

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**

**Game Rating System Explained**

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

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

**KEY:** Headings New: Flags Newly Listed Games. Game Only?: Flags Game-onlys w/o Magazine. OoP: Out of Print. Err: Includes Errata (Y or n). #-Players: (1) solitary; (3 or more, M) multiplayer  
 Box Type FB=Flat Box LB=Large Flat Box 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 z=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.

**Misc Game Access (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime**

**Gift Certificate in Any Desired Amount 62695** **CALL** **New** **n** **OoP** **Z**  
 Fine Games' GIFT CERTIFICATES are available in any \$ amount you desire. They're as good as cash, they never expire, and we can mail or email them to you FAST. Just contact to get or give one.  
**Photocopies 14** **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.

**Advance Primate Entertnmn (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime**

**Dark Horizon, Escape 113806** **\$10.00** **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

**Adventure Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime**

**Rails thru the Rockies 43** **\$20.00** **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** **\$1.00** **Excell** **n** **OoP** **A** **M**  
 Photocopy of rules, only. ■

**Against the Odds Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime**

**Apocalypse in the East #48 147555** **\$27.50** **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 lea 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  
**Bradley's D-Day, Campaign Study #3 147556** **\$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/Btn level, 800m/hex, 31 counters. Includes solitary rules. Plus 64pg booklet focused on the same subject. J.Prados'11  
**Fortress Berlin 2nd # 8 149282** **\$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. Include what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitary rules. Designed by a yeoman designer, J.Prados'09  
**Hungarian Nightmare, Budapest 1945 #31 148921** **\$25.00** **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 btl in Age of Sail, 1827; US-China relations as a zero-sum game.  
**Lee's Greatest Victory, Chancrlsvl #55 149286** **\$34.00** **New** **HP** **4**  
 Mag & game. Area-move, impulse game of what was perhaps the Confederacy's greatest victory, Chancellorsville 1863. The Union forces under Hooker intended to flank & surround the Confederates at Fredericksburg, bt daring use of interior lines by Lee & Stonewall Jackson turned a bad situation into a stunning victory. Impulse system adds a lot of unknowns as to what can be accomplished each of only 6 turns. Brig/Div level, with leader pontoon bridges, entrenchments & weather. 176 counters. Michael Rinella'22  
**Operation Ichi-Go #52 150219** **\$29.00** **New** **HP** **4**  
 Mag & game. Game covers Japan's massive, 1944 offensive thruout China which sought to open a land route across China to Indochina to circumvent the US sub blockade of coastal shipping, eliminate B-29 bases in Chi and maybe even knock China out of the war. It was the largest Japanese offensive, with 500,000 troops & 800 tanks involved, with the armor concentrated contrary to their norm. They largely succeeded, but American airpower and capture of other island bases largely negated the victory. Includes a hypothetical scenario in which US forces destined to invade the Philippines instead invade much of the Chinese mainland. 2-player game, but includes a full set of solitary rules in which the player commands Japanese forces. 1mo/turn, div/army level, untried Chinese units, 252 counters. Ty Bomba'20  
**Sea Monsters, 4 Naval Games 150220** **\$37.00** **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 outlasted 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 changi its appearance. Solitaire. Paul Stuhlfaut. / 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 aki 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

**AH Avalon Hill Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime**

**ASL / SL BOARDS 95272** **CALL** **Excell or Mint** **n** **OoP** **2**  
 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. ■  
**ASL: Annual '92 147706** **\$25.00** **Excell** **n** **OoP** **2**  
 64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.  
**ASL: Annual '93b 147704** **\$39.00** **Excell** **n** **OoP** **2**  
 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 ne & concurrent with Guadalcanal, Aug 1942. 7 other scenrios & extensive errata. '93  
**ASL:Sand & Blood Parts 148674** **\$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. ■  
**Gunslinger: Critters Variant COPY 67114** **\$6.00** **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.  
**Lemans: Updated Car Card Set COPY 88003** **\$2.00** **Excell** **n** **OoP** **1**  
 Photocopy of the set of spec cards for 12 new, later racing vehicles (only).  
**Midway ['64]: Coral Sea Variant Kit 132640** **\$35.00** **Mint** **EN** **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
MUST SHIP BOXED due to size. Includes original die cut counters & search maps; rules are a color photocopy. 16 battle board ships fallen from tree in strips, w/ slight crease to 2 counters. Search boards folded once in half. Otherw's clean. ■ Original kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game. Kit originally published in General 15/5.													
<b>Midway ['64]: Coral Sea Variant Kit</b>		<b>132641</b>		<b>\$39.00</b>				<b>Mint</b>	EN			OoP	4
MUST SHIP BOXED due to size. Includes original die cut counters & search maps; rules are a color photocopy. Mild creases in portion of search maps, otherw's unpunched & clean. ■ Original kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game. Kit originally published in General 15/5.													
<b>Mustangs: Expansion Kit COPY</b>		<b>92067</b>		<b>\$4.00</b>				<b>Mint</b>	n			OoP	1
Photocopy of kit adds 62 addtl plane counters to Mustangs including some for Rumania, Poland, USSR, Italy, etc. Color copies of counters & b&w of charts. '93													
<b>Panzer Leader: 1940 Variant COPY</b>		<b>100976</b>		<b>\$7.50</b>				<b>Excell</b>	n			OoP	2
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													
<b>Panzer Leader: 1940 Variant Kit</b>		<b>112134</b>		<b>\$25.00</b>				<b>Mint</b>	n			OoP	2
Original set of counters, unpunched (6 aircraft fallen from tree; all units unpunched) plus photocopy of rules & scenarios from General 15/2, addtl scenarios & DIY from Gen 22/3. ■ Original, mint copy of counters plus photocopy of rules from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940. '81													
<b>Panzer Leader: 1940 Variant Kit</b>		<b>145259</b>		<b>\$19.00</b>				<b>Excell</b>	n			OoP	2
Set of original counters & scenario sheet, plus photocopy of rules from Gen 15/2, addtl scenarios & DIY scenario generator from 22/3. Punched & complete. ■ Original, mint copy of counters plus photocopy of rules from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940. '81													
<b>PBM Instructions</b>		<b>475</b>		<b>\$1.00</b>				<b>Mint</b>	n			OoP	Z
PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.													
<b>War at Sea: War at Sea/VITP VARIANT</b>		<b>112973</b>		<b>\$15.00</b>				<b>V.Good</b>	n			OoP	6
Missing 4 units & 3 markers; ID included; also missing 28 blanks; 6 blanks written on crudely; ~8 unit counters sun discolored. Color photocopy of countersheet included. ■ Original die cut counters for the Victory at Sea variant combining War at Sea & Victory in the Pacific published in General 14/4, plus individual variants w/ paper counters adding the Russian Navy & Black Sea map (Gen 15/3); Caribbean & Cape of Good Hope maps (14/4); French Navy (14/3); revised ship counters (13/3) and reconsidered ship values (17/6). Includes Victory at Sea rules as photocopy. Counterset missing 4 units & 3 markers; ID included; also missing 28 blanks; 6 blanks written on crudely; ~8 unit counters sun discolored. Color photocopy of countersheet included.													
<b>AH 3M Reprints</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
<b>Image 2nd</b>		<b>88107</b>		<b>\$6.00</b>				<b>Excell</b>	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.													
<b>AH Avalon Hill GENERAL Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
<b>GENERAL Magazines</b>		<b>95828</b>		<b>CALL</b>				<b>V.Gd or Better</b>	n			OoP	Z
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 ■													
<b>General Magazine 16/6</b>		<b>99234</b>		<b>\$8.00</b>				<b>Excell</b>	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													
<b>General Magazine 20/1</b>		<b>99268</b>		<b>\$8.00</b>				<b>Excell</b>	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													
<b>General Magazine 23/5</b>		<b>34390</b>		<b>\$6.00</b>				<b>New</b>	n			OoP	Z
1x3 Inventory label on cover, otherw new. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87													
<b>General Magazine 23/5</b>		<b>67518</b>		<b>\$7.00</b>				<b>New</b>	n			OoP	Z
1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87													
<b>General Magazine 27/4</b>		<b>79258</b>		<b>\$5.00</b>				<b>Excell</b>	n			OoP	Z
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													
<b>General Magazine 28/2</b>		<b>71624</b>		<b>\$5.00</b>				<b>New</b>	n			OoP	Z
1x3 Inventory label on cover. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92													
<b>General Magazine 29/2</b>		<b>71665</b>		<b>\$5.00</b>				<b>New</b>	n			OoP	Z
1x3 Inventory label on cover, otherw's 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													
<b>General Magazine 29/4</b>		<b>71723</b>		<b>\$7.00</b>				<b>New</b>	n			OoP	Z
1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in t Grt Btl's of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC design notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94													
<b>General Magazine 29/5</b>		<b>71735</b>		<b>\$3.50</b>				<b>New</b>	n			OoP	Z
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													
<b>General Magazine 30/2</b>		<b>71804</b>		<b>\$4.00</b>				<b>New</b>	n			OoP	Z
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 reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95													
<b>General Magazine 31/5</b>		<b>43835</b>		<b>\$6.00</b>				<b>New</b>	n			OoP	Z
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 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													
<b>General Magazine Index 1952-80</b>		<b>92062</b>		<b>\$4.00</b>				<b>Excell</b>	n			OoP	Z
Clean photocopy. ■ 20pg mag documenting AH's history thru 1980 & Generals Vol 1-16, 1952-80. Indexes articles by game, document's AH game production thru this time, also. Excell resource. '81													
<b>AH Battleline Reprints</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
<b>Machiavelli, 1st PARTS</b>		<b>77224</b>		<b>\$2.50</b>				<b>Excell</b>	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 garriso for all players marred with paint on one side. ■													
<b>Alea Magazine (Ludopress)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
<b>Fontenoy 1745 #11</b>		<b>128089</b>		<b>\$13.00</b>				<b>New</b>	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.													
<b>Guadalajara 1937, Entre dos Banderas# 14</b>		<b>93458</b>		<b>\$13.00</b>				<b>New</b>	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, btn level. ALL mag content in Spanish; English rules translation included & also avail at www.Grogard.com.													
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<b>World In Flames 5th PARTS</b> CRT & Tables chart page, one only, 5th edition. ■		6565		\$2.00			Excell	n	OoP		6
<b>World in Flames 7th: Divisions in Flames</b> Last copy. ■ Kit containing 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18		133290		\$20.00			New	n	OoP		6
<b>World in Flames 7th: Territories in Flms</b> Kit containing 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		133270		\$18.00			New	n	OoP		6
<b>Avalanche Press, Ltd.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Avalanche, the Invasion of Italy</b> Operational level game of the Allied invasion of the mainland of Italy at Salerno, Sept 1943. 2km/hex, 6hrs/turn, co/btn level, 700 counters. '94		10819		\$25.00			Mint	HC	OoP		3
<b>Panzer Grenadiers: Armata Romana Kit</b> Last copy. ■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18		142009		\$15.00			New	zl	OoP		2
<b>Panzer Grenadiers: First Axis Kit</b> 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		\$11.00			New	Bk	OoP		2
<b>Panzer Grenadiers: Grossdeutschland 1944</b> 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 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		\$16.00			New	zl	OoP		2
<b>Panzer Grenadiers: Hammer &amp; Sickle Kit</b> 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		\$15.00			New	Bk	OoP		2
<b>Panzer Grenadiers: La Campagne Tunisie</b> 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		137983		\$15.00			New	zl	OoP		2
<b>Panzer Grenadiers: Romanian Soil Kit</b> 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, Eisenborn & R Warriors to play all scenarios. 200m/hex, pltn level. '09		95508		\$5.00			New	Bk	OoP		2
<b>Avalon Hill VICTORY Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Victory Magazine #5 [Vietnam II]</b> ARTICLES ON: Winning in Vietnam, pt 2: hunting the VC; "diary" of an infantryman adapted from Ambush. '84		99099		\$4.00			Excell	n	OoP		Z
<b>Victory Magazine #6 [Cold War]</b> 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		\$3.00			Excell	n	OoP		Z
<b>Victory Magazine #8 [Index]</b> 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		111916		\$3.00			Excell	n	OoP		Z
<b>Balboa Game Co.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Tobruk, Battles for...</b> Unpunched & clean. ■ 4 scenario gm of btl in area around Tobruk, Apr-May'41, at btlm lvl. Well researched. B.Commido'75		10812		\$22.00			Mint	zl	OoP		4
<b>Blackball Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Seas of Iron: Battleship Exp Kit</b> Last copy. ■ Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14		117033		\$2.50			New	n	OoP		1 4
<b>Bounding Fire Productions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>ASL: Board BF SET 2, Cardstock LAMINATED</b> MUST SHIP SEPARATELY AT ADDTL COST. ■ MUST SHIP FLAT. Set of 4 1st edition Bounding Fire mps; boards are a deeper green than current MMP style. Includes 4 maps DW-1a, -1b, B & G. ~ 22.25x8.25"		147737		\$15.00	**		Excell	LB **	OoP		2
<b>ASL: Board BF SET, Cardstock LAMINATED</b> MUST SHIP SEPARATELY AT ADDTL COST. ■ 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		\$15.00	**		Excell	LB **	OoP		2
<b>ASL:Blood &amp; Jungle 2 [2nd]</b> Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whopping 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		149106		\$115.00			New	Fo			2
<b>ASL:Blood &amp; Jungle 2 [2nd] PARTS</b> INCOMPLETE GAME; missing maps. Includes both magazine & special rules set & scenario cards as well as 4 unpunched countersheets. ■		147716		\$25.00			Excell	Fo			2
<b>ASL:Corregidor, the Rock</b> 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 assai 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 Bushid 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		146141		\$70.00			New	Fo			2
<b>ASL:Crucible of Steel 2 [2nd]</b> 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 countrsheets (less than included in first edition). C.Smi S.Swann'17		148835		\$115.00			New	Fo			2
<b>ASL:Into the Rubble 2 [2nd]</b> 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 FI #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16		148843		\$74.00			New	n			2
<b>ASL:Operation Neptune</b> 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		149104		\$49.00			New	zl			2
<b>ASL:Poland in Flames</b> 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		150026		\$114.00	**		New	FO **			2
<b>Chessex Manufacturing</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Counter Tray, Chessex Style Tray</b> 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		148719		\$2.75			New	n			Z
<b>Counter Trays, Chessex Style Tray 5-Pak</b> 5-Pak of this 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		149332		\$15.00			New	FB			Z
<b>Counter Trays, Chessex Style Tray 10-Pak</b> 10-Pak of this 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		150090		\$28.00			New	FB			Z
<b>Clash of Arms</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Command at Sea: Emperor's Fleet</b> 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 w American Fleets & Atlantic Navies. '11		127875		\$17.50			New	Bk			1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<b>Command at Sea: Gruppe Nord</b> 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		144905		\$18.00			New	Bk				2
<b>Command at Sea: La Guerre Navale</b> 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		112240		\$18.00			New	Bk				2
<b>La Bataille de La Moscowa 4th</b> 3rd reprint of this btl/rgt level battle of Borodino, Sept 1812, on 4 maps with c.1000 units using the classic La Bataille game system. This version uses the CofA colorful ensignias on counters rather than NATO symbols, revises the OoB, maps & rules, & expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11		148855		\$118.00	**		New	FB	**			2
<b>La Bataille de Ligny 3rd</b> 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		150222		\$99.00			New	FB				2
<b>La Bataille SERIES RULES, 5th Ed.</b> 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 th 13 games in the La B series. Printed on servicable but somewhat thinner than usual paper. E.Wimble'16		148857		\$10.00			New	n				2
<b>Legion of Honor</b> 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 contr 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		148858		\$57.00			New	FB				1 1
<b>Leuthen, Frederick's Greatest Victory</b> 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.		140149		\$59.00			New	BC	OoP			3
<b>Leuthen, Frederick's Greatest Victory ZL</b> 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		142410		\$49.00			New	zl	OoP			3
<b>Close Simulations</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Falklands War: Update Kit</b> 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.		98692		\$7.50			Mint	n	OoP			4
<b>Columbia Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>East Front II [3rd]</b> 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, fa 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		149949		\$90.00			New	BC				6
<b>Hammer of the Scots 4th [Deluxe]</b> 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		149757		\$72.00			New	BC				6
<b>Julius Caesar</b> 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.Dalgliesh'10		149944		\$67.00			New	BC				6
<b>Napoleon, the Waterloo Campaign 4th</b> 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		150168		\$72.00			New	BC				4
<b>Pacific Victory 2nd</b> 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, & 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		149566		\$75.00			New	BC				6
<b>Texas Glory</b> 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.Dalgliesh, D.Mings, C.Willner'08		149272		\$54.00			New	BC				4
<b>Companion Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Waterloo, Napoleon's Last Battle</b> Area-move, impulse-driven game of the final battle of Waterloo, 18 Jun 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		149833		\$55.00	**		New	BC	**			4
<b>Compass Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Attrition of Souls, WW I Strategic Scale</b> Simpler, fast-playing, grand strategic scale game of World War I in Europe & the Near East with combat akin to Axis & Allies. Played on a point-point map of Europe, with relatively few points. Bloody combat system means no easy victories. Includes mounted map, 2 counter sheets, 20 event cards. Scott Leibbrandt'20		150338		\$53.00	**		New	BC	**			6
<b>Blue Water Navy, the War at Sea</b> Game of the hypothetical situation thruout 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		147837		\$72.50	**		New	BC	**			4
<b>Death in the Trenches, Great War 2nd</b> 2022 Revision of this strategic, corp/army level game of World War I thruout Europe, the Middle East, N.Africa, S.Africa, and even smaller outposts around the world. Includes a map in something of the der Weltkrieg style, 520 counters, Play emphasizes 500 random events thru a chit draw, and thru a number of special rules covering Russian collapse, Arab armies, Armenian army, neutrals, etc. A solid look at the entire world war that builds upon the structured simplicity of J.Dunnigan's World War I. 2005 Charles Robert award winner for best DTP game. High solitaire suitability. R.Ben Madison'22		150224		\$58.00	**		New	BC	**			6
<b>Devil Boats, PT Boats in the Solomons</b> Solitaire, tactical-level game of operating a squad of 4 US PT (patrol) boats in nighttime missions against the Japanese during the summer of 1943 in the Solomons Islands. These fast, heavily armed boats developed their namesake reputation by showing up out of nowhere, doing great damage, then disappearing again into the night. Your team is assigned a mission, and you must navigate the enemy as well as rough seas, reefs and other random events. Each boat has 12 crewman who may be incapacitated at any time but become more skilled thru experience. Each boat also has various equipment systems including weapons & radios that may be disabled. Goal is to survive the summer while destroying as much Japanese shipping as possible. Be too aggressive and you may be court martialed. 1 mission/day, 20 missions/month. 2 countersheet, 1 map, 2 mission boards. Joe Carter'21		150227		\$54.00			New	BC				2 1
<b>Doomsday v1, Battle for Germany</b> 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		148779		\$77.00	**		New	BC	**			4
<b>Napoleon's Imperium 1798-1815</b> Large, 2-sided, 2-8 player, team-oriented, strategic scale game of the whole of the Napoleonic wars. Eight empires are represented, each with different abilities & economies, and each is cast to one of two opposing alliances. Event card adds historical events as well as the fog of war. 780 counters, 2 maps, 1yr/turn, 240 cards, corp level. Units represent artillery, cavalry, camels, infantry, fleets. One side wins by either capturing enemy territories or winning multiple battles. Andrew Roland'21		148964		\$105.00	**		New	BC	**			6 8
<b>Nato, Cold War Goes Hot Designers [2nd]</b> 2021 designers update of this highly-regarded, division-level game of land combat in late '80s in central Europe, previously published by Victory Games (and their top seller). Incorporates original designers review of unclassified US intelligence estimates of actual Soviet plans & abilities. Hi unit differentiation, command & logistics, air, nukes & chemical warfare. 3 scenarios varying in degrees of surprise achieved by the Soviets. This edition is enlarged with new units, new scenarios, new graphics, new player aid cards & new designer notes. 4 scenarios cover a surprise attack from a standing start, a quiet Warsaw Pact buildup, an extended period of buildup by both sides, and an intro scenario covering the invasion of Denmark. Each scenario includes order of battles for both 1983 & 1988. 2 maps, 4 countersheets. Bruce Maxwell, R.Trup'21		149772		\$65.00	**		New	BC	**			4
<b>Night Fighter Ace, Air Defens of Germany</b>		150225		\$79.00			New	BC				2 1

