.50 New n OoP 6
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, June 1941.

Hell Hath No Fury #38 102642 WWW Wargamer Magazine \$19.00 Mint n OoP 6
Circular sticker w/ correct issue # on cover; otherws cherry. ■ Mag & Game. Most issues have a circular sticker with correct issue # on it. Strategic level gm of revolt thruout Britain led by Queen Boudica against the Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative, while the Romans must stem the rebellion then crush the rebels. Uses a variable activation system to generate rebellios forces. Area move Cohort/band level. T.Sundell'85 / ARTICLES ON: Boudica's Revenge; Bull Run v. Forward to Richmond; review of Hitler Turns Against Russia; review of Spanish Main; Critique of House Divided 1st; Brief reviews of: Web & Starship, Escape from Colditz, Espionage, B-17; Hell Hath No errata.

Iberos, 2nd Punic War in Hispania 128083 Ludopress \$39.00 New HC OoP 6
Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02

Imperium Romanum 3rd 145851 Decision Games \$105.00 ** New LB ** OoP 6 M
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

Jewish War PARTS 128862 Khyber Pass Games \$2.00 Mint n OoP 4
Map, only. ■

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	Conditn	Type	Print? Incl ? Scale Plyrs	
Julian, Triumph Before the Storm #266 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		94687	Decision Games S&T Games	\$39.00		New	n	OoP 6	
Julius Caesar Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalglish'10		149007	Columbia Games	\$67.00		New	BC	6	
Lest Darkness Fall, Rome in Crisis #234 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.		74180	Decision Games S&T Games	\$21.00		New	n	OoP 6	
Metaurus, Battle of the... Chosen as one of the 20 decisive battles of world, this otherwise obscure battle proved decisive during the 2nd Punic War. While Hannibal was trouncing the Roman countryside, in 207BC his brother, Hasdrubal, approached Italy with a reinforcing army. The Romans thought it essential to prevent the two armies from uniting, so attacked Hasdrubal with decisive force. The Romans have superior numbers & training, the Carthaginians have a diverse army & superior position. 200 counters, mounted board, relatively simple. R.Berg'13		126398	ATO - Turning Point Simul	\$25.00		New	HP	3	
Pendragon, the Fall of Roman Britain Counter-insurgency (COIN) series game of the fall of Roman-controlled Britain 300-400AD. For 1-4 players; can be played solitaire. Game covers the first raids by the Picts, Irish & Saxons to the establishment of governments replacing the Romans. Also covers the mix of political, religious and economic conflicts to 5th century Britain. Includes 83 cards representing tribes, events & special abilities; 320 wooden blocks, 1 countersheet. 25yrs/epoch, area move. Marc Gouyon-Rety'18		148517	GMT Games	\$50.99 **		New	DC **	6 4	
Rome, Inc., Augustus to Diocletian #53 Mag & game. Solitaire game of the Roman Empire seen as a business seeking to monopolize the ancient world. Player is essentially god, selecting & sacking emperors as desired, and determining the Empire's strategy. Covers the period between Augustus 27BC to Diocletian 286AD, with scenarios beginning at 4 points: 27BC, 70AD, 138AD & 222AD. 5-10yrs/turn, 10turns/scenario. Players utilize historical statesmen rated for military & administrative abilities, popularity & intrigue; each also has a special ability. Area based, with each area overseen by a governor (or barbarians or allies). Player determines how to raise resources, allocate them, appease the public or the mob, expand militarily as well as thru careful civil administration, with a bit of intrigue. Point-point movement, 280 counters. Philip Jelley'21		147967	Against the Odds Magazine	\$29.00		New	HP	6 1	
Semper Victor, Emperor II # 56 Last copy. ■ Mag + Game. w/68pg mag. Sequel to earlier Emperor, this game also covers Rome's battle against all of Europe's & N.Africa's barbarians. Area move, 6 scenarios. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04		100534	VAE VICTUS Magazine	\$16.00		New	n	OoP 8	
SPQR, Art of Warfare in Roman Rep 4th 2019 Reprint & expansion of this immensely popular game. Tactical game using the Great BtIs of History system. Includes addtl battles from several out of print kits including Barbarian (Heraclea 280BC, Ausculum 279BC, Bagrada Plains 255BC, Trebbia 218BC, Cannae 216BC, Baecula 208BC, Metaurus 207BC, Iliapa 206BC, Great Plains 204BC, Zama 202BC, Cynoscephalae 197BC, Magnesia 190BC, Muthol River 109BC) plus original scenarios (Cannae 216BC, Zama 202BC, Cynoscephalae 197BC (Rome v Greek Phalanx), Beneventum 275BC, Begradas Plains 255BC). Emp leaders, unit purpose, morale. 6 countersheets (including Barbarian), 6 double-sided maps. Can be played with standard rules or streamline Simple Great Battles of History. 70yd/hex, 20min/turn, ~100-150men/strength point. M.Herman, R.Berg'19		148764	GMT Games	\$68.00 **		New	DC **	2	
Trajan #145 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 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.		131165	Decision Games S&T Games	CALL		Mint	n	OoP 4	
Trajan #145 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.		91059	Decision Games S&T Games	\$42.00		Mint	n	OoP 4	
ANCIENT: Tactical Land Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Battle Line Card Game 11th 2021 reprint of this simple, fast playing, 2 player card game of ancient tactical combat during the time of Alexander the Great. Play is directed toward capture of opponents leader (flag) cards. Revised & enlarged from German Schotten-Totten game. R.Knizia'21		148546	GMT Games	\$16.00		New	SB	A	
Commands & Colors, Ancients 7th 2021 reprint of base game with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimenus 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Iliapa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'21		148746	GMT Games	\$45.00 **		New	DC **	3	
Simple Grt BtIs of History Playbook 3rd 2017 3rd ed reprint. Kit providing streamlined, fast playing series rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their modules, now with other games published since the 2nd edition.. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'17		148501	GMT Games	\$14.00		New	zl	3	
ANCIENT: Tactical Naval Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Chicken of the Sea #3 Last copy. ■ Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered galleys in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.		5895	Game Publicatns GAME FIX	\$6.00		Mint	n	OoP 1	
MEDIEVAL Era, 500 -- 1400 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST									
MEDEIVAL: Medeival Period Generally M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Charlemagne Attaque a L'Est #147 Mag & Game. French-language game of military history with a complete game in each issue. Covers Charlemagne's conquest of Saxony in the late 700s AD against a coalition of of Saxons and their Danish & Frisian allies. Charlemange uses terror and massacre as one tool toward that end. 1yr/turn. '19		139162	Vae Victis Cerigo Edition	\$16.00		New	n	6	
Hawaii, 1795, Kamehameha's War Kamehameha, a Hawaiian, led a campaign to unify the Hawaii 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		146783	Decision Games	\$10.49		New	Fo	6 1	
Mediterranean Empires 1281-1350 #330		147317	Decision Games S&T Games	\$37.50		New	n	6	

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. Simpler, area-move game of the struggles for control of the western & central Mediterranean Sea, 1281-1350, between two French factions, Anjou 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 & northern 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.											
Middle Sea	965		Fantasy Games Unlimited	\$20.00			Excell	BC	OoP		6
Sml lite coffee drip splatter on the blank rear cover of the rules. Otherws clean. ■ Multi-player game of economics, warfare & diplomacy set in the Medieval Mediterranean era, roughly 1200AD. Allows any number of players, and for an indefinite length game. Elaborates on Diplomacy-style game using written simultaneous orders, but with more detail of raising & financing an army, terrain, naval movement and leadership. Players must collect taxes in order to first buy, then maintain, their military units. Various towns and provinces set limits on the army size the commanding leader may lead. T.Donnelly, W.Backhaus'79											
Nevsky, Teutons & Rus in Collision	148176		GMT Games	\$47.00	**		New	DC	**		6
Game of the clash of Teutonic & Orthodox Russian powers along the Baltic Sea in the mid-13th century. Game is about opportunism and control of trade routes on an area move map of the Baltic area. First game in the Levy & Campaign series. Two player game that is suitable for solitaire. Mounted map, 137 wood pieces, 84 cards, 3 countersheets. 40days/turn, 200x300mi map dimensions. Volko Ruhnke'19											
MEDEIVAL: Byzantium & the Near East				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
Apocalypse in the East #48	147555		Against the Odds Magazine	\$28.00			New	HP			4
Mag & game. Game of the rise of the first Islamic caliphate, 646-656, as Islamic forces determine to capture Constantinople and thus eliminate the Byzantine Empire. Alas, Constantia has just become Emperor, and he leads the Byzantines in a forceful defence of the Empire. Also includes a mini-game, BLACK FRIDAY, in which Balck's 11th Panzer near the Chir River defeats most of a Soviet tank army on Christmas Eve, 1942. 180 counters total. Jason Juneau'19											
Constantinople Solitaire #318	144606		Decision Games S&T Games	\$37.50			New	n	OoP		6
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. Each 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.											
MEDEIVAL: Britain & France				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
1066, End of the Dark Ages #240	79303		Decision Games S&T Games	\$30.00			New	n	OoP		6
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 Turning 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.											
Black Prince, Crecy & Navarette #260	90902		Decision Games S&T Games	\$19.00			New	n	OoP		3
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their 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											
Hammer of the Scots 4th [Deluxe]	149012		Columbia Games	\$72.00			New	BC			6
2019 4th [deluxe] ed with 24mm wooden blocks, v3 rules, thicker map. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalgliesh, J.Taylor'19											
Richard III, Wars of the Roses	148832		Columbia Games	\$63.00			New	BC			6
Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 25 event cards. J.Taylor'09											
MEDEIVAL: Japan & Asia				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
Kamakura	4012		West End Games (D6 Legnd)	\$20.00			V.Good	HC	OoP		6
Rules wrinkled. Otherws punched & clean. ■ 2-6 player game of politics & war in fuedal Japan c. 1200 using a slight elaboration of the Diplomacy system. Includes special events, variable army size, and 5 scenarios w/ varying # of players. M.Mills'82											
Shogun Triumphant, Btl of Sekigahara #23	87575		XTR: Command Magazine	\$29.00			Mint	n	OoP		2
Last copy. ■ Mag & Game. Includes errata counters for Smithereens (1) and 1918 (1). Tac btl of Sekigahara in Japan, 1600, which established the sole Shogunate & unified the country. 2-800men/unit, 180yd/hex, 45min/hex. L.Ty, M.Chris'93 / ARTICLES ON: Shogun Triumphant; Military aspects of the wars in Yugoslavia 1991-3; War casualties & history; Combat history of the 1st SS Panzer Div; Serbia in World War I; Baltic Assault, Op Albion, 1917; the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.											
MEDEIVAL: the Mongol Empire				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
Khan, Rise of the Mongol Empire #229	72419		Decision Games S&T Games	\$49.00			New	n	OoP		6
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.											
Scourge of God	1736		Simulations Canada	\$20.00			Mint	HC	OoP		6
Box btm seam split repaired. ■ Strategic level game of the rise of the Mongol empire thruout Asia & to the borders of Europe in 12th Century. Multiple empires in their way put up what resistance they can, with the hope that the total resistance will stop the Mongols. S.Newberg'82											
MEDEIVAL: the Crusades				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
Acre, the Third Crusade Opens	144585		Decision Games	\$17.50			New	Fo			4
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											
Crusader Rex 2nd	149011		Columbia Games	\$63.00			New	BC			6
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalgliesh'11											
Crusades #70	147202		SPI S&T Magazine Games	\$32.00			Excell	n	OoP		6
Last copy. ■ Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).											
First Crusade #299	121668		Decision Games S&T Games	\$94.00			New	n	OoP		4
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 over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 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.											
MEDIEVAL: Tactical Battles				M.Dean@FineGames.com		h 866-690-7878 10am - 9pm		P			
Condottieri #54	12688		WWW Wargamer Magazine	\$12.00			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
Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.										
Great Medieval Battles #197	37825	Decision Games S&T Games	\$24.00	New	n	OoP	3			
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: Great 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.										
GUNPOWDER Era, 1401 -- 1799 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
GUNPOWDER: The Renaissance Generally M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Imperial Struggle, 2d Hundred YearsWar2d	148554	GMT Games	\$26.55 **	New	DC **		6			
2nd printing. 2-player game of thw 2nd Hundred Years of War, the fierce competition between England & France, 1697-1789, beginning with the War of Spanish Succession and ending with the French Revolution, a period that encompassed 4 major wars. Simpler, fast playing game system loosely based on Twilight Struggle. Goal is to build the bases of colonial wealth & prestige across much of the globe. 2nd edition incorporates a few minor errata. 4 countersheets, 67 cards, global scale, 4-17yrs/turn. Anada Gupta, Jason Matthew'21										
Machiavelli, 1st PARTS	77224	AH Battleline Reprints	\$5.00	Excell	n	OoP	8	M		
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garrison for all players marred with paint on one side. ■										
Serenissima	129241	Euro Games / Descartes	\$18.00 **	V.Good	GB **	OoP	6			
Substantially complete: missing 1 (of 28) galley, 2 (of 28) flag bases, 26 flag masts, 1 coin, 1 sailor. 4" piece of masking tape on box btm, 1" tape removal mar on 1 box side. Otherws complete & clean. ■ 2-4 player, modestly simple game of international trade & warfare thruout the Mediterranean prior to Columbus. Emphasis is on trade & player interaction. Excell component quality thruout.										
GUNPOWDER: Conquering the New Worlds M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
King Philip's War	147538	Multi-Man Publishing,	\$34.00	New	BC		4			
Game of savage guerilla combat between frontier Indian tribes and colonials of America in 17th century that ultimately resulted in 2600 white & 6000 Indian deaths. King Philip, an Indian leader, leads a loose assortment of Indian tribes that might come to include the Mohawks seeking to capture either of the key settlements of Boston or Plymouth. '10										
GUNPOWDER: the Ottoman Empire M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Gates of Vienna, Europe 1683 #295	112903	Decision Games S&T Games	\$49.00	New	n	OoP	4			
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 Baussant; India v pirates.										
Lepanto, Battle of... #272	115606	Decision Games S&T Games	\$39.00	New	n	OoP	4			
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.										
Ottomans, Rise of the Turkish Empire#222	65968	Decision Games S&T Games	\$25.00	New	n	OoP	6			
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.										
Siege of Constantinople #66	140215	SPI S&T Magazine Games	\$35.00	Mint	n	OoP	4			
Last copy. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg'78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.										
GUNPOWDER: the Russian Empire M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Catherine the Great #232	72715	Decision Games S&T Games	\$19.00	New	n	OoP	6	1		
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 Russia; 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 Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.										
On to Moscow, Swedn v Russia 1700-21#171	104340	Decision Games S&T Games	\$25.00	Mint	n	OoP	6			
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); Austro-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.										
GUNPOWDER: 30 Years War 1616-1648 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Breitenfeld #55	105453	SPI S&T Magazine Games	\$24.00	Mint	n	OoP	2			
Very clean. ■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J.Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.										
Breitenfeld #55	99128	SPI S&T Magazine Games	\$25.00	Mint	n	OoP	2			
Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J.Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.										
Thirty Years War Btts, Luttr/Wittstk#332	148215	Decision Games S&T Games	\$37.50	New	n		3			
Mag & game. Grand tactical game of two more battles from the Thirty Years War: Luttre 1626 & Wittstock 1636. At Luttre, 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; HMS 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.										
GUNPOWDER: 100 Years' War, 1337-1453 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Hundred Years War, 1337-1453 #177	104337	Decision Games S&T Games	\$60.00	Mint	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
GUNPOWDER: English Civil Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Cropredy Bridge, A Fleeting Victory #148	97472	Decision Games S&T Games	\$14.00	Mint	n	OoP		2			
Cherry. ■ Mag & Game. Tactical battle between Roayalists & 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.											
Cropredy Bridge, A Fleeting Victory #148	12029	Decision Games S&T Games	\$20.00	New	n	OoP		2			
Last new copy. ■ Mag & Game. Tactical battle between Roayalists & 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.											
Irlande 1798 #86	116772	VAE VICTUS Magazine	\$14.00	Mint	n	OoP		6			
Mag + Game. w/68pg mag. The first week of the war in Ireland, 1798, which was supported by the French. 1day/turn, 8km/hex, and covers the area in NW Ireland. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; English rules translations for most issue games available via download. J-P.Gury'09											
Ironsides, the English Civil War	128941	Worldwide Wargamer (3W)	\$20.00	Mint	BC	OoP		6			
Missing 1 (of 30) control markers, others unpunched & complete. Sml stain on rules cover. ■ Strategic lvl gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94											
GUNPOWDER: 7 Years War & Frederick the Great, 1756-63 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Frederick the Great #49	98782	SPI S&T Magazine Games	\$33.00	Mint	n	OoP		6			
19 units loose in strips from tree. V.clean. Last copy. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegent system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.											
Frederick's War, Austrian Sucsion #262	94516	Decision Games S&T Games	\$23.00	New	n	OoP		6			
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.											
Leuthen 1757 #32	116770	VAE VICTUS Magazine	\$15.00	Mint	n	OoP		3			
Dog ear on rear cover; otherws mint. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grogard.com/vaevict.html. Game covers a key battle of the 7 Years War.											
Leuthen, Frederick's Greatest Victory	140149	Clash of Arms	\$60.00	New	BC	OoP		3			
New & unused. Packaged in a bookcase box; new. Last boxed copy. ■ Third in the Age of Reason series following Kolin & Zorndorf. W/ 2nd ed series rules, 4 maps, 600 units. Freddy takes on the Austrians on a snowy battlefield in Silesia, 1757, in order not to lose this vital province.											
Leuthen, Frederick's Greatest Victory ZL	142410	Clash of Arms	\$52.00	New	zl	OoP		3			
Packaged in a ziplock. Third in the Age of Reason series following Kolin & Zorndorf. W/ 2nd ed series rules, 4 maps, 600 units. Freddy takes on the Austrians on a snowy battlefield in Silesia, 1757, in order not to lose this vital province. Nominated for two Charlie Roberts awards in 1997. 2 countersheets, 1 map. '97											
Prague, Battle of...	6568	Game Designers Workshop	\$18.00	Mint	SB	OoP		2			
Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & laster destroys the Austrian right wing. 120 counters. F.Chadwick'80											
Seven Years World War #221	65106	Decision Games S&T Games	\$24.00	New	n	OoP		8			
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 WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04											
GUNPOWDER: War of Spanish Succession, 1701-14 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Marlborough, War Spanish Succession #238	77654	Decision Games S&T Games	\$34.00	New	n	OoP		6			
Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession 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.											
Marlborough's BtIs, Ramillies etc #256	88434	Decision Games S&T Games	\$22.00	New	n	OoP		3			
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.											
GUNPOWDER: War of Austrian Succession, 1740-8 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Austrian Succession, War of the... #289	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.											
Fontenoy 1745 #11	128089	Alea Magazine (Ludopress)	\$14.00	New	n	OoP		3			
Mag & game. Game covers the key battle of Fontenoy, 1745, during the War of Austrian Succession. 140m/hex, 160 counters. '91 / Spanish magazine of military history with a game in each issue; ALL text & rules in Spanish. English rules translations may be available by download.											
GUNPOWDER: Reformation Period Wars, 1517-55 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Holy Roman Empire #247	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 ARTICLES 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.											
GUNPOWDER: Japan & Asia M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Champs de Bataille En Asie #53	111674	VAE VICTUS Magazine	\$14.00	New	n	OoP		3			
Mag + Game. w/68pg mag. Game covers tactical battles in medieval Asia, Japan in particular. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
GUNPOWDER: French Civil & Religious Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Avec Honneur et Panache	144507	Vae Victis Cerigo Edition	\$22.00	New	Fo	Going		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 # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

French-produced, English-language game of two battles in France in the convoluted weave of French 17th century history. A rebellious force under Turenne lays siege to Rethel, Dec 1650, but are defeated. At The Dunes, June 1658, the French defeat a Spanish force. Dbl-sided map, 270 counters. Florent Coupeau'19

GUNPOWDER: Other Pre-Modern Wars	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Knights of Justice, Siege of Malta #50	85115	WWW Wargamer Magazine	\$28.00	Mint	n	OoP	4
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Last copy. ■ Mag & Game. Game of the unsuccessful Muslim siege Malta in 1565 that was a close call. Grand tactical level battle for key defenses of the Grand Harbor. 1wk/turn, 50yd/hex, 30-525men/counter. Suitable for solitaire play. C.Bruce'86 / ARTICLES ON: the Siege of Malta 1565; Napoleon & the Archduke Charles, the battle of Aspern-Essling tactical guide; The Crunch, a new scenario for AH's Battle of the Bulge '81; review of JEDKO's Europe at War & others.

Nine Years, War of the Grand Alliance	120890	Compass Games	\$45.00	New	BC	OoP	6
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Point-point move, stand-alone game that can be mated with No Peace Without Spain. Uses the NPWS system to depict the 9 years of war, 1688-1697, as France's Louis XIV begins a war of aggression called the War of the Grand Alliance in 1688. Concurrently, William III invades England & deposes his father-in-law, King James II. (European history is so very messy!) 1 map, 55 cards, 100 counters. Linking with No Peace allows the entire war, 1688-1713, to be covered in Europe & North America. S.Chick, K.Van Beurden'17

GUNPOWDER: Tactical Battles	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Landau ou la Mort! #141	139153	Vae Victis Cerigo Edition	\$18.00	New	n	OoP	3	1
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Mag & Game. Landau or Death. Grand tactical game of the attempt by two French armies to relieve the city of Landau besieged by the Prussians & Austrians under the Duke of Brunswick and about to fall, 1793. The armies are separated by a river, and must surprise & overwhelm the defenders. 3 scenario (two playable solitaire), 108 counters, 1000men/strength point, 6km/hex, 1day/turn. Vincent Gerard'18 / French produced, French language magazine; all text & game components in French.

Men At Arms #137	131014	WWW Strategy & Tactics	\$25.00	Mint	n	OoP	2
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Cherry mint. ■ Mag & Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest & main men. 200 counters. J.Dunnigan & A.Nof'90 / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.

Men of Iron, Infidel & Blood & Roses 2nd	147899	GMT Games	\$66.00	**	New	DC	**	3
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Reprint of 3 game tri-pak using the common Men of Iron game system highlighting the Hundred Years War, Crusades & War of the Roses. MEN OF IRON covers the reemergence of infantry in the 14th century. Game covers 6 key battles: Falkirk & Bannockburn of the English Civil Wars; Courtraï, Crecy & Poitiers pit the English against the French, and Najera as the Black Prince visits Spain with a combined arms force. J.Polonka / INFIDEL is a simpler game of unusual battles with lots of color...and fun, showing cavalry as the queen of the battlefield during the 17th century. Great solitaire game. Second in the Men of Iron game series. 2 dbl sided maps, 2 countersheets. R.Berg / BLOOD & ROSES is a fast playing, simpler game of the key battles of Britain's War of the Roses, 1455-87, with lots of period color & bloodshed. High solitaire suitability. Covers 7 battles: 1st St. Albans (1455), Blorë Heath (1459), 2nd St. Albans (1461), Towton (1461), Barnet (1471), Tewksbury (1471), Bosworth (1485). Includes 20 scenarios total. 1-5hrs/game, 50yd/hex, 150-600 men/unit, 6 maps, 7.5 countersheets. R.Berg'21

GUNPOWDER: Naval Battles & Campaigns	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Armada, 1st #72	123227	SPI S&T Magazine Games	\$20.00	Mint	n	OoP	Err	4
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Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.

Armada, 1st #72	107569	SPI S&T Magazine Games	\$20.00	Mint	n	OoP	4
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Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.

Armada, 1st #72	131180	SPI S&T Magazine Games	\$25.00	Mint	n	OoP	Err	4
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Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.

Jenkins' Ear, War of... 1739-48 #308	130696	Decision Games S&T Games	\$45.00	New	n	OoP	6
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Last copy. ■ 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 ship 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 Carrahae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.

When Lions Sailed #268	133328	Decision Games S&T Games	\$25.00	New	n	OoP	6
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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 Justin's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11

REVOLUTIONARY AMERICA, 1759 -- 1815 in North America	(541) 756-4711	10am-9pm PST	For Ordering (866) 690-7879	10am -9pmPST
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REVOLUTIONARY AMERICA: French & Indian Wars 1756-60	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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French & Indian War #231	72408	Decision Games S&T Games	\$54.00	New	n	OoP	6
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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.

Rogers' Rangers, US's First Commandos	148800	Decision Games	\$10.49	New	Fo		6	1
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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. Player 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

Ticonderoga, BtIs for Lake George #277	137013	Decision Games S&T Games	\$25.00	New	n	OoP	3
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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.

REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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13: Colonies in Revolt #104	131200	TSR S&T Games	\$25.00	Mint	n	OoP	6
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Cherry. Last copy. ■ Mag & Game. Operational level game covering the entire Revolutionary War, 1775-81, from Maine to George & the Great Lakes. Onus is on the British to conquer the continent. 200 counters. 26mi/hex, 2mo/turn, Rgt+ level. R.Berg'85. / ARTICLES ON: Roman Honorific Titles; 34 Campaigns for which the US Army awarded participation medals; Siege of Khe Sahn 1968; the Southern Campaigns during the Am Revolutionary War, 1778-81; Duel in the Desert variants for TSR Sirocco; New variants & Mediterranean scenarios for TSR WWII European Theater of Operations 2nd, with ERRATA; Berg's review of games: GDW Arctic Front, TSR Twilight War; VG Pax Britannica; 3W East Wind Rain, HISTCON Marengo, AH Firepower; ERRATA for Monty's D-Day #102; Pluses for the Game Hobby; Previews of TSR TSS 2nd, Barbarossa; Strategy for Monty's D-Day #102.

American Revolution #270	95602	Decision Games S&T Games	\$89.00	New	n	OoP	6
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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. 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 Carribean, 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 an 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 bitl of Musa Qala, Afghanistan, 2007.											
American Revolution in the South #304	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.											
Washington's Crossing, Winter 1776-7	148335	Revolution Games		\$37.76			New	HC			4
Operational level game of the 12 days of the Winter campaign of 1776-7 that included the two American victories of Trenton & Princeton as the British attempt to pacify New Jersey. First in the intended Campaigns of the American Rev series. 200 counters, 1.14mi/hex, 6hrs/turn, 1 map. R.Miller'12											
REVOLUTIONARY AMERICA: American Revolutionary War - Tactical Level											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
First Saratoga, Sept 1777	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											
Guilford Saratoga Brandwine TriPak [2nd]	148486	GMT Games		\$37.00 **			New	DC **			3
Reprint in one package of 3 games previously published separately. Each game includes some updated. Games include Guilford Courthouse, Saratoga and Brandywine. Includes 2 double-sided mounted maps, thicker counters, replacement counters retrofitting all 8 previously published games. Mark Miklos'17											
Monmouth #90	107457	TSR S&T Games		\$24.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.											
Monmouth #90	107385	TSR S&T Games		\$22.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.											
Philadelphia 1777	146302	Worthington Games		\$50.00			New	FB			3
Block-series game of the campaign surrounding Philadelphia in 1777 which included the battles of Brandywine, Paoli, Germantown and Valley Forge. Follows up prior games of New York 1776, Trenton 1776 & Saratoga 1777. Players have limited ability to activate their units each turn. Includes wooden pieces.'20											
Rhode Island, Battle for...	148144	GMT Games		\$37.00 **			New	BC **			3
Game of two battles from Rhode Island in 1778. In the first, the British pursue the retreating Continentals as they abandon their siege of Newport. Small number of units, and action tends to follow along the roads. Includes 26 opportunity cards that influence events and combat. Also includes a hypothetical assault on the fortified city of Newport that assumes that the French fleet stuck around and participated. 176 counters, 68 cards, double-sided map. Mark Miklos'20											
Trenton 1776 2nd	143600	Worthington Games		\$39.00			New	FB			3
2020 2nd ed in a square flat box. Second game in the Campaigns of the American Revolution series using wooden blocks & semi-hidden movement. Covers the battle of Trenton, 1776, following the New York campaign as Washington's Continentals are chased out of New York into New Jersey. Trenton covers the entire campaign in New Jersey leading to the winter battles that reversed the American's fortunes. Modestly simple, point-point move. '20											
REVOLUTIONARY AMERICA: War of 1812											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Twilight's Last Gleaming, War v2 #225	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.											
REVOLUTIONARY AMERICA: Naval Combat in the Age of Sail											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Captain's Sea, the American Frigates	147950	Legion Wargames		\$56.00			New	BC			1
Simpler game of naval battles between individual ships (rather than fleet actions) involving the original 6 American Frigates between 1799-1815, against British & French opponents. Players captain a single ship, managing its guns, the rigging, repairs & crew. Crew must be allocated to various parts of the ship for them to function. And Action cards provide surprise events. Includes 10 scenarios involving all the original US frigates (and possible engagements). 1 map, 24 blocks, 176 counters, 55 cards. Mike Nagel'21											
Fighting Sail #85	111854	SPI S&T Magazine Games		\$32.00			Mint	n	OoP		1
Last copy. ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.											
NAPOLEONIC WARS, 1796 -- 1815											
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
NAPOLEONIC: Strategic Games 1796-1815											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Legion of Honor	148858	Clash of Arms		\$57.00			New	FB			1 1
Unusual card game depicting the life of an ambitious French soldier during the Napoleonic era, set with the backdrop of historical events. Suitable for solitaire play as well as for groups of up to 6 players. Players play control the life of a Napoleonic soldier at war & "in the salon", from 1792-1815. Player with highest rank, most glory or most wealth wins. R.Kane'14											
NAPOLEONIC: French Revolution 1789-95											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
La Vendee, 1793, Annual 2019	147557	Against the Odds Magazine		\$35.00			New	HP			4
2019 annual published in mid-2021 - but hey, they are catching up! Game covers the French Republic's brutal suppression of the revolt against revolutionary decrees by the conservative central western province of Vendee. The Vendees (Whites) attempt to capture republican forts in the area, and avoid being overwhelmed by the Republicans so as to encourage early intervention by the English. Area move, 1 map, 176 counters, 26 event cards. John Poniske'21 / Also includes DAY OF INFAMY, a small game of the air raid on Pearl Harbor in Dec 1941, that asks whether that raid was as well planned & conceived as commonly thought. 32 counters.											
Pour Dieu et Pour Roy # 60	108361	VAE VICTUS Magazine		\$14.00			New	n	OoP		4
Mag + Game. w/68pg mag. Operational, area move game of the fratricidal conflict in the area of Nantes, France in 1793 as the Republicans clashed with the Vendees. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05											
Toulon, 1793, Napoleon's First Victory	134931	Legion Wargames		\$50.00			New	BC			4 7
Operational level game for 2-7 players covering the siege of Toulon, France, Aug-Dec 1793. Area-move, operational level, covering the entire campaign from the landing of Anglo-Spanish forces thru their evacuation. It became Napoleon's first great victory. Operational points are the key dynamic, with the interaction of multiple nations' forces interacting adding another layer. As an artillery captain, Napoleon makes his presence known & eventually turns their guns on the supporting Allied ships, making their moorings unsafe, thus ending the siege & rebellion within Toulon. 1wk/turn, co/btln/regt level, 528 counters. A.Loakes'14											
Tourcoing 1794	147290	Vae Victis Cerigo Edition		\$23.00			New	Fo			3