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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
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, skill & 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										
<b>Red Poppies, Assault Artillery</b>		146459		\$52.50		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										
<b>Russian Campaign 6th [Orig '74 Ed]</b>		149889		\$47.50	**	New	BC	**		6
2022 reprint of 1974 1st edition of this classic game of the war in the East, 1941-45. Covers all in the war in the East, 1941-5, to its conclusion in either Moscow or Berlin on a corp level. Souped up Stalingrad, with a great ebb & flow. RECOMMENDED. 2mo/turn, 32mi/hex, army/corp level, mounted map, 1 coversheet. 1976 Charlie Roberts award winner. John Edwards'22										
<b>Third World War Designer Set 2nd</b>		150226		\$159.00	**	New	DC	**		4
Update of the complete set of four previously published, well-regarded games on the anticipated fronts of conflict in World War III. Covers central Europe, Scandinavia, the Mediterranean and the Persian Gulf. Includes bot air & land forces. Graphically overhauled with new maps & counters, & integrated the four games into one with no core design changes, yet includes many enhancements to simplify play. 6 maps, 9 countersheets, 20 diplomacy cards. Frank Chadwick'22										
<b>Compass Games PAPER WARS Magz</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Rally 'Round the Flag! Perryville #96</b>		145595		\$35.00		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 used 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. See 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.										
<b>Rising Sun Over China, Sino-Jap War # 83</b>		147134		\$35.00		New	n			4
Last copy. ■ 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;										
<b>Critical Hit</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>ASL: Euro-Pack II, Btl of the Bulge</b>		74327		\$10.00		New	n	OoP		2
Last copy. ■ Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98										
<b>ASL: Euro-Pack VI, Partisans &amp; Irregulars</b>		148019		\$10.00		Mint	n	OoP		2
8 scenarios covering Partisan actions in the USSR, Yugoslavia, Spain, Poland, Greece, China & Italy. '99										
<b>ASL: Leatherneck Campaign Pack 3</b>		147709		\$10.00		Mint	zl	OoP		2
Scenario kit providing 8 scenarios involving US Army units together with US marines in battles across the pacific theater. '99										
<b>ASL: Rout Pak III</b>		75722		\$9.00		New	zl	OoP		2
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										
<b>ATS: Omaha West [2nd]</b>		101748		\$40.00		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										
<b>ATS: Shout for Piats</b>		105813		\$27.50		New	zl	OoP		2
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										
<b>Dan Verssen Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>By Stealth &amp; Sea</b>		150066		\$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										
<b>Counter Tray, DVG Style Bookcase Tray</b>		148952		\$3.00		New	n	OoP		Z
Last copy. ■ 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										
<b>Counter Trays, DVG Style Trays 5-pak</b>		150067		\$15.00		New	FB	OoP		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										
<b>Down in Flames, Guns Blazing ExtraCards</b>		142902		\$3.00		New	n	OoP		1
Deck of 63 aircraft cards. ■										
<b>Modern Naval Battles, Global Warfare 3rd</b>		149359		\$38.00		New	BC			1
Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08										
<b>Pavlov's House, Battle of Stalingrad 2nd</b>		150065		\$49.00	**	New	BC	**		3 1
2nd edition. Solitaire or 2+ player game of the defense of a building used as a fortified strongpoint by the Soviets thru two full months of the battle for Stalingrad in the fall of 1942. Solitaire player controls the Soviet defendi & the leaders of the 62nd army, while the game system controls the Germans. Also includes rules for a cooperative game where one player controls forces in Pavlov's House while 1+ other players control other elements c the 62nd Army, as well as a competitive game where one player controls the German and 1-2 players control the Soviets. Includes 140 cards, 4 countersheets, mounted display. '19										
<b>Warfighter, Special Forces Card Game 4th</b>		150369		\$49.00	**	New	BC	**		1 6
2021 4th edition. Card game of special forces operations around the world for 1-6 players. Play cooperatively against the game system to complete squad-level combat missions. You select a soldier, arm them with skills & equipment, then attempt to achieve your mission in a 60-90 min game. Experience gains you greater abilities. Includes 240 cards, 2 countersheets, 6 plastic soldier minis. 4th (& 3rd) edition required to use expansion #14 i & newer editions of expansion 1-13; also cleans up the rules. '21										
<b>Warfighter, WWII Tactical Combat Game 2d</b>		150063		\$49.00	**	New	BC	**		1 6
2nd edition. Card game of tactical combat on the Western Front during the last year of World War II. Can be played solitaire or with cooperatively with up to 6 players. You select your team and equip them with skills, weapons & gear within the mission's resource limit. Then fight your way thru the enemy to complete the mission. Uses a streamlined system where a single die roll can determine multiple events & outcomes. Includes nice illustrated cards for US, British & German forces. 280 cards, 2 countersheets. Expansion packs available separately. '19										
<b>Warfighter, WWII: Exp 25 German Airborne</b>		146500		\$14.00		New	SC			1 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										
<b>DecGms FIRE &amp; MOVEMENTMag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Fire &amp; Movement (Dec Gms) # 76</b>		123912		\$3.00		Mint	n	OoP		Z
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										
<b>Fire &amp; Movement (Dec Gms) # 79</b>		123915		\$3.00		Mint	n	OoP		Z
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										
<b>Fire &amp; Movement (Dec Gms) # 82</b>		123918		\$3.00		Mint	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
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, Campaign 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 Btts & 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 Verpflichtet. '92											
<b>Fire &amp; Movement (Dec Gms) # 91</b>				<b>123927</b>	<b>\$3.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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											
<b>DecGms MOVES Mag</b>				(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime	
<b>Moves Magazine (DecGms) # 76</b>				<b>115148</b>	<b>\$3.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
ARTICLES ON: design notes & optional rules for & replay of Napoleon's First Battles; review of GAMERS Embracing an Angry Wind & Perryville; review & strategy of Columbus Kit for TFG Viceroy; anaysis of Bank Robbery scenario in Gunslinger; pt 2 of article on the design process for a tactical Port Stanley game by Mark Walker; errata for LA Lawless #75. '93											
<b>Decision Games</b>				(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime	
<b>Across Suez, Btl of Chinese Farm 3rd</b>				<b>149735</b>	<b>\$20.00</b>		<b>New</b>	<b>BC</b>			<b>2</b>
Graphic update of this smaller, simpler game of the battle of Chinese Farm. 3 Israeli divisions attack 2 Egyptian divisions in a wild, swirling battle that ultimate saved the day for Israel. This edition elaborates the game with new rules for commandos, paratroopers, Egyptian marines. 1 map, 100 counters. Mark Herman & James Dunnigan'21											
<b>Barbarossa Deluxe, Russo-German War [3d]</b>				<b>149582</b>	<b>\$40.00</b>		<b>New</b>	<b>zl</b>			<b>4</b>
Reprint of this update & enhancement of the game originally published in World at War mag #1 covering the Barbarossa campaign in the USSR, 1941-5, at corp/army level. Based loosely on Dunnigan's game by the same name from 1971. 280 counters, 55mi/hex, 1-2mo/turn, 6 scenarios starting in 1941-3, 2 maps. T.Bomba'22 / Also includes a well-written & richly illustrated 190pg historical booklet detailing the progression of the War in the East in WWII.											
<b>Belisarius's War, Reconquest of Africa</b>				<b>150106</b>	<b>\$10.50</b>		<b>New</b>	<b>Fo</b>			<b>6</b>
Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & even Sml map, 40 counters, 18 cards. J.Miranda'13											
<b>Border War, Angola Raiders</b>				<b>149587</b>	<b>\$11.00</b>		<b>New</b>	<b>Fo</b>			<b>4 1</b>
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, Ptltn/Co level. J.Miranda'12											
<b>Bulge, Battle for the Ardennes 3rd</b>				<b>149790</b>	<b>\$26.00</b>		<b>New</b>	<b>HC</b>			<b>4</b>
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											
<b>Cactus Air Force, Air War Over Solomons</b>				<b>150346</b>	<b>\$11.00</b>		<b>New</b>	<b>Fo</b>			<b>4</b>
Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13											
<b>Caesar's War, the Conquest of Gaul</b>				<b>148162</b>	<b>\$13.00</b>		<b>New</b>	<b>Fo</b>	<b>OoP</b>		<b>6</b>
Last copy. ■ Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counter: 18 cards. J.Miranda'13											
<b>Campaigns of Montrose, 1644-45</b>				<b>148974</b>	<b>\$9.50</b>		<b>New</b>	<b>Fo</b>			<b>4</b>
Folio game of Graham, the Marquis of Montrose, and his string of victories over the Scottish during the first English Civil War, 1642-46, and who was later be soundly defeated. Royalist raise a Scottish army and march into England, while the Covenanters must overcome factional infighting to defeat him. Conscripted units tend to disappear after each battle. Uses cards that model historical events including defection, plague, recruitment and th Highland charge. Includes 40 counters, 18 cards & a small map. '19											
<b>Ceres, Operation Stolen Base</b>				<b>149167</b>	<b>\$11.00</b>		<b>New</b>	<b>Fo</b>			<b>4 1</b>
Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the large: source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16											
<b>Cobra, the Normandy Campaign 4th</b>				<b>149736</b>	<b>\$44.00</b>		<b>New</b>	<b>BC</b>			<b>4</b>
Game of the Allied D-Day landings thru the Cobra offensive that led to the breakout from Normandy after the D-Day landings, 6 June - 26 August 1944. Boxed update of game last published in S&T #251, and previously published by SPI. Victory is based on whether an Allied breakout occurs, and on relative casualties. Includes 2 scenarios (D-Day & buildup, and Cobra) as well as campaign. Div level, 2mi/hex, 1day/turn, moderately complex, medium solitaire suitability. '19											
<b>Custer's Final Campaign</b>				<b>150107</b>	<b>\$12.00</b>		<b>New</b>	<b>Fo</b>	<b>OoP</b>		<b>4</b>
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 th create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12											
<b>D-Day at Iwo Jima</b>				<b>149337</b>	<b>\$77.00 **</b>		<b>New</b>	<b>BC **</b>			<b>3 1</b>
Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day At game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters 55 event cards. Joe Youst, John Butterfield. '18											
<b>D-Day at Peleliu 2nd</b>				<b>150100</b>	<b>\$65.00 **</b>		<b>New</b>	<b>BC **</b>			<b>4 1</b>
2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18											
<b>D-Day at Tarawa 2nd</b>				<b>150230</b>	<b>\$65.00 **</b>		<b>New</b>	<b>BC **</b>			<b>4 1</b>
2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and las days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17											
<b>D-Day Quad Deluxe [2nd]</b>				<b>149728</b>	<b>\$52.00</b>		<b>New</b>	<b>BC</b>			<b>3</b>
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, btln/regt/brig level. '20											
<b>Desert Fox 1940-43 Deluxe [3rd]</b>				<b>150055</b>	<b>\$90.00</b>		<b>New</b>	<b>BC</b>			<b>4</b>
Boxed update of this of this acclaimed btln 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 o varying sizes, 560 counters. 48 event cards. R.Berg, D.Niles, S.Copley, C.Perello'19											
<b>Eagle Day, the Battle of Britain</b>				<b>150344</b>	<b>\$11.50</b>		<b>New</b>	<b>Fo</b>			<b>4</b>
Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counter: 18 cards, group/wing scale. J.Miranda'13											
<b>Frayser's Farm, Wasted Opportunity</b>				<b>127575</b>	<b>\$15.00</b>		<b>New</b>	<b>Fo</b>			<b>4</b>
New design in folio series. Confeds under RE Lee, with all the luminary leaders, 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											
<b>Germantown, Washington Strikes, Oct 1777</b>				<b>149910</b>	<b>\$8.00</b>		<b>New</b>	<b>Fo</b>			<b>3</b>
Folio game of Washington's Continentals attack on sepearated British forces near Germantown, Pennsylvania in Oct 1777. The attack failed in dense fog, but could have threated the British hold on eastern PA. '15											
<b>Germany, Battle for... Deluxe 4th</b>				<b>149734</b>	<b>\$45.00</b>		<b>New</b>	<b>BC</b>			<b>6</b>
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 i color. J.Dunnigan, Donald Johnson'21											
<b>Hawaii, 1795, Kamehameha's War</b>				<b>150352</b>	<b>\$11.50</b>		<b>New</b>	<b>Fo</b>			<b>6 1</b>

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
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											
<b>Heroes of Telemark, Commando Raid Norway</b>		<b>150119</b>		<b>\$11.00</b>			<b>New</b>	Fo			2 1
Solitaire game of the British SOE (special forces) to sabotage the German heavy water (atomic) weapon program in Norway during World War II. You recruit SAS teams, then execute a sabotage mission. Sml map, 40 counters, 18 cards. '19											
<b>Hornet's Nest, Buying Time at Shiloh</b>		<b>149192</b>		<b>\$9.00</b>			<b>New</b>	Fo			3
Small folio game of the desperate Union defense of the roads leading to Pittsburgh Landing which supplied their army against a determined Confederate attack during the height of the battle of Shiloh, Apr 1862. Uses the Musket & Saber game system that emphasizes unit quality over size, and shows the unique roles of artillery & reserves. '21											
<b>Hougoumont, Key to Waterloo, June 1815</b>		<b>150120</b>		<b>\$8.00</b>			<b>New</b>	Fo			3
Small folio game of the difficult battle for the bastion of Chateau Hougoumont. Napoleon needed a quick capture, but the British defended stoutly, causing both sides to escalate the battle over the course of the day. Uses the Musket & Saber system, with combat based more on unit quality than size. Shows the unique roles of artillery & cavalry. '21											
<b>Krieg! World War II in Europe 1st</b>		<b>120050</b>		<b>\$15.00</b>			<b>Mint</b>	BC	OoP	Err	6
Includes 20 errata counters but not errata text. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96											
<b>Krieg! World War II in Europe 1st</b>		<b>16116</b>		<b>\$18.00</b>			<b>Mint</b>	BC	OoP		6
1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96											
<b>Lawrence of Arabia, the Arab Revolt 1917</b>		<b>150040</b>		<b>\$11.00</b>			<b>New</b>	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											
<b>Lettow-Verbeck, East Africa 1914-18</b>		<b>150108</b>		<b>\$11.50</b>			<b>New</b>	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 Destin game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15											
<b>Little Round Top, Attack at Gettysburg</b>		<b>150353</b>		<b>\$7.49</b>			<b>New</b>	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											
<b>Marengo, Morning Defeat-Afternoon Victory</b>		<b>141827</b>		<b>\$17.00</b>			<b>New</b>	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/rgt lvl. '10											
<b>Merrill's Marauders, Commandos in Burma</b>		<b>150036</b>		<b>\$11.50</b>			<b>New</b>	Fo			4 1
Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btl level, 17mi/inch, fast playing, simpler. '16											
<b>MiG Alley, Air War Over Korea 1951</b>		<b>150348</b>		<b>\$10.49</b>			<b>New</b>	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 counters, 18 cards, air group level, 23.5mi/square. '15											
<b>Napoleon at Waterloo 4th</b>		<b>150237</b>		<b>\$22.00</b>			<b>New</b>	HC			4
Includes PC version of the game as well on CD-ROM. Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14											
<b>Operations Olympic &amp; Coronet 2nd</b>		<b>149581</b>		<b>\$40.00</b>			<b>New</b>	zl	OoP		4 1
Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or player. J.Dunnigan, J.Miranda'18											
<b>Phobos Rising! Insurgency on Mars</b>		<b>150037</b>		<b>\$10.50</b>			<b>New</b>	Fo			4 1
Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movement. 40 counters, 18 cards. '16											
<b>Rogers' Rangers, US's First Commandos</b>		<b>150116</b>		<b>\$11.50</b>			<b>New</b>	Fo			6 1
Small, solitaire folio game depicting the first special forces, rangers formed from British & American colonists in the frontier against the French during the French & Indian War, 1754-63. Uses the Raider game system. 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.'1											
<b>Shanghai Incident, Jan - March 1932</b>		<b>147137</b>		<b>\$17.50</b>			<b>New</b>	Fo			4
Folio game of an early attempt by Japan to sieze Shanghai in 1932. They won tactically, but lost in casualties, politically and in confidence. Uses the Fire & Movement game system that emphasizes motorized & specialist units. Rgt level, 1km/hex, 100 counters. '16											
<b>Suez '56, Anglo-French Intervention</b>		<b>150350</b>		<b>\$11.50</b>			<b>New</b>	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 Col 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											
<b>Wilson's Creek, Opening Round in West</b>		<b>149781</b>		<b>\$9.00</b>			<b>New</b>	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. Rgt/brig level, 352yd/hex. '16											
<b>World War I 4th [Deluxe]</b>		<b>150354</b>		<b>\$50.00</b>			<b>New</b>	BC			6
Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18											
<b>Decision Games S&amp;T Games</b>											
		<b>(541) 756-4711 10am-9pm PST</b>		<b>M.Dean@FineGames.com</b>		<b>FAX (702) 926-5205 anytime</b>					
<b>1066, End of the Dark Ages #240</b>		<b>79303</b>		<b>\$27.00</b>			<b>New</b>	n	OoP		6 4
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 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 Turnir Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.											
<b>1863, Turning Point in the Civil War#297</b>		<b>114942</b>		<b>\$22.00</b>			<b>New</b>	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 in the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.											
<b>1918, Imperial Germany's Last Chance#223</b>		<b>66497</b>		<b>\$15.00</b>			<b>New</b>	n	OoP		6
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from 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.											
<b>Agricola #306</b>		<b>134800</b>		<b>\$35.00</b>			<b>New</b>	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 Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).											
<b>American Civil War 3rd ['18] #310</b>		<b>144737</b>		<b>\$85.00</b>			<b>New</b>	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
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 / 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.													
<b>American Revolution #270</b>		<b>95602</b>		<b>\$69.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Last copy. ■ Mag & Game. Complete reworking of this early, strategic VI, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the bitl of Musa Qala, Afghanistan, 2007.													
<b>American Revolution in the South #304</b>		<b>137769</b>		<b>\$35.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.													
<b>Angola, Cold War in Africa #290</b>		<b>139211</b>		<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
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, rgtl/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposit; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.													
<b>Asia Crossroads, Great Game #216</b>		<b>61440</b>		<b>\$14.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
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.													
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>		<b>130986</b>		<b>\$25.00</b>				<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Cherry. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs 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.													
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>130987</b>		<b>\$22.00</b>				<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Cherry. ■ Mag & Game. BtIs 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.													
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>33440</b>		<b>\$25.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Last new copy. ■ Mag & Game. BtIs 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.													
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>97658</b>		<b>\$20.00</b>				<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Cherry. ■ Mag & Game. BtIs 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.													
<b>Austrian Succession, War of the... #289</b>		<b>136153</b>		<b>\$29.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
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 CDAARadio Triangulation Systems after WW2.													
<b>Back to Iraq 3rd #208</b>		<b>57335</b>		<b>\$25.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
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.													
<b>Balkan Gambit, 1943-45 #298</b>		<b>114883</b>		<b>\$25.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
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 counter 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.													
<b>Banana Wars, Caribbean 1898-1935 #322</b>		<b>149739</b>		<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interfered in other nations' affairs 50 times largely to benefit multinational fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.													
<b>Black Prince, Crecy &amp; Navarrette #260</b>		<b>90905</b>		<b>\$20.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrette 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													
<b>Blood on the Tigris #176</b>		<b>33455</b>		<b>\$14.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.													
<b>Caporetto, Italian Front 1917-18 #337</b>		<b>150363</b>		<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Game of the nearly-decisive Central Powers' 1917 offensive in NE Italy which came close to knocking Italy out of World War I, followed by the balance of the war thru its end in Oct 1918. Both Italian & Austro-Hungarian armies were exhausted, and their units fragile. The Central Powers have assault units trained in infiltration that can attack & move twice in a turn. Game neatly incorporates many operational factors in simple ways. Brig/Div level, 228 counters, 6mi/hex, 1mo/turn. Javier Romero Munoz'22 / ARTICLES ON: From Caporetto to Vittorio Veneto, Italy, 1917-8; Cortes Wins an Empire for Spain, 1519-21; Malvern Hill, Preview o Gettysburg; Battle of the Paracel Islands, Template of Hybrid Warfare, 1974; Expansion of the American Army in WWI; Back to Somalia; Middle East Air Defense Alliance; 2022 Russo-Ukrainian War; China's Third Aircraft Carrier; Biblical Story of Ehud; Operation Just Cause, 1989-90; Confrontation at Fort Sill, 1871.													
<b>Catherine the Great #232</b>		<b>78140</b>		<b>\$19.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>