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 #	of				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
French-produced, English (& French) language components. Grand tactical level game of one of many battles in which the monarchs of Europe attempt to destroy the French Revolution before it establishes itself. Cobourg, one of the best of the Coalition generals, seeks to do just that in May 1794 in northern France where the Coalition holds several bases. They attempt to surround a portion of the French army in the north, but after multiple engagements successive elements of the Coalition force are routed. 1 map, 216 counters, Brig/regt level, 800m/hex, 90min/turn. '20													
NAPOLEONIC: 1796-1805 Napoleon's Early Campaigns													
Austerlitz, Partie Nord #64	125342	VAE VICTUS Magazine	M.Dean@FineGames.com	\$15.00	New	n	OoP	4					
Last copy. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02													
Marengo, Morning Defeat-Afternoon Victory	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. Btl/regt lvl. '10													
Marengo: VARIANT LEADER COUNTER (1)	128890	Gamers (% MMP)		\$0.50	Excell	n	OoP	2					
1 variant leader counter from Gamers' 1997 REPL & VARIANT countersheet. No rules.													
Montenotte 1796 #128	128106	Vae Victis Cerigo Edition		\$18.00	New	n	OoP	3					
Last copy. ■ Mag & game. Game covers the operational campaign near Montenotte in the south of France between Prussian, English & French forces in 1796. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.													
NAPOLEONIC: 1808-11 Campaigns													
Abensberg, Battle of... #113	85127	WWW Strategy & Tactics	M.Dean@FineGames.com	\$24.00	Mint	n	OoP	2					
Last copy. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensberg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.													
Eckmuhl, Battle of... #114	72273	WWW Strategy & Tactics		\$17.00	Mint	n	OoP	2					
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.													
Eckmuhl, Battle of... #114	105737	WWW Strategy & Tactics		\$12.50	Mint	n	OoP	2					
Rules separated. Otherw/unpunched, unplayed, clean. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.													
Shadow of the Eagle: Medellin 1809 #16	94589	Alea Magazine (Ludopress)		\$14.00	New	n		3					
Mag & Game. Includes English rules translation. Gm in the SotE series of battles in Iberia during the Napoleonic Wars. Tac lvl. All original components in Spanish. J.A.V. Zuniga'93													
Wellington v. Massena #43	12561	WWW Wargamer Magazine		\$10.00	New	n	OoP	2					
Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.													
NAPOLEONIC: 1812 Campaigns													
Berezina 1812	147030	Ludofolie Editions	M.Dean@FineGames.com	\$27.00	New	zl	OoP	4					
Last copy. ■ Game using the Jours de Gloire series covering the Nov 1812 battle as Napoleon's retreating army attempts to cross the Berezina River in winter. The French face numerous dilemmas as they must secure the few existing bridges or locate suitable fords, managed the many camp followers, and repel any attack by 3 independent Russian army. 500m/hex, 342 counters, 105min/turn. Relatively complex. F.Bey'13													
Napoleon's Eagles, Storm in the East	143966	Compass Games		\$42.00	New	BC	OoP	6					
Card-based game of two key battles (plus two more) bookcasing Napoleon's dramatic fall in 1812 & 1813. Depicts the battles of Borodino, Sept 1812, deep in Russia, and Leipzig, the Battle of Nations, as much of Europe began to gang up against the French. Also includes the battles of Shevardino & Lieberwolkwitz. Include 200 colorful cards that represent the leaders, units and terrain involved. Christopher Moeller'20													
NAPOLEONIC: 1813 Campaigns													
La Bataille de Hanau	145150	Legion Wargames	M.Dean@FineGames.com	\$39.00	New	BC		4					
Game of the 1813 attempt by the defecting Bavarians, supported by an Austrian Corp, to stop Napoleon's retreating army before Frankfurt. The Bavarians assumed the French would be a ragged, incoherent mob. But they were soon attacked the the French Imperial Guard led by Napoleon himself. After an initial defeat, the Bavarians attack the French the next day. This game covers the latter. Regt level with btl level formations, 165 counters, 30min/turn, 250m/hex, 300men/strength pt. Didier Rouy'21													
Thunder at Luetzen #99	131205	TSR S&T Games		\$23.00	Mint	n	OoP	2					
Cherry. Last copy. ■ Mag & Game. Army-level game of Napoleon's May 1813 battle for central Europe. The Allies lost a good opportunity at the time; the game begins the day before the 2 May battle. Good game. 475m/hex, 1hr/turn, 2500men/unit, rgt/brig level. B.Simmons'85 / ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front); WEG Killer Angels. QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.													
NAPOLEONIC: 1814 Campaigns													
Montmirail et Vauchamps	147485	Ludofolie Editions	M.Dean@FineGames.com	\$27.00	New	Fo		3					
French-produced, English-language game of the battle of Vauchamps, 1814, using the Jours de Gloire game system. Napoleon is on the offensive against the isolated Allied columns of the Prussian & Russian army under Blucher, Feb 1814, in a situation offering many tactical challenges to both sides. Regt level, 1hr/turn, 300m/hex, 4 scenarios, 2 maps, 324 counters. F.Bey'15													
NAPOLEONIC: 1815 Campaigns													
Hougoumont, Rock of Waterloo #11	117270	XTR: Command Magazine	M.Dean@FineGames.com	\$35.00	Mint	n	OoP	2					
Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btl/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.													
La Bataille de Ligny 3rd	147614	Clash of Arms		\$99.00	New	FB		2					
2017 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17													
Napoleon, the Waterloo Campaign 4th	148834	Columbia Games		\$72.00	New	BC		4					
An update with higher quality components and a return to the better regarded 1st (& 2nd) edition game structure with fewer areas & units. Block-style game covering the 3 day battle of Waterloo using large wooden blocks, fog of war & step reduction. Both the 1st (Gamma II) and 2nd (AH) editions were very well regarded for repeat play, beginners and tournaments. A simpler, fast-moving game. 58 blocks. Now with a steep price tag. '13													
NAPOLEONIC: 1815 Campaigns - Waterloo													
Hougoumont, Key to Waterloo, June 1815	148804	Decision Games	M.Dean@FineGames.com	\$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													

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	Conditn	Type	Print? Incl ?	Scale	Plyrs
Ligny & Wavre 1815, Last Victories		147869	Ludofolie Editions	\$30.00		New	Fo			3
French-produced game with English rules. Uses the Jours de Gloire game system to cover Napoleon's final 2 victories during the Waterloo campaign, 16-19 June 1815. Covers the battles of Ligny and Wavre where the French confront, defeat and attempt to pursue the Prussian Army. 2 maps, 432 counters, 400m/hex, 90min/turn, 5 scenarios. Frederic Bey'17										
Quatre Bras 1815, Last Eagles		144107	Hexasim Games	\$65.00		New	BC			4
Fourth game in the Eagles of France series of key Napoleonic battles. This covers the battle of Quatre Bras on the first day of Waterloo, 15 June 1815. Includes scenarios for the historical battle, variable reinforcements, and alternative concentrated attacks. Links with Ligny 1815 to provide the full campaign including both battles. Uses hidden movement & varible reinforcements to keep both sides guessing. 4 countersheets, 2 maps, 18 cards, rgt level, 200m/hex, 1hr/turn. Walter Vejdosky'19										
Three Days of Glory		148950	Vae Victis Cerigo Edition	\$37.00		New	HC			3
French-produced, English & French language components. Game of three previously published Days of Glory series games, updated & revised here. All three battles took place during the 1805 Austrian campaign that culminated at Austerlitz. Elchingen (Oct 1805) has Ney's corp attacking an isolated Austrian corp of similar strength; this resulted in the surrender of the main Austrian army a short time later. Hollabrunn (Nov 1805) was a chaotic battle between the French advanced guard under Murat & the Russian rear guard, with the Russians putting up an effective defence under Bagraion. Austerlitz (Dec 1805) was Napoleon's most decisive victory, and included 150,000 combatants of three nations. Austro-Russian armies fall into Napoleon's trap and are decisively defeated. 3 maps, 648 counters, 1pt/200infantry, btn/regt level, '22										
Waterloo, Napoleon's Last Battle		148470	Companion Games	\$55.00 **		New	BC **			4
Area-move, impulse-driven game of the final battle of Waterloo, 18 June 1815, using a system akin to the Storm Over series. Players alternate activating a leader's units in each impulse until both players pass or a die roll ends the turn. Brig level, 10 turns. Entirely separate game from the Phalanx game of same title. Mark Scarbrough'19										
NAPOLEONIC: Various Campaigns & Battles of the Era M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Forgotten Napoleonic Campaigns #249		83712	Decision Games S&T Games	\$45.00		New	n	OoP		4
Last copy. ■ 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, btn/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.										
Friedland 1807 / Vittoria 1813 #151		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: the Napoleonic Revolution in Battle, with the battles of Friedland 1807 & Vittoria 1813; Rappin & the Military of Alexander's Successors; Battalion supply during Desert Storm; Financing the Spanish-American War; British Harrier Losses in the Falklands War 1982;										
NAPOLEONIC: Tactical Level Battles M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
La Bataille SERIES RULES, 5th Ed.		148856	Clash of Arms	\$12.00		New	n			2
Further refinement of the series rules to the entire La Bataille series, here called Les Batailles Dans L'Age L'Empereur Napoleon 1st. French phrasology is minimized, and rules are now quite tight. Includes a summary of the 13 games in the La B series. Printed on servicable but somewhat thinner than usual paper. E.Wimble'16										
NAPOLEONIC: Naval Battles & Campaigns M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Flying Colors Deluxe [3rd]		148940	GMT Games	\$53.00 **		New	DC **			1
Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, several additional scenarios, as well as a bigger box, and Trafalgar & battles of the 7 Years War previously published in C3i, with more counters so that each unique vessel is represented by its own counter. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes hundreds of individually named ships, 840 counters, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. Mike Nagel'20										
AMERICAN CIVIL WAR, 1861 -- 1865 (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
AMERICAN CIVIL WAR: Strategic Level M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
American Civil War [83] #93		131211	TSR S&T Games	\$25.00		Mint	n	OoP		6
Cherry. Last copy. ■ Mag & game. Game covering all of the American Civil War at strategic level with 200 cntrs. Includes riverine forces & a greater emphasis on leaders & supply than prior efforts. 35mi/hex, generic strength units. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWI: Motorized & Panzer Grenadier Divs; von Luchins & the Voyage of teh German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Remember Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, lwo Jima #92.										
American Civil War 3rd [18] #310		144736	Decision Games S&T Games	\$89.00		New	n	OoP		6
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 southern 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 Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.										
How the Union Was Saved, Civil War		148991	Strategemata Games	\$59.00		< New	BC			6
Ding to one box corner mildly deforming corner, plus a small indent elsewhere on one box edge. Otherws new & shrinkwrapped. ■ Strategic level game of the entire American Civil War, 1861-5. Players use very limited resource points to build the network of depots need to supply and enable armies to move, fight & fortify. Fog of war created by using army commanders to represent unknown force sizes. The Union must decide how best to breach the Confederacy's defenses while the Confederates can focus on fortifying their perimeter or raiding the Union to preempt offensives. Mounted map, 283 counters, 18 wooden blocks, 40 colorful, illustrated cards. Steve Pole'22										
Pacific Subs Solitaire #311		135906	Decision Games S&T Games	\$54.00		New	n	OoP		6
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.										
AMERICAN CIVIL WAR: Campaigns of 1861 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Day Was Ours, First Bull Run July 1861		147962	Revolution Games	\$49.00		New	BC			4
Packaged in a bookcase box. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmaneuvered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21										
Day Was Ours, First Bull Run July '61 ZL		147965	Revolution Games	\$39.00		New	zl			4
Packaged in a ziplock. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmaneuvered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21										
Glory Road #52		12643	WWW Wargamer Magazine	\$12.00		New	n	OoP		4
Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th scenario; review of TSR's Julius Caesar.										
Thunder at Dawn, Wilson's Creek		147748	Revolution Games	\$49.00		New	BC			3
Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21										
Thunder at Dawn, Wilson's Creek ZL		148575	Revolution Games	\$39.00		New	zl			3

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

Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21

Wilson's Creek #80 141291 SPI S&T Magazine Games \$19.00 V.Good n OoP 3
Complete. Some moisture spots on cover of std rules. Mag scuffed & stained thru use. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.

Wilson's Creek, Opening Round in West 148782 Decision Games \$8.00 New Fo 4
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

AMERICAN CIVIL WAR: Campaigns of 1862

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Baton Rouge #133 131018 WWW Strategy & Tactics \$23.00 Mint n OoP 2
Cherry. Last copy. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlightenment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.

Cedar Mountain #86 56968 SPI S&T Magazine Games \$15.00 New n OoP 2
Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.

Civil War in the Far West 1862 #252 85882 Decision Games S&T Games \$24.00 New n OoP 4
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.

Frayser's Farm, Wasted Opportunity 127575 Decision Games \$15.00 New Fo 4
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumbered & 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

Pea Ridge, St Louis then Huzzah! 143984 Decision Games \$17.50 New Fo 3
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

Rally 'Round the Flag! Perryville #96 145595 Compass Games PAPER WARS \$36.00 New n 4
Mag & game. Game of 2 battles of the American Civil War: Perryville, KY, Oct 1862 in which the Confederate & Union armies blundered into one another. The Confederates withdrew from Kentucky yet the Union failed to use their numerical advantage to win any sort of real victory. Also covers the later battle of Stone's River (Murfreesboro), Dec. 1862, which had the highest casualty rate for both sides in the Civil War. This was a three-day slugfest beginning New Years Eve that the Confederates nearly won but provided the Union a key morale boost. 234 counters, 2 maps, Brigade level with command & control leaders, multiple scenarios with what-ifs. Sean Chick'21 / ARTICLES ON: Analysis & Strategy for Russia Falling #85; Preview of Expansion Kit for Amerika Bomber; Italian Naval Squadron optional rule for Lion of Judah; History of the Battles of Perryville & Stones River; Human Future Among the Stars, and Stellar Horizons; Previews of Cuba 1898 & the Conquistadors. Upgraded tactical rules for Sovereign of the Seas; Review & strategy for SPI's & CPS's Wagram games.

Rio Grande, the Battle of Valverde #143 131008 Decision Games S&T Games \$15.00 Mint n OoP 2
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 Gt 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 Frederican Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.

Shenandoah, Jackson's 1862 Campaign #284 138816 Decision Games S&T Games \$22.50 New n OoP 4
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 Cochin China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.

Shiloh, Bloody April 1862 #264 93487 Decision Games S&T Games \$22.50 New n OoP 4
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.

Stones River, Turning Point in Tennessee 142485 Decision Games \$17.00 New Fo Going 3
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

Stonewall in the Shenandoah #67 104396 SPI S&T Magazine Games \$22.00 Mint n OoP 4
Rules separated. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman'78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.

Stonewall's Sword, the Btl of Cedar Mtn 147077 Revolution Games \$30.00 New zl 3
Game of Stonewall's attack on a stray Union division near Cedar Mountain in Aug 1862. The best of the Confed army, led by one of its best leaders, with numerical superiority, largely loses its opportunity to destroy the Union forces thru inaction, but it was a close-run thing. 176 counters, 140yd/hex, regt level, 20min/turn. H.Luttman'15

AMERICAN CIVIL WAR: Campaigns of 1863

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

1863, Turning Point in the Civil War#297 114942 Decision Games S&T Games \$24.00 New n OoP 6
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, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / 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 WWII; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.

Across the Potomac #30 91170 XTR: Command Magazine \$24.00 Mint n OoP 4
Last copy. ■ Mag & Game & var counters for 1914 (2), Seven Seas (1). Div lvl game of the 1863 campaign in the East, June-July, from Philadelphia to Petersburg, VA using a Double-blind system (w/option to ignore it). Fairly simple. 125 counters. 10mi/hex, 1day/turn. B.Knight'94 / ARTICLES ON: the Charge of the Light Brigade; the Failure of Confederate Strategy in 1863; Quest for Annihilation in battle; the Monkey Army: Union Strategy; Marines Take Belleau Wood; The Alamo, American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.

Barren Victory 140960 Gamers (% MMP) \$30.00 V.Good BC OoP 2
Complete. Counter corners fairly heavily clipped on most counters, making them nearly octagonal. Tape remnants & sml tape removal mars at corners of both maps. Charts cut into individual pages. Box cover creased & concaved along btm edges, with a couple lite stains; price tag on box btm. Others clean. ■ 4th game in Civil War Brigade game series. 1st ed rules included plus 2nd ed update. Brig level game of the battle Chickamauga, 19-20 Sept 1863. The Confederates exploit a weakness in Union positions to defeat their battle line, but then fail to exploit their victory. 2 maps, 2 countersheets. Dean Essig, David Powell'91

Campagne de Gettysburg 1863 # 8 116751 VAE VICTUS Magazine \$15.00 Mint n OoP 4
Label on rear cover, otherwise mint. ■ Mag & game. French-language magazine; all mag & game text is in French. Game is a strategic level game of the grander campaign of 1863 that resulted in the battle of Gettysburg. Scenarios begin either 22 or 28 June and end about 5 July. Point-point map covering most of the northern Eastern Theater, corp level. Counters must be cut apart (and optionally mounted) prior to play. Also includes a Wissembourg 1870 scenario with counters for the game in VV#5. '96

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.

Chancellorsville & Plevna #218	62402	Decision Games S&T Games	\$17.50	New	n	OoP	3	
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-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1m/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 int 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.								
Chattanooga, Death Knell of Confed. #43	22287	XTR: Command Magazine	\$25.00	New	n	OoP	Err 3	
Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight.								
Last Round Top #20	12789	WWV Wargamer Magazine	\$25.00	New	n	OoP	Err 2	
Last copy. ■ Mag & Game. 3 scenario, grand tactical level gm of Hood's assault on the Devil's Den & Little Round Top, 2 July 1863, one of the key missed opportunities of Gettysburg. 130 counters, 80yd/hex, 10min/turn. Martin & Milman'82 / ARTICLES ON: Cry Havoc review; Raider review; Warsaw Pact review; 1941 review; News of SPI sale & demise; Images of an Uncivil [American] War; Battle of the Bulge '81 Revisited; Ironbottom Sound play thru; errata for Drive on Damascus #15, Birth of a Nation #18, Sturm Nach Osten #19; Brief Reviews of: Trenchfoot, Southern Flank, Dark Passage, Wings 1st, Axis & Allies 1st, Fall of South Vietnam, Valley of the Four Winds, Norway 1940.								
Longstreet Attacks, Gettysburg, 2d Day	148325	Revolution Games	\$45.00	New	BC	OoP	3	
Boxed version. ■ Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18								
Road to Vicksburg #103	131201	TSR S&T Games	\$22.00	Mint	n	OoP	4	
Cherry. ■ Mag & Game. Decisive btl of Champion Hill, May 1863, that decided the Vicksburg campaign and gave the Union control of the Mississippi River. Uses the Blue & Gray game system. Rgt/brig level, 100 counters, 300m/hex, 45min/turn, 125-300men/strength point. R.Land'85. / ARTICLES ON: POWs in the US; Roman Emperor as Warrior; Ukraine Insurgent Army 1942-9; Future of the Carrier; Vicksburg Campaign, Grant's Masterpiece; Battle at Champion Hill; 10 Year Retrospective on Napoleon's Last Battles Quad; Unexpected War in the Falklands; New Mortain & Falaise Pocket scenarios for TSR Cobra 2nd, plus OoB variants & ERRATA; Berg's Reviews of: VG Cold War, Thunder at Luetzen #99, MB Conquest of the Empire, AH B-17 2nd; Choosing a Wargame Topic; Cromwell's Victory after-action report, plus variants & ERRATA.								
Salem Church, East of Chancellorsville	145418	Decision Games	\$8.50	New	Fo		3	
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								
Vicksburg, Assault on Stockade Redan#328	148363	Decision Games S&T Games	\$37.50	New	n		3	
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.								
Wahoo!	91159	XTR Games	\$15.00	Mint	zl	OoP	4	
w/ 1 errata counter. ■ Alternative history game: the Confederates wins big at Gettysburg, largely destroying or scattering the Union Army, then drives on the largely undefended US capital of Washington for a final victory less than a week after Gettysburg. 300 counters, map of Washington, 400yd/hex, 45min/turn. R.Markham'92								
AMERICAN CIVIL WAR: Campaigns of 1864-5			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
1864, Year of Decision	55423	Omega Games	\$20.00	Mint	BC	OoP	6	
~45 counters loose from tree in strips. Otherwise mint & very clean. ■ First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in an outline/bullet point format. Combat resolved based on troop quality, commander abilities, supply & morale, fortifications & weather. D.Alexander'01								
Atlanta Campaign: Bald Hill & EzraC #170	130986	Decision Games S&T Games	\$29.00	Mint	n	OoP	3	
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 Btls of Am Civ War series (Blue & Grey 2nd) to covers the two btl 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.								
Atlanta Campaign: Peachtree & Jones #169	130987	Decision Games S&T Games	\$32.00	Mint	n	OoP	3	
Cherry. ■ Mag & Game. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl 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.								
Atlanta Campaign: Peachtree & Jones #169	33440	Decision Games S&T Games	\$30.00	New	n	OoP	3	
Last new copy. ■ Mag & Game. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl 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.								
Atlanta Campaign: Peachtree & Jones #169	97658	Decision Games S&T Games	\$27.00	Mint	n	OoP	3	
Cherry. ■ Mag & Game. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl 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.								
Atlanta is OURS!	148915	Multi-Man Publishing,	\$119.00	New	BC		4	
Tenth game in the Great Battles of the American Civil War (GCACW) game series. Uses an updated version of the series rules that will be the standard for future reprints. Game focuses on the campaign for Atlanta during the spring & summer of 1864. Includes about 19 scenarios covering single day battles to months-long campaigns, 2 maps, 3 countersheets, 1 day/turn. Can be linked to maps from Battle Above the Clouds. Ed Beach, Mike Belles, Chris Withers'18								
Here Come the Rebels!: Rebel Whitehouse	140782	Multi-Man SKIRMISHER Mag	\$12.50	Excell	n	OoP	4	
Clean, and all components are original & included. ■ Rebels in the Whitehouse variant kit as published in Skirmisher mag, including counters, 2 small maps & off-map Move Chart plus 21pgs of rules. Includes 3 scenarios, and campaign, for Early's 1864 campaign in the Shenandoah Valley and onto to threaten Washington DC.								
Hood Strikes North	148464	Multi-Man Publishing,	\$80.00	New	BC		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.

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

New game in the Great Campaigns of the American Civil War (GCACW) game series. Covers the attempt by the Confederates under Hood to capture Nashville in Nov 1864. While initially successful, they were crushed by the Union counter offensive the next month. Includes 8 scenarios & a campaign game. 1 maps, 2 countersheets. Joe Balkoski, Chris Withers, Ed Beach'21

Horse Soldiers, Forrest at Bay #119 131003 WWW Strategy & Tactics \$34.00 Mint n OoP 2
 Cherry. Includes both Tupelo AND Brice's Crossroad games. Last copy. ■ Mag & 2 Games: Tupelo AND Brice's Crossroad. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great Btts of the Am Civil War system. 300 counters total, btl/n/rgt level, 115 or 160yd/hex, 1hr/turn. R.Berg'88 / ARTICLES ON: Armies with the highest proportion outside their borders; German Army Personnel Policies; Caesar's Legions; Third World Ballistic Missiles; Forrest at Bay, Summer 1864.

Pleasant Hill, Battle of... #106 131198 TSR S&T Games \$24.00 Mint n OoP 2
 Cherry. Last copy. ■ Mag & Game. Volume 7 in the Grt Battles of the Am Civil War series. Taylor's Confederate forces attack Bank's prepared position in Louisiana, Apr'64, forestalling further Union threats to Texas. 200 counters, 20min/turn, 120yd/hex, 100men/strength pt, regt level. Martin & Millman'86 / ARTICLES ON: Battle of Mazikert, Armenia, 1071; Red River Campaign of 1864; Military Wargame Exercises; Berg's review of: AH Russian Front, 3W Rise of the House of Sa'ud, MOORE Operation Thunderclap, TSR Julius Caesar; Additional Southern Campaign scenario for 13 Colonies in Revolt #104; Command & Design, a Perspective (K Zucker).

AMERICAN CIVIL WAR: Various Battles 1861-65 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Campaigns in the Valley #123 24106 WWW Strategy & Tactics \$18.00 New n OoP 4
 Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.

Campaigns in the Valley #123 88963 WWW Strategy & Tactics \$16.00 Mint n OoP 4
 Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.

Campaigns in the Valley #123 97477 WWW Strategy & Tactics \$16.00 Mint n OoP 4
 Cherry. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.

Civil War Classics: Pea Ridge & Shiloh 975 Fresno Gaming Association \$22.00 Mint BC OoP 4
 Cherry. ■ Graphic upgrade & minor redesign of 2 of SPI's better Blue & Gray quad Civil War games. Demi-brig scale. M.Crane, T.Shrum, R.Whitney'91

Kernstown, 1st & 2nd Btl of Kernstown 148324 Revolution Games \$49.00 New BC 3
 Boxed version. Game of the two battles of Kernstown, Virginia, March 1862 & July 1864. At the first battle, Stonewall Jackson attacks what turned out to be a superior Union force under Kimball. Tho the Confederates ran out of ammo and surrendered the field, it proved to be a strategic victory as the Union lost the opportunity to pursue and destroy Stonewall's forces. At the second battle, Union forces under Crook attacked what they thought were skirmishers & a small amount of cavalry. But Early & Breckinridge's forces were present & routed the Union forces who escaped capture only due to the failure of Confed cavalry to block retreat routs. Regt scale, with a chit-activation system. Fourth in the Blind Swords game system. 352 counters, 1 map. '19

Kernstown, 1st & 2nd Btl of Kernstown ZL 148736 Revolution Games \$31.49 New zl OoP 3
 Packaged in a ziplock. Game of the two battles of Kernstown, Virginia, March 1862 & July 1864. At the first battle, Stonewall Jackson attacks what turned out to be a superior Union force under Kimball. Tho the Confederates ran out of ammo and surrendered the field, it proved to be a strategic victory as the Union lost the opportunity to pursue and destroy Stonewall's forces. At the second battle, Union forces under Crook attacked what they thought were skirmishers & a small amount of cavalry. But Early & Breckinridge's forces were present & routed the Union forces who escaped capture only due to the failure of Confed cavalry to block retreat routs. Regt scale, with a chit-activation system. Fourth in the Blind Swords game system. 2 countersheets. '19

Little Round Top, Attack at Gettysburg 148805 Decision Games \$9.00 New Fo 3
 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 reinforcements 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 148793 Decision Games \$12.00 New Fo OoP 4
 Last copy. ■ 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

Custer's Luck #45 13875 WWW Wargamer Magazine \$27.00 New n OoP 4
 Last copy. ■ Mag & game. Operational level game of the US 7th Cav's Little Big Horn campaign against the Sioux & Cheyenne, 1876. Game begins after the defeat of Crook at Rosebud, leaving Terry, Gibbon & Custer on the field. 4 scenarios including an historical battle scenario & historical campaign, & two what-ifs. 10mi/hex, 2day/turn. 100 counters. W.Close'85 / ARTICLES ON: major ERRATA for MacArthur & End Iron Dream; the War for the American Plains; World In Flames 1st overview & strategy & designer's notes, plus official ERRATA as of Aug '85; review of AH Russian Front; review of COA La Bataille d'Auerstadt 2nd, with comparison to 1st ed; brief reviews of TSR RPGs, PANVER Trial of Strength.

I Will Fight No More Forever #82 121666 Compass Games PAPER WARS \$32.50 New n OoP 6
 Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana & toward Canada & safety, in 1877. The US army attempts to coral & capture the tribe. Upgraded, colorized & expanded, now with a strategic map & 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New & upcoming Compass games; reviews of Commands & Colors Napoleonic Spanish Army, Commands & Colors Tricorne, DECGMS Battle of Lepanto #272, Blitz!, These Brave Fellows #39, HFD Till Darkness Goes, MMP None But Heroes, Western Desert Force, the War Storm game series including La Bataille de France 1940 & Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpion.