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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. 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 Warefare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.													
<b>Chad, the Toyota Wars #144</b>		<b>131020</b>		<b>\$20.00</b>				<b>Mint</b>	n			OoP	4
Cherry. Last copy. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Co/btlm/guerrilla level, 6mo turn, 200 counters. L.TCOL 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 1919 myth v reality.													
<b>Chancellorsville &amp; Plevna #218</b>		<b>62402</b>		<b>\$15.00</b>				<b>New</b>	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-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil W. Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots in eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WW1; Soviet Invasion of Hungary 1956.													
<b>Chancellorsville Errata Counters</b>	GmOnly	<b>73414</b>		<b>\$1.00</b>				<b>Mint</b>	n			OoP	3
4 errata counters, only, from S&T 224. No rules.													
<b>China, Battle for... 4th #259</b>		<b>90431</b>		<b>\$35.00</b>				<b>New</b>	n			OoP	6
Last copy. ■ Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive bt of 1st Indochina War, 1954; & of course many ads.													
<b>Chosin, X Corp Escapes the Trap #257</b>		<b>89163</b>		<b>\$27.00</b>				<b>New</b>	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 th 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.													
<b>Civil War in the Far West 1862 #252</b>		<b>85883</b>		<b>\$25.00</b>				<b>New</b>	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 186 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.													
<b>Cobra, the Normandy Campaign 3rd #251</b>		<b>85302</b>		<b>\$40.00</b>				<b>New</b>	n			OoP	4
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normand 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.													
<b>Cold War Battles II #263</b>		<b>109423</b>		<b>\$22.50</b>				<b>New</b>	n			OoP	3
Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.													
<b>Cold War Battles, Budapest &amp; Angola #235</b>		<b>74575</b>		<b>\$29.00</b>				<b>New</b>	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 btlm 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.													
<b>Cold War Hot Armor: Vietnam #307</b>		<b>130452</b>		<b>\$25.50</b>				<b>New</b>	n			OoP	2
Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combine 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 Lt 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-Afgh War 1839; Leyte Gulf.													
<b>Crimean War Battles #201</b>		<b>59125</b>		<b>\$28.00</b>				<b>New</b>	n			OoP	3
Mag & Game. Includes errata counters for Vietnam Btlm (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 i 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 WW1; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.													
<b>Cropredy Bridge, A Fleeting Victory #148</b>		<b>97472</b>		<b>\$14.00</b>				<b>Mint</b>	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 hypothetic 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 WW1; 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.													
<b>Cropredy Bridge, A Fleeting Victory #148</b>		<b>12029</b>		<b>\$20.00</b>				<b>New</b>	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 WW1; Battleship Casualties in the USN, 1898-1989; Ivan the Terribil Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.													
<b>Dagger Thrusts, Patton &amp; Montgomery #233</b>		<b>73001</b>		<b>\$19.00</b>				<b>New</b>	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 sepratel 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 Thrusts, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunites 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.													
<b>Descent on Malta, Op Herkules #335</b>		<b>149351</b>		<b>\$37.50</b>				<b>New</b>	n			OoP	4 1
Mag & game. Operational level, solitaire game of the long-planned but never executed Axis airborne & amphibious invasion of Malta likely in 1942. Uses the solitaire Crete '41 game system with point-point movement. Co/Btlm/Regt level, Presumes an eventual Axis victory, but the cost of that victory dictates just whether the Axis player actually wins the game. Includes consideration of strategic resources, air power, sea power, Allied concealed status. 2+ player rules available via download from publisher. 4-48hrs/turn, 228 counters, 1"-2.5mi, Co/Btlm/Regt level. Joseph Miranda'22 / ARTICLES: What If? Malta Invasion 1942; American Revolution in the West [Ohio River & Appalachia]; Mongolian Invasions of Japan; Cuito Cuanavale Campaign in Angola, 1987-8; Initial Lessons of the Russo-Ukrainian War; Taiwan's Silicon Shield; The (Russian) Wagner Group in Africa; Yeman Update; The Soviet IL-28 Bomber; Napoleon's Cavalry at Waterloo; Battle of Chaldiran, 1514.													
<b>Downfall, If the US Invaded Japan #230</b>		<b>71531</b>		<b>\$20.00</b>				<b>New</b>	n			OoP	4
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done the style of an XTR/Command issue game by none other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.													
<b>Drive on Kursk, July 1943 #253</b>		<b>86305</b>		<b>\$34.00</b>				<b>New</b>	n			OoP	4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 in the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.											
<b>Drive on Moscow #244</b>		<b>80902</b>		<b>\$22.00</b>			<b>New</b>	n	OoP		4
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07											
<b>Duel on the Steppe, Operation Star #285</b>		<b>130260</b>		<b>\$32.00</b>			<b>New</b>	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 ai between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Due 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.											
<b>Fail Safe, Strategic Air Command #283</b>		<b>129610</b>		<b>\$99.00</b>			<b>New</b>	n	OoP		8
Last copy. ■ 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 Rt 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											
<b>Falklands Showdown, 1982 #269</b>		<b>95207</b>		<b>\$75.00</b>			<b>New</b>	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 analy of Falkands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.											
<b>Fight the Fall #324</b>		<b>149612</b>		<b>\$37.50</b>			<b>New</b>	n	OoP		4
Last copy. ■ Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesis game system emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukrainian Underground Army 1943.											
<b>First Afghan War, 1839-42 #179</b>		<b>52966</b>		<b>\$22.00</b>			<b>New</b>	n	OoP		4
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that dooms the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.											
<b>First Air Battle Over Britain #255</b>		<b>87830</b>		<b>\$29.00</b>			<b>New</b>	n	OoP		6
Last new copy. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; th Colombian battalion in the Korean War.											
<b>First Arab-Israeli War, 1947-9 #185</b>		<b>116784</b>		<b>\$35.00</b>			<b>Mint</b>	n	OoP		4
Sml discoloration where sml label removed on rear cover. Counters reverse printed (as most were for this game). Last copy. ■ 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 lvi, btn/brig lvi game of the Israeli war of independence. 7.5km/hex, btn 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 Year War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.											
<b>First Blood, Second Marne 1918 #248</b>		<b>83139</b>		<b>\$17.50</b>			<b>New</b>	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.											
<b>First Crusade #299</b>		<b>121668</b>		<b>\$85.00</b>			<b>New</b>	n	OoP		4 1
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 Christendom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings on 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.											
<b>First Punic War, 264-241BC #336</b>		<b>150058</b>		<b>\$37.50</b>			<b>New</b>	n	OoP		4
Mag & game. Game of the first (of three) Punic Wars, 264-241BC, between Rome & Carthage over control of the Mediterranean. Campaigns were fought in Sardinia & northern Africa but especially in Sicily. Key constraint the Action Points each side is given representing command & logistical limiting military operations. Victory determined by uncontested control of key cities around the western Mediterranean Sea. Diplomacy among the 6 minor powers is conducted by a table. Scenarios cover the opening moves in Sicily, Regulus' invasion of Africa, and the entire war. 176 counters, 3yrs/turn, 40mi/hex, legion level. Joseph Miranda'22 / ARTICLES ON: Strategic Analysis of the First Punic War; Strategic Analysis of the Gallipoli Campaign, pt 1; Pontiac's War, 1763-4; America's Undeclared War with Libya, 1981-9; Venezuelan Escudo Bolivariano 2022 campaign against rebels; Iran, Big & Unstable; Stalemate, 2022 Battle of the Donbass; Ukrainian War's Influence on Chinese Policy Toward Taiwan; Scipio Africanus, Soldier & Politician; Intelligence Gifts for Meade at Gettysburg; Operation Beleaguer, the repatriation of Japanese & Koreans after WWII in the face of Communist Chinese resistance.											
<b>Forgotten Axis, Fight to the Finnish #199</b>		<b>43209</b>		<b>\$22.00</b>			<b>New</b>	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, & Allakurti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.											
<b>Forgotten Axis, Murmansk 1941 #194</b>		<b>34676</b>		<b>\$38.00</b>			<b>New</b>	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 Devil rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Attack on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.											
<b>Forgotten Axis, Romanian Campaign #206</b>		<b>51562</b>		<b>\$18.00</b>			<b>New</b>	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.											
<b>Forgotten Napoleonic Campaigns #249</b>		<b>83712</b>		<b>\$45.00</b>			<b>New</b>	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.											
<b>Frederick's War, Austrian Succession #262</b>		<b>94516</b>		<b>\$20.00</b>			<b>New</b>	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.											
<b>French &amp; Indian War #231</b>		<b>72408</b>		<b>\$45.00</b>			<b>New</b>	n	OoP		6
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978 Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.											
<b>Gates of Vienna, Europe 1683 #295</b>		<b>112903</b>		<b>\$40.00</b>			<b>New</b>	n	OoP		4

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

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

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: 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 Bausant; India v pirates.											
<b>Gauntlet, Battle of Chongchon 1950 #190</b>		<b>32403</b>		<b>\$60.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
<b>Germania, Rome Beyond the Rhine #175</b>		<b>48651</b>		<b>\$29.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Mag & Game. Stratop 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 Lig Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.											
<b>Great Medieval Battles #197</b>		<b>38206</b>		<b>\$35.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
Mag & Game. Colorized & repackaged version 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 Angora, 1402, in which Tamburlaine's Tartars make the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Gr 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.											
<b>Great Northern War #302</b>		<b>142795</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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. Even 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.											
<b>Group of Soviet Forces Germany #220</b>		<b>66771</b>		<b>\$34.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATC the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.											
<b>Hannibal, 2nd Punic War #141</b>		<b>117324</b>		<b>\$22.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at 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 Shell 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 propaganda (i.e. self-deceiving).											
<b>Hannibal's War #254</b>		<b>86892</b>		<b>\$16.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, Ju 1941.											
<b>Hindenburg's War #288</b>		<b>128412</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ 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, 48C 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.											
<b>Holy Roman Empire #247</b>		<b>83020</b>		<b>\$20.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>8</b>
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.											
<b>Holy War, Afghanistan #147</b>		<b>116782</b>		<b>\$16.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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; then 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).											
<b>Holy War, Afghanistan #147</b>		<b>122722</b>		<b>\$16.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Err</b>	<b>4</b>
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. 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).											
<b>Holy War, Afghanistan #147</b>		<b>131163</b>		<b>\$17.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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).											
<b>Hundred Years War, 1337-1453 #177</b>		<b>104337</b>		<b>\$50.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95											
<b>In Country, the Vietnam War #281</b>		<b>120972</b>		<b>\$65.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.											
<b>Indo-Pakistani Wars #174</b>		<b>99043</b>		<b>\$34.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95											
<b>Italian Campaign, Anzio #155</b>		<b>131155</b>		<b>\$25.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Cherry. Last copy. ■ Mag & game. Best of the 3 game series, includes rules for the camp game & retrofits for 2 prior gms. Covers the battle for Rome & W central Italy where bulk of the fighting in Italy occurred. Later Med War Addendum #160 contains valuable errata. Includes errata counters for earlier Sicily, and requires counters from Salerno to play. Div level, 1day/turn, 200 counters, excell map akin to Anzio. J.Schettler'92 / ARTICLES ON: Anzio Campaign; Elihu Root & the Colonial Policy of the US; the Malayan Emergency 1948-50; Military Participation Ratio in America's Wars; Resources of the Rival Alliances in WWI; Mule Air Transport in WW2; Kosciusko & the Southern Campaign 1780-82.											
<b>Italian Campaign, Med War Addendum #160</b>		<b>131022</b>		<b>\$23.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Cherry. Last copy. ■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of US Marine Force, 1933; Development of Infiltration Tactics.								
<b>Italian Campaign, Sicily #146</b>		<b>117322</b>		<b>\$14.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP 4</b>
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smoothe the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/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.								
<b>Italian Campaign, Sicily #146</b>		<b>79118</b>		<b>\$14.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP 4</b>
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smoothe the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/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.								
<b>Italian-Ottoman War 1911-12 #325</b>		<b>145841</b>		<b>\$35.00</b>		<b>New</b>	<b>n</b>	<b>4</b>
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 seize the coastal towns, but Ottoman defenders & local Bedouin tribes hold the interior. The war ended with Italian control after a an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight & secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btl/rgt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna, 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon & the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.								
<b>Julian, Triumph Before the Storm #266</b>		<b>94687</b>		<b>\$32.50</b>		<b>New</b>	<b>n</b>	<b>OoP 6</b>
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON: Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10								
<b>Kaiser's War, 1918-19 #261</b>		<b>91425</b>		<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP 6</b>
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina Spt 1863.								
<b>Khan, Rise of the Mongol Empire #229</b>		<b>72421</b>		<b>\$49.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP 6</b>
Rear mag cover mildly creased thru poor storage; otherwise new & unused. Last copy. ■ Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios, 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, Ap 1632.								
<b>Koniggratz, Austria v Prussia 1866 #275</b>		<b>147632</b>		<b>\$34.00</b>		<b>New</b>	<b>n</b>	<b>OoP 3</b>
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.								
<b>Korean War Battles #296</b>		<b>115034</b>		<b>\$38.00</b>		<b>New</b>	<b>n</b>	<b>OoP 4</b>
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement gam system. Btl/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.								
<b>Last Stand at Isandlwana #314</b>		<b>145683</b>		<b>\$39.00</b>		<b>New</b>	<b>n</b>	<b>OoP 4</b>
Last copy. ■ Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: Briti Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.								
<b>Lepanto, Battle of... #272</b>		<b>115606</b>		<b>\$30.00</b>		<b>New</b>	<b>n</b>	<b>OoP 4</b>
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WW1; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.								
<b>Lest Darkness Fall, Rome in Crisis #234</b>		<b>90444</b>		<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP 6</b>
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.								
<b>Lost Battalion #217</b>		<b>66766</b>		<b>\$49.00</b>		<b>New</b>	<b>n</b>	<b>OoP 4 1</b>
Last copy. ■ 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 lv, 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.								
<b>Manila '45, Stalingrad of Pacific #246</b>		<b>139560</b>		<b>\$29.00</b>		<b>New</b>	<b>n</b>	<b>OoP 4</b>
Last copy. ■ 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, col/btl level, with 22 different unit types. / ARTICLES ON the Philippines 1945; Memnon Challenges Alex t Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07								
<b>Marathon &amp; Granicus #214</b>		<b>59378</b>		<b>\$24.00</b>		<b>New</b>	<b>n</b>	<b>OoP 3</b>
Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first bat of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israel's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.								
<b>Marlborough, War Spanish Succession #238</b>		<b>77654</b>		<b>\$34.00</b>		<b>New</b>	<b>n</b>	<b>OoP 6</b>
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.								
<b>Marlborough's BtIs, Ramillies etc #256</b>		<b>88434</b>		<b>\$18.00</b>		<b>New</b>	<b>n</b>	<b>OoP 3</b>
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish 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 Osa bin Ladin; book reviews, & lots of ads.								
<b>Mediterranean Empires 1281-1350 #330</b>		<b>147345</b>		<b>\$37.50</b>		<b>New</b>	<b>n</b>	<b>6</b>
last copy. ■ 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 Spa & 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 of East Prussia; Tanneberg & Masurian Lakes, 1914; the AEF & the Spanish Influenza Pandemic of 1918-19; Battle of Stoke Lane, Last Battle of the Wars of the Roses; Yemeni Anti-Ship Attacks & US Reactions; the Adventure of the Eritrea, an Italian gunboat in East Africa.								
<b>Moscow, Advance Army Group Center #317</b>		<b>150045</b>		<b>\$37.50</b>		<b>New</b>	<b>n</b>	<b>4</b>

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. 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.											
<b>Mukden, Russo-Japanese War 1904-5 #326</b>		<b>150360</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
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 defense 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 Cilinarii; Wavell's Officers; Death of Bishop Polk & the Army of the Tennessee, 1864; Nagashino Reimagined, 1575; Hitler's Haltebefehl & Dec 1941 Command Decisions.											
<b>No Prisoners! Lawrence of Arabia #237</b>		<b>78401</b>		<b>\$22.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>6</b>
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.											
<b>North Cape, Arctic Convoy Battles #292</b>		<b>116910</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4 1</b>
Mag & game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the 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 Warrie of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army Howtars, a mortar in a howitzer cradle.											
<b>Objective Tunis #140</b>		<b>45076</b>		<b>\$10.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>3</b>
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/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.											
<b>Old Contentables, Battle of Mons #228</b>		<b>70490</b>		<b>\$15.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.											
<b>On to Baghdad, 1914-18 #331</b>		<b>147789</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ 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 Power 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 lev176 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.											
<b>On to Moscow, Swedn v Russia 1700-21#171</b>		<b>130993</b>		<b>\$30.00</b>			<b>Mint</b>	<b>n</b>		<b>OoP</b>	<b>6</b>
Cherry. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Russo-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.											
<b>Operation Anaconda, Afghanistn 2002 #276</b>		<b>101436</b>		<b>\$22.50</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>3</b>
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Plato level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.											
<b>Operation Elope #211</b>		<b>72068</b>		<b>\$14.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
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 Ci 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/rq level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
<b>Operation Elope #211</b>		<b>57313</b>		<b>\$17.50</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
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/rq level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>20391</b>		<b>\$22.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Last new copy. ■ Mag & Game. Btln-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/btln 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.											
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>117309</b>		<b>\$19.00</b>			<b>Mint</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Unpunched & unused. ■ Mag & Game. Btln-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/btln 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.											
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>130988</b>		<b>\$19.00</b>			<b>Mint</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Btln-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/btln 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.											
<b>Operation Unthinkable, Elbe to Oder #333</b>		<b>149800</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
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; Buff War 1873; Communications Revolution; Combat Air Support in WWI.											
<b>Ottomans, Rise of the Turkish Empire#222</b>		<b>65972</b>		<b>\$25.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>6</b>
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.											
<b>Over the Top: Lemberg &amp; Verdun #198</b>		<b>134295</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
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 Lembu Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00								
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		22763		\$18.00		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, 2 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 WWI; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
<b>Pacific Subs Solitaire #311</b>		135906		\$40.00		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.								
<b>Pacific, War OF the..., 1879-1883 #282</b>		138298		\$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, btn/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zepplins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampfgruppen strategy in N.Africa; Hydrofoils in the US Navy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13								
<b>Paratrooper, Great Airborne Assaults#321</b>		145840		\$35.00		New	n	3
Last copy. ■ 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 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 general 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.								
<b>Plevna Errata Counters #224</b>	GmOnly	73415		\$0.50		Mint	n	OoP 3
3 errata counters, only, from S&T 224. No rules.								
<b>Rangers Lead the Way! Pointe du Hoc #323</b>		149611		\$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.								
<b>Reinforce the Right, W.Front 1914 #180</b>		104334		\$30.00		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.								
<b>Rio Grande War, 1865 #334</b>		150361		\$37.50		New	n	4
Mag & game. Operational level game of a hypothetical war between the US, two Mexican factions, former Confederate forces, and several European nations, after the American Civil War, c. 1865. Assumes France backed Mexico, and the US invades to claim its imperial domain in North America against Europeans. Players are constrained by limited Action Points required for movement and combat. Play area covers southern Texas & northern Mexico. Victory hinges on geographic control of major cities. Includes both a basic game another with more advanced rules. 176 counters, 45mi/hex, 1-2mo/turn, regt/brig/div level. Joseph Miranda'22 / ARTICLES ON: What If? Rio Grande War 1865; Italians on WWI's Western Front; Battle of Falkirk 1298; Jump Jets & the Resurgence of Light Aircraft Carriers; the Italian Arditi [Shock Troops] in WWI; M1 Tanks for Poland; Japan's 2021 Statement Suggesting a Preemptive Strike on northern Korea; Mexican Narco Drones; Battle of Raphia, 217BC; Longstreet at Chattanooga, 1863; Custer's Other Regiment, the 19th Kansas Volunteer Cavalry.								
<b>Rio Grande, the Battle of Valverde #143</b>		131008		\$15.00		Mint	n	OoP 2
Cherry. Last copy. ■ Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/tur R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.								
<b>Rough &amp; Ready #212</b>		62423		\$16.00		New	n	OoP 3
Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Cove Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the ' 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.								
<b>Russian Civil War 2nd #267</b>		138578		\$59.00		New	n	OoP 6 M
Last copy. ■ 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								
<b>Russo-Turkish War, 187-78 #154</b>		32166		\$24.00		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; ERROR for Case Green #152.								
<b>Santiago Campaign, 1898 #258</b>		89889		\$30.00		New	n	OoP 4
Last copy. ■ 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, btn/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								
<b>Schlieffen's War #319</b>		140863		\$39.00		New	n	4
Last copy. ■ 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.								
<b>Sealords, Vietnam War in the Mekong#243</b>		80326		\$45.00		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. 27 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.								
<b>Second Kharkov, Strike &amp; Countrstrk #271</b>		96127		\$40.00		New	n	OoP 4
Last copy. ■ 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 Ilororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history c Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.								
<b>Sedan Campaign, 1870 #224</b>		68214		\$20.00		New	n	OoP 4
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (1), 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 187 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.								
<b>Sepey Mutiny, 1857-8 #320</b>		146296		\$37.50		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
Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original Windtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscount in the Gulf of Bomba, 1940.													
<b>Seven Years World War #221</b>		<b>65106</b>		<b>\$22.00</b>				<b>New</b>	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													
<b>Shanghai-Nanking Campaign #329</b>		<b>149348</b>		<b>\$37.50</b>				<b>New</b>	n				4
Mag & game. Includes errata counters for Italian-Ottoman War #325 (2), Constantinople #318 (2), Fight the Fall #324 (2). Game covers the largest military campaign prior to the formal outbreak of World War II, the Shanghai-Nanking Campaign of 1937. The Japanese are seeking to decisively defeat the Chinese republic by capturing its major ports & cities. Victory is determined by the Japanese besting their historical performance, while the Chinese can achieve an immediate victory if they manage a successful counter-offensive that threatens Shanghai. Includes limited hidden movement, amphibious landings. Rgt/div level, 176 counters, 7mi/hex, 2wks/turn. Doc Cummins, Ty Bomba'21 / ARTICLES ON: 1937 Japanese Invasion of China; Corrupt Bargain, US Presidential Election of 1824; Alexander the Great & the Battle of Gaugamela 331BC; Jordanian Arab Legi & the Battle for Jerusalem, 1948; Sarkoy Landing in the Balkan War of 1912-3; Odyssey of Jo Shelby in Mexico; Hellenistic War Elephants; Scapling in the US Wild West.													
<b>Shenandoah, Jackson's 1862 Campaign #284</b>		<b>138816</b>		<b>\$22.50</b>				<b>New</b>	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 Cochinchina; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.													
<b>Shiloh, Bloody April 1862 #264</b>		<b>93490</b>		<b>\$24.00</b>				<b>New</b>	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.													
<b>Soldiers, Decision in the Trenches #280</b>		<b>121938</b>		<b>\$22.00</b>				<b>New</b>	n			OoP	2
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. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.													
<b>Spanish Civil War Battles, v1 #213</b>		<b>58657</b>		<b>\$19.00</b>				<b>New</b>	n			OoP	4
Mag & Game. First of an intended series of operational, btnl/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, btnl/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.													
<b>Spanish Civil War Battles, v2 #219</b>		<b>63346</b>		<b>\$15.00</b>				<b>New</b>	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 btnl/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.													
<b>Sparta vs. Athens #286</b>		<b>138580</b>		<b>\$39.00</b>				<b>New</b>	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 1 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.													
<b>Suwalki Gap, the Baltic 2023 #327</b>		<b>148099</b>		<b>\$37.50</b>				<b>New</b>	n			OoP	4
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, btlgr 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; Nava 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 COlone Lovel & the Mississippi Defense Fleet.													
<b>They Died with Their Boots On, v1 #236</b>		<b>74811</b>		<b>\$33.00</b>				<b>New</b>	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.													
<b>They Died with Their Boots On, v2 #242</b>		<b>79815</b>		<b>\$27.50</b>				<b>New</b>	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, btnl/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.													
<b>Thirty Years War BtIs, Luttr/Wittsk#332</b>		<b>149205</b>		<b>\$37.50</b>				<b>New</b>	n			OoP	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 WWII; War in Tigray Update; Yemen, Complex War with No End in Sight; Newest Russian AFVs; HM: Queen Elizabeth Deploys to the Indo-Pacific; USMC's Mark 98 Howtar Howitzer; Invasion of Denmark, Apr 1940; Confederate Seagoing Ironclad CSS Stonewall.													
<b>Ticonderoga, BtIs for Lake George #277</b>		<b>137013</b>		<b>\$25.00</b>				<b>New</b>	n			OoP	3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.													
<b>Tobruk, Operation Crusader 1941 #278</b>		<b>134628</b>		<b>\$29.00</b>				<b>New</b>	n			OoP	3
Last copy. ■ Mag & game. Game using using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btnl/rgt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.													
<b>Trajan #145</b>		<b>131165</b>		<b>CALL</b>				<b>Mint</b>	n			OoP	4
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 Parthi War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 ; Hannibal #141.													
<b>Trajan #145</b>		<b>91059</b>		<b>\$42.00</b>				<b>Mint</b>	n			OoP	4
Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.													
<b>Triple Alliance War #245</b>		<b>81303</b>		<b>\$16.00</b>				<b>New</b>	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; At of War in the Middle Ages; Cordoba & the btl of Gargliano; US Army in future wars.													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Turkish Liberation, War of... #309</b>		150359		\$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 Bolshheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.										
<b>Twilight of the Ottomans #241</b>		79561		\$15.00		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 Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199. Marshal Suvarov in Italy.										
<b>Twilight's Last Gleaming, War v2 #225</b>		68549		\$17.50		New	n	OoP		3
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.										
<b>Vicksburg, Assault on Stockade Redan #328</b>		148363		\$37.00		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, co/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 Ptolemies, 305-30BC; Destination Cambrai, 1940; Portugal, the Forgotten Ally of England; Battle of Anzen, 838; Colt Revolver, 1873; P-82/F-82 Twin Mustang; Scythian Horse Archer Swarms										
<b>Vietnam Battles: Hue / Op Pegasus #196</b>		57327		\$44.00		New	n	OoP		4
Mag & Game. Grand tac, btn-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 Panzerwurm 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.										
<b>Vinegar Joe's War #227</b>		70310		\$27.00		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 Flyin' Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.										
<b>War Returns to Europe, Yugoslavia #303</b>		149203		\$37.50		New	n	OoP		4
Last copy. ■ Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fail Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.										
<b>Warpath #291</b>		116634		\$27.50		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 enable 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, btn-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.										
<b>When Lions Sailed #268</b>		133328		\$25.00		New	n	OoP		6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11										
<b>White Eagle Eastward #156</b>		24172		\$22.00		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 I the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151 Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.										
<b>Windhoek, Southwest Africa 1914-15 #313</b>		134101		\$25.00		New	n	OoP		4
Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portuguese forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btn/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene & the Art of Pyrrhic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Petrel on the Yangtze River in China; Cook Islands Contingents in World War I.										
<b>Winged Horse, War in Vietnam 1965-6 #239</b>		78728		\$29.00		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.										
<b>Decision Games S&amp;T Quarterly</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Strategy &amp; Tactics Quarterly # 2, US WWI</b>		137437		\$12.00		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										
<b>Strategy &amp; Tactics Quarterly # 6, D-Day</b>		147791		\$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										
<b>Strategy &amp; Tactics Quarterly #10 Kursk</b>		147633		\$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										
<b>Strategy &amp; Tactics Quarterly #11 30YrWar</b>		149208		\$12.00		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										
<b>Strategy &amp; Tactics Quarterly #15 AlexGrt</b>		147327		\$12.00		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										
<b>Strategy &amp; Tactics Quarterly #16 China</b>		149744		\$12.50		New	n			Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the prospects of a future war with China in the near future, and China's assertion of its military & political sphere of influence. '21										
<b>Strategy &amp; Tactics Quarterly #18 Korea</b>		149913		\$15.00		New	n			Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the history of the Korean War, Nov 1950 - 1953, beginning with the context of the immediate aftermath of World War II. '22										
<b>Strategy &amp; Tactics Quarterly #19 Fr &amp; In</b>		150128		\$15.00		New	n			Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the history of the French & Indian War of 1759-61. While a small war in North America fought in small battles with limited forces, it was an extension of the Seven Years War in Europe - essentially part of a world war among European nations. '22										
<b>Decision Gms Modern War Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										



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				
<b>Axis of Evil, Conflict in Mid-East # 39</b>		148783		\$37.50		New	n	4
Last copy. ■ 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 used of their mobile, static, air & special forces to win based on geographic objective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Plateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.								
<b>Chechen War, 1994-96 # 40</b>		150123		\$37.50		New	n	4
Last copy. ■ 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, BtlN/rgt level, 144 counters, 5km/hex. Javier Romero'1 ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.								
<b>Cold Start, Next India-Pakistan War #36</b>		137416		\$39.00		New	n	4 1
Last copy. ■ 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 focus 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 in the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.								
<b>Combat Veteran #31</b>		130570		\$25.00		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; 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.								
<b>Decision Iraq # 6</b>		105882		\$19.00		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: Deciso 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 Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.								
<b>Desert One War, Persian Gulf 1979-81 #44</b>		141867		\$37.50		New	n	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 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.								
<b>Dien Bien Phu #17</b>		116965		\$29.00		New	n	OoP 4 1
Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/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.								
<b>Dragon &amp; the Hermit Kingdom #45</b>		149608		\$37.50		New	n	4
Last copy. ■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of tl Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.								
<b>Dragon vs Bear, China v Russia #12</b>		150355		\$39.99		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: Chine 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.								
<b>Drive on Pyongyang # 5</b>		148812		\$34.00		New	n	OoP 4
Last copy. ■ 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 Walke & the Defense of Pusan, Korea, 1950.								
<b>Enduring Freedom, Afghanistan 2001-2 #30</b>		150357		\$37.50		New	n	OoP 4 1
Last copy. ■ 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 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 Upgrade the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.								
<b>Fallujah 2004, City Fighting in Iraq #23</b>		127792		\$22.00		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 Hor 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.								
<b>Greek Civil War #11</b>		110278		\$24.00		New	n	OoP 8
Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area mov B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.								
<b>Green Beret, Vietnam Solitaire #18</b>		115046		\$85.00		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, select the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlon & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.								
<b>Holy Land, Next Arab-Israeli War # 8</b>		137529		\$42.00		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
NOTE: Last copy. 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 err 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.											
<b>Isis War, Next Middle East War # 33</b>		<b>130443</b>		<b>\$24.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Game set in the near future based on the perenial 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 indepedence 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 Excercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi fmi, Spain's Last War i Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.											
<b>Kandahar, Spcl Forces In Afghanistan #21</b>		<b>143176</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>2 1</b>
Last copy. ■ Mag & game. Solitaire game in which the player 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.											
<b>LZ Albany #24</b>		<b>149344</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
Last copy. ■ Mag & game. Covers the ambush of US air cav units (2nd btn, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, r level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, t LIM-series Fighter-Bombers.											
<b>Modern Battles, Kaliningrad &amp; Mosul # 27</b>		<b>135656</b>		<b>\$35.00</b>			<b>New</b>	<b>n</b>			<b>4</b>
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.											
<b>Next War in Lebanon #13</b>		<b>117002</b>		<b>\$29.00</b>			<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ 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 large 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 Air Combat; Russia's T-90 Tank.											
<b>Objective Hamburg #55</b>		<b>147431</b>		<b>\$114.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Final issue of Modern War Magazine. 5th & final installment of this series of games on WWII in Europe in the mid-80s. Covers the first 4 days of a Soviet attack thru the northern German plain around Hambu & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are 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 Malaysian Confrontation, 1963-6; the Second Chechen War, 1999; US Army in the Arctic; Chad Repels an Invasion; Syrain Exports; USS Newport News, Last Big Gun Heavy Cruiser; the 1974 Turkish Invasion of Cyprus; The Argentine San Luis submarine patrol during the 1982 Falklands War; Missiles & Geese.											
<b>Objective Kassel #53</b>		<b>145874</b>		<b>\$129.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btlm/regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UAE; War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.											
<b>Objective Munich #49</b>		<b>144016</b>		<b>\$119.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ 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, btlm/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.											
<b>October War, Arab-Israeli War 1973 # 25</b>		<b>138089</b>		<b>\$49.00</b>			<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btlm/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, th 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.											
<b>Oil War, Iran Strikes 2nd # 2</b>		<b>137032</b>		<b>\$25.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
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'17 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.											
<b>Operation Musketeer #32</b>		<b>125266</b>		<b>\$20.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian govermme (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.											
<b>Putin Moves South # 37</b>		<b>148994</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>			<b>6</b>
Last copy. ■ Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgystan). Likely combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control the area. Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaris by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program; Bob Denard, Mercenary; European Air Force Aircraft,											
<b>Six Day War, 1967 # 4</b>		<b>140892</b>		<b>\$25.00</b>			<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Tas Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare plane of the Cold War; USAF's nex gen long-range strike bomber.											
<b>Somali Pirates # 3</b>		<b>141489</b>		<b>\$29.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Last copy. ■ 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.											
<b>Soyuz '81 # 38</b>		<b>133342</b>		<b>\$29.00</b>			<b>New</b>	<b>n</b>			<b>4</b>