Little Bighorn 3rd 147819 Legion Wargames \$54.74 New BC 2
 2016 3rd edition. ■ Revision of this award-winning game of the battle that ended Custer's career as an rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment of Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibbon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, a sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16

Plains Indian Wars 148945 GMT Games \$45.00 ** New DC ** 4 4
 1-4 player (best as simple 2 player) game of the cultural & military conflict between the surge of white settlers across what is now the central United States, consuming & taking Indian resources, while being defended by US cavalry. Can be played solitaire with dedicated rules. Easy to learn & relatively fast playing; fun fast & exciting. Offers the Indians the opportunity to unite earlier than they did historically. 1 mounted map, 60 cards, 190 colored cubes. John Poniske'22

Warpah #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, btln-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: Texas Revolution 1836 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Texas Glory 148315 Columbia Games \$54.00 New BC 4
 Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalglish, D.Mings, C.Willner'08

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

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 way 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. Covers 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 '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview 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											
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, btln/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: Wild, Wild American West											
Gunslinger: Critters Variant COPY		67114	AH Avalon Hill Game Co.	\$9.00			Mint	n	OoP		1
Includes 2 original inserts w/ tables & counters from General, plus B&W photocopy of 2 articles. ■ Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.											
19th CENTURY: Wars of British Empire - Zulu War 1876											
Last Stand at Isandhlwana #314		139889	Decision Games S&T Games	\$34.00			New	n	OoP		4
Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandhlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandhlwana, 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.											
Soldiers of the Queen #95		107482	TSR S&T Games	\$28.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. 2 gms: btlis of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules.											
Soldiers of the Queen #95		131209	TSR S&T Games	\$34.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. 2 gms: btlis of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules.											
Zulu, Isandhlwana		3952	Bearhug Publications	\$25.00			Mint	zl	OoP		2
Part of 4 gm series. Modestly complex game of a meeting engagement, Jan 1879, that was Britain's worst colonial defeat as the Zulu army surrounds and annihilates the British base camp and supply column. D. Shirley'79											
Zulu, Ulundi		3951	Bearhug Publications	\$25.00			Mint	zl	OoP		2
Part of 4 gm series. Sml gm of the final defeat of the Zulu kingdom & the fall of its capitol, July 1879. D. Shirley, J.Lewis'79											
19th CENTURY: Wars of British Empire - Central Asia											
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 Ventral 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 doomed 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.											
Great Game, Rival Empires in CentralAsia		147251	Legion Wargames	\$47.00			New	BC			6
2-player (or solitaire), card-driven game of rivalry between the Russian & British empires in central Asia between 1837 - 1886. Perceived threats by both nations prompted both to weave a complex network of intrigue & betrayal, colonial conquest & proxy wars that spanned a half century. Point-point map covering all of central Asia (Persia to Tibet to lower Russia). It is a chess game for the two imperial powers with repercussions still echoing today. 1 decade/turn, strategic scal, 196 counters, 54 cards. John Gorkowski'18											
Indian Mutiny, Sepoy Rebellion 1857 #121		117327	WWW Strategy & Tactics	\$15.00			Mint	n	OoP		6
Cherry. ■ Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribed Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherlands, WW2.											
Indian Mutiny, Sepoy Rebellion 1857 #121		131001	WWW Strategy & Tactics	\$15.00			Mint	n	OoP		6
Cherry. ■ Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribed Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherlands, WW2.											
Khyber Rifles #34		85123	WWW Wargamer Magazine	\$14.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. 7 scenario game tactical combat focused on British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. Includes 100 counters, 2 geomorphic boards E.Furey'84 / ARTICLES ON: Afghanistan, Britain's imperial migraine; discussion of the start of wargaming, design & graphics in 1984; review of WEG's South Mtn with example of play; brief reviews of Overwatch Mini Rules, VG's 1809; Moscow '41; Ace of Aces variant.											
Sepoy Mutiny, 1857-8 #320		146296	Decision Games S&T Games	\$34.00			New	n	OoP		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; Miscout in the Gulf of Bomba, 1940.											
Sun Never Sets, Brit.Colonial Wars #274		101128	Decision Games S&T Games	\$49.00			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 campaigns 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											
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, btln/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campagins, 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											

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	Conditn	Type	Print? Incl ? Scale Plyrs
				Flag				
Triple Alliance War #245		81303	Decision Games S&T Games	\$17.50		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; Art 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								
Blood & Iron #21		16767	XTR: Command Magazine	\$18.00		New	n	OoP 4
Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangel'93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelina, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915- Apr 1916.								
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								
1870, L'Aigle Fourdroye #38		111680	VAE VICTUS Magazine	\$14.00		New	n	OoP 4
Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01								
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), Ottomans (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.								
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	\$34.00		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; ERRATA for Case Green #152.								
19th CENTURY: Crimean War 1854-5 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Alma, Battle of the...		103305	Worldwide Wargamer (3W)	\$15.00		V.Good	HC	OoP 3
Missing 1 unit, otherwise complete; ID & color copy of countersheet included. 40% punched. ■ Grand tactical game of the first battle of the Crimean War, Sept 1854. Uses interactive system so players continually involved. Emphasizes Command & Control, formation, cavalry charges & weapon types. 2 smaller scenarios & grand battle scenario. R.Markham'94								
Crimean War #193		32175	Decision Games S&T Games	\$49.00		New	n	OoP 4
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 Balaclava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balaclava; 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.								
Crimean War Battles #201		59122	Decision Games S&T Games	\$25.00		New	n	OoP 3
Mag & Game. Includes errata counters for Vietnam BtIs (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.								
19th CENTURY: Various Lesser Wars & Battles M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Banana Wars, Caribbeaan 1898-1935 #322		148813	Decision Games S&T Games	\$39.00		New	n	OoP 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 multination 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.								
Italian-Ottoman War 1911-12 #325		145841	Decision Games S&T Games	\$35.00		New	n	OoP 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, btlm/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.								
La Guerra de Africa 1859-60 #28		128085	Alea Magazine (Ludopress)	\$14.00		< New	n	OoP 3
Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherws new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btlm/regt level. All magazine & game rules in Spanish. '03								
Manoeuvre: Distant Lands Kit		148134	GMT Games	\$15.00		New	zl	OoP 3
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17								
19th CENTURY: Naval Campaigns & Battles M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Fire When Ready		142580	Metagaming	\$10.99		New	n	OoP 1
Last copy. ■ No box. Naval combat around the turn of the century. 6 historical & hypothetical scenarios: Brits v French, Dewey in Manila Harbor, Germans v Dewey, Chinese v Jap. @ Yalu 1894, US v Spain @ Santiago 1898, Tsushima 1904. M.Barhart'82								
WORLD WAR I, 1912 -- 1920 (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST								
WW-1: Strategic Level, All Fronts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Versailles 1919		148562	GMT Games	\$48.76 **		New	DC **	A 4
1-4 player game of the big 4 Entente leaders deciding upon the future of the world in the aftermath of World War I. Each has national goals, and must field the growing nationalism around the globe. Uses a card bidding system to determine your influence in settling issues in a way aligned to your goals while maintaining domestic supporters, all while facing regional crises. Once you gain control of one of the 53 issues, you have choices of what course to take, which influences the world even today. And the world reacts to the choices made with long-term consequences. 120 cards, mounted map, 1 countersheet. Includes solitaire rules module. Mark Herman, Geoff Engelstein'20								
War to End Wars		3076	Worldwide Wargamer (3W)	\$15.00		Mint	HC	OoP Err 6
Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85								
World War I #51		131191	SPI S&T Magazine Games	\$45.00		Mint	n	OoP 6

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
Cherry. Last copy. ■ Mag & game. Strategic level game of WWI thruout Europe using resource points as the essential representation of national resources & will. Effective, elegant design with but 100 counters & small map. RECOMMENDED. J.Dunnigan'75 / ARTICLES ON: Strategic Assessment of World War I; Designer Notes for WWI (game); Fast Carriers Weapon Systems Survey 1917-75.											
World War I 4th [Deluxe]		148360	Decision Games	\$52.00			New	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											
WW-1: Western & Italian Fronts			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm			P		
1918, Imperial Germany's Last Chance#223		66497	Decision Games S&T Games	\$17.50			New	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 same 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.											
1918/1919, Storm in the West 2nd		148544	GMT Games	\$22.05			New	BC			4
Update of 1918, Storm in the West previously published in Command Magazine, and its 1919 variant. Strategic-level game of the of 1918 on the Western Front during World War I, with a second scenario depicting what the war would have looked like had it continued into 1919. High solitaire suitability. 2-side map, 1.5 countersheets, 2weeks/turn, 8mi/hex, div/corp level. Ted Racier'20											
Clash of Empires, 1914 #58		12303	WWW Wargamer Magazine	\$17.50			New	n	OoP		6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.											
Decisive Victory 1918, Soissons		148729	Legion Wargames	\$42.50			New	BC			3
First of three intended games in the Decisive Victory series that together will cover all of the Second Battle of the Marne, July 1918. This game covers the period 18-23 July near Soissons, France. This was the first time the French army attacked with massed tanks or by surprise, and an American division under French command participated. Mechanics model WWI tactics that made it difficult to punch thru defensive lines and even harder to keep going without a supply chain; Zones of Control are rigid, and disengaging is problematic; combat is highly attritional, and disrupts unit cohesion. System emphasizes need for coordination of artillery support, command control & time to organize an attack. High solitaire suitability. Reg/div level, 1km/hex, 6hrs/turn, small map, 352 counters. Tim Gale'21											
First Blood, Second Marne 1918 #248		83139	Decision Games S&T Games	\$19.00			New	n	OoP		3
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen 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.											
Great Northern War #302		141848	Decision Games S&T Games	\$37.50			New	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. Event 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/hex. 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 XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.											
Hindenburg's War #288		106701	Decision Games S&T Games	\$38.00			New	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 November. 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; War 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.											
Kaiser's Battle #83		98798	SPI S&T Magazine Games	\$18.00			Mint	n	OoP		4
Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's Battle #83		101471	SPI S&T Magazine Games	\$25.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's Battle #83		131173	SPI S&T Magazine Games	\$24.00			Mint	n	OoP		4
Sml dog ear to corner of map, otherws cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's War, 1918-19 #261		91425	Decision Games S&T Games	\$22.50			New	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 Hadrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.											
La Fleur au Fusil 1914 # 68		111671	VAE VICTUS Magazine	\$14.00			New	n	OoP		3
Mag + Game. w/68pg mag. Grand tactical level, btl/nrgt, game of initial meeting engagements along the French & Belgian frontier, August 1914. The French Colonial Corp, the best in their army, assaults toward Neufchateau. 800m/hex, 2hr/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06											
Lost Battalion #217		65430	Decision Games S&T Games	\$49.00			New	n	OoP		4
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 lvl, 3days/turn, 1mi/hex. Solitaire version is a 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.											
Over the Top: Mons & the Marne 1914 #186		22763	Decision Games S&T Games	\$22.00			New	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, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.											
Red Poppies, Assault Artillery		146459	Compass Games	\$54.00			New	BC	OoP		3
Game using the Red Poppies series to depict the battle of La Maimaison, Oct 1917, in which the French used their tanks and a creeping artillery barrage to capture key objectives. 6 division attack along a 7.5mi-wide front after a six day barrage with 63 tanks in support. The end result was 50,000 German casualties & prisoners, versus 12,000 French casualties. Suitable for solitaire. 10min/turn, 200yd/hex, Section/Company level, 2 maps, 3 countersheets. John Gorkowski'20											
Reinforce the Right, W.Front 1914 #180		104334	Decision Games S&T Games	\$33.00			Mint	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 the 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.											
Rock of the Marne		147226	Multi-Man Publishing,	\$32.00			New	BC			4
Std Combat System game of the final German Offensive in July 1918, the Second Btl of the Marne. Name refers to the US 3rd Inf which held steadfast against the Germans. 12hrs/turn, 1.25mi/hex, div level, 280 counters. J.Best'08											
Schlieffen's War #319		139213	Decision Games S&T Games	\$34.99			New	n	OoP		4

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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. 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 main 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 counters. 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.										
To the Green Fields Beyond 2nd		145351	Excalibre Games	\$36.00		New	BC			4
Reprint of this RECOMMENDED game of the Nov 1917 Allied offensive using tanks that broke the German lines & the German counterattack that sent the allies reeling. 1250yd/hex, 24hrs/turn, 420 counters. One of best WW-I games ever. Awarded best 20th Century Game in '78. HIGHLY RECOMMENDED. '04										
WW-1: Eastern Front										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Galicja 1914 # 97		147041	Compass Games PAPER WARS	\$32.50		New	n			4
Mag & game. Game covers the opening battles on the Austro-Hungarian portion of the Eastern Front in 1914. Multiple concurrent offensives occur by both sides, with the Austro-Hungarians moving NW toward Lublin while the Russians launch a concentric attack on Lemberg. Simpler mechanics but deeper strategy. Victory based on number of attacks launched, and both capture & occupying enemy cities. 12km/hex, 2days/turn, 1 map, 1.5 countersheets, div level. Michael Resch'21 / ARTICLES ON: Galicja 1914; Reviews of CPS Coalition!; Preview of CPS Pontiac's War, 1763-66, Flanks of Gettysburg, Blue Water Navy II: the Pacific; New Scenario for Combat!; Designer's Analysis of CPS Fall of the Third Reich; Campaign Play-Thru of Fatal Alliances; Concentration in Warfare Demonstrated in Red Poppies Ypres game.										
Lodz 1914, Blitzkrieg in the East #29		12884	WWW Wargamer Magazine	\$12.00		New	n	OoP		4
Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.										
Operation Elope #211		72068	Decision Games S&T Games	\$14.00		New	n	OoP		4
Mag & game. Contents folded vertically at 2 places; no actual creases but slight folds evident on mag, map & countersheets. Others new. ■ Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01										
Operation Elope #211		57313	Decision Games S&T Games	\$17.50		New	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 to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01										
Tannenberg, East Prussia August 1914		140840	Decision Games	\$19.00		New	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 movement & 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										
When Eagles Fight #25		117277	XTR: Command Magazine	\$29.00		Mint	n	OoP		6
Last copy. ■ Mag & Game. w/errata counters for Back to Iraq (5). Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93 / ARTICLES ON: German Anticipation of a 1942 Soviet Winter Offensive; Gen. Sherman's Objection to Civilian Control of the Military; Trench Warfare in WWI & II; Stalingrad Pocket, Overall Numbers & Survivors; Send in the Drones; Gen. McNair & the Development of US Ground Forces in WWI; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWI; the Eastern Front in WWI, Militarily & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Sub Attack on a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era.										
WW-1: Russian Revolution 1917-22										
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Finnish Civil War, 1918 #84		122390	Compass Games PAPER WARS	\$32.00		New	n			4
Mag & game. Two parallel games of the Finnish civil war in early 1918 using same map & most counters. Simpler Brigade-Level game uses a smaller counterset & faster moving game. Company-Level (standard) game uses more counters & different charts. Set as Finland establishes itself as an independent nation, and Soviet & Finnish communist forces from within & outside Finland respond. Map covers the more populous southern area of Finland. Units ostensibly company-level, reflect the amorphous quality of units in the war, with some btln/regt level. Victory based on ratio of control of all towns shown on the map. Many factors including unit's strength in each combat determined by die rolls. B.Train'17 / ARTICLES ON: Reviews of OSG Last Success, DG Red Dragon Green Crescent #1, ATO Beyond Waterloo, GMT Sekigahara; VPG Last King of Scotland, REV Road to Cherin; Designer's Notes on CPS Lamps Are Going Out Event Cards; Finnish Civil War Designer's Notes; History of the Finnish Civil War of 1918; History of the Franco-Prussian War; Interview with Benjamin Richter about his game, Kido Butai.										
La Bataille Dorell, 1919 #75		132878	VAE VICTUS Magazine	\$16.00		New	n	OoP		4
Mag + Game. w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07										
Reichswehr & Freikorps, Europe 1920 #273		109250	Decision Games S&T Games	\$19.00		New	n	OoP		6
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										
Russian Civil War 2nd #267		136135	Decision Games S&T Games	\$50.00		New	n	OoP		6 M
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11										
WW-1: Russo-Polish War 1920										
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White Eagle Eastward #156		24172	Decision Games S&T Games	\$27.50		New	n	OoP		4
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.										
WW-1: Balkans & the Near Eastern Fronts										
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Allenby's Blitzkrieg, Palestine 1918 2nd		127696	Schutze Games	\$26.00		New	HC			4
Operational level game of the last & greatest cavalry offensive, in Sept. 1918 in Palestine. Covers the first 2 days of that offensive which exceeded the best of the German Panzers of WWII. Brig/div level, 4mi/hex, 8hrs/turn, small map, 176 double sided die cut counters, 4mi/hex, rgt/div level. P.Schutze'12										
Ataturk! Turkish War of Independence PARTS		128864	Khyber Pass Games	\$3.00		Mint	n	OoP		4
Map, only. ■										
Blood on the Tigris #176		33455	Decision Games S&T Games	\$14.00		New	n	OoP		6
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.										
Great War in the Near East #38		32562	XTR: Command Magazine	\$15.00		New	n	OoP		6

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 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording of Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgrim Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.										
Lawrence of Arabia #24		117301	WWW Wargamer Magazine	\$29.00		Mint	n	OoP		4
Last copy. ■ Mag & Game. Operational, btln/brig level, gm of the British offensive in Palestine from Jersalem to Damascus, Fall 1918, w/ Lawrence of Arabia leading Bedouin guerillas in the eastern desert. 4 scenarios. 240 counters. Colorful airbrushed map & a good game. R.Nord'83 / ARTICLES ON: strategy in Lawrence of Arabia; hobby news; review of VI Caesars; a variant for GDW's House Divided; errata for Siege of Peking #21; review of Combat; analysis of 1942 scenario of AH's Third Reich; survey of SL scenarios 81-90 by 3W; brief reviews of AH's Civilization, Fight for the Sky, Attack in the Ardennes, Seapower and the State, French Foreign Legion, Shootout at the Saloon, Borderlands, Illuminati, Falklands Wars.										
No Prisoners! Lawrence of Arabia #237		77087	Decision Games S&T Games	\$22.00		New	n	OoP		6
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contemtables (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.										
On to Baghdad, 1914-18 #331		147787	Decision Games S&T Games	\$36.00		New	n			4
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 on 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 1873 Trapdoor Springfield Rifle; Evolution of Stand Off Weapons; Gen Hunter Liggett in the Meuse-Argonne Offensive.										
Turkish Liberation, War of... #309		145836	Decision Games S&T Games	\$37.50		New	n	OoP		4
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.										
Twilight of the Ottomans #241		79561	Decision Games S&T Games	\$17.50		New	n	OoP		6
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 Caucases region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campagin 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' i 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 WWI; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.										
WW-1: African Front										
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Defiance, Battle for Cufra, 1931 PARTS		128866	Khyber Pass Games	\$3.00		Mint	n	OoP		4
Countersheet, only. ■										
Defiance, Battle for Cufra, 1931 PARTS		128865	Khyber Pass Games	\$3.00		Mint	n	OoP		4
Map, only. ■										
Jassin 1915 PARTS		128863	Khyber Pass Games	\$2.00		Mint	n	OoP		4
Map, only. ■										
Lawrence of Arabia, the Arab Revolt 1917		148803	Decision Games	\$11.00		New	Fo			4 1
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										
Lettow-Verbeck, East Africa 1914-18		148640	Decision Games	\$11.50		New	Fo	Going		4
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 Destiny game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15										
Sideshow, German East Africa 1914-8 #135		131016	WWW Strategy & Tactics	\$29.00		Mint	n	OoP		6
Cherry. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force-in-being in the face of massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btl level, 1mo/turn, 200 counters. R.Berg'90 / ARTICLES ON: Georgia & the Defense of Colonial America 1733-47; Abner Doublday, Hero & Myth; Assault at Odessa 1941; World War I in East Africa; Quality Factors at Arracourt 1944; Artillery & the 20th Century Wargame; Doing Right by Ancient Armies in Games.										
Togoland 1914 PARTS		128861	Khyber Pass Games	\$2.00		Mint	n	OoP		4
Map, only. ■										
Windhoek, Southwest Africa 1914-15 #313		134101	Decision Games S&T Games	\$22.00		New	n	OoP		4
Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portugeuse forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btln/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 Phyrrix Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I.										
WW-1: Battles & Tactical Land Combat on All Fronts										
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Lodz 1914, the First Blitzkrieg PARTS		111004	Moments in History	\$5.00		Mint	BC	OoP		4
BC box, only. Some label residue on end panel; otherwise very clean. ■										
Old Contemtable, Battle of Mons #228		70490	Decision Games S&T Games	\$17.50		New	n	OoP		4
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, btln/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.										
Over the Top! 2nd		132807	Decision Games	\$39.00		< New	HC	OoP		4
Very light, short, minor crease on box cover; purely cosmetic & not obvious. Others 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'0										
Over the Top: Lemberg & Verdun #198		134295	Decision Games S&T Games	\$39.00		New	n	OoP		4
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 Lemburg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00										
Soldiers, Decision in the Trenches #280		121938	Decision Games S&T Games	\$23.00		New	n	OoP		2

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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. 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.													
WW-1: Air Combat & Campaigns M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
First Air Battle Over Britain #255	87828	Decision Games	S&T Games	\$20.00	New	n	OoP	6					
Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btl of Sand Creek & Franklin; the Colombian battalion in the Korean War.													
Red Baron #48	12595	WWW Wargamer Magazine		\$16.00	New	n	OoP	1					
Last new copy. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; reviv of PANTHER's Trial of Strength.													
WW-1: Naval Combat & Campaigns M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Coronel & the Falklands Islands	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 squadron. 98 counters, 1nm/hex. '18													
Great War at Sea, Jutland: Btl Analysis	139395	Avalanche Press, Ltd.		\$15.00	New	Bk	OoP	3					
Booklet examining naval actions in the North Sea during World War I, 1914-18, including several that preceded the battle of Jutland in 1916. Also reflects how GWAS Jutland reflect those actions, adding battle scenario points. Includes 26 new scenarios. '19													
Great War at Sea, v.9: Cruiser Warfare3d	145610	Avalanche Press, Ltd.		\$28.00	New	Bk	OoP	3					
3rd edition in booklet format. ■ Updated, stand-alone game using the deservedly popular GWaS system and covering the world-wide hunt for German cruiser-raiders early in WW1. W/2 maps & 280 counters. 2nd edition is a complete game (save dice), with new rules & scenarios, color play aids. 3rd edition published in a booklet without box. '20													
Great War at Sea: US Navy Plan RED 2nd	119450	Avalanche Press, Ltd.		\$39.00	New	BC	OoP	3					
Reprint in a larger box. Stand-alone game using the deservedly popular GWaS system and studying the hypothetical situation in which the US fleet fights the Brits in 1917 in 30 scenarios depicting actual war plans of the time. Here's your chance to invade Bermuda, shell Nova Scotia (why?) or bomb Virginia Beach. Includes 210 counters & a map of the NE seaboard of N.America. '13													
Jutland, Duel of the Dreadnoughts #8	96750	XTR: Command Magazine		\$27.00	Mint	n	OoP	2					
Unpunched. 1" tear repaired & several horizontal creases on mag back cover. 1" spine tear repaired. ■ Mag & Game. w/ variant/errata counters for Nato Nukes Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10) TTW 1st (29). Squadron-IV game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91 / ARTICLES ON: Sick Call in the Union Army; Skorzeny & the Mossad, Partners?; A Special Forces Soldier's Experience in El Salvador; Jutland, Clash of Dreadnoughts; D-Day 1994 Variant Scenario for Nato Nukes & Nazis, plus ERRATA; Variants for Operation Solace #5; Tomorrow the World 2nd Variant; Ukraine's Role in a Dying Soviet Union; Strategy for Jutland; ERRATA for Kadesh, Mississippi Banzai; I Remember...Pearl Harbor.													
Jutland, Duel of the Dreadnoughts #8	GmOnly 97575	XTR: Command Magazine		\$15.00	Mint	n	OoP	2					
GameOnly. All variant/ errata counters to other games removed. Rules & charts are photocopies. Maps neatly separated. Others unpunched, unplayed, complete. ■ GameOnly. w/ variant/errata counters for Nato Nukes & Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10), TTW 1st (29). Squadron-IV game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91													
WORLD WAR II, 1935 -- 1945 (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST													
WW-2: Global Scale M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Cataclysm: MOUNTED MAP w/ BOX	148474	GMT Games		\$30.00	New	DC		8					
Mounted map, plus a 3" doublecase box (to replace the original 2" bookcase box), for the base Cataclysm game. No other components included. '19													
World at War 3rd	148766	GMT Games		\$114.00 **	New	DC **		8					
2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18													
World In Flames 5th PARTS	6565	Australian Design Group		\$2.00	Excell	n	OoP	6					
CRT & Tables chart page, one only, 5th edition. ■													
World in Flames 7th: Divisions in Flames	133288	Australian Design Group		\$25.00	New	n	OoP	6					
Kit containg 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18													
World in Flames 7th: Territories in Fllms	133261	Australian Design Group		\$15.00	New	n	OoP	6					
Kit containg 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18													
WW-2: Strategic European Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Empires of Apocalypse: Morsecode 2nd	132868	Udo Grebe Game Design Co.		\$32.00	Mint	DC	OoP Err	4					
Includes both 1st & 2nd ed rules booklets. Scenario boolekt has 2 sml tears on cover page, repaired. Corners of outer sleeve abraded. ■ 2nd ed rulebook included w/ a lower price. First of a planned series of mating Op-Strategic Ivl WW2 games. This one covers the Western Fronts including France, England & Italy thruout WW2 at corp level with single, colorful but stylized map. Monthly turns, 25mi/hex. 7 theatre scenarios plus the grand campaign. U.Grebe'99													
Germany, Battle for... Deluxe 4th	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													
Krieg! World War II in Europe 1st	120050	Decision Games		\$20.00	Mint	BC	OoP Err	6					
Includes 20 errata counters but not errata text. ■ 2-3 player, strat Ivl, 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 Ivl. S.Kosakowski'96													
Krieg! World War II in Europe 1st	16116	Decision Games		\$18.00	Mint	BC	OoP	6					
1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 2-3 player, strat Ivl, 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 Ivl. S.Kosakowski'96													
WW-2: Strategic Pacific Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Centrifugal Offensive # 75	144763	Decision Gms	World at War	\$49.00	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; Hitler's 1942 Plans; Italian Air Raid on Bahrain, 1940; Hitler's Flakpanzers.													
China Incident #37	45314	WWW Wargamer Magazine		\$20.00	New	n	OoP	6					
Mag & Game. Div/corp/army Ivl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventurses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.													
China, Battle for... 4th #259	90431	Decision Games	S&T Games	\$35.00	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

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 btl of 1st Indochina War, 1954; & of course many ads.

Greater East Asia War # 6 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.

Pacific Victory 2nd 148321 **Columbia Games** \$75.00 New BC 6
2018 2nd edition. ■ 2nd printing. Strategic level, block-system game of the war in the Pacific during WW2. Uses an evolution of the Victory system with its lush graphics. Includes 3 discrete campaign starting points (1941,2 & 3). Allows what-if strategies such as the invasions of India or Australia. Includes 1 very nice map of the Pacific from the US west coast to India and 100 block counters. Army lvl, 600mi/hex, 3mo/turn. '18

Pacific War, Struggle Against Japan 2nd 148942 **GMT Games** \$85.00 ** New HB ** 6
MUST SHIP UPS DUE TO SIZE & WGT; SHIPPING WILL BE QUOTED. Major update of this complex game, but perhaps THE best game on Pacific theater of WWII. Includes 2 mounted maps covering the entire Pacific, 2340 counters, 27 scenarios of varying complexity & scope, from battles to campaigns to the entire war, a streamlined logistics system, & fully integrated air ground & naval operations. Land units vary from btltn to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). Highly recommended. Mark Herman'22

When Tigers Fight #26 30086 **XTR: Command Magazine** \$17.00 New n OoP 6
Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.

WW-2: Pre-War Maneuvers (Czech, Austria, etc) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

1936, What If? the Rhineland Crisis # 4 130629 **One Small Step COUNTERFAC** \$16.00 New n OoP 4
Last copy. ■ Mag & Game. Game of the situation in 1936 as Hitler announces the remilitarization of the Rhineland area bordering France. What if the French had intervened at that juncture? Game posits that Germany would fall into civil war, that the Soviets would use the opportunity to invade, and so the French must fight their way to Berlin to install the government of their choosing. 88 counters, 1wk/turn, 40mi/hex. Ty Bombo'17 / ARTICLES ON: The Rhineland Crisis of 1936; What Would Machiavelli Tell the Ukrainians?; Britain, China and Japan's New Aircraft Carriers; Russia's Next-Gen Super-Tank Armada; Terrorism as a Strategy; Accidental Superpower Book Review; SitRep: Russia's New APC, China has won the Battle of the Nine-Dash Line, US Camouflage Uniforms, Lockheed-Martin SR-72, Boeing X-51A Waverider, Growing Israel Dolphi-2 Sub Flotilla, US Army Cheeta Robot, Growing role of Special Forces Around the World.

Czechoslovakia 1938 #24 GmOnly 48929 **XTR: Command Magazine** \$15.00 New n OoP 4
GameOnly. What if Germany invaded Czech. in 1938? Good Game.

Great Pacific War, Plan Orange #70 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 as 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.

WW-2: Winter & Continuation Wars in Finland M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Finnish Front, 1941-42 # 5 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.

WW-2: Spanish Civil War at all levels M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Arriba Espana! 4th # 8 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. A 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 tank 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.

Guadalajara 138109 **Multi-Man Publishing,** \$21.00 < New BC 3
Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btltn level, 280 counters, 1 map. E.Sassot'06

Guadalajara 1937, Entre dos Banderas# 14 93458 **Alea Magazine (Ludopress)** \$14.00 New n OoP 4
Mag + Game. w/64pg mag. Operational level game of the pivotal battle in the Spanish Civil War for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btltn level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com.

Guadalajara 1937, Entre dos Banderas# 14 GmOnly 128091 **Alea Magazine (Ludopress)** \$7.50 New n OoP 4
GameOnly. Game only. Spanish-produced, Spanish-language historical wargame included. Operational level game of the pivotal battle in the Spanish Civil War, the battle for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btltn level. Content in Spanish; English rules translation included & also avail via download.

Spanish Civil War 1936-39, 2nd 22695 **Jagdpanther** \$20.00 Mint zl OoP Err 4
Paper counters uncut. Each map panel numbered in ink on margin; back of one map has game's name scrawled across it; edges of all maps sections & 2 paper counters sheets have minor liquid stains on margin, extending into a single counter. Unpunched. ■ Simple, strategic level game of the entire Spanish Civil War, 1936-9, using basic mechanics at more-or-less a div level. Later revised as Battleline's Viva Espana. A.Eldridge'75

Spanish Civil War Battles, v1 #213 58657 **Decision Games S&T Games** \$27.00 New n OoP 4
Mag & Game. First of an intended series of operational, btltn/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, btltn/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.

Spanish Civil War Battles, v2 #219 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, btltn/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 Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.

Spanish Civil War, Belchite & Teruel #62 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 Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.