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,													
<b>Target Iran #10</b>		126171		\$23.00				New	n	OoP		4	1
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 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.													
<b>Vietnam Battles: Iron Triangle #7</b>		105832		\$22.00				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.													
<b>Visegrad 4, the Coming War in Europe #16</b>		150356		\$29.00				New	n	OoP		4	
Last copy. ■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigmma '64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.													
<b>Decision Gms World at War Mag</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205	anytime				
<b>1940, What IF Germany Went East? #12</b>		92611		\$37.50				New	n	OoP		4	
Last copy. ■ 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); Brits Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10													
<b>Afrikakorps, Decision in the Desert #11</b>		111740		\$30.00				New	n	OoP		4	
Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather 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.													
<b>Arriba Espana! 4th #8</b>		90270		\$19.00				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.													
<b>Balkans 1944 #81</b>		148656		\$37.50				New	n	OoP		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 & Croatian forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resource that aid attacks. British & German special forces are available. Political events are reflected via event chits. Victory is determined by besting historical results. 176 counters, Brig/Div/Corp level, 30mi/hex, 10days/turn. '22 / ARTICLES ON: the Balkans, Aug-Nov 1944; War Plans of the Japanese Imperial Navy, 1922-41; Mexican & Brazilian Air Forces in World War II; US Mechanized Cavalry in World War II; Indian National Army in Service of German Army in World War II; Malta Mayhem; Proximity Fuses on Bombs; German 150mm AA Gun.													
<b>Bastogne Solitaire #56</b>		144777		\$59.00				New	n	OoP		3	1
Last copy. ■ Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btn level, 1"-500yds. US goal is 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.													
<b>Bloody Ridge, Guadalcanal Sept 1942 #37</b>		115615		\$33.00				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 lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigad the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).													
<b>Breakout, First Panzer Army #69</b>		139216		\$39.00				New	n	OoP		4	
Last copy. ■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variable affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.													
<b>Budapest Campaign, Oct 44 - Feb 45 #85</b>		149618		\$37.50				New	n	OoP		4	
Mag & game. Game of the series of Soviet attacks (& Axis counterattacks) in Hungary between late 1944 to early 1945 ending with the capture of Budapest. Begins with the Soviet offensive into Hungary that besieged Budapest, followed by German counterattacks that were partially successful (but excluding the last, Spring Awakening). Each side is divided into 3 commands, and each command is activated by a chit draw. Uses a variety of the They Died With Boots on game system. Victory based on 4 key geographical points & elimination of mechanized units. 176 counters, corp level, 10mi/hex, 1-3wks/turn. Joseph Miranda'22 / ARTICLES ON: Budapest Campaign, 1944-5; Battle for Timor, 1942-3; Rebuilding the French Army, 1942-5; French Expeditionary Corps at Monte Carlo; German Plans to Invade Iceland & Ireland; Mussolini Fooled Hitler [about Italy's military capabilities]; Polish Plans to Seize Gdansk [Danzig] in 1939; Italy's Pacific War, 1943-5.													
<b>Bulge, the Battle of the Bulge 2nd #3</b>		140234		\$50.00				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), adventures in the South Pacific in WW2; Soviet army organization 1942-5.													
<b>Centrifugal Offensive #75</b>		144764		\$39.00				New	n	OoP		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.													
<b>Changsha, Second Battle of... #67</b>		149354		\$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. Btlns/Rgts level, 3km/hex, 1-2days/turn, 280 counters. Bill Xuan'19 / ARTICLES ON: Second Battle of Changsha, China, 1941; Operation Foxley, plan to kill Hitler 1944; Battle of the Tannenberg Line, 1944; Weather at D-Day, June 6 1944; Australian Intelligence Services in 1942; Stalin's Turning a Blind Eye toward Barbarossa Preparations, 1941; the Axis in Afghanistan in WWII; The P38 Can Opener.													
<b>Commandos, Europe Solitaire #55</b>		149209		\$42.00				New	n	OoP		2	1
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; Defens of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.													
<b>Counterattack in Ukraine, Dubno '41 #31</b>		102010		\$25.00				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. 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 was largely impervious to most of the German's weapons lead to several days of mobile battles then in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/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 Sosabowki [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											
<b>Destruction of Army Group Center 3rd # 9</b>		<b>90930</b>		<b>\$19.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & Game. Substantial redesign of this early SPI, multiscenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of A Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09											
<b>Drive on Suez, Rommel Drives Deep #78</b>		<b>149356</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4 1</b>
Last copy. ■ 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 him 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/rig/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 Marit & 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.											
<b>Duel in the North #48</b>		<b>116642</b>		<b>\$26.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII: Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.											
<b>Escape Hell's Gate, Korsun Pocket #57</b>		<b>125241</b>		<b>\$20.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaboratorist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.											
<b>Finnish Front, 1941-42 # 5</b>		<b>88096</b>		<b>\$24.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.											
<b>Forgotten Pacific Battles #71</b>		<b>149914</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>6</b>
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guam, Tinian & Angaur. Player directs US forces in each invasion and must beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Co/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. Eri Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.											
<b>France Fights On #39</b>		<b>134814</b>		<b>\$29.50</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead 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 severe disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.											
<b>Great Pacific War, Plan Orange #70</b>		<b>144611</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>6</b>
Mag & game. Game of the hypothetical wars that may have occurred in the Pacific Ocean during the 1920s or 1930s including the US Plan Orange. Includes air, land & naval forces. Players conduct discrete actions such combat, supply, intelligence, etc, largely on basis of control of island bases. Uses the Red Dragon Rising game system (from S&T250), also used in South Seas Campaign #18, Mare Nostrum #41. Includes historical & hypothetical forces. Victory is based on control of bases and elimination of enemy ships. Area move map of the entire Pacific Ocean. 176 counters, Joseph Miranda'19 / ARTICLES ON: War in the Pacific in the 1920-30s; Hurtgen Forest Campaign 1944; The Polish Southern Front 1939; Musilini's Military Diplomacy 1922-40; Bridging before AFV Bridging Equipment; Organization of the US Navy during the Era of the World Wars; Soviet Scorched Earth & Industrial Evacuation Policies.											
<b>Greater East Asia War # 6</b>		<b>89486</b>		<b>\$35.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>6</b>
Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex, Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.											
<b>Green Hell, Burma 1943-4 # 28</b>		<b>103955</b>		<b>\$25.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
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 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.											
<b>Guards Armour Division # 34</b>		<b>103067</b>		<b>\$37.00</b>			<b>New</b>	<b>zl</b>		<b>OoP</b>	<b>3</b>
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. Comb: is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Cam X, British SOE Special Training School; Brazil in WWII.											
<b>Guards Tank, Battle of Prochorovka #13</b>		<b>93340</b>		<b>\$44.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>3</b>
Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/rig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.											
<b>Keren 1941, East Africa # 25</b>		<b>118892</b>		<b>\$22.50</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>3</b>
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.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.											
<b>Leningrad '41 #17</b>		<b>95141</b>		<b>\$22.50</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rig/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 Collaboratorist Forces in WW2.											
<b>Luzon Campaign, 1945 #59</b>		<b>149353</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4 1</b>
Last copy. ■ 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 sieze 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 Katauskaia.											
<b>Manstein's War, Decision in West #84</b>		<b>149357</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of the German attack into France & Belgium in May-Jun 1940. Uses a version of the They Died w/ Boots On game system which uses chits to activate army-level commands & in some cases altering rules to the player's advantage. Corp/army level, 176 counters, 12hr/turn, 25mi/hex, army/corp level. Joseph Miranda'22 / ARTICLES ON: Strategy & Operations in the West, 1940; Odessa 1941; B-17s Over Java early in WWII; Nazi Deception Propaganda; Macau in WWII; Soviet Air Raids on Berlin, 1941; German Sonars & Hydrophones; Project Pigeon,											
<b>Minsk, Battle of...1944 # 22</b>		<b>96466</b>		<b>\$26.00</b>			<b>New</b>	<b>n</b>		<b>OoP</b>	<b>4</b>

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 &amp; column data used in this catalog.

Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12											
<b>Munich War #74</b>		<b>145446</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
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; US PC-461 class Patrol Craft.											
<b>Netherlands East Indies, 1941-2 #87</b>		<b>150367</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Operational level game of the Japanese efforts to secure the Dutch colonial possessions in the South Pacific from Dec 1941 to Mar 1942. Campaign was a combined naval, air & land campaign that included combat, logistical moves, intelligence & other ops. Players receive limited administrative points which can be used for a wide range of specific actions for single stacks of units moving or attacking together. All units have same combat values allowing air, sea & land to interact in a specified order. Victory determined by control of key locations, destroyed or not, as well as destruction of enemy forces. Single scenario. 176 counters, Regt level 2wks/turn, 245mi/square, area move on map extending from Sumatra to the tips of New Guinea & Australia. Joseph Miranda'22 / ARTICLES ON: Netherlands East Indies Campaign 1941-2; Finland in World War II; Zhukov as a Wargamer; Second Front Options 1942-4, and German Preparations for Invasion in France; South Pacific Air War 1942-3; Operation Catherine, British Naval Intervention in the Baltic Sea 1939; French Armor in 1940; Liberty Ships.											
<b>Night Fight Solitaire #44</b>		<b>118893</b>		<b>\$42.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>2 1</b>
Mag & game. Solitaire game in which the player commands a German kampgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30mi/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.											
<b>Norway 1940 #29</b>		<b>102013</b>		<b>\$39.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 1943; Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjaeger v 1st Airbarr at Primsole Bridge.											
<b>Operation Causeway, Formosa #83</b>		<b>150233</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of the planned but never executed 1944 invasion of Japanese-held Formosa (now Taiwan). This would have been the largest amphibious invasion in the Pacific. In fact, the US elected to recapture the Philippines instead. Key dynamic is the logistic point, which enables operations. Includes hidden movement. Victory based on control of ports, airfields & cities on the island. Two scenarios: the original, planned invasion ar a later, 1945 invasion that assumes portions of the Philippines were captured to better enable Causeway. Includes abstracted air & naval support, choice of invasion locations, ranger & airborne landings. 176 counters, Regt/brig level, 10mi/hex, 1wk/turn. Joseph Miranda'22 / ARTICLES ON: Operation Causeway, Formosa 1944; Greenland in World War II; Polish 1st Armored Division 1944-5; Fatal Flaws of the ME-262 Jet Fighter; Soviet Naval Ops during the Winter War 1939-40; Spanish Invasion of Portugal; the Japense Breakout from Australian Cowra POW camp, 1944; Italian Submarines in WWII.											
<b>Operation Gertrud #49</b>		<b>128037</b>		<b>\$30.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Phillipin in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII Italian Manned Torpedos.											
<b>Operation Jupiter, Norway 1942 #76</b>		<b>145451</b>		<b>\$35.00</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div lev 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Batle of the Kiev Salier 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.											
<b>Operation Typhoon #65</b>		<b>137140</b>		<b>\$28.00</b>			<b>New</b>	<b>n</b>			<b>4 1</b>
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 Zerstorer (German Ju-88 as fighters).											
<b>Pacific Battles, Malaya #51</b>		<b>125251</b>		<b>\$27.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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, Btm/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.											
<b>Pacific Battles, Shanghai #42</b>		<b>111272</b>		<b>\$22.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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 Ukraian Food as Strategy [ & weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.											
<b>Paratrooper, Palembang &amp; Primsole #72</b>		<b>149745</b>		<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>6</b>
Mag & game. Second in a game series descended from SPI's Paratrooper in S&T 77. Covers key airborne assaults of the 20th-21st century. Games in this edition cover the Japanese paratroop at Palembang, Sumatra, Fe 1942, and the British airdrop in Sicily, July 1943. 176 counters, platoon/company level, 8hrs/turn. Joseph Miranda'20 / ARTICLES ON: Palembang, Japanese Air Assault on Sumatra, Feb 1942; Primsole Bridge, Clash of Airborne on Sicily, July 1943; Soviet Naval Operations on the Black Sea during World War II; Operation Crusader, 1941; Battle at Busa River, New Guinea, 1943; ALSIB, the Alaska-Siberian Lend-Lease Route; Axis Intervention in the Balkans, 1940; SPAM, Unlikely American Hero.											
<b>Partizan! War in Yugoslavia 1941-44 #16</b>		<b>147349</b>		<b>\$35.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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. TI 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 invasiou of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11											
<b>Patton's Third Army #43</b>		<b>114914</b>		<b>\$40.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4 1</b>
Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear track elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulain des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skils & Cultural Awareness in the US Military.											
<b>Peaks of the Caucasus #61</b>		<b>131559</b>		<b>\$25.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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; th British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.											
<b>Rampage / Stalingrad Cauldron #40</b>		<b>140172</b>		<b>\$55.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4 1</b>
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. TI player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGE is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allie forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destructio 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.											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
<b>Rats of Tobruk # 64</b>		137172		\$32.00		New	n	3
Last copy. ■ Mag & Game. Game of Rommel's Easter attack on Tobruk, April 1941, and with a second offensive in early May 191. Primarily involves the Australian 9th Inf in defense of the western half to the Tobruk perimeter. Uses a formation activation system intended to reflect the chaos of warfare. Company level, 6hrs/turn, 500m/hex. 280 counters. Eric Harvey'18 / ARTICLES ON: Attempt to Capture Tobruk Spring 1941; Allen's 104th Infantry Timberwolf Division; Operation Tonenails, New Georgia June-Aug 1943; Soviet War Plans in 1941; Q-Ship Ranen, 1940; Germany v Finland in Lapland 1944; Operation Brevity 1941 and Desert Tactics.								
<b>Rising Sun Over China, 1931-37 #79</b>		147438		\$32.50		New	n	4 1
Mag & game. Game of the Japanese progressive occupation of parts of NE China & Mongolia between 1931-37, prior to World War II. Beginning in Manchuria & Mongolia and later expanding to other areas, including possible Soviet intervention. The Japanese seek to quickly secure a base in northern China for later operations. Div/corp/army level, 1yr/turn, 75km/hex, 176 counters. '21 / ARTICLES ON: the Japanese-Chinese Conflict in China, 1931-7; Guns of Pointe du Hoc at Normandy; the Road to Barbarossa, and Alternative German Plans; Ferdinand Schorner, Hitler's Ideal General; Burma 1943, Dawn of the Para-Rescuemen; Searchlights in teh ET Luftwaffe Top Gun, Hans-Joachim Marseille; Operation Neuland [UBoat War] in the Carribean.								
<b>Sedan 1940, Decisive Btl for France #24</b>		114100		\$29.00		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. Btl 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 Kurs unklucky USS Wm Porter; review of TSWW Balkan Fury.								
<b>Shingle, the Anzio Beachhead # 33</b>		102838		\$39.00		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 Hank Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.								
<b>Soft Underbelly, Southern Italy 1943 #15</b>		94122		\$24.00		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 Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Hum on TV. '10								
<b>Spanish Civil War, Belchite &amp; Teruel #62</b>		137146		\$29.50		New	n	4
Last copy. ■ 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 L have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.								
<b>Spring Awakening #73</b>		146300		\$33.00		New	n	4
Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lal 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.								
<b>Stalin Moves West #58</b>		131565		\$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 untied side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; 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.								
<b>Strike &amp; Counterstrike #53</b>		139903		\$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 Germa at the gates of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance.20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.								
<b>Watch on the Oder, January 1945 #82</b>		148661		\$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/arm level, 4days/turn, 20mi/hex, 128 counters. Ty Bomba'22 / ARTICLES ON: Watch on the Oder, German Strategic Alternatives in January 1945; U-Boats on the American Coast, 1942; Crisis at Arras, the Allied Counteroffensive 1940; Strategic Bombing of Japan; Battle of the Philippine Sea; German 15cm KC/36 Naval Gun; Search for Consensus on the Battle of Midway in Literature.								
<b>What IF, Invasion Pearl Harbor #14</b>		136751		\$42.00		New	n	OoP 4
Last copy. ■ 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 lvi 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 Russi 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.								
<b>Winter War, Finland v the USSR #77</b>		149915		\$37.50		New	n	4
Mag & game. Game of the Winter War, 1939-40, thruout Finland and the Soviet border area down to Leningrad. Soviets have superior numbers, but the Finns are more mobile with better tactics. Soviets must grab geographic goals & inflict casualties on the Finns; the Finns seek to prolong the war to invite international intervention. Intended as an elaboration of the classic SPI game in S&T #33. 21mi/hex, 10day/turn, 176 counters, Detachments/Btl/Reg/Div/corp level. Joseph Miranda'21 / ARTICLES ON: the Winter War, 1939-40; Five Days at Oosterbeek, Destruction of British 1st Airborne, Sept 1944; Destruction of Beta Convoy, Nov 1941; Stealin the Enemy's Eyes, the Raid on Bruneval 1942; Was the 22nd Panzer Worth Creating?; Operaton Frankton, the Cockleshell Heroes, 1942.								
<b>Winterstorm, Relief of Stalingrad'42 #36</b>		133842		\$32.50		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. Btlr/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 behir Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.								
<b>Zhukov's War #50</b>		118931		\$49.00		New	n	4
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 Zero vs American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Engineer & Amphibious vehicles; US 34th Nation Guard Div in WWII.								

Eagle Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

<b>Civilization, the Boardgame</b>	134825	\$34.00 **	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; blar 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 gam (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) o a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02						

Earth Decision Systems (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

<b>Meganation</b>	3991	\$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						

Englemann Military Simultrn (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

<b>Crisis Games, Columbia</b>	3954	\$15.00	Mint	zl	OoP	4
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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Euro Games / Descartes</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Serenissima</b>	129241	\$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. Others 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.											
<b>Excalibre Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>To the Green Fields Beyond 2nd</b>	145351	\$36.00		New	BC		OoP				4
Last copy. ■ 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											
<b>Fantasy Games Unlimited</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Middle Sea</b>	965	\$19.00		Excell	BC		OoP				6
Sml lite coffee drip splatter on the blank rear cover of the rules. Others clean. ■ Multi-player game of economics, warfare & diplomacy set in the Medieval Mediterranean area, roughly 1200AD. Allows any number of play 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											
<b>FASA Corp.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Whirlwind</b>	972	\$8.00		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 company seeking leave Iran with as much loot as possible (situation normal). '86											
<b>FGA Board Game JournalMag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Boardgame Journal (FGA) # 1</b>	3594	\$4.00		Mint	n		OoP				Z
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 Nav in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91											
<b>Fresno Gaming Association</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Civil War Classics: Pea Ridge &amp; Shiloh</b>	975	\$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											
<b>Friendly Fire</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>ASL:Friendly Fire Pack #3</b>	147727	\$5.00		Excell	n		OoP				2
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.											
<b>ASL:Friendly Fire Pack #4</b>	147728	\$5.00		V.Good	n		OoP				2
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. Others EX. ■ 10 scenario kit covering actions in the Pacific & Europe, 1939-45.											
<b>ASL:Friendly Fire Scenario Bundle</b>	148671	\$1.00		Excell	n		OoP				2
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. ■											
<b>Game Designers Workshop</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>2300AD RPG: Deathwatch Program</b>	122907	\$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 Monteray Mexico. Simple. But then people start shooting at you. And your support is caught up in 1 combat. You find yourself locked in a duel that goes across Earth & into space. '90											
<b>Prague, Battle of...</b>	6568	\$15.00		Mint	SB		OoP				2
Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80											
<b>Third World War: Arctic Front</b>	130373	\$25.00		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 Scandanavia 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											
<b>Twilight 2000 RPG Rules 1st</b>	122946	\$7.50		Good	n		OoP				1 M
No box or dice (missing 4d6, 1d10). Well worn, soiled & stained thru use. Others complete & servicable. ■											
<b>Game Publicatns GAME FIX</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Among Nations #9</b>	10815	\$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.											
<b>Among Nations #9</b>	22920	\$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.											
<b>Bombs Away! Air War Over Europe #4</b>	22917	\$11.00		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.											
<b>Bombs Away! Air War Over Europe #4</b>	22916	\$11.00		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.											
<b>Chicken of the Sea #3</b>	5895	\$6.00		Mint	n		OoP				1
Last copy. ■ Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered gallees 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.											
<b>Greenline, Chechnya #8</b>	116450	\$10.00		Mint	n		OoP				6
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; scenar generation rules for Rebel Yell; interview with Chris Pello.											
<b>Redline Korea #6</b>	86762	\$8.00		Mint	n		OoP				6
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.											
<b>Gamers (% MMP)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Barren Victory</b>	140960	\$20.00		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 Chickamaug: 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											
<b>Black Wednesday</b>	123365	\$29.00		New	BC		OoP				3

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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
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 preceed wave attack 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												
<b>Black Wednesday: ERRATA COUNTERS (2)</b>		<b>128900</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			3
2 errata counters from Gamers' 1995 REPL & VARIANT countersheet. No rules.												
<b>Force Eagle's War: ERRATA COUNTERS (3)</b>		<b>128899</b>		<b>\$2.00</b>			<b>Excell</b>	n	OoP			2
3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.												
<b>Gamers 1996 Vanity Counters</b>		<b>128905</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			Z
13 vanity counters from Gamers' 1996 REPL & VARIANT countersheet. These have no real value in games. No rules.												
<b>Gamers 1997 Vanity Counters</b>		<b>128922</b>		<b>\$1.00</b>			<b>Excell</b>	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.												
<b>Gamers 1998 Vanity Counters</b>		<b>128923</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			Z
Includes (first) 3 vanity counters ■ Includes (first) 3 vanity counters												
<b>Gamers Repl Counters 1992</b>		<b>42543</b>		<b>\$4.00</b>			<b>New</b>	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												
<b>Gamers Repl Counters 1994</b>		<b>42561</b>		<b>\$6.00</b>			<b>New</b>	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												
<b>Gamers Repl Counters 1995</b>		<b>60525</b>		<b>\$6.00</b>			<b>New</b>	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												
<b>Gamers Repl Counters 1998</b>		<b>60549</b>		<b>\$5.00</b>			<b>New</b>	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												
<b>Guderian's Blitzkrieg 1st: ERRATA COUNTER</b>		<b>128898</b>		<b>\$2.00</b>			<b>Excell</b>	n	OoP			4
1 errata counter from Gamers' 1992 REPL & VARIANT countersheet. No rules.												
<b>Hunters from the Sky: ERRATA COUNTER</b>		<b>128901</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP			2
1 errata counter from Gamers' 1995 REPL & VARIANT countersheet. No rules.												
<b>Leros, the Island Prize</b>		<b>123370</b>		<b>\$29.00</b>			<b>New</b>	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												
<b>Marengo: VARIANT LEADER COUNTER (1)</b>		<b>128890</b>		<b>\$0.50</b>			<b>Excell</b>	n	OoP			2
1 variant leader counter from Gamers' 1997 REPL & VARIANT countersheet. No rules.												
<b>Matanikau: ERRATA COUNTERS (3)</b>		<b>128894</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			2
3 errata counters from Gamers' 1994 REPL & VARIANT countersheet. No rules.												
<b>Raging Storm: Errata Counters (43)</b>		<b>128884</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP			3
43 errata counters from the Gamers' 1998 Repl & Variant countersheet. No rules.												
<b>Raging Storm: Errata Counters (9)</b>		<b>128881</b>		<b>\$2.00</b>			<b>Excell</b>	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.												
<b>Semper Fi!: ERRATA COUNTER (1)</b>		<b>128886</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			2
1 errata counter from the Gamer's 1998 REPL & VAR countersheet. '98												
<b>Stalingrad Pocket, 1st: ERRATA CTRS(3)</b>		<b>128896</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			4
3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.												
<b>Stalingrad Pocket, 1st: VARIANT CTRS(15)</b>		<b>128895</b>		<b>\$1.00</b>			<b>Mint</b>	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.												
<b>TCS Aircraft Variant Counters (14)</b>		<b>128883</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			3
14 additional counters intended for any TCS game so that the full complement of aircraft are available from the start. From the Gamers' REPL & VAR countersheet. '98												
<b>TCS AirStrike Variant Counters (16)</b>		<b>128891</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP			3
16 aircraft airstrike markers from Gamers' 1997 REPL & VARIANT countersheet. No rules. '96												
<b>TCS Barrage Markers</b>		<b>128904</b>		<b>\$1.00</b>			<b>Mint</b>	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												
<b>Gamers OPERATIONS Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Operations Magazine # 1</b>		<b>115334</b>		<b>\$2.50</b>			<b>Mint</b>	n				Z
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 Wa '91												
<b>Operations Magazine # 2</b>		<b>115335</b>		<b>\$2.50</b>			<b>Mint</b>	n				Z
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												
<b>Operations Magazine # 4</b>		<b>115337</b>		<b>\$2.50</b>			<b>Mint</b>	n				Z
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												
<b>Operations Magazine # 5</b>		<b>115338</b>		<b>\$2.50</b>			<b>Mint</b>	n	OoP			Z
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												
<b>Operations Magazine # 8</b>		<b>115341</b>		<b>\$2.50</b>			<b>Mint</b>	n				Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers' 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, Bulldozerkrieg; 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												
<b>Operations Magazine # 9</b>		<b>115342</b>		<b>\$2.50</b>			<b>Mint</b>	n	OoP			Z
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 Comb System games; Strategy in Guderian's Blitzkrieg, with Soviet Setup; Q&A & Errata. '93												
<b>Operations Magazine #10</b>		<b>115343</b>		<b>\$2.50</b>			<b>Mint</b>	n	OoP			Z
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 Napoleon 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												
<b>Operations Magazine #11</b>		<b>115344</b>		<b>\$2.50</b>			<b>Mint</b>	n	OoP			Z
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												
<b>Operations Magazine #12</b>		<b>115345</b>		<b>\$2.50</b>			<b>Mint</b>	n	OoP			Z
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												