WW-2: Poland 1939 at all levels M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

First to Fight, 2nd SE [White Box] 140120 **Games Research & Design** \$39.00 New FB OoP 4
'Special Edition' packaged in a generic white box: includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FtF; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvl gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Stell'98

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
Poland Defiant, German Invasion 1939 2nd Updated from earlier Crown Games version. Covers the first 10 days of the German invasion of Poland, Sept 1939, as the Polish armies met the Germans in the open terrain of Poland allowing superior German mobility & firepower to do its work. The Germans have a rapid schedule, while the Poles must hold its key cities, so the game is balanced. Uses the chit activation system used in Konigsberg. 1day/turn, 280 counters, brig/div level. Stefan Ekstrom'19		148739	Revolution Games	\$35.00			New	zl			4
WW-2: Campaigns & Battles - Eastern Front											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
1940, What IF Germany Went East? #12 Vertical wrinkle down the front cover; otherwise 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; Rearming 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		116636	Decision Gms World at War	\$33.00			< New	n	OoP		4
1940, What IF Germany Went East? #12 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; Rearming 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		92610	Decision Gms World at War	\$35.00			New	n	OoP		4
Absolute War! Russian Front 1941-5 Smaller, faster playing game of the entire War in the East during World War II, 1941-45. Streamlined game system with victory conditions based on capture of 10 objective hexes. Each side has its own 55 Event Deck used to generate special events & abilities & to resolve combat. Also models how the German army decayed & the Soviets improved during the war. 5 1-year scenarios plus the campaign game. Mounted map, 2 countersheets, 110 cards. High solitaire suitability. Carl Paradis'21		148743	GMT Games	\$42.00 **			New	BC **			6
Across the Narva, Estonia Feb 1944 2nd Game of the Soviet assault on the Estonia area of German-occupied USSR early in 1944, a continuation of the Leningrad-Novogorod Offensive of Jan 1944. The Soviets sought air and naval bases for later attacks on both Finland and East Prussia. The Germans offered a stout defense of the Narva Isthmus; while the Soviets established many brigeheads, they failed to expand them before the Germans eliminated them north of Narva, stabilizing the front until the summer. Covers the three-month campaign in 1 week turns using a chit activation system. Uses same system as earlier Konigsberg game. Game previously published by 3 Crown Ent. 300 counters, 1wk/turn, btn/rgt level. Stefan Ekstrom '19		148684	Revolution Games	\$34.99			New	zl			4
Autumn for Barbarossa Deluxe [2nd] Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stabilized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play & good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21		148041	Multi-Man Publishing,	\$30.00			New	zl			4
Barbarossa, Army Group Center 1941 2nd 2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon & AGS) using an excellent, detailed system by a yeoman designer. Division level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. Rules have been completely rewritten, and OoB updated. RECOMMENDED for E.Front fiends. 2days/turn, 5mi/hex, Regt/Div level. Vance von Borries'22		148934	GMT Games	\$62.00 **			New	DC **			4
Black Wednesday Large game of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95		123365	Gamers (% MMP)	\$32.00			New	BC	OoP		3
Black Wednesday: ERRATA COUNTERS (2) 2 errata counters from Gamers' 1995 REPL & VARIANT countersheet. No rules.		128900	Gamers (% MMP)	\$1.00			Mint	n	OoP		3
Blitzkrieg '41 #1 ERRATA COUNTERS Stripped. ■ 2 errata counters & 11 addtl supply counters from issue #4. No rules.		128877	XTR: Command Magazine	\$5.00			Mint	n	OoP		4
Blitzkrieg '41, Barbarossa Campaign # 1 Cherry. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: the Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.		97420	XTR: Command Magazine	\$25.00			Mint	n	OoP		6
Blitzkrieg in the South Army Grp S's 1941 campaign, Jun-Aug. 3 scenarios & campaign. V.Von Borries'92		3933	Worldwide Wargamer (3W)	\$19.00			Excell	HC	OoP		4
Breakout, First Panzer Army #69 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 variables 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.		139216	Decision Gms World at War	\$37.50			New	n	OoP		4
Clash of Steel #31 Mag & Game. Corp/army-IV game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.		12336	WWW Wargamer Magazine	\$10.00			New	n	OoP		6
Counterattack in Ukraine, Dubno '41 # 31 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 largely impervious to most of the German's weapons lead to several days of mobile battles tho 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, btn/rgt 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's Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 19		102010	Decision Gms World at War	\$29.00			New	n	OoP		4
Death & Destruction#34 Rommel at Gazala components NOT included. 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.		102577	XTR: Command Magazine	\$35.00			Mint	n	OoP		4
Destruction of Army Group Center 3rd # 9 Mag & Game. Substantial redesign of this early SPI, multisenario 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 lv, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09		90930	Decision Gms World at War	\$22.00			New	n	OoP		4
Drive on Kursk, July 1943 #253		86305	Decision Games S&T Games	\$45.00			New	n	OoP		4

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. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 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 into 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.	80902	Decision Games S&T Games	\$22.00	New	n	OoP	4
Drive on Moscow #244							
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	144168	Decision Games	\$35.00	New	zl	OoP	4
Drive on Moscow 2nd							
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. Covers 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							
Duel in the North #48	116642	Decision Gms World at War	\$26.00	New	n	OoP	4
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 WWII: Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.							
Duel on the Steppe, Operation Star #285	130260	Decision Games S&T Games	\$32.00	New	n	OoP	4
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 area 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: Duel in 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.							
East Front II [3rd]	149016	Columbia Games	\$90.00	New	BC		6
Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasus, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06							
Escape Hell's Gate, Korsun Pocket #57	125241	Decision Gms World at War	\$21.00	New	n	OoP	4
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 Collaborationist 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.							
Forgotten Axis, Fight to the Finnish#199	43209	Decision Games S&T Games	\$24.00	New	n	OoP	4
Mag & Game. 2nd game in this btn 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.							
Forgotten Axis, Murmansk 1941 #194	34676	Decision Games S&T Games	\$39.00	New	n	OoP	4
Last copy. ■ Mag & Game. Btn-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 Devils 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 Lufwaffe 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.							
Forgotten Axis, Romanian Campaign #206	51562	Decision Games S&T Games	\$18.00	New	n	OoP	4
Mag & Game. 3rd game in the Forgotten Axis btn 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, btn/rgt 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.							
Fortress Berlin 2nd # 8	148850	Against the Odds Magazine	\$29.00	New	HP		4
Mag + Game. v2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. Includes what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitaire rules. Designed by a yeoman designer, J.Prados'09							
Guards Tank, Battle of Prochorovka #13	93340	Decision Gms World at War	\$49.00	New	n	OoP	3
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. Btn/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.							
Guderian's Blitzkrieg 1st: ERRATA VARIANT	128898	Gamers (% MMP)	\$2.00	Excell	n	OoP	4
1 errata counter from Gamers' 1992 REPL & VARIANT countersheet. No rules.							
Hungarian Nightmare, Budapest 1945 #31	148921	Against the Odds Magazine	\$28.00	New	HP		4
Mag & game. Game of the bitter battle for the Hungarian capital of Budapest, Dec'44-Feb'45, the 2nd bloodiest in history. The 79000 Germans & Hungarians have only a hodge podge of attack-capable units & logistical problems. But the Soviets have 177,000 - 2 fronts - & a tight timeline. Victory based on besting actual history. 420 counters, rgt level, 1-1/2 area move maps, 3days/turn. M.Stille'11 / ARTICLES ON: the emergency air resupply of Budapest, 1945, via glider; Soviet siege of Budapest 1945; WW2 urban sieges; TARLETON'S QUARTER! expansion rules; battle of Navarion, last btn in Age of Sail, 1827; US-China relations as a zero-sum game.							
Hungarian Rhapsody	148047	Multi-Man Publishing,	\$99.00 **	New	BC **		4
Game of the 1944 Soviet drive into Hungary (including the battle of Debrecen), and the German's desperate 1945 Konrad offensive to relieve the siege of Budapest and save 50,000 troops there. Soviet forces are powerful: 3 tank armies, 5 mech corps & 3 cavalry corps, but are operating at the limits of their logistical trail. German forces include 13 panzer divisions. Uses the OCS Operational Combat game series. Regt/Div level, 3.5days/turn, 5mi/hex. Includes 2 maps, 6 countersheets, 13 scenarios using 1 or 2 maps plus grand campaign. Stephane Acquaviva, Dean Essig'20							
Iron Dream, War in Russia 1941-2 #53	50756	XTR: Command Magazine	\$19.00	New	n	OoP	6
Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Ain Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camoflage in World War I; India-Pakistan Naval War of 1971.							
Kanev, Parachutes Across the Dnepr #115	100253	WWW Strategy & Tactics	\$28.00	Mint	n	OoP	4
Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.							
Kanev, Parachutes Across the Dnepr #115	97436	WWW Strategy & Tactics	\$29.00	Mint	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
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Kanev, Parachutes Across the Dnepr #115		130998	WWW Strategy & Tactics	\$28.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Kharkov Battles, Before+After Fall Blau		148344	Compass Games	\$54.00			New	BC			4
Game using the Fall Blau game system covering the 2nd & 3rd Battles of Kharkov, May 1943 & March 1943. Stand-alone game, but can mate with Fall Blau to offer a grand campaign. Div/corp level, with stacking of 3 units but only one large unit (& all smaller sized units) may attack from a hex. 4 scenarios, High solitaire suitability. 3days/turn, btl/brig/div/corp level, 6.5mi/hex, 2.5maps, 3 countersheets. Greg Blanchett'21											
Konigsberg, Soviet Attack on E Prussia2d		148737	Revolution Games	\$29.00			New	zl			4
Game of the Soviet offensive into East Prussia in January-Feb 1945. Two Soviet Fronts launch a two sided offensive while the Germans put up a very stout defense, actually pushing the Soviets back at first. Uses a chit activation system. 2days/turn, 280 counters, brig/div/corp level. Stefan Elkstrom'18											
Krim #6 PARTS		128870	XTR: Command Magazine	\$5.00			Mint	n	OoP		4
Countersheet, only. ■											
La Mious 1943 #85		100545	VAE VICTUS Magazine	\$14.00			New	n	OoP		3
Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09											
La Mious 1943 #85		116771	VAE VICTUS Magazine	\$17.50			Mint	n	OoP		3
Clean & unpunched. ■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09											
Leningrad 3rd		147853	Decision Games	\$19.00			New	HC			4
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 & colored 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											
Leningrad '41 #17		94953	Decision Gms World at War	\$18.00			New	n	OoP		4
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/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.											
Minsk, Battle of...1944 # 22		96466	Decision Gms World at War	\$28.00			New	n	OoP		4
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wehrmacht'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											
Molotov's War #172		24989	Decision Games S&T Games	\$24.00			New	n	OoP		4
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 Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.											
Moscow, Advance Army Group Center #317		141474	Decision Games S&T Games	\$36.00			New	n			4
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 Malplaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.											
Operation Typhoon # 65		137140	Decision Gms World at War	\$28.00			New	n			4 1
Mag & Game. Solitaire 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.											
Ostkrieg, WWII on the Eastern Front		142695	Compass Games	\$45.00			New	BC	OoP		6
Point-Point move, strategic level game of the war in the Soviet Union during World War II. Uses the Pacific Tide game system. Includes a solitaire game system. Combat & production are cardbased. 1yr/turn with multiple segments, army level, high solitaire suitability. Mitchell Ledford & Gregory Smith'20											
Panzer Battles, 11th Panzer on the Chir		147543	Multi-Man Publishing,	\$55.00			New	BC	OoP		3
Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btl level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17											
Panzers Last Stand		148267	Multi-Man Publishing,	\$125.00	**		New	DC	**		4
Large game using the Battalion Combat (BCS) system to cover the German's final series of offensives of World War II. Game covers the period of Jan-Mar 1945 as the Germans attempted to relieve Budapest thru a series of attacks (Konrad, Southwind and Spring Awakening) involving a third of Germany's remaining panzers. Units include the war's biggest & best tanks including the Tiger II, Brumbar, IS-2 & ISU-152, together with the many specialized & ad hoc forces involved in the defense of Budapest. Includes 10 scenarios (2 with 1 map, 7 with 2 maps), 4 maps, 1680 counters. Carl Fung'21											
Peaks of the Caucasus # 61		131559	Decision Gms World at War	\$26.00			New	n	OoP		4
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.											
Second Kharkov, Strike & Counterstrk #271		96128	Decision Games S&T Games	\$24.00			New	n	OoP		4
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, failed planning; Second Kharkov designers notes; Battle of Ichoro, the Paraguayan Thermopylae; battle of Arzuf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.											
Spring Awakening #73		142785	Decision Gms World at War	\$39.00			New	n			4

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	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. W/ 17 errata/variant counters for Peaks of the Caucasus #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 Lake 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 what-if additions. 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.										
Stalin Moves West #58		131565	Decision Gms World at War	\$37.50		New	n			4
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 untried 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; Juno 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.										
Stalingrad '42		148504	GMT Games	\$69.00		New	BC	OoP		4
Game of the Axis Fall Blau offensive across the breadth of southern Ukraine & the Caucasus Mountains, June-Dec 1942. 3 detailed & colorful maps, 3 countersheets, 5 scenarios, 4-7days/turn, 10mi/hex, Reg/Brig/Div level. Mark Simonitch'19										
Stalingrad Pocket, 1st: ERRATA CTRS(3)		128896	Gamers (% MMP)	\$1.00		Mint	n	OoP		4
3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.										
Stalingrad Pocket, 1st: VARIANT CTRS(15)		128895	Gamers (% MMP)	\$2.00		Mint	n	OoP		4
15 variant counters providing the units for the variant published in Operations Mag #6. From Gamers' 1992 REPL & VARIANT countersheet. No rules.										
Stalingrad, Battle of...		148853	ATO - Turning Point Simul	\$23.00		New	HP			4
First in an intended line of 20 games, each corresponding to a chapter in Joseph Mitchell's book, Twenty Decisive Battles of the World. This game is a corp/army level look at the 1942 campaign in southern USSR with the German Fall Blau offensive followed by the Soviet Uranus counteroffensive, with Stalingrad in the middle of things. Mounted but bland map covers the area from Kharkove to Astrakhan. Political influences on the campaigns are key. 280 counters. H.Gerber'12										
Strike & Counterstrike #53		139903	Decision Gms World at War	\$39.00		New	n	OoP		4 1
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 Germans 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.										
Struggle for Stalingrad #47		13949	WWW Wargamer Magazine	\$14.00		New	n	OoP		4
Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battleground, TSR's Monty's D-Day, WEG's Air Cav.										
Sunrise of Victory ERRATA COUNTERS #2		128878	XTR: Command Magazine	\$2.00		Excell	n	OoP		6
1 Errata counter published in Cmd #4.										
Sunrise of Victory, 1942-3 # 2 PARTS		128867	XTR: Command Magazine	\$7.00		Mint	n	OoP		6
Countersheet, only. ■										
Third Winter, Ukraine Sept '43-Apr '44		148423	Multi-Man Publishing,	\$150.00 **		New	DC **			4
Huge game using the Operation Combat game system (OCS) depicting the pivotal third winter in the USSR, Sept 1943 - Apr 1944, and the bulk of both Soviet & German mechanized forces. It included the battle for Kiev, von Manstein's fire brigade actions, Kirovograd, Korsun pocket, the escape of the 1st Panzer Army (Hube's pocket), Tamopol and battles in Romania. It ended only when both armies were exhausted. Large mapboard covers most of the Ukraine, SE Poland and E Romania. Begins with the German retreat to the Dnepr River in Sept. 1943. Soviet command structure modeled in an on or off status reflecting the binary nature of the offensives. 5mi/hex, 3.5days/turn, 3 campaign scenarios, 8 shorter scenarios, OCS v3 series rules, 5 maps, 2800 counters. '21										
Thunder in the East		144942	Victory Point Games	\$135.00 **		New	GB **	OoP		6
Strategic level game of the War in the East during World War II, 1941-44, designed by Frank Chadwick. Game represents a (huge) expansion of GDW's Battle for Moscow into a full-sized game covering most of the War in the East. Emphasis is on fun & playability. Includes 6 seasonal scenarios, plus a full campaign game. Corp/army level, 30mi/hex 1-2wks/turn. Likely a good game for beginners. Huge, 4-section map, 1050 counters, 84 cards, custom dice. First of an intended ETO series of games covering all of WWII in Europe. Frank Chadwick'19										
Tigers are Burning #118		98796	WWW Strategy & Tactics	\$26.00		Mint	n	OoP		6
Cherry. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.										
Tigers are Burning #118		131004	WWW Strategy & Tactics	\$29.00		Mint	n	OoP		6
Cherry. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.										
Troina '43		122973	Pacific Rim JustPlainWGms	\$12.50		New	n	OoP		4
Last copy. ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93										
Victory Roads, Bagratn to Fall of Berlin		148563	Hexasim Games	\$65.00		New	BC			4
Game of the last year of the War in the East, June 1944-May 1945. Begins with the Soviet Bagration Offensive which destroyed the German Army Group Center. Uses the Liberty Roads game system. Div/corp level, reflecting the different organization of the two armies. 4 scenarios covering Bagration, Bessarabia, Budapest & Vienna, Downfall of Germany, and the campaign game. 900 counters, 3 maps. N.Rident'15										
Warsaw Rising #107		11934	TSR S&T Games	\$39.00		New	n	OoP		2
Last copy. ■ Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-house fighting. 200 counters, btln/regt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Gleam of Bayonet.										
Watch on the Oder, January 1945 #82		148660	Decision Gms World at War	\$37.50		New	n			4
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/army 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 Concensus on the Battle of Midway in Literature.										
Winterstorm, Relief of Stalingrad'42 #36		133842	Decision Gms World at War	\$35.00		New	n	OoP		4
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.										
Zhukov's War #50		118931	Decision Gms World at War	\$49.00		New	n			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
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 three 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 Eneigneer & Amphibious vehicles; US 34th Nation Guard Div in WWII.											
WW-2: Campaigns & Battles - Western Front, 1939-40											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Counter-Attack, the Battle of Arras 1940	135960	Revolution Games	\$24.00	New	zl		4				
2-player, area-move game of the 21 May 1940 attack by British forces that gave the Germans their greatest fear of the French campaign as the offensive threatened to cut off the panzer divisions from the German infantry lagging behind. Includes one modest sized map, 1 countersheet, rgt/div level. Michael Rinella'19											
Dynamo, Dunkirk 1940 #53	98801	WWW Wargamer Magazine	\$18.00	Mint	n	OoP	4				
Cherry. Our last copy. ■ Mag & Game. Div lml German drive across northern France & Belgium to the French coast, May 1940, the middle phase of the invasion of France. The Germans seek to turn every new defensive line the Allies attempt to create, while the Allies need to stabilize the situation and maintain a supplied beachhead in Flanders or smash the thinly spread German panzers. Beautiful map of France & low countries, 6.5km/hex, 1day/turn, 200 counters. Special rules for blitzkrieg, airpower, sea evacuation. 2 scenarios. T.Bomba'86 / ARTICLES ON: Dynamo & the near miss of Allied responses to the German breakout in May 1940; reviews of PWG Duel for Kharkov, OMEGA Main Battle Area & TSR 13 Colonies in Revolt; strategy in China Incident; errat for War to End Wars, Rommel at Bay, GDW Op Market-Garden.											
EUROPA Magazine Map Pack 6-Map Set	145311	Games Research & Design	\$9.99	New	n	OoP	4				
Set of 6 8.5x11 color maps for the Europa game series, previously published only in direct subscriber copies of the mag. Includes maps of Iceland, Dakar, Azores, Canary Is, Cape Verde & Madagascar. No rules.											
Fight on the Beaches #40	12530	WWW Wargamer Magazine	\$16.00	New	n	OoP	4				
Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btlm/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambshhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.											
France & Flanders, War in...	3962	Command & General Staff	\$32.00	Mint	LZ	OoP	4				
Packaged in a large ziplock. Part of Crusade of Europe series. Operational-strategic level game of the France 1940 campaign. Map covers Spanish Border to Rome to Berlin, using offset squares rather than hexes. Includes the entire strategic situation on the western front, beginning in peace (and including Italian and Swiss involvement). War can be declared, invasions launched, new units produced. Fairly sophisticated design tho lacking in design notes. Goal is to have the most point based on timing of French surrender, army & air force losses. 1152 counters. Mark Dumdei'81											
France Fights On #39	134812	Decision Gms World at War	\$26.00	New	n	OoP	4				
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 sought to 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.											
Ghost Division #38	134350	Decision Gms World at War	\$32.00	New	n	OoP	4	1			
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/btlm 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 German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.											
No Retreat! Polish & French Fronts	146051	GMT Games	\$40.00	New	BC		4				
Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18											
Norway 1940 # 29	102013	Decision Gms World at War	\$44.00	New	n	OoP	4				
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 Airborne at Primosole Bridge.											
Norway 1940 [Noruega 1940]	128063	Trafalgar Editions	\$75.00 **	New	BC **		4				
Spanish-produced, English & Spanish language game of the German invasion of Norway in April 1940. Colorful, 2pc, A1 sized map, 580 counters. Point-point movement, including critical air & naval support for this campaign. Players must coordinate air, naval & land forces over the huge expanse of the Norwegian coast & interior, and the Germans must carefully plan to make supplies available. Rules available for review via download on publisher's website. '18											
Paratroop #77	116460	SPI S&T Magazine Games	\$29.00	Mint	n	OoP	Err	2			
Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.											
Sealion, German Invasion of England #52	137145	Decision Gms World at War	\$119.00	New	n	OoP	4				
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. 280 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.											
Sedan 1940, Decisive Btl for France #24	114099	Decision Gms World at War	\$35.00	New	n	OoP	4				
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. Btlm 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.											
WW-2: Campaigns & Battles - Western Front, 1941-45											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
1944, Second Front	113795	Worldwide Wargamer (3W)	\$26.00	Mint	BC	OoP	4				
No countertray. Others cherry. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.											
1944, Second Front	132644	Worldwide Wargamer (3W)	\$24.00	Mint	BC	OoP	4				
No countertray, others unpunched & complete. Sml amount of yellow highlighting on 2pgs of rules; 2 penciled annotations on table of contents on cover of rules. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.											
Aachen, First to Fall	142702	Decision Games	\$24.00	New	Fo	OoP	4				
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. Btlm/rgt lvl. '10											
Alsace 1944 # 59	108362	VAE VICTUS Magazine	\$14.00	New	n	OoP	4				
Last copy. ■ Mag + Game. w/68pg mag. Operational, btlm level game of the 1944 Alsace campaign between the 1st French Army and the Germans. 2km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04											
Anvil-Dragoon, Southwall 1944 #60	12893	WWW Wargamer Magazine	\$24.00	New	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. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.											
Ardennes 1944 # 48		100529	VAE VICTUS Magazine	\$15.00			New	n	OoP		4
Last copy. ■ Mag + Game. w/68pg mag. Operational, div level game of the Battle of the Bulge, 1944 using the Arnhem 1944 game system. 4.5km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '03											
ATS: Omaha West [2nd]		101748	Critical Hit	\$59.00			New	Fo	OoP		2
Last copy. ■ Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12											
Bastogne Solitaire #56		144751	Decision Gms World at War	\$39.00			New	n	OoP		3 1
Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btltn level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.											
Bodyguard-Overlord		10825	Spearhead Games	\$16.00			Mint	BC	OoP		8
Game of the Allied attempt to deceive the Germans as to D-Day timing & location, Jan-Dec'44. Simple game focused on use & manipulation of ULTRA intelligence, propaganda, & actual military maneuvers seeking a successful D-Day. J.Prados'94											
Bradley's D-Day, Campaign Study #3		147556	Against the Odds Magazine	\$35.00			New	HP			3
Campaign Study #3. Booklet & game focused on the American portion of the D-Day landings at Utah & Omaha Beaches during those touch-&-go first 2 days. Uses Monty's D-Day game system. Co/Btltn level, 800m/hex, 300 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11											
Breaking into Valhalla		68587	Schutze Games	\$14.00			New	n	OoP		4
Last copy. ■ Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. Btltn/rgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01											
Bulge, Battle for the Ardennes 3rd		148976	Decision Games	\$24.00			< New	HC			4
Concaved creases along 2 box cover edges, with sml seam tear at one corner. Otherws new & shrinkwrapped. ■ Update of SPI's simple, classic, division-level game of the Battle of the Bulge, 16 Dec 1944 - 2 Jan 1945. Now includes sudden victory & is further colorized from prior edition. Uses 100 counters, and is great for beginners & multiple games in an evening. James Dunnigan'21											
Bulge, Battle for the Ardennes 3rd		148810	Decision Games	\$23.00			< New	HC			4
Box cover pressed inward at on place 1/2" from side edge, creating a concaved 4" crease along a box edge. Otherws new & shrinkwrapped. ■ Update of SPI's simple, classic, division-level game of the Battle of the Bulge, 16 Dec 1944 - 2 Jan 1945. Now includes sudden victory & is further colorized from prior edition. Uses 100 counters, and is great for beginners & multiple games in an evening. James Dunnigan'21											
Bulge, Battle for the Ardennes 3rd		148809	Decision Games	\$24.00			< New	HC			4
Concaved crease next to box cover side edge. Otherws new & shrinkwrapped. ■ Update of SPI's simple, classic, division-level game of the Battle of the Bulge, 16 Dec 1944 - 2 Jan 1945. Now includes sudden victory & is further colorized from prior edition. Uses 100 counters, and is great for beginners & multiple games in an evening. James Dunnigan'21											
Bulge, Btl of the... [81] Update Cntrs		124382	Duerr (Steven)	\$4.00			Mint	n	OoP		4
Set of 11 neatly made, semi-pro counters reflecting unit value changes made in the 2nd edition of this game. Intended as an update kit for the 1st edition, per details in General 19/2.											
Bulge, the Battle of the Bulge 2nd # 3		140234	Decision Gms World at War	\$62.00			Mint	n	OoP		4
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)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.											
Celles, the Ardennes, 23-27 Dec 1944 2nd		148954	Revolution Games	\$19.00			New	zl			4
Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'17											
Cobra, the Normandy Campaign 3rd #251		85302	Decision Games S&T Games	\$45.00			New	n	OoP		4
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomons #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 6June-23Aug. 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 a 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 Thrus, 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.											
Dark Summer, Normandy 1944		148294	GMT Games	\$34.00			New	BC			4
Applies the Dark Valley game system to the western front at Normandy. Quick playing, with high replayability due to action chit mechanic used to sequence game play. Covers the complete D-Day campaign from invasion to breakout, 6 June to 21 Aug. Victory determined by capturing Cherbourg, exiting units to Brittany and Paris, and preventing flight of German units. Rgt/Brig level, 1wk/turn, 2.25mi/hex, 2 countersheets. Ted Racier'21											
Day of Days, Invasion of Normandy 1944		147534	Multi-Man Publishing,	\$90.00 **			New	DC **			3
Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach & develop a secure beachhead; Germans try to try throw them back into the sea. Using a playable system, this huge game includes all the action of those furious & chaotic days: para drops, ranger assaults, & more. Uses the Standard Combat System. Includes 4 maps, 8 countersheets, v1.7 series rules, 15 scenarios (many using only 1 or 2 maps). D.Essig'15											
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-game campaign. 400 counters, mounted map, btltn/rgt/brig level. '20											
Deadly Woods, the Battle of the Bulge		148741	Revolution Games	\$46.00			New	BC			4
Packaged in a bookcase box. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.											
Deadly Woods, the Battle of the Bulge ZL		148574	Revolution Games	\$38.00			New	zl			4

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
Packaged in a ziplock. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.											
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 Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers. Soviet's Captured German Tanks; Battle of Midway.											
Greatest Day, Battle for Normandy v.1		144251	Multi-Man Publishing,	\$180.00 **			New	GB **			4
First of a planned 3 game set to cover all of the Normandy landings. Large game using the Grand Tactical Game series (ala Devil's Cauldron & Where Eagles Dare) to cover the D-Day landings at Sword, Juno & Gold beaches. Includes 17 scenarios, 16 countersheets, 4 maps (3 dbl-sided) plus 8 map extensions. Big, did we say BIG?, and bulky. A.Starkweather'15											
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, Boninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Combat 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 Bolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.											
Hitler's Last Gamble ERRATA [6/90]		77323	Worldwide Wargamer (3W)	\$5.00			Excell	n	OoP	Err	4
6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90											
Last Hundred Yards, Airborne Over Europe		148752	GMT Games	\$35.00 **			New	BC **			2
Complete game extending this game series of tactical combat in Europe during World War II to include airborne troops & drops. System focuses on modeling small unit behavior in combat in a brisk system. This game includes missions from two Allied airborne campaigns: the initial drops in Normandy and later at Market Garden, both by the 82nd & 101st airborne. Platoon/Company level with individual guns & AFVs, 50yds/hex, 2-5min/turn, 6 dbl-sided geomorphic maps, 4.5 countersheets, 10 missions. Mike Denson'21											
Liberty Roads: Roundhammer 1943 Kit 2nd		144555	Hexasim Games	\$15.00			New	zl			4
Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.le Quellec'16											
Monty's D-Day #102		107213	TSR S&T Games	\$35.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Co/Btlm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.											
Monty's D-Day #102		131202	TSR S&T Games	\$35.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Co/Btlm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.											
Monty's D-Day #102	GmOnly	91168	TSR S&T Games	\$15.00			Mint	n	OoP		4
GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btlm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85											
Monty's Gamble, Market-Garden 2nd		148048	Multi-Man Publishing,	\$45.00			New	BC			3
Update of this game of battle for "Hell's Hiway" during Market Garden, from Einthoven to Arnhem, based on the Storm Over Arnhem game system. Btlm/rgt level, daily turns. Each turn brings tough choices to both sides. 2 countersheets. 1.5mi/inch, btlm/rgt/brig level. High solitaire suitability. 2nd ed is graphically updated, and includes a Fortress Holland 1940 variant with 100 counters (reprinted from Ops Special Mag #2). 469 counters, 1 map. M.Rinella'19											
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 Condor, Liberation of Spain 2d		3021	Worldwide Wargamer (3W)	\$19.00			Mint	HC	OoP	Err	4
Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Box cover edges worn, all corners repaired; 2/3" price tag removal mar, plus 2 sml mars, on cover. Otherws unpunched & unused. ■ Reprinted in boxed format. 2 scenario, div-level game of 1942-3 invasions of Spain, either by Germany to gain control of Gibraltar or by Allies to secure peninsula. 1wk/turn, 30km/hex. K.Broadhurst'78											
Operation Grenade #84		107462	SPI S&T Magazine Games	\$20.00			Mint	n	OoP		4
A few fingerprint mars on mag cover. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
Operation Grenade #84		91180	SPI S&T Magazine Games	\$20.00			Mint	n	OoP		4
Mag cover finger print marred. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
Operation Grenade #84		131172	SPI S&T Magazine Games	\$12.00			Mint	n	OoP		4
Mag cover v.mildly scuffed, otherws cherry. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
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. Otherws new & unused. ■ Mag & Game. Grand tactical, solitaire game of the disasterous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahajdeen; 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 level. 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; Battle of the Kiev Salient 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 3rd Army #78		107488	SPI S&T Magazine Games	\$23.00			Mint	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
Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.											
Patton's 3rd Army #78		123229	SPI S&T Magazine Games	\$30.00			Mint	n	OoP		4
Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.											
Patton's 3rd Army #78		140209	SPI S&T Magazine Games	\$19.00			Mint	n	OoP		4
Unpunched. Mag cover shows slight wear. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.											
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 tracks, 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 Skills & Cultural Awareness in the US Military.											
Patton's Third Army #43		114915	Decision Gms World at War	\$44.00			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 tracks, 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 Skills & Cultural Awareness in the US Military.											
Patton's Vanguard, Arracourt 1944		129425	Revolution Games	\$25.00			New	zl			3
Game of the battles surrounding Arracourt, France, in late summer 1944 as Patton's 4th Armored Div approached the German frontier. Played in 2 scenarios. In the first, 2 raw panzer brigades attacks the experienced & well-supported Americans. In the second, the 11th Panzer attacks Combat Command A & B. 176 counters. Publisher made a setup correction in black ink to all copies. Mike Rinella'17											
Piercing the Reich, Battle for Aachen		132867	Moments in History	\$29.00			Mint	BC	OoP		4
Includes cassette tape tutorial. Vertical crease on one end panel & minor ding at same box btm corner. Some box btm corner wear to all 4 corners. Slight yellowing to rules cover. Others very clean, unpunched, unused. ■ Operational, btn level game of the 5 week battle for Aachen, the first German city to fall, Sept-Oct 1944. Uses Triumphant Fox system & its focus on command control. 360 counters. Moderate complexity. D.Blenheim'95											
Race to the Meuse #26		12844	WWW Wargamer Magazine	\$17.50			New	n	OoP		4
Last new copy. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btn level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.											
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. The 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 Allied 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 Destruction 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 Pointe 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; Viking Raids; HMS Nancy in the War of 1812; Soviet Stormovik Tank Buster to Brawny Jet aircraft; UC-58 in Tagga Bay, Spy Sub 1917.											
Revanche! Btl of Dompaigne, Sept 1944		68581	Schutze Games	\$9.00			New	n	OoP		3
Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompaigne. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01											
Time for Trumpets, the Btl of the Bulge		148003	GMT Games	\$99.00 **			New	DC **			3
Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex/5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20											
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. Btn level, 4 maps, 2240 counters. J.Dunnigan,J.Youst'12											
Wave of Terror, Battle of the Bulge #41		22269	XTR: Command Magazine	\$25.00			New	n	OoP		4
Mag & Game. Large, simpler (in the XTR style), btn-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! And maps cover a larger territory than most, giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944; Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943.											
Wave of Terror, Battle of the Bulge #41		129712	XTR: Command Magazine	\$17.50			Mint	n	OoP		4
Unpunched. Rules have several diagonal creases. Last copy. ■ GameOnly. Large, simpler (in the XTR style), btn-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! Maps cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97											
West Wall #35		12365	WWW Wargamer Magazine	\$12.50			New	n	OoP		6
Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T.Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.											
WW-2: Campaigns & Battles - Mediterranean, Balkan & North African Fronts											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Afrika Orientale #128		130981	WWW Strategy & Tactics	\$25.00			Mint	n	OoP		4
Last copy. ■ Mag & Game. Rgt/Brig/div level, Europa system game of the Allied invasion of Italian East Africa (Somoliland, Sudan, Kenya), Dec'40-41. 32mi/hex, 2wks/turn, 200 counters. J.Brown'89 / ARTICLES ON: the End of Italian East Africa; the First Golden Era of Gaming (by Balkoski, Isby & Nofi; Rush to Glory errata.											
Afrikakorps, Decision in the Desert #11		91812	Decision Gms World at War	\$33.00			New	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
Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila 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; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.										
Anzio Beachhead 2nd [90] #134		131017	WWW Strategy & Tactics	\$34.00		Mint	n	OoP		4
Cherry. Last copy. ■ Mag & Game. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90										
Avalanche, the Invasion of Italy		10819	Avalanche Press, Ltd.	\$25.00		Mint	HC	OoP		3
Mod complex, op lvl gm of the land btl for Leyte, Oct'44-45. Allied expectation of a cakewalk proved wrong as Jap. defended Leyte in strength, w/ largest paradrop in Pacific. 720 counters. B.Knipple'94										
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
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 & Croation forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resources 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.										
Brazen Chariots, Battles for Tobruk 1941		148042	Multi-Man Publishing,	\$68.00		New	BC			4
Third game in the Battalion Combat (BCS) series. Covers the battles around and for Tobruk as well as further east in Libya in 1941, including the Brevity, Battleaxe, Skorpion & Crusader offensives. Offers a good introduction to the system due to the wide-open terrain, small numbers of formations in use, and many short scenarios. Includes 3 maps, 1120 counters, 12 scenarios (using 1-3 maps). Jim Daniels'19										
Crusader, Battle for Tobruk		139172	Decision Games	\$18.00		New	Fo	OoP		3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btl/rgt/brig level. '10										
Decision at Kasserine Designer [3rd] Ed		142329	Compass Games	\$69.00		New	BC			2
Update of this HIGHLY RECOMMENDED, co/btl lvl game using the Battles for North Africa game series covering Rommel's Feb 1943 attack on the green American's just arriving in Tunisia. Tense & well balanced. Enlarged to include 2 maps, 477 counters. 2mi/hex, 12hrs/turn. A serious update of a favorite. Vance Von Borries'20										
Desert Fox #87		105428	SPI S&T Magazine Games	\$29.99		Mint	n	OoP		4
Rules separated. Single large dog ear crease on mag cover. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the game into Tunisia & 1943. R Berg'81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.										
Desert Fox 1940-43 Deluxe [3rd]		148646	Decision Games	\$90.00		New	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										
Drive on Suez, Rommel Drives Deep #78		148653	Decision Gms World at War	\$37.50		New	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/rgt/div level, point-point move. Lots of special unit/event chits Joseph Miranda'21 / ARTICLES ON: Rommel's 1942 Offensives Toward Egypt; Hubert Zemke, 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 in the Pacific.										
Duel in the Desert #51		6405	WWW Wargamer Magazine	\$12.00		Mint	n	OoP		6
Mag & Game. Btl/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.										
Duel in the Desert #51		12624	WWW Wargamer Magazine	\$14.00		New	n	OoP		6
Mag & Game. Btl/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.										
Fischfang, Smashing the Anzio Beachhead		83578	Fire Fight Games	\$10.00		New	n	OoP		3
Our last copy. ■ Game depicting the German attack beginning 16 Feb 1944 intended to drive the Allies into the sea at Anzio. Pltn/Co/Btl level, 400yd/hex, 8hrs/turn. 280 colorful, unmounted counters. P.Moore'07										
Fox's Gambit, Battle of Gazala		86174	Schutze Games	\$7.50		New	Fo	OoP		3
Last copy. ■ Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl/rgt/div level, 1day/turn. P.Rohrbaugh'03										
Gazala 1942, the Clash of Armor		1588	Peoples' Wargames	\$33.00		Mint	FB	OoP		2
Cherry. ■ Comprehensive, operational level game of the Gazala battles of May-June 1942 before Tobruk. Uses an alternating unit activation system that allows all units with one activated formation to move at a time, with less than certain activation. Includes a focus on unit integrity, logistics & intelligence. 1day/turn, btl/rgt level, 5 scenarios including an intro. D.Bolt'83										
Gazala, the Cauldron		147462	Revolution Games	\$18.00		New	zl			3
Game of the battle of Gazala around Tobruk in May-June 1942 that ended in a telling Axis victory. Units are activated by a chit pull, making each game unique; number of chit pulls are influenced by supply situation. Units are reduced in strength after movement, making counter-attacks a key tactic. 168 counters. R.Miller'14										
Hunters from the Sky: ERRATA COUNTER		128901	Gamers (% MMP)	\$2.00		Mint	n	OoP		2
1 errata counter from Gamers' 1995 REPL & VARIANT countersheet. No rules.										
Italian Campaign, Anzio #155		131155	Decision Games S&T Games	\$25.00		Mint	n	OoP		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 of 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.										
Italian Campaign, Med War Addendum #160		131022	Decision Games S&T Games	\$25.00		Mint	n	OoP		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 a US Marine Force, 1933; Development of Infiltration Tactics.										
Italian Campaign, Sicily #146		117322	Decision Games S&T Games	\$15.00		Mint	n	OoP		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 smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.										
Italian Campaign, Sicily #146		79118	Decision Games S&T Games	\$15.00		Mint	n	OoP		4

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Keren 1941, East Africa # 25		118196	Decision Gms World at War	\$22.50		New	n	OoP		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/n level, 2 scenarios. D.March, E.Harvy'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.										
Leros, the Island Prize		123370	Gamers (% MMP)	\$44.00		New	BC	OoP		2
Last copy. ■ Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95										
Lion of Ethiopia #4		105444	XTR: Command Magazine	\$39.00		Mint	n	OoP		4
Very clean. ■ Mag & Game. W/ errata counters for Sam Sunset (16), Blitz'41 (13), Sunrise Victory (1), Tigers Burning (1), TTW 1st (5). Italians attempt assert the Roman might by conquering Ethiopia in 1935-6, marking the first signs of the coming world war & the largest colonial war in Africa. The Italian army has the weapons of modern war while the Ethiopians are poorly armed & trained but numerous & highly mobile. Surprisingly great game! RECOMMENDED. 200 counters total. M.Duffield'90 / ARTICLES ON: the Ox & the Army; Ethiopia, the Unconquered Lion of Africa; Panama 1989; Blitzkrieg '41 variant rules; Samurai Sunset variant rules (& counters) & errata; Tigers Are Burning variant (with counters).										
Lion of Ethiopia #4 ERRATA COUNTERS (31)		128874	XTR: Command Magazine	\$4.00		Mint	n	OoP		4
Stripped. ■ 31 variant counters from Command #7, only. No rules.										
Lion of Ethiopia #4 PARTS		128869	XTR: Command Magazine	\$6.00		Mint	n	OoP		4
Countersheet, only. ■										
North Africa, Afrika Korps v Desert Rats		148419	Multi-Man Publishing,	\$60.00		New	BC			4
Game of the war in North Africa, 1941-42, using the SCS Standard Combat System; essentially, a reworked & condensed DAK. Covers the war from Operation Compass (1940) to the final battles at El Alamein (1942). Uses a unique activation system tied to supply units in a supply-scarce environment. 4 maps, 560 counters, 10 scenarios (2 using 1 map, 3 using 2 maps). Dean Essig'21										
Objective Tunis #140		45076	Decision Gms S&T Games	\$15.00		New	n	OoP		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/n 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.										
O'Connor's Offensive #41		12464	WWW Wargamer Magazine	\$19.00		New	n	OoP		2
Last copy. ■ Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian frontier, Dec.1940, using Btl of NAfrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex, co/btl/nrgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; brief bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.										
Operation Gertrud #49		127391	Decision Gms World at War	\$25.50		New	n	OoP		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 Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excerise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.										
Panzer Grenadiers: Armata Romana Kit		142009	Avalanche Press, Ltd.	\$16.00		New	zl	OoP		2
Last copy. ■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18										
Partizan! War in Yugoslavia 1941-44 #16		147349	Decision Gms World at War	\$35.00		New	n	OoP		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. The 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 of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11										
Patton Goes to War #112		105663	WWW Strategy & Tactics	\$22.99		Mint	n	OoP		2
Rules separated. Very clean. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Btl's of NAfrica game system. Co/btl/nrgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87										
Race for Tunis #57		12727	WWW Wargamer Magazine	\$10.00		New	n	OoP		2
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl/n level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.										
Raging Storm: Errata Counters (43)		128884	Gamers (% MMP)	\$3.00		Mint	n	OoP		3
43 errata counters from the Gamers' 1998 Repl & Variant countersheet. No rules.										
Raging Storm: Errata Counters (9)		128881	Gamers (% MMP)	\$2.00		Excell	n	OoP		3
Believed to be missing 2 artillery fire markers of the 9 counters. ■ 9 errata counters from the Gamers' 1999 Repl & Variant countersheet. No rules.										
Rats of Tobruk # 64		137172	Decision Gms World at War	\$29.50		New	n	OoP		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 US 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.										
Rising Sun Over China, 1931-37 #79		147438	Decision Gms World at War	\$37.50		New	n	OoP		4
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 ETO; Luftwaffe Top Gun, Hans-Joachim Marseille; Operation Neuland [UBoat War] in the Caribbean.										
Rommel @ Gazala / Death & Destruction#34		113626	XTR: Command Magazine	\$34.00		Mint	n	OoP		4
Mag cover, esp rear, has several vertical accordion creases due to poor storage. Interior of mag & all game components very clean. Last copy. ■ Mag & 2 games. W/ errata counters for Proud Monstr (2) & Budapest'45 (1). ROMMEL AT GAZALA is a sml brg/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend the earlier Proud Monstr game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.										
Ruweisat Ridge #105		97461	TSR S&T Games	\$24.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Grand tactical game of btl's near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abernema 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.										
Salerno, the 1943 Invasion of Italy		132985	Multi-Man Publishing,	\$35.00		New	BC	OoP		3

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
First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15													
Shingle, the Anzio Beachhead # 33		102838	Decision Gms World at War	\$44.00				New	n			OoP	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 Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.													
Soft Underbelly, Southern Italy 1943 #15		94118	Decision Gms World at War	\$22.00				New	n			OoP	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 key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwehr 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													
Tito & His Partisan Army, Yugoslavia #81		123226	SPI S&T Magazine Games	\$12.00				Mint	n			OoP	6
Cherry. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81		105650	SPI S&T Magazine Games	\$15.00				Mint	n			OoP	6
Rules separated. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81		101278	SPI S&T Magazine Games	\$15.00				Mint	n			OoP	6
Clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81	GmOnly	35944	SPI S&T Magazine Games	\$6.00				Mint	n			OoP	6
GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80													
Tobruk 1941-42 # 34		111685	VAE VICTUS Magazine	\$14.00				New	n			OoP	4
Mag + Game. w/84pg mag. Operation level, btl/nrgt/brig level game of the various battles for Tobruk in N.Africa, 1941-2, including Battleaxe, Gazala & Crusader offensives. Hex based map. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '00													
Tobruk, Battles for...		10812	Balboa Game Co.	\$25.00				Mint	zl			OoP	4
Unpunched & clean. ■ 4 scenario gm of btls in area around Tobruk, Apr-May'41, at btl lv. Well researched. B.Commodo'75													
Tobruk, Operation Crusader 1941 #278		134627	Decision Games S&T Games	\$22.50				New	n			OoP	3
Mag & game. Game 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/nrgt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Sihloh, 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.													
Trail of the Fox #97		131207	TSR S&T Games	\$30.00				Mint	n			OoP	4
Cherry. ■ Mag & Game. Btl-nrgt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/nrgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.													
Trail of the Fox #97		122720	TSR S&T Games	\$29.00				Mint	n			OoP	4
Includes errata & variant rules. ■ Mag & Game. Btl-nrgt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/nrgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.													
WW-2: Campaigns & Battles - Pacific Front													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Armies of the White Sun #305		139502	Decision Games S&T Games	\$75.00				New	n			OoP	6 1
Last copy. ■ 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.													
Bloody Ridge, Guadalcanal Sept 1942 # 37		115615	Decision Gms World at War	\$39.00				New	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 thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lvl. 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).													
Changsha, Second Battle of... #67		141850	Decision Gms World at War	\$37.50				New	n			OoP	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. Btl/nrgts 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.													
D-Day at Peleliu 2nd		148347	Decision Games	\$69.00	**			New	BC	**		OoP	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													
Downfall, If the US Invaded Japan #230		71531	Decision Games S&T Games	\$22.00				New	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.													
Edson's Ridge, Guadalcanal Sept 1942 #10		140200	One Small Step COMP EDGE	\$14.00				Mint	n			OoP	2
Cherry. Last copy. ■ Mag & game. Simpler game of the first Japanese offensive on Guadalcanal, Spt 1942. south of Henderson Field. Co lvl, 200yd/hex, 4hrs/turn. Counters printed on heavy card stock & must be cut apart. M.Smith'96 / Also includes South Mills, Apr 1862 map & scenario for Rebel Yell; industry news; the battle for Edson's Ridge.													
Forgotten Pacific Battles #71		145676	Decision Gms World at War	\$29.50				New	n			OoP	6
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guarm, 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.													
Given Up For Dead / Utmost Savagery #43		144413	Against the Odds Magazine	\$30.00				New	HP			OoP	4
Mag & 2 games. GIVEN UP FOR DEAD is a game of the hopeless yet stoic defense of Wake Island in light of overwhelming Japanese strength and no hope of rescue by the US navy. Defenders sank 2 destroyers & caused hundreds of Japanese casualties. / UTMOST SAVAGERY covers the US invasion of Peleliu in what the US navy leaders would be a simple 4 day operation. Instead, it lasted 2 months & caused the greatest percentage of casualties of any battle in the Pacific. '15													

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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.

Green Hell, Burma 1943-4 # 28	100049	Decision Gms World at War	\$18.00	New	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 HQs 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.							
Iwo Jima #92	131212	TSR S&T Games	\$59.00	Mint	n	OoP	4 1
Cherry. ■ Mag & Game. Well-regarded solitaire game of the US invasion by 3 Marine divs of this fortress island defended by 21,000 fortified Japanese, Feb-Mar '45. Company level. Players takes US side. Goal is to clear the island as quickly as possible with minimum casualties. 200 counters, 250m/hex, 1day/turn, 2 short scenarios plus full campaign. D.Rohde, G.Gillete'83 / ARTICLES ON: German Panzer Div mobilization in WWII; Berg's Review of Games: Trenchfoot, Carrier Strike #16, Richard the Lionhearted; Iwo Jima, Feb-Mar 1945; Rise & Fall of the British Empire, 1583-1983; Afghan Wars; Sepoy Rebellion; Boer War; Opium & Boxer War.							
Last Battle, Ie Shima 1945	148959	Revolution Games	\$20.00	New	zl		4
Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15							
Last Blitzkrieg, Wacht am Rhein	148417	Multi-Man Publishing,	\$99.00 **	New	DC **		3
First in the MMP (Gamers) Battalion Combat System series. Large, detailed & colorful game of the Battle of the Bulge, December 1944, at the battalion level. Designed with the twin aims of detail on the battle and playability. Includes unit differentiation, artillery, activation by formation, traffic issues, fatigue, bridges, Tiger tank maintenance issues and more. 1 day/turn, 4 maps, 6 countersheets. Includes 2 4-map, 3 2-map, and 5 1-map scenarios. D.Essig'16							
Last Hundred Yards, Solomon Islands	148488	GMT Games	\$39.00 **	New	BC **		2
Complete game extending this game series of tactical combat into the Pacific. Focuses on campaigns in the Solomon Islands of Guadalcanal, Bougainville & New Georgia, Fall 1942-43. Includes US 1st & 3rd Marines and 25th Inf divisions. Will be the base game for Pacific modules. Adds infiltration, night attacks, fanaticism & jungle rules. Platoon & company level, 4 dbl-sided geomorphic maps, 1.5 countersheets. Mike Denson'22							
Luzon Campaign, 1945 #59	135652	Decision Gms World at War	\$37.50	New	n	OoP	4 1
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.							
MacArthur, Road to Bataan #44	13820	WWW Wargamer Magazine	\$8.00	New	n	OoP Err	4
Mag & Game. Btln/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must seize control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btln/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.							
MacArthur, Road to Bataan 2nd #90	133603	Compass Games PAPER WARS	\$38.00	New	n	OoP	4
Mag & Game. Includes errata/variant counters for: On to Paris (4), Absolute Victory (4), Storming the Reich (4), Proud Monster (1), Balance of Powers (1), Fall Third Reich (1), Empires & Alliances (2), War in Wind (9). Colorization & upscaled reprint of this game of the Japanese invasion of Luzon, Phillipines, in the Winter 1941. Small Japanese force must seize control of a large island with its key facilities intact from an ill-equipped but much larger garrison. 3days/turn, div/regt level, 11km/hex, 300 counters. Units were previously smaller scale. Graphic quality is now up to snuff. J.Green'18 / ARTICLES ON: Preview of CPS Europe in Turmoil; Concentration in Warfare; Review of TPS Midway 1942; Forgotten Legion scenario with significant German intervention in Iraq 1941; 9 Days of Hell, 2-map scenario for CPS Guam; Battle of Hondschoote, Sept 1793, during a siege of Dunkirk; Previews of CPS Lebensraum & TPS Stalingrad, Verdun on the Volga; Updated Errata for Burning Mountains 1916.							
Manila '45, Stalingrad of Pacific #246	136131	Decision Games S&T Games	\$25.00	New	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/btln 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							
Matankau: ERRATA COUNTERS (3)	128894	Gamers (% MMP)	\$1.00	Mint	n	OoP	2
3 errata counters from Gamers' 1994 REPL & VARIANT countersheet. No rules.							
Nemesis, Burma 1944	148724	Legion Wargames	\$40.38	New	HC		4
Game of Burma in 1944. Th largely unsupplied & undermanned Japanese launch an offensive against India. At the same time, the Allies press into southeastern Asia from multiple directions, with a host of big-name leaders including Stillwell, Slim, Mountbatten and Chiang Kai-Shek, each with their own goals. Ultimately, the Japanese were soundly defeated. Btln/reg/brig level, 10mi/hex, 15days/turn, 202 counters, 1 map. Kim Kanger'18							
Operation Olympic #45	GmOnly 122687	SPI S&T Magazine Games	\$23.00	Mint	n	OoP	4 1
Sml price tag remnant on rules cover, otherwise mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. J.Dunnigan'74							
Operations Olympic & Coronet 2nd	148792	Decision Games	\$45.00	New	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 2 player. J.Dunnigan, J.Miranda'18							
Pacific Battles, Guadalcanal # 23	100937	Decision Gms World at War	\$42.00	New	n	OoP	3
Last copy. ■ 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), btln 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 Stalin Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolph Hess & his flight to England; German heavy AA; Italian partisan attack near Rome & the Ardeatine Caves reprisal, 1944; Indochina during WW2; 17th SS Panzer Grenadier Division.							
Pacific Battles, Malaya #51	125251	Decision Gms World at War	\$29.00	New	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, Btln/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship 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.							
Pacific Battles, Shanghai #42	111272	Decision Gms World at War	\$22.50	New	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 as 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.							
Return to the Rock, Corregidor 1945	143130	Revolution Games	\$22.00 **	New	zl **		4
Game of Operation Topside, Feb 1945, the American assault on Corregidor in 1945 as a largely symbolic act of recapturing the Philippines. A combined amphibious & airborne assault against a planned 600 defenders when in fact there were 6000. 96 counters, smallish map. Charles Kibler'20							
Rising Sun Over China, Sino-Jap War # 83	147134	Compass Games PAPER WARS	\$36.00	New	n		4
Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenarios plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Bloody April, VPG In Magnificent Style, CPS Paths to Hell, GMT Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;							
Saipan & Tinian	146203	Legion Wargames	\$45.00	New	BC		4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Co/Btln lvl game of the US invasions of 2 key islands in the Pacific in 1944. Eventual US victory is a certainty; the Japanese must due better than they did historically to win. 2 maps, 450 counters, 0.5mi/hex, 12hrs/turn. R.Lein'10										
Saipan, Conquest of the Mariannas	131879	Decision Games		\$18.00		Mint	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										
Shanghai Incident, Jan - March 1932	147137	Decision Games		\$19.00		New	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										
Shanghai-Nanking Campaign #329	148787	Decision Games S&T Games		\$37.50		New	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 Legion & 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.										
Singapore, Fall of Malaya #96	117282	TSR S&T Games		\$30.00		Mint	n	OoP		4
Rules separated. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
Singapore, Fall of Malaya #96	97415	TSR S&T Games		\$30.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
Singapore, Fall of Malaya #96	131208	TSR S&T Games		\$30.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
South Seas Campaign 1942-3 #18	95283	Decision Gms World at War		\$54.00		New	n	OoP		4
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, 90mi 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 / ARTICLES 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.										
Strike North #35	135350	Decision Gms World at War		\$22.50		New	n	OoP		4
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 or 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. Longtree & 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.										
Vinegar Joe's War #227	69862	Decision Games S&T Games		\$32.00		New	n	OoP		4
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 Flying 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.										
What IF, Invasion Pearl Harbor #14	134353	Decision Gms World at War		\$34.00		New	n	OoP		4
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 lvl 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.										
WW-2: Tactical Combat, European Theater										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
ASL: PARTS	98070	Heat of Battle		\$8.00		New	n	OoP		1
Properly printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■										
ASL:Action Pack # 9, To the Bridge!	147710	Multi-Man Publishing,		\$12.00		Excell	Fo	OoP		2
Does NOT include 3 maps originally included. Does include all 10 scenario. ■ Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14										
ASL:Action Pack #13, Oktoberfest XXX II	146583	Multi-Man Publishing,		\$20.00		New	Fo			2
Scenario kit that celebrates the 32th ASL Oktoberfest in Cleveland. Includes new boards #78 & 79, plus 11 scenarios. Involves US, Soviet, German, Polish, British, Japanese, Chinese, Free French & SS forces. Bill Sisler, Pete Shelling'17										
ASL:Action Pack #14, Oktoberfest XXXIV	148453	Multi-Man Publishing,		\$21.92		New	Fo			2
Scenario kit including a double-sided board (12a/b) and a new board (#84), plus 12 scenarios from the summer of 1944 in France, and involving most of the forces then fighting in France. Rules and key ASL modules required to play. '19										
ASL:Berlin, Red Vengeance (remnant)	114330	Heat of Battle		\$20.00		New	n	OoP		2
Rules & chapter dividers are photocopies. ■ W/ revised (large hex) map. Rules & scenario cards are b&w photocopies. Does NOT include counters which must be downloaded from HOB web site (but are not necessary for play). Set of 10 scenarios, large map of Berlin & 56 counters focusing on the fight for the Reichstag, Apr 28 - May 1'45. Reqs Beyond Valor, Yanks, KGP II. '97										
ASL:Croix de Guerre 2nd	148255	Multi-Man Publishing,		\$144.00 **		New	DC **	OoP		1
Large update of ASL Module 10, which includes the complete 1939-40 French OoB, as well as equipment the Free French used later in the war. Includes maps 42 & 43, Chp A rules & Chp H historical notes, 41 scenarios total involving the French both in France and North Africa and the middle east, and also adds counters & scenarios involving the Vichy French in French African colonies. Now includes 11 countersheets. Also includes Dinant, Rommel at the Meuse historical ASL campaign game with 11 scenarios. A top-to-bottom revision. '20										
ASL:Crucible of Steel 2 [2nd]	148381	Bounding Fire Productions		\$125.99		New	Fo			2
2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countersheets (less than included in first edition). C.Smith, S.Swann'17										
ASL:Deluxe ASL 2nd	146367	Multi-Man Publishing,		\$67.50		New	BC			2
Scenario kit including all 8 ASL Deluxe maps (A-H) from previous Streets of Fire & Hedgerow Hell kits, plus 4 maps from Winter Offensive #9 (I-L); includes all overlays published in the 1995 ASL Annual, plus 2 sheets of new overlays; four new sheets of wood & stone rubble overlays; the original 18 scenarios, play-balanced plus 20 other scenarios previously published but out of print. ASL Deluxe is standard ASL that uses 2" hexes so that stacking is not necessary. '20										

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
ASL:Euro-Pack II, Btl of the Bulge Last copy. ■ Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98		74327	Critical Hit	\$13.00			New	n	OoP	2	
ASL:Euro-Pack VI, Partisans & Irregulars 8 scenarios covering Partisan actions in the USSR, Yugoslavia, Spain, Poland, Greece, China & Italy. '99		148019	Critical Hit	\$14.00			Mint	n	OoP	2	
ASL:Heat of Battle Waffen SS Update Kit Last copy. ■ 14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07		136842	Heat of Battle	\$45.00			New	Fo	OoP	2	
ASL:Objective Schmidt Large ASL kit focused on the bitter battles in the Hurtgen Forest, November 1944, as the US 28th Inf approached the German towns of Schmidt, Kommerscheidt & Vossenack. Includes 17 scenarios with a campaign game covering the battle for Kommerscheidt, 576 1/2" and 88 5/8" counters, a total of 6 full-sized maps (2 for Vossenack & 4 for Schmidt & Kommerscheidt), an article on Slopes in ASL. Reqs Beyond Valor, Yanks & of course the ASL rules to play. '17		148839	Bounding Fire Productions	\$99.99			New	FO		2	
ASL:Onslaught to Orsha 2nd Update of this large kit now including 32 scenarios (2 solitaire) covering the reinforced Soviet 16th Guard Inf's attack on the German 78th Sturm inf in a heavily fortified area south of the Minsk-Moscow Hiway, during Operation Bagration, June-July 1944. Includes a focus on river & bridgeheads & very mobile actions. Includes three color maps, new rules, new player aid, 370 1/2" & 296 5/8" color counters. Chas Smith'20		148374	Bounding Fire Productions	\$105.00			New	LZ		2	
ASL:Operation Neptune Scenario kit for ASL Advanced Squad Leader containing 10 scenarios plus campaign game covering the British crossing of the Seine River at Vernon, France, in August 1944. Also includes an historical map, 122 counters & special rules. Requires either Poland in Flames or Onslaught to Orsha 2nd, and Beyond Valor & either For King & Country or West of Alamein, plus boards 81 & 83 (Forgotten War) 1b & 4b (AP#8) & 7a (AP#9). '22		148847	Bounding Fire Productions	\$49.00			New	zl		2	
ASL:Poland in Flames Large ASL kit focused on many clashes during the German invasion of Poland, 1939. Includes 6 boards, 1280 countersheets, and 45 scenarios -- its a BIG game. Reqs components from many game to play all scenarios: boards 3,5,6,10,13,17,18,21,32,34,36,38,40,42,44,45,46,52,57,59,62,63,64,65, 1a,2a,3a,5a,6a,7a/b, Beyond Valor, Armies of Oblivion, Into the Rubble, High Ground 2, Blood & Jungle, Crucible of Steel. '16		148845	Bounding Fire Productions	\$125.00 **			New	FO **		2	
ASL:Red Factories HASL (historical ASL) module that combines an update of Red Barricades with a newly created parallel kit, Red October. Red Barricades' maps were recreated, and separately published materials including a 4th campaign game are incorporated. Includes 4 maps, 8 countersheets, 4 chapter dividers, Chapter O, and 7 campaign games and a total of 21 scenarios. 2min/turn, 40m/hex, complex due to unit density & urban terrain '19		148389	Multi-Man Publishing,	\$121.00 **			New	DC **		2	
ASL:Rising Sun 2nd 2021 update that now includes map & scenarios for Hell's Corner scenario previously published in Ops SE #3. ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '21		148390	Multi-Man Publishing,	\$189.00 **			New	DC **		2	
ASL:Rivers to the Reich Scenario Pack 15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13		132974	Multi-Man Publishing,	\$16.00			New	n		2	
ASL:Roma 2020 Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zeland & US forces. Scenarios occur in Greece & Italy, 1940-44. '20		148698	Multi-Man Publishing,	\$13.49			New	Fo		2	
ASL:Scotland the Brave II Last copy. ■ 10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy.		39377	Critical Hit	\$29.00			New	Fo	OoP	2	
ASL:Starter Kit #1 6th 2021 Reprint. ■ 2021 reprint reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused solely on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '21		148700	Multi-Man Publishing,	\$23.00			New	BC		2	
ASL:Starter Kit Expansion Pack #1 3rd Updated reprint of this scenario kit adding 12 scenarios, new counters, 4 maps (P,Q,R,S) & rules; requires Starter Kits #1, 2 & 3 to play all scenarios. Also designed to supplement each of the first 3 starter kits. 8 scenarios set in Poland'39, Finland'42, Sicily'43, France'44, Germany'44, and includes the Poles, Slovaks, Soviets, US, Italians, Free French. Labeled "2nd edition" but is actually 3rd printing. '21		148709	Multi-Man Publishing,	\$35.00			New	Fo		2	
ASL:Waffen SS III, Neither Fear Nor Hope Kit containing 14 scenarios covering the actios of the 2nd SS Pzr Div (Das Reich) from Poland thru the end in April '45. '02		133871	Heat of Battle	\$39.00			New	Fo	OoP	2	
ASL:Winter Offensive # 4 2013 Bonus Pack 2013 Winter Offensive kit. Scenario pack with 3 scenarios, 1 causeway overlay & 1 map (66). '13		132994	Multi-Man Publishing,	\$16.00			New	Fo	OoP	2	
ASL:Winter Offensive # 5 2014 Bonus Pack 2014 Winter Offensive kit. Includes a new map & 3 scenarios involving the Soviets & Germans or Japanese & Americans. '14		132992	Multi-Man Publishing,	\$17.00			New	Fo	OoP	2	
ASL:Winter Offensive # 6 2015 Bonus Pack 2015 Winter Offensive kit. Includes 3 scenarios set in various places in 1944: Oredzh, USSR, Angaur Island, and Poteau Belgium. Includes 2 geomorphic boards that update earlier boards 10 & 17. '15		132995	Multi-Man Publishing,	\$17.00			New	Fo	OoP	2	
ASL:Winter Offensive # 7 2016 Bonus Pack 2016 Winter Offensive kit. Includes 3 new scenarios plus two new geomorphic maps (74, 75). Scenarios cover actions in Poland, 1945 and two in New Georgia 1943. '16		134709	Multi-Man Publishing,	\$19.00			New	Fo	OoP	2	
ASL:Winter Offensive # 8 2017 Bonus Pack ASL scenario kit containing 3 new scenarios (WO21-23) with geomorphic board #76. Scenarios cover the Ukraine 1941 (2) and Aachen 1944. '17		148261	Multi-Man Publishing,	\$18.00			New	Fo	OoP	2	
ASL:Winter Offensive # 9 2018 Bonus Pack ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18		134708	Multi-Man Publishing,	\$33.00			New	Fo	OoP	2	
ATS: Berlin-Red Victory: Fuhrer's Bunker Last copy. ■ ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09		91545	Critical Hit	\$35.00			New	zl	OoP	2	
ATS: Hill of Blood, Mamayev Kurgan Last copy. ■ 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13		100647	Critical Hit	\$45.00			New	zl	OoP	2	
ATS: Pointe du Hoc ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09		90694	Critical Hit	\$17.50			New	zl	OoP	2	
ATS: Shout for Piats Last copy. ■ Port to ATS of the earlier ASL update of still earlier Scotland the Brave II kit, covering actions by the Scots units during Normandy. Historical map, 424 new counters & historical images in 12 scenarios. '13		105813	Critical Hit	\$29.00			New	zl	OoP	2	
Combat Commander: Fall of West Kit 2nd Battle Pack #5. Reprint of this kit for the Combat Commander series adding 12 scenarios played on 10 battle maps depicting actions in the Spring of 1940 in France. Special AFV rules reflect the still-developing nature of doctrines among armored forces meeting infantry forces. Reqs CC Europe & Mediterranean to play. '20		143003	GMT Games	\$15.00			New	Fo		2	
Combat Commander: Normandy Kit 2nd Battle Pack #3. Reprint of this kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '20		148290	GMT Games	\$25.00			New	Fo		2	
Combat Commander: Paratroopers Kit 3rd Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20		148745	GMT Games	\$10.00			New	Fo		2	

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Combat Commander: Sea Lion Kit 2nd Battle Pack #6. Reprint of this kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '20		145906	GMT Games	\$13.00		New	Fo			2
Combat Commander: Stalingrad Kit 3rd Battle Pack #2. 2nd Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '20		147100	GMT Games	\$22.00		New	Fo			2
Combat Commander: Tournament Battle Pack Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15		145907	GMT Games	\$10.00		New	Fo			2
Combat! Man-Man Combat in WWII v2 Kit Expansion kit adding new unit types such as elite enemies (SS); a third squad & command elements so platoon actions can involve multiple players; new weapons such as the STG44, Thompson sub-machine gun, bazookas & panzerfausts, & the Springfield 1903; and new vehicles including the Panzer IVH, M4A3 Sherman, M3A1 Half Track & trucks. Also adds a fully structured campaign game including Normandy, Pursuit, Hurtgen, Bulge, Siegfried Line & central Germany. Reqs base game to play. 6 full-sized maps, 7 countersheets. High solitaire suitability. Ross Mortell'22		148780	Compass Games	\$109.00 **		New	BC **			1 1
Commandos, Europe Solitaire #55 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.		130502	Decision Gms World at War	\$44.00		New	n OoP			2 1
Iron Cross #132 Cherry. Last copy. ■ Mag & Game. Detailed, 6 scenario game of man-man combat in the USSR 1941-2 w/ a few tanks & AT guns too. 10m/hex, 2min/turn, 200 counters. M.Sprock'90 / ARTICLES ON: Generals in the Waterloo Campaign; the 39th New York Rgt in the Am Civil War; Intro of Firearms into Japan; the Proliferation of WMDs in the Third World; Infantry Battle at Khristische, USSR, Jan 1942; Gladiators in Rome; New & Variant Rules for Beirut '82 #126.		131019	WWW Strategy & Tactics	\$25.00		Mint	n OoP			1
Kampfpanzer. Armored Combat 1937-40 #41 Cherry. Last copy. ■ GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD73	GmOnly	131325	SPI S&T Magazine Games	\$25.00		Mint	n OoP			2
Night Fight Solitaire #44 Mag & game. Solitaire game in which the player commands a German Kampfgruppe 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.		118597	Decision Gms World at War	\$49.00		New	n OoP			2 1
Panzer 5th 2021 reworking of this detailed, colorful game of tactical armored combat on the Eastern Front, 1941-45, integrating elements from miniature & contemporary wargames, and evolved from the Yaquinto trio of tactical games (including 88 & Armor). Covers small unit actions (platoon to btl sized), with individual AFVs at 100m/hex, 30-sec/turn. Base game has 10 scenarios (including intros) plus all the TO&E to design your own, 296 counters (rather stunning ones). Oh, & don't miss the Panzerblitz-like box cover. James Day'21		148757	GMT Games	\$60.00 **		New	BC **			1
Panzer 5th: Expansion Kit #1 2nd 2021 Update. Kit adding addition tank actions 1943-45. Adds 4 dbl-sided geomorphic mounted maps (1" hexes), 2 countersheets, 38 dbl-sided unit data sheets, TO&E booklets for 4 German Divs & a Soviet brigade at Kursk & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. James Day'21		148169	GMT Games	\$47.00 **		New	BC **			1
Panzer 5th: Expansion Kit #2 2nd 2021 update. Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dbl-sided geomorphic maps, 2 countersheets, 24 data cards. James Day'21		148166	GMT Games	\$32.00		New	BC			1
Panzer 5th: Expansion Kit #3 2nd 2021 Update. Drive to the Rhine, the 3rd expansion to GMT's Panzer. Adds the major US & British forces that saw the war thru till the end, plus some additional Germans as well. Adds 4 dbl-sided maps covering the bocage of Normandy & other terrain closer to Germany. 176 5/8" & 352 7/8" counters. Data cards for 64 AFVs (include 12 versions of the Sherman), 36pg TO&E booklet, 10 scenarios, 4 geomorphic mounted maps. Reqs only base game to play. James Day'21		148495	GMT Games	\$56.00 **		New	BC **			1
Panzer Battles #73 Cherry mint. Last copy. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazzala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.		131179	SPI S&T Magazine Games	\$30.00		Mint	n OoP			2
Panzer Grenadiers: First Axis Kit Last copy. ■ Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08		121760	Avalanche Press, Ltd.	\$12.50		New	Bk OoP			2
Panzer Grenadiers: Grossdeutschland 1944 Last copy. ■ Kit for the Panzer Grenadier series focused on battles of the elite German Grossdeutschland panzer division as it spearheaded counterattacks in the difficult year of 1944. Its actions during the spring of 1944 in Romania are still considered classic. Includes 20 scenarios. 64 counters. Reqs Broken Axis, Fire in Stepp, Armata Romana & Kursk South Flank to play all scenarios. '21		147356	Avalanche Press, Ltd.	\$19.00		New	zl OoP			2
Panzer Grenadiers: Hammer & Sickle Kit Last copy. ■ Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13		120886	Avalanche Press, Ltd.	\$14.00		New	Bk OoP			2
Panzer Grenadiers: Land Cruisers kit Last copy. ■ Dieselpunk comes to the PG series. Assuming Wilson was able to negotiate a peace ending WWI, and that all nations survived that war, a Second Great War erupts in 1940 with the Allies attacking Germany in a naked land grab. German launches its most secret weapon, a huge tank called the land cruiser. This is an imaginative scenario kit set in an alt-history universe. Reqs 1940, Elsenborn Ridge to play all 10 scenarios. Includes 80 counters. '18		126639	Avalanche Press, Ltd.	\$12.50		New	Fo OoP			2
Panzer Grenadiers: North Wind Kit Last copy. ■ Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07		110368	Avalanche Press, Ltd.	\$6.00		New	Fo OoP			2
Panzer Grenadiers: Romanian Soil Kit Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09		95508	Avalanche Press, Ltd.	\$4.00		New	Bk OoP			2
Panzer Grenadiers: Spearhead DivisionKit Last copy. ■ Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Elsenborn Ridge to play, all focused on the crack 3rd 'Spearhead' Armored division, with 4 campaigns that link scenarios together in a series. 88 counters.'17		126636	Avalanche Press, Ltd.	\$17.99		New	zl OoP			2
Panzer Leader: 1940 Variant COPY Color photocopy of countersheet plus 17pg b&w photocopy of rules & scenarios from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940 campaign to Panzer Leader. '81		100976	AH Avalon Hill Game Co.	\$10.00		Excell	n OoP			2
Panzer Leader: ParaLeader Variant Photocopies of scenarios are good but not great quality. ■ Paperstock counters & photocopy of rules from General 20/2. Adds 130 German & Allied airborne units & airlanding aircraft, plus 10 scenarios for airborne actions from 1940-1944.		146150	AH Avalon Hill Game Co.	\$10.00		Mint	n OoP			2
Panzerblitz: Citadel, Prokhorovka Kit Portion of 1 row of counters mis-mounted such that there is no cardboard behind upper 1/8" of paper (which includes unit values) on 6 units. Otherws cherry. ■ Small kit containing 132 color die cut counters & 6 scenarios depicting actions by the German 2nd SS Korp (1st, 2nd & 3rd SS Pzr Divs) on the southern pincer of Kursk, July 1943. '03		147687	Miscellaneous MAG Publsr	\$19.00		Mint	n OoP			2
Panzerblitz: Stalingrad Winter Storm Kit Unpunched & cherry. ■ Published by CounterMoves magazine. Sml kit for PB containing 7 scenarios & 97 mounted & die cut counters. Covers actions during the German Winter Storm offensive attempting to relieve Stalingrad. '03		147686	Miscellaneous MAG Publsr	\$20.00		Mint	n OoP			2
Sherman Leader / Tiger Leader Up BUNDLE		143101	Dan Verssen Games	\$59.00 **		< New	DC **			2 1

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

Box cover has 4" seam split extending from one corner on cover edge, and down 1" on a side panel; Repaired with magic tape. Otherws new & shrinkwrapped except in this area; components untouched.

Game & Upgrade Kit bundle. Solitaire game of tactical combat in northern Africa & western Europe between 1942 and 1945. Player commands US army forces in engagements with German forces, trying to achieve objectives while minimizing casualties. '17 / Tiger Leader Upgrade Kit upgrades Tiger Leader to Sherman Leader game standards with 4pgs of revised rules, new unit cards with armor projectile values (AP & HE), new enemy battalion cards, revised campaign cards, plus complete set of revised unit counters, and revised tactical display sheet. '17											
Sniper!, 2nd, Hetzer		127336	TSR Games	\$25.00			New	BC	OoP		1
Stand-alone add-on to Sniper system. Covers close qtr fighting on West Front in WW2 from France40, Italy, Normandy. Adds common AFVs to game system. S.Winter'87											
Soldiers, Man-Man Combat in World War II		132487	West End Games (D6 Legnd)	\$23.00			Mint	BC	OoP		1
No countertray. Game comes from a tobacco smoker's collection. Rules have sml annotation about game scale on cover. One box corner dinged & deformed; that end panel has horizontal crease; box remains structurally intact. Components otherws clean, unused, unpunched. ■ Detailed game of low scale, man-man combat in Europe during World War II. Emphasis on command & control, which includes players' choice of risk acceptable risk levels. Includes 8 scenarios with a variety of missions, and players can spend resources to learn about the enemy forces before scenario begins. Includes most aspects of infantry combat such as airdrops, demolition, called artillery, flamethrowers, explosives, smoke, minefields, satchels, wire & more. 4 geomorphic maps, 300 counters. J.Butterfield'87											
Stalin's Tanks		143210	Metagaming	\$9.00			New	SC	OoP		1
Intro lvl gm of tac combat between German & Soviet AFVs thruout war. R.Damon'81											
Tank! #44		130951	SPI S&T Magazine Games	\$29.00			Mint	n	OoP		1
Unpunched, clean. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.											
Tank! #44		99121	SPI S&T Magazine Games	\$25.00			Mint	n	OoP		1
Slight sun discoloration to rules cover page. Unpunched. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.											
Tank! (w/ Expansion Kit) 2nd		122692	SPI Games	\$40.00			Mint	FT	OoP		1
Base game with expansion kit in a flat tray. Expansion rules have several penciled notes written on cover, otherws unpunched & mint. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T#44. Game of individual tank-tank combat w/ AT guns & infantry, during WW2. Box game includes the Expansion Kit that greatly elaborates on the base game (with 200 additional counters & additional rules & scenarios). 300 counters total. Simove. J.Dunnigan'74											
TCS Aircraft Variant Counters (14)		128883	Gamers (% MMP)	\$1.00			Mint	n	OoP		3
14 additional counters intended for any TCS game so that the full complement of aircraft are available fromt he start. From the Gamers' REPL & VAR countersheet. '98											
TCS AirStrike Variant Counters (16)		128891	Gamers (% MMP)	\$1.00			Mint	n	OoP		3
16 aircraft airstrike markers from Gamers' 1997 REPL & VARIANT countersheet. No rules. '96											
TCS Barrage Markers		128904	Gamers (% MMP)	\$1.00			Mint	n	OoP		3
120 new-style barrage markers for first 5 TCS games (Bloody 110, GD'40, Matanakua, Obj Schmidt, Omaha, + 3 for Hunters). '96											
Warfighter, WWII: Exp 2 UK #1 Kit		147367	Dan Verssen Games	\$14.00			New	SC			6
Expansion set consisting of 56 cards for one nation's force, the UK. '17											
Warfighter, WWII: Exp 6 USA #2		146476	Dan Verssen Games	\$15.00			New	SC			6
Expansion set consisting of 56 cards for one nation's force, the US; second set for this country. '17											
Warfighter, WWII: Exp 25 German Airborne		146500	Dan Verssen Games	\$16.00			New	SC			6
56 card deck adding cards specific to the German airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20											
Warfighter, WWII: Exp 50 Bastogne		146464	Dan Verssen Games	\$16.00			New	SC			2
56-card deck adding cards specific to the battle around Bastogne during the Battle of the Bulge, Dec 1944. Just mix them into your Warfighter decks. '20											
WW-2: Tactical Combat, North Africa 1940-43			M.Dean@FineGames.com				h 866-690-7878 10am - 9pm P				
ASL:Special Forces #1		148177	Heat of Battle	\$35.00			New	Fo	OoP		2
First of an intended series on special forces of all nations during WW2. This kit focuses on British SAS & LRDG fun against the Axis in North Africa, Med & Euro theaters. 6 toumy type scenarios, counters, addtl rules. '07											
Panzer Grenadiers: La Campagne Tunisie		137983	Avalanche Press, Ltd.	\$16.00			New	zl	OoP		2
Last copy. ■ Scenario kit providing 12 scenarios of the French experience in northern Africa between the time of the Torch landings (Nov 1942) and the Axis surrender in Tunisia (May 1943). '17											
Rommel's Panzers		146705	Metagaming	\$10.00			New	SC			1
Simple gm of tank-tank combat in N.Africa. Same system as Stalin's Tanks. R.Damon'80											
WW-2: Tactical Combat, Pacific Theater			M.Dean@FineGames.com				h 866-690-7878 10am - 9pm P				
ASL:Blood & Jungle 2 [2nd]		148840	Bounding Fire Productions	\$115.00			New	Fo			2
Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whooping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17											
ASL:Blood Reef Tarawa GAMERS GUIDE		147696	Multi-Man Publishing,	\$25.00			Mint	Bk	OoP		2
Gamers guide to this kit covering the invasion of Tarawa in the Pacific, w/ strategy & tactics, historical chronology, etc. Many well illustrated examples of play & strategy tips, fortress placement strategy; player aids, etc '10											
ASL:Buckeyes		126958	Heat of Battle	\$28.00			New	Fo	OoP		2
Scenario kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03											
ASL:Corregidor, the Rock		146141	Bounding Fire Productions	\$81.99			New	Fo			2
Large ASL module focused on the 1942 and 1945 battles for Corregidor Island, the fortress guarding Manila harbor. 3 scenarios cover the Japanese assault on the Allies in early 1942, and 18 scenarios cover the US assault on the Japanese in 1945. Includes 2 campaign games that link scenarios, 180 1/2" and 64 5/8" counters (244 total), two historical ASL maps, and special rules. Req Beyond Valor, Yanks, Gung Ho & either Code of Bushido or Rising Sun to play all scenarios, including US, Japanese & partisan forces & boards 2,24,36,37,39,40,43,44,46,58,61. David Roth'19											
ASL:Kakazu Ridge #2 2nd Parts		147698	Multi-Man Publishing,	\$25.00			Excell	RL	OoP		2
MUST SHIP SEPERATLY at addtl \$. Professionally laminated map published in ASL Journal #2 (along with counters & scenarios using the map). Depicts a key defensive area on Okinawa. ■ MUST SHIP SEPERATLY at addtl \$. Professionally laminated map published in ASL Journal #2 (along with counters & scenarios using the map). Depicts a key defensive area on Okinawa.											
ASL:Kakazu Ridge #2 2nd PARTS		148672	Multi-Man Publishing,	\$15.00			Excell	n	OoP		2
Incomplete campaign game insert bundle. Includes Kakazu Chp Z special rules (1pg), 1pg play aid, 6 scenarios (J13-18,64), and remnants of 2 countersheets (including most fbut not all forts, all German & US satchel counters; all US infantry & all Japanese counters NOT included. KR map available separately. ■											
ASL:Leatherneck Campaign Pack 3		147709	Critical Hit	\$12.00			Mint	zl	OoP		2
Scenario kit providing 8 scenarios involving US Army units together with US marines in battles across the pacific theater. '99											
ASL:Sand & Blood Parts		148674	AH Avalon Hill Game Co.	\$10.00			V.Good	n	OoP		2
Rules, historical background & Scenarios CG & A3-A5. Includes 8.5x11" color lazer printed map copies. Rules & CG scenario are B&W photocopy. ■											
ASL:Starter Kit #4, Pacific Theater 2nd		148705	Multi-Man Publishing,	\$54.99			New	BC			2
2021 Reprint. Complete game designed as intro package for Pacific Theater warfare. Focuses on warfare in the jungles & atolls, as well as the tactics, of the Pacific - all of which were vastly different than in Europe. Includes step-reducing Japanese infantry, new terrain rules, and simplified rules for Banzai, concealment & close combat. Everything needed for play is included. Includes 3 maps (M,N,O), 2 countersheets, 8 scenarios. 2min/turn, 40m/hex. '21											
ASL:Suicide Creek #9 PARTS		148675	Multi-Man Publishing,	\$20.00			Mint	n	OoP		2
Campaign game scenario kit including Chp Z special rules pgs Z63-78, color photocopied scenarios J131-6, and complete & unpunched countersheet. SC mapboard available separately. ■											

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
ASL:Suicide Creek MAP Parts MUST SHIP SEPARATELY at addtl \$. Professionally laminated map of a small area on western New Britain where the 1st Marine forced a key crossing against determined Japanese resistance. Was published in ASL Journal #9. ■ MUST SHIP SEPARATELY at addtl \$. Professionally laminated map of a small area on western New Britain where the 1st Marine forced a key crossing against determined Japanese resistance. Was published in ASL Journal #9.		147703	Multi-Man Publishing,	\$25.00			Excell	RL	OoP			2
Combat Commander, Pacific 2nd Reprint/update of this game in the CC series depicting tactical combat in the Pacific in WW2. '20		148549	GMT Games	\$55.00	**		New	DC	**			2
Combat Commander: New Guinea Kit 2nd Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20		147099	GMT Games	\$17.00			New	Fo				2
Panzer Grenadiers: Marianas 1944 Last copy. ■ Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artil, flame-throwing tanks, & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14		132388	Avalanche Press, Ltd.	\$23.00			New	Bk	OoP			2
St Louis ASL Club Historical Magazine #1 Does NOT include map insert for Roadblock at Mithwepok. Does include rules, 10 scenarios & 3 campaign scenarios & a 1pg image of the map. '15 ■ Includes Roadblock at Mithwepok map plus rules, 10 scenarios & 3 campaign scenarios & a 1pg image of the map all depicting actions outside of Rangoon in Burma, early 1942. '15		147699	JagerSoft Games LLC	\$20.00			Excell	n	OoP			2
Warfighter, WWII: Exp 16 US Marines #1 Adds 56 cars focused on the US Marine corp during WWII. Just add these to your Warfighter decks. '20		147793	Dan Verssen Games	\$15.00			New	SC				1 6
WW-2: Tactical Combat, Multiple Theaters												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
ASL / SL BOARDS Individual CARDSTOCK, MOUNTED or UNMOUNTED (paper) BOARDS available; see our online catalogs or inquire by phone or email. Order by board # & format. Prices & condition vary. ■		95272	AH Avalon Hill Game Co.	CALL			Excell or Mint	n	OoP			2
ASL: Annual '92 64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.		147706	AH Avalon Hill Game Co.	\$25.00			Excell	n	OoP			2
ASL: Annual '93b Includes Sand & Blood, 3-island insert with 5 scenarios & a campaign game of the invasion of 3 small islands concurrent with the invasion of Guadalcanal, Aug 1942. Includes 7 other scenarios & extensive errata. ■ 48pg General-style booklet of scenarios, strategy & tactics, & variant articles on all aspects of ASL. Includes Sand & Blood, a 3-island cardstock terrain insert + 5 scenarios & campaign game of the invasion of 3 small islands near & concurrent with Guadalcanal, Aug 1942. 7 other scenrios & extensive errata. '93		147704	AH Avalon Hill Game Co.	\$45.00			Excell	n	OoP			2
ASL: Board BF SET 2, Cardstock LAMINATED MUST SHIP FLAT. Set of 4 1st edition Bounding Fire mpas; boards are a deeper green than current MMP style. Includes 4 maps DW-1a, -1b, B & G. ~22.25x8.25"		147737	Bounding Fire Productions	\$15.00	**		Excell	LB	**	OoP		2
ASL: Board BF SET, Cardstock LAMINATED MUST SHIP FLAT. Set of 3 2nd edition Bounding Fire maps using the revised graphics to mimic current MMP style. Includes maps DW-1a, -1b, & G. ~22.25x8.25"		147736	Bounding Fire Productions	\$15.00	**		Excell	LB	**	OoP		2
ASL: Board SET 2, Cardstock LAMINATED MUST SHIP FLAT. ■ Set of 6 double-sided, cardstock version, starter kit maps, each professionally laminated. Includes 4a/b, 5a/b, 6a/b, 7a/b, 8a/b, 9a/b. 16.5x11.5" rectangles.		147735	Multi-Man Publishing,	\$30.00	**		Excell	LB	**	OoP		2
ASL: Board SET, Cardstock LAMINATED MUST SHIP FLAT. ■ Set of maps #1-55, 60-63, 73, q - z (70 maps total, each 22.25x8.25".		147733	Multi-Man Publishing,	\$199.00	**		Excell	GB	**	OoP		2
ASL: Journal # 2 Does NOT include map insert nor countersheet. Otherws EX and contains all scenarios. ■ Magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios on the ASL lifestyle. Includes 2pg of errata. This issue also includes a full counter sheet, map & rules insert to accompany 5 scenarios on actions at Kakazu Ridge on Okinawa in 1945. '00		147697	Multi-Man ASL JOURNAL	\$40.00			Excell	n	OoP			2
ASL: Journal # 9 Does NOT include map insert, countersheet or Chapter Z rules. Does include 6 scenarios of 1st Marine's invasion of New Britain (requiring the Suicide Creek map), and 17 other scenarios. ■ 64pgs of the best of MMP's ASL. Includes 2 games: VERDICT AT NUREMBERG campaign scenario set & SUICIDE CREEK campaign game including map & 244 counters + Chp Z pgs 63-78 & 24 scenarios. ARTICLES ON: Art of the Banzai charge; guide to water obstacles & invasions in ASL; 3-scenario Verdict at Nuremberg; Btl for Suicide Creek, New Britain, Jan'44; scenarios J126-146 + VotG22-24; art of key building defense in ASL; scenario design process; Fun! with Panzerfausts! Playing big ASL games with limited space. '11		147702	Multi-Man ASL JOURNAL	\$49.00			Excell	n	OoP			2
ASL: Journal #11 48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16		139020	Multi-Man ASL JOURNAL	\$44.00			New	n	OoP			2
ASL: Journal #12 40pg magazine including 12 new ASL scenarios (on cardstock), corrected scenario 181 from Yanks, and many strategy & analyses articles. A must for ASL fanatics. '17		147929	Multi-Man ASL JOURNAL	\$20.00			New	n				2
ASL:Action Pack #16, From Land Down Undr Scenario pack focused on 15 scenarios involving the Australian forces in actions around the world. Includes map 15a/b. Developed by Australian ASL group. Req core ASL modules to play. '21		148451	Multi-Man Publishing,	\$23.00			New	Fo				2
ASL:Best of Friends 2 Scenario Kit New scenario pack with new map #85, plus 12 scenarios, all of which were used in the Swedish Friendly Fire Tournament. Includes a variety of actions thruout WWII in Europe (with one in the Pacific between Russian & Japanese forces). '10		148895	Multi-Man Publishing,	\$20.00			New	Fo				2
ASL:Best of Friends Scenario Pack 12 scenarios drawn from the Swedish Friendly Fire ASL toumy including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13		133031	Multi-Man Publishing,	\$11.99			New	n				2
ASL:Firefights Kit #2 Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05		126963	Heat of Battle	\$22.00			New	Fo	Going			2
ASL:Friendly Fire Pack #3 Original A4 size paper trimmed to close to normal 11" length. ■ 8 scenarios covering actions in both Europe & the Pacific, 1937-45. Designed for the FF tournament in Sweden.		147727	Friendly Fire	\$9.00			Excell	n	OoP			2
ASL:Friendly Fire Pack #4 Original A4 size paper trimmed to close to normal 11" length, eliminating margins on several pages. One card cut too closely & repaired crudely with tape. Otherws EX. ■ 10 scenario kit covering actions in the Pacific & Europe, 1939-45.		147728	Friendly Fire	\$8.00			V.Good	n	OoP			2
ASL:Friendly Fire Scenario Bundle 2 stray scenarios believed to be from Friendly Fire, FF7 Plow Factory and FF8 Gray Waves. Includes a scenario page and an 8.5x11" map for each, neatly color lazer copied. ■		148671	Friendly Fire	\$2.00			Excell	n	OoP			2
ASL:Hollow Legions 3rd Overhaul of this module including the entire Italian OoB plus the desert components from West of Alamein (which were not printed in King & Country), plus components from Soldiers of the Negus (Ethiopia, 1935-6). Revised mix of 53 scenarios from previously published modules, action packs, magazines & Negus kit. Includes 5 countersheets, 8 boards (25-31, 25e), & all desert overlays. A core module for actions set in the North African desert or involving the Italians. '22		148901	Multi-Man Publishing,	\$138.00	**		New	DC	**			2
ASL:Into the Rubble 2 [2nd] Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fire #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16		148838	Bounding Fire Productions	\$76.99			New	n				2
ASL:Rout Pak III Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98		75722	Critical Hit	\$10.00			New	zl	OoP			2
ASL:Starter Kit BONUS Kit #2 Kit adding 2 maps & 8 scenarios to all of the prior Starter Kits. Includes maps I & J, and scenarios S82-89, which cover actions thruout WWII and in both Europe & the Pacific. Requires parts all 4 Starter Kits plus Exp Pack #1 & 2 to play all scenarios. '21		147233	Multi-Man Publishing,	\$20.00			New	Fo				2
ASL:Starter Kit Expansion Pack #2		148712	Multi-Man Publishing,	\$23.98			New	Fo				2

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
Expansion kit with additional rules, counters, maps & scenarios for the Starter Kit series of games (#1-4). Includes 8 scenarios & 2 maps covering actions between Japanese army & naval forces and Australian, Indian, Filipino, Dutch & Chinese opponents on mainland Asia & on Pacific Islands, 1937-45. Rules introduce the use of regular & fanatical Chinese squads, overlays, vehicles & ordinance. Includes additional Dutch vehicles & other nationalities previously available in only token amounts. Includes maps k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20													
ASL: Winter Offensive #10 2019 Bonus Pack		146984	Multi-Man Publishing,	\$30.00				New	Fo				2
Tournament scenario pack including 2 new maps (10 & 11), 4 scenarios covering actions in Greece 1940, two in France 1944, and Korea 1950. Reqs core modules to play. '19													
ASL: Winter Offensive #11 2020 Bonus Pack		148407	Multi-Man Publishing,	\$26.00				New	Fo				2
Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20													
ASL: Winter Offensive #12 2021 Bonus Pack		148463	Multi-Man Publishing,	\$26.00				New	Fo				2
Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands & Germany, all in 1944. Reqs core modules & boards 11b to play all scenarios. '21													
ASL: Winter Offensive #13 2022 Bonus Pack		148913	Multi-Man Publishing,	\$35.00				New	Fo				2
Tournament scenario pack including 3 new maps (m,n & o) and 4 scenarios (WO39-42). '22													
Patrol, Man-Man Combat in 20th Century		122696	SPI Games	\$25.00				Mint	FT	OoP			1
Missing 10 blanks, otherw mint. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74													
SL: Squad Leader, SCENARIOS 81-90		142366	Worldwide Wargamer (3W)	\$6.00				New	n	OoP			2
10 additional scenarios for Squad Leader games spanning the years 1940-43 in western Europe & the USSR. '82													
SL: Squad Leader, SCENARIOS 81-90		145236	Worldwide Wargamer (3W)	\$3.00				V.Good	n	OoP			2
Price tag on cover. Wrinkled & soiled thru use. ■ 10 additional scenarios for Squad Leader games spanning the years 1940-43 in western Europe & the USSR. '82													
WW-2: Political & Economic Conflict													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
Die Atombombe, the Reich's Bomb #50		148065	Against the Odds Magazine	\$29.50				New	HP				A 5
Mag & game. 2-5 player card game of Germany's attempt to develop the atom bomb during World War II. Each player represents a faction within German society. Secure permission to start, secure scarce resources & personnel to develop a program, and go for broke despite the many other pressing needs of a nation at war. Oh, and spy on & sabotage your competitors' efforts, this being the Reich. Designed to show how difficult it was to mount a nuclear program despite the appeal of the goal. Quick playing. 108 cards, 64 counters. Steven Cunliffe'19													
Plot to Assassinate Hitler #59 PARTS		GmOnly 116118	SPI S&T Magazine Games	\$19.00				<New	n	OoP			A
Game-only. Rules stapled twice at spine, otherw clean. Unpunched & complete. 2" portion of map mildly soiled. ■													
WW-2: Air Combat													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
B-29 Superfortress, Bombers Ovr Japan 3d		148860	Legion Wargames	\$44.00				New	HC				1 1
3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16													
Bombs Away! Air War Over Europe #4		22916	Game Publicatns GAME FIX	\$12.00				New	n	OoP			6
Inventory label on cover of mag. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.													
Cactus Air Force, Air War Over Solomons		148639	Decision Games	\$11.50				New	Fo				4
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													
Corsair Leader: Aces Kit		148663	Dan Verssen Games	\$17.50				New	SC				2 1
Expansion kit including 56 cards depicting real US navy & marine ace pilots to the game. Just add them to your game at the start of a game. '20													
Down in Flames, Guns Blazing ExtraCards		142902	Dan Verssen Games	\$3.00				New	n	OoP			1
Deck of 63 aircraft cards. ■													
Fury at Midway [2nd]		148567	Revolution Games	\$28.00				New	zl				4
Updated and enlarged from the Japanese game, Midway Turning the Tide in the Pacific. Primarily a game of air operations during the battle of Midway, June 1942. Players struggle with the key questions of what & when to strike, and how to defend your fleet (and for the Americans, the island of Midway). Game system adds variability to strike navigation & coordination and escort forces, which may undercut a good plan. Surface naval forces are not depicted directly. 2 maps, 72 counters, 12 cards. Yasushi Nakaguro'20													
Night Fighter Ace, Air Defens of Germany		148775	Compass Games	\$77.00				New	BC				2 1
Solitaire game of grand tactical plane-plane air combat over Germany during World War II. Based on The Hunters game system, this game creates a narrative around the pilot (player) seeking to increase his prestige, skills & rank - and live to fight another night. Each turn represents several days time, during which missions are flown to intercept British night bombers. Includes 32 nightfighter models representing Bf-109s, Ju-88s, Do-215/217, He-219 and Ta-154s. Players must cover 7 operational areas covering Germany & its approaches. Optional rules provide for a 2+ player game. 1 counterseet, 16 dbl-sided aircraft display mats, 100 cards. Gregory Smith, Brien Miller'18													
RAF, Eagle PC		143505	Decision Games	\$16.00				New	JC	OoP			4 1
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 included, 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													
RAF, the Battle of Britain Deluxe 5th		148630	Decision Games	\$99.00 **				New	DC **				4 1
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													
Storm Above the Reich		148506	GMT Games	\$50.00 **				New	DC **				2 1
Solitaire game in which the player manages a German Focke-Wolf FW-190 fighter squadron in the face of endless American B-24 bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min, and campaigns consisting of 6-60 missions. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Sister game to Skies Above the Reich, and can be mated to that game. 4 dbl-sided mounted maps of various sizes, 2 countersheets, 60 blocks, 96 cards. Jerry White & Mark Aasted'21													
Target For Today, Bombers Over the Reich		148439	Legion Wargames	\$59.00 **				New	BC **				2 1
Update of a game previously published as a print-it-yourself game. Solitaire game of the US daylight strategic bombing campaign in Europe late in World War II. Update & enlargement of earlier B-17, Queen of the Sky game, with revisions to make it as historical as possible. Player manages the crew of a B-17F or G, or a B-24D or J, bomber thru individual missions & over the course of a 30-mission tour of duty. Multiple manuals, 232 counters of varying sizes. Steve Dixon'17													
Target for Today: Axis Fighter Aircraft		148731	Legion Wargames	\$16.99				New	n	OoP			1 1
Small Kit that adds fighters from Italy, Romania & Hungary to the Target for Today game of daylight strategic bombing of Germany, and its air defenses. Includes 56 1" counters. Steve Dixon, Bob Best'20													
Target for Tonight		148445	Legion Wargames	\$62.52 **				New	BC **				1 1
Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20													
Wing Leader, Supremacy 1943-45 2nd		148516	GMT Games	\$60.00 **				New	DC **				2

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
2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers the period in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmicombe-Wood'22											
Wings of the Motherland 3rd		147553	Clash of Arms	\$92.00	**	New	DC	**	1		
Fourth volume in the Fighting Wings (Whistling Death) game series. Covers air combat on the Eastern Front during World War II from the German invasion to the fall of Berlin. This edition includes 48 mostly new aircraft, 2 double-sided maps, 630 counters. Includes more emphasis on air-ground combat than prior games in the series. 3rd edition rules have smoother, cleaner mechanics, 150 air combat & 60 ground & anti-shipping scenarios. 48 aircraft & 16 types of naval vessels. Received 4 Charlie Roberts award nominations in 2019. JD Webster'20											
Zero Leader: Aces Expansion Kit		146560	Dan Verssen Games	\$14.00		New	SC		1	1	
Add-on deck of 56 cards depicting 52 Japanese aces & elite pilots, plus 4 new events.. Chuck Seegart'21											

WW-2: Naval Combat										M.Dean@FineGames.com	h 866-690-7878 10am - 9pm P
Beneath the Med, Regia Marina at Sea		146155	Consim Press	\$29.00		New	BC		1	1	
Solitaire game (with multi-player & tournament rules) of the Italian submarine fleet during World War II. Player commands one of many types of Italian submarines in missions on the Mediterranean Sea and elsewhere. Goal is to complete missions and survive until Italy surrenders in 1943. Uses The Hunters game system. Includes 480 named target vessels. Gregory Smith'20											
By Stealth & Sea		147794	Dan Verssen Games	\$49.00	**	New	DC	**	2	1	
Solitaire or cooperative game of the pioneering Italian commando frogmen unit, Decima Flottiglia MAS, seeking to destroy elements of the Royal Navy in the heavily guarded harbors of Gibraltar, Algiers & Alexandria. Includes 9 historic attack scenarios, plus campaigns during which you can develop your technology, train your frogmen while the Royal Navy also improves its defenses. 3 mounted mapboards, 116 counters, 141 cards. Fast playing. '20											
By Stealth & Sea: Companion Book		146558	Dan Verssen Games	\$12.50		New	Bk		1	1	
58pg Companion book for this game providing history, background & context to the actions represented in the game. Describes the 9 missions covered in the game, how these weapons were created & utilized, the results of the missions including ships sunk or damaged. Does not deal with game strategy or analysis '20											
Command at Sea		16091	Metagaming	\$19.00		Mint	SC	OoP	1		
Cherry. ■ Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 battles of Savo Island around Guadalcanal, 1942-43. Includes 24 ship counters, 20 ship data sheets. Counters printed on thin cardstock & must be cut apart to play. G.Preston & J.Gibson'81											
Command at Sea: Emperor's Fleet		127875	Clash of Arms	\$18.00		New	Bk		1		
94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates with American Fleets & Atlantic Navies. '11											
Command at Sea: Gruppe Nord		144905	Clash of Arms	\$19.00		New	Bk		2		
128pg Booklet compiling & revising data for all German ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing this in line with CAS 4th ed. L.Bond'12											
Command at Sea: La Guerre Navale		112240	Clash of Arms	\$18.00		New	Bk		2		
Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12											
Cruise of the Graf Spee #66		141476	Decision Gms World at War	\$59.00		New	n	OoP	2	1	
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 Karpathian 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.											
Loups Gris en Atlantique #90		93814	VAE VICTUS Magazine	\$17.50		New	n	OoP	6	1	
Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & special events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10											
Midway, Battle of...		144902	ATO - Turning Point Simul	\$27.00		New	HP		4		
Chosen as one of the 20 decisive battles of world, this game covers the June 1942 battle of Midway that broke the Japanese naval superiority in the Pacific. Includes all facets of this brief battle, including coverage of an actual land invasion of the two islands, as well as subs, seaplanes & many more details of the situation. Includes 176 counters & mounted map. P.Rohrbaugh'13											
Nordkapp, Los Convoyes del Artico # 29		110558	Alea Magazine (Ludopress)	\$14.00		New	n	OoP	4		
Last copy. ■ Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German capital ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.grognard.com. '04											
North Cape, Arctic Convoy Battles #292		116910	Decision Games S&T Games	\$39.00		New	n	OoP	4	1	
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 destruction 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.											
Pacific Fury, Guadalcanal 1942 2nd		148961	Revolution Games	\$24.00		New	zl		4		
Smaller, simpler game of the many naval & air battles surrounding the key & contested island of Guadalcanal in the Solomon between Aug-Nov 1942. The Japanese must deploy a strategy that allows an amphibious counter-invasion of Guadalcanal given their superiority in surface ships but equality in carrier strength. Fast playing & tense game. Small map & 50 laser-cut counters that fall easily from the counter tree. Previously published in by a Japanese company, bonsai games. Y.Nakagura'16											
Seas of Iron: Battleship Exp Kit		117033	Blackball Games	\$2.99		New	n	OoP	1	4	
Last copy. ■ Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14											

POST WORLD WAR II HOT WARS, 1945 -- Present

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POST WW2 CONFLICTS: WW-3 in Europe										M.Dean@FineGames.com	h 866-690-7878 10am - 9pm P
Doomsday v1, Battle for Germany		148779	Compass Games	\$78.00	**	New	BC	**	4		
First of a new series of games on the World War III that thankfully never happened (yet). This game focuses on the battle in west Germany between Warsaw Pack & NATO forces about 1985. Uses a variation of the Operational Scale (OSS) game system, and this is the third game using that broader system. Offers low counter density & simple mechanics. 1day/turn, Regt/Brig/Div level, 12km/hex, 5 scenarios, 4 maps, 5 countersheets. High solitaire suitability. Adam Starkweather'21											
Fifth Corps #82		131174	SPI S&T Magazine Games	\$64.00		Mint	n	OoP	2		
Cherry. Last copy. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.											
Group of Soviet Forces Germany #220		66771	Decision Games S&T Games	\$37.00		New	n	OoP	4		
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 v 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.											
Iron Curtain, Central Europe 1945-89		148916	Multi-Man Publishing,	\$60.00		New	BC		6		

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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
Game of potential wars between NATO & Warsaw Pact forces in central Europe at 5 points spanning the length of the Cold War. War can erupt in 1945, 1962, 1975, 1983 or 1989. Uses the Standard Combat (SCS) game system. Includes 3 scenarios in which NATO invades the east (including Churchill's 1945 plan. Units generally begin in a peacetime footing, and have variable amounts of time to ramp up to the harsh reality. Includes nuclear & chemical warfare, air & air mobile forces, Includes 1 map, 1120 counters, 8 scenarios. Carl Fung'20												
Objective Hamburg #55		147428	Decision Gms Modern War M	\$99.00			New	n	OoP			4
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 Hamburg & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are geographical & 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 Malasian 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; Missles & Geese.												
Objective Kassel #53		145874	Decision Gms Modern War M	\$129.00			New	n	OoP			4
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.												
Objective Munich #49		144016	Decision Gms Modern War M	\$119.00			New	n	OoP			4
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.												
Operation Unthinkable, Elbe to Oder #333		148985	Decision Games S&T Games	\$37.50			New	n	OoP			4
Mag & game. Operational level of the hypothetical situation had the western Allies & the Soviets gone to war in the environs surrounding Berlin a couple months after the end of World War II. Victory is determined by the western Allies' progress toward the east (attempting to secure Poland for the western camp). Game reflects that both sides were at the end of a taxing war with few replacement or reinforcements available. Soviets have numbers & artillery; the allies have bombers. Div/corp level, 228 counters, 5mi/hex, 3.5days/turn. Ty Bomba'22 / ARTICLES ON: Unthinkable, Churchill's Plan for World War III in 1945; Union Disaster, Battle of Crater July 1864; First Battle of Monte Grappa, 1917-18; Subutai, Mongol Master of War; German Use of Mines in WWI; Ethiopia Update; Turkey's Syrian Gambit; Icebreaker Wars; US Carriers at Risk; Battle of Plataea, 499BC; Buffalo War 1873; Communications Revolution; Combat Air Support in WWI.												
Red Tide South #315		137339	Decision Games S&T Games	\$29.50			New	n	OoP			4
Mag & 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 & 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.												
Superpowers at War #100		131204	TSR S&T Games	\$25.00			Mint	n	OoP			4
Cherry. Last copy. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt-lvl game of operational combat in western Germany during the opening days of World War III. 2 scenarios: Drive on Munich & Across the Rhine. Double impulse game emphasizing mobility. 4km/hex, 24hr/turn, btln/regt level. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98.												
Third World War: Arctic Front		130373	Game Designers Workshop	\$35.00			Excell	HC	OoP	Err		4
Complete. Yellow stain on 1 marker. Sml label residue on box cover. ■ Highly balanced, tense game of strategic combat in Scandinavia in the Next War between Warsaw Pact & Nato air & land forces. Includes both air & land (and airmobile) forces. Each side has two impulses to move & attack, but somewhat asymmetrically. Soviets must use their mix of forces to quickly progress down the mountainous spine of Norway. One of the best games in the 4 part Third World War series; low unit density makes this a great puzzle to solve. Can be mated to other games in series. 2 maps, 240 counters. Rgt/Brig/Div level, 1wk/turn, 45km/hex. F.Chadwick'85												
POST WW2 CONFLICTS: WW-3 in Asia			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
Dragon vs Bear, China v Russia #12		147054	Decision Gms Modern War M	\$35.00			New	n	OoP			4
Last copy. ■ Mag & game. Game covers a future war between China & 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 & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & 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, brg/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 & its Cold War Career.												
POST WW2 CONFLICTS: World War 3, Thermonuclear Warfare			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
Fail Safe, Strategic Air Command #283		129609	Decision Games S&T Games	\$85.00			New	n	OoP			8
Mag & 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 & 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 & the beginning of the 2nd Vietnamese War. '13												
First Strike '62		135403	Schutze Games	\$49.00			New	HC				6
Last copy. ■ Game of nuclear warfare, c.1962, as the Cuban Missile Crisis or Bay of Pigs spins way out of hand. Very nice polar-centered, hex map of the northern hemisphere used to guide strategic bombers & ICBMs toward the enemy. The Cuban-based Soviet missiles provide a bit of a wild card for both sides. 263 counters. B.Costello'13												
POST WW2 CONFLICTS: the War on Terror			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
Isis War, Next Middle East War # 33		130443	Decision Gms Modern War M	\$29.00			New	n	OoP			4
Mag & 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 & intent). Kurds declare their independence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as an 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 & Russian Involvement in the Middle East & 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; Admiral Felix Budwell Stump; Special Operations in Vietnam.												
Labyrinth, War on Terror 4th		147112	GMT Games	\$49.00	**		New	DC	**			8
2019 reprint. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '19												
Labyrinth: Forever War 2015 - ? Kit		148555	GMT Games	\$20.00			New	zl				8
2nd kit for Labyrinth. Continues where The Awakening Kit left off, adding new rules & event cards to cover the events from 2015-2020, including Trump becoming president with his own style of warfare. '20												
POST WW2 CONFLICTS: the Cold War 1945-89			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
1989, Dawn of Freedom 2nd		146955	GMT Games	\$36.00	**		New	BC	**			8
2020 2nd edition. ■ 2-player game simulating the political, social & economic aspects of the period about 1989 when democratic change brought about the collapse of the Soviet Union. One player represents the USSR, and attempts to prop up the Warsaw Pact governments with things other than tanks in the streets as social pressures force change. The other player represents the western nations, the so called forces of democracy, who seek to create discontent & change which hurts the Soviet cause. 2 countersheets, 162 cards, 1 map, 2-8wks/turn. 2nd edition simply integrates errata into the rules. Ted Torgerson, Jason Matthews'20												
Twilight Struggle, Cold War 1945-89 11th		148509	GMT Games	\$50.00	**		New	BC	**			8

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 #	of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Deluxe edition; 2021 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'21											
POST WW2 CONFLICTS: Contemporary Political & Economic Conflicts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Among Nations #9	10815	Game Publicatns	GAME FIX	\$3.00	Mint	n	OoP	A	6		
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
Among Nations #9	15209	Game Publicatns	GAME FIX	\$5.00	New	n	OoP	A	6		
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
Meganation	3991	Earth Decision Systems		\$15.00	Excell	HC	OoP		6		
2-8 player, fast playing game of politics, technology & generational expansion using a fictional world. Designed as a teaching tool. 1989											
POST WW2 CONFLICTS: Iran & Iraq 1980s to present M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Back to Iraq 2nd / Warmastr Chess v2 #50	48873	XTR: Command Magazine		\$15.00	New	n	OoP		4		
Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for...); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.											
Back to Iraq 3rd #208	57335	Decision Games S&T Games		\$30.00	New	n	OoP		4		
Last copy. ■ Mag & Game. 2nd revision & 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.											
Basra, Battle of...	113932	Game Designers Workshop		\$3.00	Mint	Fo	OoP		4		
50 unit intro game of 24th Mech v Rep Gds. Colorful & detailed. Intended to use the then-current war to introduce beginners to gaming. '91											
Central Command #98	131206	TSR S&T Games		\$30.00	Mint	n	OoP		2		
Cherry. ■ Mag & Game. Game of air-land combat between elite, airborne formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. Co/btl level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.											
Central Command #98	101462	TSR S&T Games		\$25.00	Mint	n	OoP		2		
Cherry. ■ Mag & Game. Game of air-land combat between elite, airborne formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. Co/btl level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.											
Decision Iraq #6	105882	Decision Gms Modern War M		\$22.00	New	n	OoP		4		
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decision 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 & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.											
Desert One War, Persian Gulf 1979-81 #44	141867	Decision Gms Modern War M		\$37.50	New	n	OoP		4		
Mag & 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 a NATO invasion to sieze Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models aire land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/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.											
Fallujah 2004, City Fighting in Iraq #23	127792	Decision Gms Modern War M		\$23.00	New	n	OoP		3	1	
Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & 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 & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & 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.											
Oil War #52	140337	SPI S&T Magazine Games		\$30.00	Excell	n	OoP		4		
Complete. Rules & a few pgs of mag litely dog-eared. Otherws EX. Last copy. ■ Mag & Game. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.											
Oil War, Iran Strikes 2nd #2	137032	Decision Gms Modern War M		\$24.00	New	n	OoP		6		
Mag & 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'12 / ARTICLES ON: Oil War, Iran & 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.											
Persian Incursion	148859	Clash of Arms		\$49.00	New	BC			6		
Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carlson, J.Dougherty'11											
Rapid Deployment Force RDF #91	131213	TSR S&T Games		\$22.00	Mint	n	OoP		2		
Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.											
Rapid Deployment Force RDF #91	140204	TSR S&T Games		\$19.00	Mint	n	OoP		2		
Unpunched & unplayed. Mag has been read and is worn & modestly wrinkled with several small spot stains & a few sml tears. ■ Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.											
Target Iran #10	126171	Decision Gms Modern War M		\$23.00	New	n	OoP		4	1	

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

Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & 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 & 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 & the Air War in Vietnam.

POST WW2 CONFLICTS: Afghanistan, 1982-present M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Enduring Freedom, Afghanistan 2001-2 #30 130563 Decision Gms Modern War M \$35.00 New n OoP 4 1

Mag & game. Operational level, solitaire game of the US-dominated & 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 & 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 all 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 & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscript; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.

Holy War, Afghanistan #147 122722 Decision Games S&T Games \$15.00 Mint n OoP Err 4
Includes 5 errata counters & errata, and 3 articles with variant rules. Unpunched & unplayed. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & 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 & 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).

Holy War, Afghanistan #147 131163 Decision Games S&T Games \$18.00 Mint n OoP 4
Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & 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 & 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).

Holy War, Afghanistan #147 116782 Decision Games S&T Games \$25.00 Mint n OoP 4
Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & 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 & 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).

Kandahar, Southern Afghanistan 2008-10 130586 One Small Step \$15.00 New Fo OoP 4
Last copy. ■ Small 2-3 player game of the conflict in southern Afghanistan, 2008-10. Players represent the struggling Afghan factions contesting the resources of the area. Control of a resources garners victory points as well as further resources. 12 objective card, 140 counters. B.Train'15

Kandahar, Spcl Forces In Afghanistan #21 142792 Decision Gms Modern War M \$29.00 New n OoP 2 1
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.

Operation Anaconda, Afghanistan 2002 #276 99723 Decision Games S&T Games \$22.50 New n OoP 3
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. Platoon 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.

Siege of Orgun, Afghanistan 1983 141604 Revolution Games \$25.00 New zl 3
Operation level game of the Afghani Mujahideen's assault on fortified positions in the eastern province of Paktika held by an Afghan regiment with some Soviet forces as well. Area-move, impulse driven game with interactive play. Includes 36 event cards, 88 counters, pltn/company level. P.Ruestschmann'15

POST WW2 CONFLICTS: Israel & the Middle East 1948 to present M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Assaut sur Suez 1956 #92 93815 VAE VICTUS Magazine \$14.00 New n OoP 4
Last copy. ■ Mag + Game. w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10

Beirut '82, Arab Stalingrad #126 130997 WWW Strategy & Tactics \$19.00 Mint n OoP Err 4
Cherry. Last copy. ■ Mag & Game. Includes 18 counters for the 3rd Reich Ethiopia variant in Battleplan #8. Game covers the Israeli drive to capture first southern Lebanon then Beirut & clear the area of Palestinian opposition. Determined, guerilla-like Palestinian resistance together with diplomatic pressure ended further Israeli efforts. 2000ft/hex, 3days/turn, widely varying units. T.Kane'89 / ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.

First Arab-Israeli War, 1947-9 #185 116784 Decision Games S&T Games \$38.00 Mint n OoP 4
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.

First Arab-Israeli War, 1947-9 #185 104297 Decision Games S&T Games \$42.00 Mint n OoP 4
Counters reverse printed (as were most copies of this issue). ■ 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.

Force Eagle's War: ERRATA COUNTERS (3) 128899 Gamers (% MMP) \$2.00 Excell n OoP 2
3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.

Golan, the Syrian Offensive 141431 Decision Games \$17.00 New Fo 4
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 Kippor War, defended by 2 Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btlm/brig level. '10

Holy Land, Next Arab-Israeli War # 8 137529 Decision Gms Modern War M \$42.00 New n 4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

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 Israeli'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.

Kippour 73 # 39	93763	VAE VICTUS Magazine	\$15.00	New	n	OoP	4	
Mag + Game. w/68pg mag. Operational, brig level game of the 1973 Arab-Israeli War on both the Golan and Sinai fronts. Hex based, 2 or 3km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01								
Lebanon '82, Operation Peace for Galilee	146290	Decision Games	\$18.00	New	Fo		4	
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								
Middle East Battles, '56 & '67 #226	70033	Decision Games S&T Games	\$22.00	New	n	OoP	4	
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.								
Next War in Lebanon #13	110284	Decision Gms Modern War M	\$22.50	New	n		4	
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.								
October War, Arab-Israeli War 1973 # 25	128420	Decision Gms Modern War M	\$45.00	New	n		4	
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, btl/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.								
Operation Musketeer #32	125266	Decision Gms Modern War M	\$21.00	New	n	OoP	4	
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 government (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.								
Operation Shock Troops, Drv Damascus#168	20391	Decision Games S&T Games	\$26.00	New	n	OoP	4	
Last new copy. ■ Mag & Game. Btl-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; Mifla 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.								
Operation Shock Troops, Drv Damascus#168	117309	Decision Games S&T Games	\$24.00	Mint	n	OoP	4	
Mag & Game. Btl-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; Mifla 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.								
Six Day War, 1967 # 4	140892	Decision Gms Modern War M	\$24.00	New	n		4	
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 planes of the Cold War; USAF's nex gen long-range strike bomber.								
Suez '56, Anglo-French Intervention	148209	Decision Games	\$14.99	New	Fo		4 1	
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								
POST WW2 CONFLICTS: Russia & Eastern Europe			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
Axis of Evil, Conflict in Mid-East # 39	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 the 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, air & special forces to win based on geographic ojective 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 by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Pllateau; 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.								
Chechen War, 1994-96 # 40	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, Btl/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.								
Putin Moves East # 50	148784	Decision Gms Modern War M	\$54.00	New	n	OoP	6	
Last copy. ■ 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 forces, 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 Missiles & 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.								

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
Soyuz '81 # 38 Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuyng the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,		133342	Decision Gms Modern War M	\$30.00		New	n			4
Suwalki Gap, the Baltic 2023 #327 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 1940; 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 Lovel & the Mississippi Defense Fleet.		148099	Decision Games S&T Games	\$69.00		New	n			4
Visegrad 4, the Coming War in Europe #16 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; Signma '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.		136442	Decision Gms Modern War M	\$35.00		New	n	OoP		4
POST WW2 CONFLICTS: India & Pakistan 1960s to present										
Cold Start, Next India-Pakistan War #36 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 of 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.		136752	Decision Gms Modern War M	\$29.50		New	n			4
Fire Next Time / WarMaster III #51 Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.		53051	XTR: Command Magazine	\$12.50		New	n	OoP		4
Indian Ocean Region Sequel to South China Sea using that game system. Covers the possible land, air & naval combat in the Indian Ocean in the future, c.2025, as China seeks to control & protect its oil transit lanes. Play begins with card play, depicting the political situation before hostilities. Once war begins, players deploy their units and each turn represents 3-7 hrs of time. All combatants would be operating at the extreme end of their logistics capabilities. High solitaire suitability. 3-7hrs/turn, 45nm/hex, air squadrons, pairs of ships, btlns, 3 maps, 3 countersheets, 39 cards. John Gorkowski'21		148777	Compass Games	\$69.00		New	BC			4
Indo-Pakistani Wars #174 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 Pakistan & 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-WWII Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95		99043	Decision Games S&T Games	\$34.00		Mint	n	OoP		4
POST WW2 CONFLICTS: Viet Nam 1950-1975										
Block by Block, Battle of Hue 1968 #48 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 Provence; 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.		143460	Decision Gms Modern War M	\$37.50		New	n			3
Cold War Hot Armor: Vietnam #307 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 Laos 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-Afghan War 1839; Leyte Gulf.		130452	Decision Games S&T Games	\$25.50		New	n	OoP		2
Dien Bien Phu #17 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/btln level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, 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.		116965	Decision Gms Modern War M	\$29.00		New	n	OoP		4
Dien Bien Phu, the Final Gamble 2nd 2019 reprint. Game of the decisive, 1954 campaign that destroyed the elite, mobile forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on artillery being hauled into the area. And the Viet Minh were committing half of their total forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters, 4 scenarios. K.Kanger'19		148869	Legion Wargames	\$45.00		New	HC			3
Fallen Eagle, Battle of Khe Sanh #62 Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.		100311	WWW Wargamer Magazine	\$16.00		New	n	OoP		2
Fire in the Lake: Tru'ng Bot Kit Kit for the base game that entirely replaces the rules, cards, player aids & charts for non-player forces. Includes a small rules set, a larger reference booklet and a deck of cards. '21		148551	GMT Games	\$18.00		New	zl			6
First Indochina War #27 Map creased at fold intersections. and corner edge wear, due to odd length of map relative to mag. Otherwise clean & unused. ■ Mag & Game. Simpler, early 70s game of the First Indochina War between the Vietminh v French in Laos & Vietnam, 1950-2. The Vietminh are not strong enough to challenge the French (who were lavishly supplied by the US) in open combat, but thru quick attacks & guerilla war prevented the French from restoring their colonial control of Indochina. Simple game; rules cover the de Lattre fortification line, militia, airborne operations, bombardment, guerilla war, etc. Brigade-level, 154 counters, 1 map. Guy Hall'74		148581	Third Millenia BATTLEFLAG	\$20.00		Mint	n	OoP		6
Front Toward Enemy		148410	Multi-Man Publishing,	\$55.00		New	BC			2

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
Game of company/pltn level tactical combat in Vietnam, the level at which this game suggests the US lost its war. Uses a fast playing system that puts player in the role of company commander. 50m/hex, 5min/turn, 1-4man fireteam/counter. 10 scenarios that recreate twelve mission types that characterized the US war in Vietnam (including airmobile assaults, search & destroy, etc). 3 countersheets, 2 maps. Joe Chacon'19											
Green Beret, Vietnam Solitaire #18	115046	Decision Gms Modern War M	\$99.00	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, selecting 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.											
In Country, the Vietnam War #281	118191	Decision Games S&T Games	\$99.00	New	n	OoP	4				
Mag & game. Dbl-sized 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; Kuduz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.											
Infierno Verde, Vietnam 1967 # 15	GmOnly 102995	Alea Magazine (Ludopress)	\$14.00	New	n	OoP	3				
GameOnly. Green Inferno game covers the Vietnamese War in the Highlands, 1967. Two grand tactical scenarios covering two battles on 2 maps. Includes 200 die cut counters. Rules content is in Spanish; English rules translation included plus avail at www.grogard.com.											
Mike Force # 35	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 early 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 receiving 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.											
Next War, Vietnam	146331	GMT Games	\$60.00 **	New	DC **		4				
5th game in the Next War series depicting an attempt by China to crush Vietnam and their challenge in the South China Sea. Includes air, land & naval combat, including that in mountainous jungles of Vietnam. Simpler & advanced rules sets. Can mate with earlier Next War Taiwan & Korea for a monster World War 3 scenario. 7.5mi/hex, 4 countersheets, btln/brig/div level. Mitchell Land'20											
Operation Apocalypse, Vietnam 1966 #10	102994	VAE VICTUS Magazine	\$14.00	New	n	OoP	3				
Mag + Game. w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section d'Assaut is a card game of individual weapons & people in WW2. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grogard.com/vaevict.html. '96											
Sealords, Vietnam War in the Mekong#243	80326	Decision Games S&T Games	\$59.00	New	n	OoP	4				
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. 280 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.											
Silver Bayonets 1st	1224	GMT Games	\$15.00	Excell	BC	OoP	Err	2			
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the Ia Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90											
Tet '68 #18	103360	XTR: Command Magazine	\$15.00	Mint	n	OoP	Err	6			
Includes color photocopy of errata counters for this game printed in later issue. Mag has been read, otherws game unused. ■ Mag & Game. Game of the Nationalist Vietnamese offensive in Jan'68 thruout Vietnam that tipped the scales of the American will to pursue this endless war. 200 counters, btln/rgt/div level. 1wk/turn, 25mi/hex. / ARTICLES ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92											
Tet '68 #18	18655	XTR: Command Magazine	\$14.00	Mint	n	OoP	6				
Mag & Game. Game of the Nationalist Vietnamese offensive in Jan'68 thruout Vietnam that tipped the scales of the American will to pursue this endless war. 200 counters, btln/rgt/div level. 1wk/turn, 25mi/hex. / ARTICLES ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92											
Vallee de la Drang # 28	93756	VAE VICTUS Magazine	\$16.00	New	n	OoP	4	1			
Last copy. ■ Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. Solitaire game of the US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, co/btl level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grogard.com/vaevict.html for English translation. '99											
Vietnam 1965-75 2nd	148948	GMT Games	\$60.00 **	New	DC **		4				
Update of this well-regarded, complex 3-map, 6 countersheets, Btln-lvl game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btln/regt level. NickKarp'22											
Vietnam Battles: Hue / Op Pegasus #196	57326	Decision Games S&T Games	\$52.00	New	n	OoP	4				
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 Panzerwurfmine 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 & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.											
Vietnam Battles: Iron Triangle # 7	105832	Decision Gms Modern War M	\$24.00	New	n	OoP	4				
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.											
Vietnam, Hamburger Hill/Op Solace #5	105443	XTR: Command Magazine	\$30.00	Mint	n	OoP	2				
Last copy. Rules separated. Includes both games. ■ Mag & Game. w/ Samurai Sunset #3 Triumph of the Will variant counters (60). Two games: HAMBURGER HILL covers 3 btlns of US 101 Airborne assaulting a prepared defense by 2 crack NVA btlns in the A Shau Valley, May 68. 240m/hex, 1day/turn. OP SOLACE: hypothetical, large scale US POW rescue attempt in northern Vietnam by 2-3 divisions. 10km/hex, 1day/turn, J.Meldrum'90 / ARTICLES ON: Hamburger Hill, futile tactics, bankrupt strategy; raid on Son Tay POW camp; role of Viet Cong irregulars in the US defeat in Vietnam; Vietnam, the theory of revolutionary warfare; Triumph of the Will variant for Samurai Sunset.											
Winged Horse, War in Vietnam 1965-6 #239	77635	Decision Games S&T Games	\$37.00	New	n	OoP	6				
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.											
POST WW2 CONFLICTS: Korea 1950 to present											
ASL:Action Pack #17, Oktoberfest XXXV	148384	Multi-Man Publishing,	\$28.00	New	Fo		2				

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
Scenario pack focused on 16 scenarios involving the the US 1st Cavalary Divison (sans horses) between their time late in the war against Japan thru many actions in the Korean War. Includes 2 mapboards (87 & 88). Sequence of scenarios tells the story of what was initially an average unit made soft thru five years of occupation duty in Japan, then quickly thrown into the Korean War at Pusan. Actions span 1944 and 1950-51. '21											
B-29 Superfortress: Hell Over Korea Kit		144320	Legion Wargames	\$35.00			New	BC			1
Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12											
Chosin, X Corp Escapes the Trap #257		89158	Decision Games S&T Games	\$24.00			New	n	OoP		4
Mag & Game. w/ errata & errata counters for Guantlet (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 Guantlet. 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.											
Coree 1950 #107		125355	VAE VICTUS Magazine	\$16.00			New	n	OoP		3
Mag & game. Game of the Korean War during the first year (1950) in 3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
DMZ, the Next Korean War		137502	Decision Games	\$18.00			New	Fo	OoP		4
Update of SPL 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											
Drive on Pyongyang # 5		148812	Decision Gms Modern War M	\$32.00			New	n	OoP		4
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 envisioning 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; Selous 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.											
Gauntlet, Battle of Chongchon 1950 #190		32403	Decision Games S&T Games	\$62.00			New	n	OoP		4
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 #185, Army Group South #188.											
Gauntlet, Battle of Chongchon 1950 #190		96736	Decision Games S&T Games	\$47.00			Mint	n	OoP		4
Several small mars on mag cover & 1" tear repaired. Otherws 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.											
Inchon #9 PARTS		128872	XTR: Command Magazine	\$6.00			Mint	n	OoP		4
Countersheet, only. ■											
Korea, Fire & Ice		133600	Compass Games	\$58.00			New	BC			4
First game in an intended Operational Scal System series, a variation of the Road to the Rhine system, emphasizing the infrastructure of war. Operational scale game of the first year of the war in Korea, 1950-51. During this time, the northern Communists nearly overrun southern Korea and the Pusan perimeter, US forces invade at Inchon and rout the Communists, then as the US approaches the Chinese border, the Chinese intervene routing the US forces. 3 maps, 2 countersheets, 1wk/turn, 10mi/turn. Adam Starkweather'18											
Korea, the Mobile War #111		97437	WWW Strategy & Tactics	\$25.00			Mint	n	OoP		4
Slight discoloration to 2 units; otherws cherry. Unpunched. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.											
Korea, the Mobile War #111		105722	WWW Strategy & Tactics	\$29.00			Mint	n	OoP		4
Rules separated. Sml lite spot on mag cover. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.											
Korean War Battles #296		115034	Decision Games S&T Games	\$49.00			New	n	OoP		4
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. Btl/nrgt/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 Carribean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.											
MiG Alley, Air War Over Korea 1951		147626	Decision Games	\$10.49			New	Fo			1
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 countrs, 18 cards, air group level, 23.5mi/square. '15											
Next War, Korea 3rd		147592	GMT Games	\$60.00	**		New	BC	**		4
Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. Btl/nrgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land.G.Billingsley'20											
No Motherland Without, NorthKorea Crisis		147780	Compass Games	\$45.00	**		New	BC	**		8
Card-driven, 2-player game of the 70 years of tensions on the Korean Peninsula, starting just after the Korean War in 1953. The northern player seeks to enforce a deterrent to invasion (including having nukes), prevent internal rebellion (including purges), and improve their infrastructure. The southern player (ie USA) will exert various pressures on the north by impeding their weapons programs, imposing economic sanctions, encouraging defections & isolating the north in the world community. High solitaire suitability. 8-10yrs/turn, faster playing, mounted map, 1 countersheet, 128 cards. Dan Bullock'21											
Paratrooper, Great Airborne Assaults#321		140091	Decision Games S&T Games	\$34.00			New	n			3
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 undercertain. 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 1864; Caesar & the 10th Legion; British Intervention in Jordan 1958.											
Pusan Perimeter, Fire on the Naktong 2nd		102758	Schutz Games	\$23.00			New	HC			4
Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13											
Redline Korea #6		86762	Game Publicatns GAME FIX	\$10.00			Mint	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. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.											
Semper Fi: ERRATA COUNTER (1)		128886	Gamers (% MMP)	\$1.00			Mint	n	OoP		2
1 errata counter from the Gamer's 1998 REPL & VAR countersheet. '98											

POST WW2 CONFLICTS: China & Taiwan M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Red Dragon Falling #19 116971 **Decision Gms Modern War M** \$25.50 **New** n **OoP** 4

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 Civil 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; Islamic Revolutionary Guards Corp Air & Space Forces.

Red Dragon Rising #250 84659 **Decision Games S&T Games** \$99.00 **New** n **OoP** 6

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 Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.

When Dragons Fight #54 53148 **XTR: Command Magazine** \$35.00 **New** n **OoP** 4

Mag & Game. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01 / ARTICLES ON: Geoffrey Pyke & the Frozen Carrier; Code Cyphers & Thomas Jefferson; US Army's Apache Attack Helicopter Force; Armament of Late Model Me-109s; With Custer at Death, 1876; Patton's Hammelburg Raid, March 1945; the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Command articles, games, errata & variants.

When Dragons Fight #54 53147 **XTR: Command Magazine** \$35.00 **New** n **OoP** 4

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POST WW2 CONFLICTS: Falklands, 1982 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Falklands Showdown, 1982 #269 95205 **Decision Games S&T Games** \$55.00 **New** n **OoP** 4

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/btn level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands 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.

Falklands War: Update Kit 98692 **Close Simulations** \$12.50 **Mint** n **OoP** 4

Set of rules updates, including 15 (unmounted) additional/errata British ships, that updates the OoB & adds additional rules. Published as a photocopy, not a printed product.

Port Stanley #28 GmOnly 131323 **WWW Wargamer Magazine** \$28.00 **Mint** n **OoP** Err 2

Last copy. ■ GameOnly. Btln-lvl game of the British attempt to recover the East Falklands Island from the Argentinian Army, which had captured the Falklands in a surprise invasion a few weeks prior in 1982. Includes air & sea support. Includes 200 counters, 2days/turn, 2.8km/hex. A.Parker'84

POST WW2 CONFLICTS: Other Post-WW2 Conflicts Around the World M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Modern Battles, Kaliningrad & Mosul # 27 135656 **Decision Gms Modern War M** \$29.00 **New** n 4

Last copy. ■ 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; North Korean Cyber War Units.

Next War: Supplement #1 Kit 148755 **GMT Games** \$13.00 **New** zl 4

Kit adding a number of new & advanced rules to the Next War game series (including Korea, Taiwan & India-Pakistan). Those include cyber warfare, alternate air war rules, subs, random events, etc. Also includes 342 counters, a new player aid card & a new sequence of play. '17

Next War: Supplement #2 Kit 146268 **GMT Games** \$14.46 **New** zl 4

Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20

Revolt in the East #56 98779 **SPI S&T Magazine Games** \$29.00 **Mint** n **OoP** 6

Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).

Revolt in the East #56 105452 **SPI S&T Magazine Games** \$21.00 **Mint** n **OoP** 6

Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).

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** \$24.00 **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; Brawnner'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 btn 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; Nonotechnology and the Military; Back 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.

Combined Arms, Combat Ops 1935-70 #46 130955 **SPI S&T Magazine Games** \$37.00 **Mint** n **OoP** 2

Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.

Combined Arms, Combat Ops 1935-70 #46 92835 **SPI S&T Magazine Games** \$35.00 **Mint** n **OoP** 2

Unpunched. 2 mag center pgs have metal discoloration near spine. Otherwise clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.

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	Conditn	Type	Print? Incl ? Scale Plyrs
Combined Arms, Combat Ops 1935-70 2nd 20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.		108536	SPI Games	\$24.00		Excell	FT	OoP 2
Commando, Combat Adventure Game Cherry aside from rules staple rust & lite Spotting to generic box btm. Unpunched. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79		1861	SPI Games	\$30.00		Mint	BC	OoP Err 1
Mech War II w/ 2 counter trays. Box has tape remnants on 2 side panels & btm. Several creases, corner dings, wear & scuffs on box. Components cherry. ■ Large two game pkg: update of Red Star/White Star (mech combat in central Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79		2007	SPI Games	\$139.00 **		Mint	DC **	OoP Err 2
Superiority Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81		3562	Yaquinto	\$14.00		Mint	AL	OoP 2
POST WW2 CONFLICTS: Insurgencies & Civil Wars Around the World								
Angola 2nd Multi-player game of a portion of the lengthy Angolan Civil War in 1975-6, that was very much a destructive proxy war between the US & USSR. Heavily revised from earlier Ragner Bro version. Area map, w/ counters representing units & special weapons. Players plan activation of a small number of units each turn in secret, then alternate executing plans. 110 cards, 2 countersheets. G.Dicken, S.Kendall'12		148249	Multi-Man Publishing,	\$60.00		New	BC	6
Angola, Cold War in Africa #290 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, Cold War Struggle in Africa; Battle of Manzkert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debaacle 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.		139211	Decision Games S&T Games	\$37.50		New	n	OoP 4
Border War, Angola Raiders 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		145667	Decision Games	\$11.50		New	Fo	4 1
Chad, the Toyota Wars #144 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/btl/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 1914, myth v reality.		131020	Decision Games S&T Games	\$20.00		Mint	n	OoP 4
Colonial Twilight, French-Algerian War 7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17		147386	GMT Games	\$50.00 **		New	DC **	4 1
Crisis Games, Columbia 2-3 player game of civil, dirty & drug war in Columbia in the 1980s-90s. Designed to be a simpler, fast playing & fun game. Tense, balanced fight between government forces, the drug cartels and rebel insurgents that was one of the longer insurgencies in the 20th century. Includes a small area map of Columbia, 200 counters representing military assets & random events cards. Karsten & Kaarin Engelmann'90		3954	Englemann Military Simultn	\$15.00		Mint	zl	OoP 4
Foreign Legion Paratroopers #46 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 of 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.		148647	Decision Gms Modern War M	\$37.50		New	n	3
Greek Civil War #11 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 move. 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.		110277	Decision Gms Modern War M	\$24.00		New	n	OoP 8
Greenline, Chechnya #8 Last copy. ■ Mag & game. Operational lvl game of the ongoing conflict between Russian army & Chechnyan rebels in Chechnya in the mid-1990s. Weekly turns, 11km/hex. Additional scenarios cover a wider, regional uprising against the Russians. Currently the only game on this bitter conflict. 120 die-cut counters. J.Miranda'96 / ARTICLES ON: History & current situation in Chechnya; industry news; errata for Redline Korea #6; scenario generation rules for Rebel Yell; interview with Chris Pello.		116450	Game Publicatns GAME FIX	\$12.00		Mint	n	OoP 6
Ici, c'est la France, Algeria 1954-62 3d Reprint of this game of the bitter Algerian War for independence from France, 1954-62. Unique design includes 3 dimensions of conflict: political, insurgency & overt military. Ultimate purpose is to sour the French publics' will to fight or to win the hearts & minds of the Algeria. Qtrly turns, rgt level, 344 counters. K.Kanger'13		147252	Legion Wargames	\$37.50		New	BC	6
Nagorno-Karabakh War, 1992-94 #54 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 Azeri's 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 guerilla 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.		147355	Decision Gms Modern War M	\$29.50		New	n	4
Somali Pirates # 3 Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level. J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.		130070	Decision Gms Modern War M	\$21.00		New	n	OoP 6
South Africa, Vestige of Colonialism #62 Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.		107485	SPI S&T Magazine Games	\$25.00		Mint	n	OoP 6
South Africa, Vestige of Colonialism #62 Sml dog on upper corner of mag cover, otherws very clean. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.		105652	SPI S&T Magazine Games	\$22.00		Mint	n	OoP 6
World War Africa, the Congo, '98-'01 #52		146543	Decision Gms Modern War M	\$37.50		New	n	OoP 4

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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
POST WW2 CONFLICTS: Contemporary Naval Combat											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Blue Water Navy, the War at Sea	147837	Compass Games	\$75.00 **	New	BC **		4				
Game of the hypothetical situation throught the north Atlantic Ocean, Barents Sea & Mediterranean had World War III broken out in the 1980s. Card-driven game that allows either movement or triggering special events per card played. The key dynamic is detection of enemy task forces, which can only be attacked when spotted. 1day/turn, 500nm/area, groups of ships & aircraft, 4 countersheets, 110 cards. Stuart Tonge'19											
Harpoon, 4th: Naval Review 2003	118977	Clash of Arms	\$7.50	New	Bk		1				
Booklet providing new scenarios, ships & aircraft forms, and info about navies around the world, in a mag format. Intended to keep interested players abreast of new developments in the navies & air forces around the world. D.Schueler'04											
OTHER 20th CENTURY CONFLICTS, 1900 -- Present											
		(541) 756-4711 10am-9pm PST		For Ordering (866) 690-7879		10am - 9pmPST					
OTHER 20th CENTURY: Political & Social Conflicts											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
1960, Making of a President 4th	146404	GMT Games	\$65.00 **	New	DC **	OoP	A				
2020 4th edition (2nd GMT edition), which simply incorporates errata into the rules. 2-player game based on the 1960 presidential contest between Richard Nixon & John F Kennedy. Issues big & small arise that candidates must deal with, and then must adapt to the changing playing field on the run. Uses a card-driven system. This edition has upgraded components, enlarged campaign card deck, & elements of Twilight Struggle game system. 109 cards, 2 countersheets, 170 blocks. Jason Matthews, Christian Leonard'20											
Rise of the House of Sa'ud #46	13916	WWW Wargamer Magazine	\$15.00	New	n	OoP	6				
Mag & Game. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.											
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	OoP	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, 1864; Nagashino Reimagined, 1575; Hitler's Haltebefeh & Dec 1941 Command Decisions.											
Tsushima, May 1905, Btl of... #130	130979	WWW Strategy & Tactics	\$32.00	Mint	n	OoP	1				
Cherry. Last copy. ■ Mag & Game. Tactical level, ship-ship naval combat at 2 engagements, Ulsan & Tsushima during the Russo-Japanese War of 1904-5. Tsushima is the climactic, large battleship contest that destroyed the Russian fleet & effectively ended the war. Good detail from a yeoman naval designer. 100 counters, 1km/hex, 7.5min/turn. J.Greene'89 / ARTICLES ON: Military Participation Rates around the world; Civil War Babies & the White House; Sweden & the Barbary Pirates; Strategically Important Epidemics; Life Under the Missiles in Tehran; the Russo-Japanese War at Sea, 1904-5; the Battle of Tsushima 1905; Extensive ERRATA for 3W Hitler's Last Gamble.											
OTHER 20th CENTURY: Chaco War											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Chaco War #12 PARTS	128873	XTR: Command Magazine	\$5.00	Mint	n	OoP	4				
Countersheet, only. ■											
SPORTS Games, All Eras											
		(541) 756-4711 10am-9pm PST		For Ordering (866) 690-7879		10am - 9pmPST					
SPORTS: Auto Racing											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Grand Prix	148749	GMT Games	\$42.99 **	New	DC **		1	M			
2-11 players compete in a Formula 1 Gran Prix auto race, each controlling one or multiple 2-car teams. Players score points by being among the top 10 finishers (1st being huge), and also by placement of all cars in the race. Includes 4 race traces (with more surely to come), each with many tight corners limiting the opportunity to pass. Uses game elements drawn from earlier Thunder Alley. Wear & tear on the cars is great, and the penalty for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16											
SPORTS: American Football											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Scrimmage #37	101054	SPI S&T Magazine Games	\$24.00	Mint	n	OoP	1				
1 mag center pg litely discolored by exposure to counters. Some yellowing to rules ege & map seam; otherws cherry. Last copy. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.											
Scrimmage 2nd	107383	SPI Games	\$20.00	Mint	FT	OoP	1				
Packaged in a flat tray. ■ 2nd edt is a reprint in boxed format of the game originally appearing in S&T37. Workable, but never popular, game of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73											
RAILROAD Games, All Eras											
		(541) 756-4711 10am-9pm PST		For Ordering (866) 690-7879		10am - 9pmPST					
RAILROAD: Empire Builder Series RR Games											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Empire Builder, 3rd: Laminated Board	95853	Mayfair Games	\$10.00	New	TB	OoP	6				
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).											
EuroRails: Laminated Map	3928	Mayfair Games	\$10.00	New	TB	OoP	6				
Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.											
RAILROAD: 18xx Series RR & Stock Market Games											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
1846, the Race for the Midwest 2nd	148471	GMT Games	\$45.00 **	New	DC **		A	5			
2021 update. 3-5 player railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 6 countersheets of tiles, 109 cards & stock certificates, mounted map. Tom Lehmann'21											
RAILROAD: Other RR Games											
		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P			
Rails Thru Rockies: Rocky Mntn Rails Kit	16124	Winsome Games	\$15.00	Mint	zl	OoP	A				
Kit to simplify & enhance the base game, earlier Rails Thru the Rockies game (and Tracks to Telluride before that). Provides complete, substitute rules, events, contracts & \$. J.Bohrer'95											
Rails thru the Rockies	43	Adventure Games	\$25.00	Mint	HC	OoP	Err	A	M		
Money & event cards have been separated but game never played (as evidenced by an unmarked map). Some very lite spots in rules. ■ More detailed, 2-6 player game of railroad building in Colorado in the late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, natural disasters, track guage options, & income-generating opportunities. Players should laminate map before use, or use a plexiglas overlay to preserve map. J.Luecke'81											
Rails thru the Rockies PARTS	77518	Adventure Games	\$2.00	Excell	n	OoP	A	M			
Photocopy of rules, only. ■											

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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
MULTIPLE or INDEFINITE ERA Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST								
VARIOUS ERAS: MULTI-ERA Multi-Player Games Spanning Eras M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Civilization, the Boardgame	134825	Eagle Games	\$39.00	**	Good	GB	**	OoP 8
Substantially complete: missing a small number of each of most generic unit types (eg Galley, Howitzer), and -5 city cards. All coin counters lost & replaced by square, mounted color photocopy replacement counters; blank Tech cards removed & not included. Box has noticeable shelf wear, corner abrasions; 3 corners reinforced w/ clear packing tape. Very servicable copy. ■ 2-6 player board game that loosely ports the classic computer game (my only addition) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02								
VARIOUS ERAS: MULTI-ERA Wargames w/ Multiple Eras Represented M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Hell Before Night / Blitzkrieg 1940 #42	19499	XTR: Command Magazine	\$29.00		New	n		OoP Err 4
Last copy. ■ Mag & Game. w/ errata/addtl counters for Wave of Terror (5), Moscow Burning (1), and Buena Vista (8). HBN is the battle of Shiloh at reg lvl, modest amount of rules & moderate complexity. 415 counters. C.Perello'97 / B1940 is a div lvl game of the German attack in the West that crushed France in ten days. Historical scenario plus a what-if the French had attacked in 1939 while Germany was tied up in Poland. 551 counters. T.Bomba'97 / ARTICLES ON: Surprise at Dawn, battle of Shiloh; France v Germany, 1640-1940; Blitzkrieg 1940, How & Why the German's Won; Missed Opportunities, the ground war in Holland; The Luftwaffe' Campaign in the Netherlands, 1940; the French in Mexico, 1862-7.								
Mason-Dixon / Balkan Hell #35	GmOnly 53102	XTR: Command Magazine	\$19.00		< New	n		OoP 6
1x3" Inventory label on rules cover; otherws new. Last copy. ■ GameOnly. GmsOnly. Another huge, 2 gm set. w/errata counters for Blood & Iron (2), Fateful Lightning (10). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovnia during 1995 assuming that Bosnia & Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parello'95 / T.Bomba'95								
VARIOUS ERAS: Multiple Games Spanning Multiple Eras in One Package M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Sea Monsters, 4 Naval Games	148852	Against the Odds Magazine	\$49.95		New	HP		Z 1
ATO's 2018 Annual (published 3 years late!). Set of four naval games set in the 19th & 20th centuries. IRON & FIRE depicts the battles of the Peruvian ironclad Huascar during the 1879 war with Chile, where it outclassed everything it encountered but was but a single ship. Paul Rohrbaugh / UNDER TEN FLAGS covers the German merchant raider Atlantis in the south Atlantic early in WWII, where it survived 600 days by continually changing its appearance. Solitaire. Paul Stuhlfurth / XXI is a solitaire game that challenges the player to build an adequate fleet of Type XXI u-boats for the Germans beginning in 1943; historically, only 2 actually sailed. Game is akin to Wings for the Baron where the focus is on the logistics of producing a critical mass of this more complex submarine. Steven Cunliffe / FIRST STRIKE is a solitaire game in which British float planes observe and bomb zeppelin hangers, while in reply the German bomb the British fleet. Paul Rohrbaugh / Includes 6 maps, 350+ counters. '21								
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; Fallsafe 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
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, btn/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho 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.								
ALTERNATE HISTORY, any era (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST								
ALTERNATE HISTORY M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Dixie #54	131189	SPI S&T Magazine Games	\$29.00		Mint	n		OoP 6
Cherry. Last copy. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.								
Tomorrow the World Variant Counters (5)	128879	XTR: Command Magazine	\$2.00		Excell	n		OoP 6 6
5 variant counters from Command #4. No rules.								
SCIENCE FICTION and FANTASY Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST								
SCI FI: Space Diplomacy, Trading & Economics M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Shadowlords! Struggle for Ultimate Prize	140956	Parker Brothers	\$12.50	**	V.Good	LB	**	OoP A 4
Substantially complete: missing several of the mix of 3 character counters plus parts all provided in abundance, most ID'd. Moderate wear & used. Quite servicable. ■ 2-4 players compete for master of the universe after the death of the great Starlord, with a Shadowlord played by each player against all of them. Players use force (by way of numbers) and very simple forms of diplomacy & bribery, to build their power. '83								
SpaceCorp 2025-2300AD 2nd	148762	GMT Games	\$60.00	**	New	DC	**	6 4
2021 reprint of this fast playing 1-4 player game of capitalistic exploitation of space in 3 separate eras of the future. Played on 3 space maps printed on 2 mounted maps. Play options provide high replay value. Can be played solitaire. John Butterfield'21								
Trailblazer	129036	Metagaming	\$8.50		New	SC		1 4
Small, modest complex game of space exploration & economics in deep space, unencumbered by government meddling between multi-nation corporations. G.Costikyan'81								
SCI FI: Space Exploration & Conflict M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
SpaceCorp 2025-2300AD: Ventures Kit	147121	GMT Games	\$29.00	**	New	BC	**	A 4
Expansion kit bringing the number of competing corporations in space up to 14, and offering new ways to play & win. Also provides advanced AI for solitaire play by 10 of the 14 corporations. 14 dbl-sided HQ boards, 12 cards, 2 rule books; For 1-4 players. John Butterfield'21								
SCI FI: Space Tactical Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Dark Horizon, Escape	113806	Advance Primate Entertnmn	\$15.00		Mint	BC		OoP 1
Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96								
G.E.V., 1st	142360	Metagaming	\$12.00		New	zl		OoP 2
Low level tactical combat in 21st century between very lethal AFVs and various other ground forces. Sequel to OGRE. Includes counters on cardstock that must be cut out before use. S.Jackson'78								
Star Fist	83194	Steve Jackson Games	\$22.00		Mint	BC		OoP 1
Sml # of useful annotations on rules; otherws mint. ■ Simpler game of tactical space combat as a Terran space fleet attempts to destroy a rebel base embedded in a large asteroid & destined to destroy a key starbase. Uses simple vector movement system akin to Triplanitary. S.Jackson'91								
Starship Troopers [76]	134293	AH Avalon Hill Game Co.	\$10.00		V.Good	n		OoP 2
No box or die. Rules cover page wrinkled & starting to tear from staples. Charts page is a photocopy. Counterset complete or substantially so. ■								
SCI FI: Space Abstract Conflict M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Cybernaut, Duel for Cyberspace #11	140201	One Small Step COMP EDGE	\$8.00		Mint	n		OoP A
Cherry. Last copy. ■ Mag & game. StatQuo, a worldwide government ala NWO, is challenged by hackers-Cybernauts- or control of the Net. Counters must be cut apart (& optionally mounted). Conflict occurs in both the real & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.								
SCI FI: Terrestrial Tactical & Strategic Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
BattleTech: BattleForce PARTS	73801	FASA Corp.	\$10.00		Mint	HC		OoP 1

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	Price EA	EA	Ship	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	EA	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale Plyrs
INCOMPLETE GAME. 2" seam tear on box btm edge, and concaved along 2 box btm edges. Missing both maps; otherws mint & complete w/ box, unpunched counters, counter stands, dice & rules. (Copies of main City map available separately.) ■									
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 & throuth the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. '16									
SCI FI / FANTASY: Terrestrial Creatures & Things M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Escape from Altassar	26802 Task Force Games	\$6.00				New	zl	OoP	2
Cannabilistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83									
SCI FI / FANTASY: Zombies & the Walking Dead M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Zombies of the World Field Guide	98369 Slang Design	\$4.00				New	Bk	OoP	A
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov's secret zombie research, theories of zombie evolution & more. '12									
FAMILY-ORIENTED, Simpler Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST									
FAMILY-ORIENTED: Strategy Board Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Whirlwind	972 FASA Corp.	\$10.00				Excell	BC	OoP	A
Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter coompany seeking to leave Iran with as much loot as possible (situation normal). '86									
FAMILY-ORIENTED: Classics (Risk, Chess, Checkers, etc) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Backgammon Set in Attache Case	18964 Miscellaneous Publishers	\$15.00	**			Excell	LB	** OoP	A
Slight rust to closures & various other signs of light use. Opens to an 18x23.5x1" board in browns & white. Includes rules. ■ Full backgammon set including rules in a attache sized case. Opens to an 18x23.5x1" board in browns & white. Includes rules.									
FAMILY-ORIENTED: Abstract Board Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Dominant Species 6th	148482 GMT Games	\$60.00	**			New	DC	**	A
5th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'21									
Image 2nd	88107 AH 3M Reprints	\$6.00				Excell	BC	OoP	A 6
Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.									
Warmaster Chess 2000 #49	26235 XTR: Command Magazine	\$5.00				New	n	OoP	A
Last copy. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.									
FAMILY-ORIENTED: Politics & Political Contests Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Junta, 2nd	123015 West End Games (D6 Legnd)	\$15.00				V.Good	BC	OoP	A M
Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02									
FAMILY-ORIENTED: Exploration Games (Terrestrial or Space) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Heart of Darkness, Exploration of Africa	148730 Legion Wargames	\$55.00				New	BC		A 4
Adventure game of in which players are a team of explorers leading an expedition into uncharted (by white men) Africa during the 19th century, hoping to bring back fantastic stories & artifacts. Game traces its heritage to Source of the Nile, one of the most innovative & fun adventure games ever published in our opinion. Kim Kanger'21									
FAMILY-ORIENTED: Party Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Party Hats Party Game	140751 Rainbow Starlight	\$10.00				New	GB	OoP	A M
Pure party game in which players compete for possession of 3 party hats while avoiding the dreaded horse mask. Includes all sorts of noise making devices. Requires a device with an interet connection to play. Goal is to command 3 party masks while avoiding the awful horse mask. '19									
FAMILY-ORIENTED: Dice Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
Dirty Words	1432 Miscellaneous Publishers	\$4.00				Excell	SB	OoP	A
Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77									

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