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Operations Magazine #13</b>		115346		\$2.50			Mint	n	OoP		Z
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											
<b>Operations Magazine #14</b>		115347		\$2.50			Mint	n	OoP		Z
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											
<b>Operations Magazine #17</b>		115350		\$2.50			Mint	n	OoP		Z
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 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											
<b>Operations Magazine #22</b>		115355		\$2.50			Mint	n	OoP		Z
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											
<b>Games Research &amp; Design</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Europa: Clash of Titans Scenario</b>		10780		\$2.00			Mint	n	OoP		Z
<b>First to Fight, 2nd SE [White Box]</b>		140120		\$37.50			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.Astell'98											
<b>Gate Keeper Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Halfies Dwarf Dice Set (7), Beard Brown</b>		140754		\$3.00			New	SC	OoP		Z
Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.											
<b>GMT Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>1846, the Race for the Midwest 2nd</b>		148471		\$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 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											
<b>1848, Australia</b>		149506		\$45.00	**		New	DC	**		8 6
Semi-historical, 3-6 player game of developing & operating railroads in Australia, and even more about manipulating the stock market to make a bundle even while your RRs whither. Uses the 18xx game system. 6 private & 8 public RRs, plus the Bank of England as a source of loans. Player with the most shares of a company controls its actions. Player with the most loot at the end wins. Helmut Ohley'21											
<b>Absolute War! Russian Front 1941-5</b>		148743		\$42.00	**		New	BC	**		6
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											
<b>All Bridges Burning, Finland 1917-18</b>		149646		\$43.00	**		New	DC	**		4 3
Card-based game of the civil war in Finland, 1917-18, as it gains independence from Russia while not having a clear political future and with the intervention of multiple other European nations. 10th game in the COIN (counterinsurgency) game system with three factions, presenting a new twist to the system. The Reds seek to successfully revolt and to control the major cities, while the whites (loyalists) seek to restore control, and the moderates fight for survival of parliamentary democracy. Can be played solitaire (with solitaire rules) or with 2 or 3 players. Mounted map, 64 cards, 88 wooden plaything pieces, 2-6mo/turn, area move. VJP Arponen'20											
<b>Almoravid, Reconquista &amp; Riposte 1085-86</b>		149869		\$55.00	**		New	DC	**		4
The western jewel of Islam in Iberia had fractured by 1085, and the christian king Alfonso VI mustered a large army to recapture the lands from the Muslims. But the defenders sought help from north Africa, and the reconquest was anything but easy. Uses the Levy & Campaign game system from Nevsky. Shows lords' ability to muster forces, and their ability to command armies. Politics, the need for tribute will, Moor fortifications, African troops & bloodthirsty crusaders all will guide strategy. Mounted map, 177 wooden pieces, 112 cards, 3 countersheets. Volko Ruhnke'22											
<b>Barbarossa, Army Group Center 1941 2nd</b>		150249		\$55.00	**		New	DC	**		4
2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into 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											
<b>Caesar, Great Battles of Julius... 2nd</b>		150071		\$80.00	**		New	DC	**		2
2022 deluxe update of 2 previously published games: Caesar the Civil Wars, and Caesar, Conquest of Gaul, plus all the 8 scenarios published as kits. Has a unified rulebook for all land battles (and another for the one nav battle included). Scenarios provided for 20 battles that trace the evolution of the Roman military system from Jugurtha 106BC to Wales 51AD. Battles range from 1/2 to 1-1/2 map sized and include sieges, an amphibious invasion & a naval battle. Maps updated to current graphic standards & a unified look. 2100 counters, 7 double-sided maps. All scenarios can be played with more complex original rules or the Simple GBOH rules. Mark Herman, Richard Berg'22											
<b>Cataclysm: MOUNTED MAP w/ BOX</b>		148474		\$28.00			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											
<b>CDG Solo System Kit 2nd</b>		149981		\$15.00			New	zl			Z 1
Kit that provides solitaire rules systems & play aids for seven of GMT's previously published card driven board games including Paths of Glory, For the People, Washington's War, Caesar, C&C Ancients, Samurai Battles. Serves the goals of adding the narrative flow of the war, increasing the fog of war, and reducing the overhead of the game system. Provides 2 card displays, a custom die, 4 markers, a rules summary & a play sheet for ea covered game. Stuka Joe, Ken Kuhn'22											
<b>Churchill 3rd</b>		149478		\$59.00	**		New	DC	**		8 3
2022 reprint. 3 player game the rivalry between the 3 major Allies in World War II to both conclude the war & shape the post-war world: Britain, US & USSR. Players must cooperate to defeat Germany, yet compete to furth their individual agendas. Represents the 10 conferences among the Big 3 from 1943-45. Each of the 10 conferences is essentially a "turn," with issues being nominated for discussion at each conference (such as directed offensive, production priorities, strategic warfare, etc). Cards influence how the conference proceeds & is resolved. Includes both 2-player & solitaire rules. 2 shorter scenarios included. M.Herman'22											
<b>Colonial Twilight, French-Algerian War</b>		150250		\$45.00	**		New	DC	**		4 1
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											
<b>Combat Commander: New Guinea Kit 2nd</b>		149301		\$17.00			New	Fo			2
Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20											
<b>Combat Commander: Normandy Kit 2nd</b>		150251		\$21.00			New	Fo			2
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											
<b>Combat Commander: Paratroopers Kit 3rd</b>		150252		\$10.00			New	Fo			2
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											
<b>Combat Commander: Stalingrad Kit 3rd</b>		147100		\$23.00			New	Fo	OoP		2
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											
<b>Commands &amp; Colors, Ancients 7th</b>		150075		\$42.00	**		New	DC	**		3
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, Iliipa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'21											
<b>Conquest of Gaul: Caratacus Kit PARTS</b>		115368		\$4.00			New	n	OoP		2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of Errata	Game # of	Game # of	Plys
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name						
Countersheet, only. ■									
<b>Counter Sheet, Blank 1/2" Colored (140)</b>		<b>149988</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01									
<b>Counter Sheet, Blank 1/2" Colored (140)</b>		<b>149986</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01									
<b>Counter Sheet, Blank 1/2" Colored (140)</b>		<b>149987</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01									
<b>Counter Sheet, Blank 1/2" Colored (140)</b>		<b>149984</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01									
<b>Counter Sheet, Blank 1/2" White (280)</b>		<b>149991</b>		<b>\$4.00</b>	<b>New</b>	<b>n</b>			<b>Z</b>
Full sheet (280) of 1/2" counters, all white with no printing.									
<b>Counter Sheet, Blank 9/16" White (114)</b>		<b>149842</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
114 blank counters, all white, 9/16". No printing at all. '13									
<b>Counter Sheets, Blank 1/2" Wht (280) 5Pk</b>		<b>149652</b>		<b>\$19.00</b>	<b>New</b>	<b>n</b>			<b>Z</b>
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.									
<b>Cuba Libre, Castro's Insurgency 4th</b>		<b>150254</b>		<b>\$50.00</b>	<b>** New</b>	<b>DC **</b>		<b>8</b>	<b>4</b>
2022 reprint. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'22									
<b>Falling Sky: Arioivistus Kit</b>		<b>148121</b>		<b>\$22.00</b>	<b>New</b>	<b>zl</b>		<b>6</b>	<b>4</b>
Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Arioivistus & 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 rule Also includes rules updates. '18									
<b>Fields of Fire 2, 5th Marines WW2-Vietnm</b>		<b>149023</b>		<b>\$59.00</b>	<b>** New</b>	<b>BC **</b>		<b>3</b>	<b>1</b>
Solitaire game following the US 5th Marine divisions exploits in World War II, the Korean War and in Vietnam. Designed as a solitaire game but has a 2-player option. Terrain is generated randomly via cards. Game puts the player in the position of company commander conducting a mission against a largely unknown enemy. Popular game, now with greatly revised (cleaned up) series rules. Includes terrain decks for Normandy, Korea, Vietna 55 card Action deck, 5 countersheets; 10-100m2 per terrain tile, squad/team level, 15-20mi/turn. Ben Hull'19									
<b>Fields of Fire: Bulge Kit</b>		<b>150189</b>		<b>\$17.00</b>	<b>New</b>	<b>zl</b>		<b>3</b>	
Kit adding details of the Battle of the Bulge to the base game. US 9th Reg of 2nd Inf Div faced nearly a month of intense combat; this kit models that. Requires any edition of the original Fields of Fire game. 55 cards, 176 counters. Ben Hull'22									
<b>Fire in the Lake: Fall of Saigon Kit</b>		<b>149848</b>		<b>\$33.00</b>	<b>New</b>	<b>BC</b>		<b>6</b>	<b>1</b>
Boxed kit for the base game. Covers the period between 1973 and the final collapse of southern Vietnam in 1975. Includes the Paris Peace Talks, US Antiwar Movement, NVA War Weariness, and new armor units. Adds 3 scenarios allowing solitaire to 4-players to extend the war thru the final 3 years (beginning as early as the Tet Offensive in 1968). Includes 104 cards, 21 wooden pieces, 1 countersheet. Mark Herman, Volka Ruhnke'22									
<b>Fire in the Lake: Tru'ng Bot Kit</b>		<b>150256</b>		<b>\$18.00</b>	<b>New</b>	<b>zl</b>		<b>6</b>	<b>1</b>
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									
<b>Flashpoint South China Sea</b>		<b>150259</b>		<b>\$31.00</b>	<b>New</b>	<b>BC</b>		<b>6</b>	
Strategic level game of the complex geopolitical conflict between China & other nations led by the US in the South China Sea. Features a card-driven system with cards featuring events taken from recent headlines. Each side seeks to secure territorial claims and improve their political standing. Game does not cover overt military conflict, but focuses on the nuanced application of political, economic & military resources. The US side must assure freedom of navigation while the Chinese can develop atolls to assert control, while both sides must manage the tension level and seek support of the other nations in the area. 1 mounted map, 35 wood cubes, 63 cards. Includes full solitaire rules. Harold Buchanan'22									
<b>Flying Colors Deluxe [3rd]</b>		<b>150079</b>		<b>\$53.00</b>	<b>** New</b>	<b>DC **</b>		<b>1</b>	
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 individual 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									
<b>Grand Prix</b>		<b>149997</b>		<b>\$42.00</b>	<b>** New</b>	<b>DC **</b>		<b>1</b>	<b>M</b>
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 penal for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16									
<b>Guilford Saratoga Brandwine TriPak [2nd]</b>		<b>148486</b>		<b>\$35.00</b>	<b>** New</b>	<b>DC **</b>		<b>3</b>	
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									
<b>Hex Map Sheet, Blank, 16 or 19mm, L or S</b>		<b>62635</b>		<b>\$2.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
<b>Hex Map Sheet, Blank, 16mm Long Grain</b>		<b>148130</b>		<b>\$3.50</b>	<b>New</b>	<b>n</b>			<b>Z</b>
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99									
<b>Hex Map Sheets, 16mm LONG Grain 7pak</b>		<b>149998</b>		<b>\$22.00</b>	<b>New</b>	<b>n</b>			<b>Z</b>
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99									
<b>Hex Map Sheets, 16mm SHORT Grain 7pak</b>		<b>149853</b>		<b>\$20.00</b>	<b>New</b>	<b>n</b>			<b>Z</b>
SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension, and each hex is numbered. '99									
<b>Imperial Struggle, 2d Hundred YearsWar2d</b>		<b>148554</b>		<b>\$40.00</b>	<b>** New</b>	<b>DC **</b>		<b>6</b>	
2nd printing. 2-player game of the 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									
<b>Into the Woods, Battle of Shiloh 1862</b>		<b>149313</b>		<b>\$39.00</b>	<b>** New</b>	<b>DC **</b>		<b>3</b>	
8th installment of GMT's line of Great Battles of the American Civil War (GBACW) begun with SPI's Terrible Swift Swords. Shows the 1862 battle of Shiloh, as the Confederates under Johnson surprise Grant's forces along the Mississippi. Uses chits to activate higher units. Includes 10 scenarios, from single divisions on each side to the full 2-day campaign. Includes the effect of the Confederate surprise attack, the green quality of many of units, and the unique role the Confederate general Johnson played. High solitaire suitability. 1hr/turn, 110yd/hex, 50men/strength point, 1120 counters, 2 double-sided maps. Richard Berg, Dick Whitaker'22									
<b>Labyrinth, War on Terror 4th</b>		<b>147279</b>		<b>\$49.00</b>	<b>** New</b>	<b>DC **</b>		<b>8</b>	
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									
<b>Labyrinth: Forever War 2015 - ? Kit</b>		<b>150080</b>		<b>\$20.00</b>	<b>New</b>	<b>zl</b>		<b>8</b>	
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									
<b>Last Hundred Yards, Airborne Over Europe</b>		<b>150265</b>		<b>\$35.00</b>	<b>** New</b>	<b>BC **</b>		<b>2</b>	
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									
<b>Last Hundred Yards, Solomon Islands</b>		<b>150264</b>		<b>\$40.00</b>	<b>** New</b>	<b>BC **</b>		<b>2</b>	
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									
<b>Manoeuvre: Distant Lands Kit</b>		<b>150266</b>		<b>\$15.00</b>	<b>New</b>	<b>zl</b>		<b>3</b>	
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									

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
<b>Next War, Korea 3rd</b> 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. Btlm/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20		149116		\$50.00	**	New	BC **	OoP			4
<b>Next War, Vietnam</b> Solid ding to one box corner courtesy of the people in brown. Otherws new & shrinkwrapped. ■ 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, btlm/brig/div level. Mitchell Land'20		148161		\$49.00	**	< New	DC **				4
<b>Next War: Supplement #2 Kit</b> 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		146268		\$14.00		New	z1				4
<b>No Retreat! Polish &amp; French Fronts</b> 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		146051		\$35.00		New	BC				4
<b>Normandy '44, June 6th-June 27th 3rd</b> 2022 reprint of this 2-3 player game of the D-Day landings & the crucial 3-week period of establishing a firm beachhead, June 1944. Uses a simplified Ardennes 1944 system with movement, combat & reserve movement, and a key quality rating. 1day/turn, 2.3mi/hex, btlm/rgt/brig level, 2 scenarios & campaign. M.Simonitch'22		149873		\$40.00		New	BC				4
<b>Pacific War, Struggle Against Japan 2nd</b> 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 btlm to army level capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). Highly recommended. Mark Herman'22		148942		\$69.00	**	New	HB **				6
<b>Panzer 3rd: Expansion Kit #4</b> Expansion focused on the France 1940 campaign. Kit with two historical maps (and 8 maps total) of the area around Stonne, France, and scenarios with major forces from the campaign in France, 1940. Requires only the base game to play. Adds an emphasis to leadership w/ extra large counters. Includes distince solitaire game rules. 12 scenarios (2 of which are solitaire), 424 counters, 4 dbl-sided maps, 21 data cards for AFVs. James D: Fernando Ramos'19		150082		\$46.00	**	New	BC **				1
<b>Panzer 5th</b> 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 game (including 88 & Armor). Covers small unit actions (platoon to btlm 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		150084		\$60.00	**	New	BC **				1
<b>Panzer 5th: Expansion Kit #1 2nd</b> 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 Kur & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. James Day'21		150081		\$40.00	**	New	BC **				1
<b>Panzer 5th: Expansion Kit #2 2nd</b> 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		\$26.00		New	BC				1
<b>Panzer 5th: Expansion Kit #3 2nd</b> 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 bocaj 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		150196		\$52.00	**	New	BC **				1
<b>Pericles, the Peloponnesian Wars</b> 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 B 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		149322		\$50.00	**	New	BC **				8 4
<b>Plains Indian Wars</b> 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 U 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		149325		\$39.00	**	New	DC **				4 4
<b>PQ-17: Norway 1940 Kit</b> Large kit adding all the British, French, Polish and German air & naval units allowing players to fight naval actions during the 1940 invasion of Norway. Includes a lot of secret what-ifs. Operational scenarios covering the periods of initial invasion, and also the British invasion & evacuation of Narvik in June, plus a campaign game. 281 counters. Chris Janiec'22		150198		\$33.00		New	z1				4
<b>Red Flag Over Paris</b> Game using the Fort Sumter game system to depict the conflict between Communards & the Versaille government during the Paris Commune of 1871 as they fight for control of Paris in both political & military spheres. Smaller, fast playing game that is easy to learn. Card-driven play makes for great replayability, as well as colorful illustrations of incidents & personalities. Includes a full set of solitaire rules. 54 cards, 44 wooden cubes, mounted map. Fred Serval'22		149877		\$35.00		New	DC	OoP			A
<b>Silver Bayonets Ist</b> 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		1224		\$15.00		Excell	BC	OoP Err			2
<b>Simple Grt Btls of History Playbook 3rd</b> 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 module 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		149856		\$13.00		New	z1				3
<b>SPQR, Art of Warfare in Roman Rep 4th</b> 2019 Reprint & expansion of this immensely popular game. Tactical game using the Great Btls 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, Iliipa 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		150199		\$68.00	**	New	DC **				2
<b>Storm Above the Reich</b> 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, 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, ar 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		148506		\$52.00	**	New	DC **				2 1
<b>Time for Trumpets, the Btl of the Bulge</b> 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/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20		150200		\$80.00	**	New	DC **				3
<b>Twilight Struggle, Cold War 1945-89 11th</b> 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		150267		\$37.43	**	New	BC **				8
<b>U.S. Civil War 2nd</b> 2022 reprint. Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men per point, plus ships, fort etc. Scenarios for each of the first 3 years of the war, and the grand campaign. Without the naval rules, rules length is 21pgs. RECOMMENDED GAME. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonitch'22		150268		\$72.00	**	New	DC **				6
<b>Versailles 1919</b>		150005		\$60.00	**	New	DC **				A 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
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 Hermer Geoff Engelstein'20										
<b>Vietnam 1965-75 2nd</b>		<b>150202</b>		<b>\$55.00</b>	**	<b>New</b>	<b>DC **</b>			<b>4</b>
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										
<b>Wilderness War, French &amp; Indian War 3rd</b>		<b>149432</b>		<b>\$40.00</b>	**	<b>New</b>	<b>BC **</b>			<b>4</b>
2015 update & reprint of this card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers a area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. BtlN/regt level, semi-annual turns on a pt-pt map. 271 counters, 70 card: V.Ruhnke'15										
<b>Wing Leader, Supremacy 1943-45 2nd</b>		<b>148516</b>		<b>\$53.00</b>	**	<b>New</b>	<b>DC **</b>			<b>2</b>
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' aircr 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										
<b>World at War 3rd</b>		<b>149862</b>		<b>\$114.00</b>	**	<b>New</b>	<b>DC **</b>			<b>8</b>
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/corps level, individ cap ships. Complex. B.Harper'18										
<b>GMT C3i Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>C3i # 2</b>		<b>128913</b>		<b>\$40.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i # 5</b>		<b>49681</b>		<b>\$18.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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, BtlS of Waterloo scenario, errata for Alex Deluxe, BtlS Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95										
<b>C3i # 6</b>		<b>51753</b>		<b>\$12.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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, 3Da Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96										
<b>C3i # 8</b>		<b>53660</b>		<b>\$39.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i # 9</b>		<b>50994</b>		<b>\$28.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i #12</b>		<b>53239</b>		<b>\$55.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
w/ 140 counters (BtlS 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										
<b>C3i #14</b>		<b>58532</b>		<b>\$45.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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, Wilderness War, Simple GBOH. 52pgs. '02										
<b>C3i #15</b>		<b>63942</b>		<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i #16</b>		<b>70953</b>		<b>\$30.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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 OI & 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 & Corsairs/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05										
<b>C3i #17</b>		<b>74157</b>		<b>\$42.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i Magazine #20</b>		<b>103730</b>		<b>\$72.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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 playthr; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 21 & 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										
<b>C3i Magazine #21</b>		<b>88598</b>		<b>\$99.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i Magazine #23</b>		<b>95348</b>		<b>\$49.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i Magazine #24</b>		<b>95018</b>		<b>\$65.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Z</b>
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										
<b>C3i Magazine #27</b>		<b>112631</b>		<b>\$109.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>A 1</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game & 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 SOVIE 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.Levilloff 13 / 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, w/ 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.											
<b>C3i Magazine #28</b>		<b>113399</b>		<b>\$109.00</b>			<b>New</b>	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.											
<b>GRD's Europa Mag</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>Europa MAGAZINE # 32</b>		<b>150162</b>		<b>\$4.00</b>			<b>Mint</b>	n	OoP		Z
ARTICLES ON: Special Units in Europe: 5th Ski Btl'n & Scots Guards; the Brandenburgers (German special forces) w/ OoB; Second Front report; Battle for Kiev, late 1943, as history & as a battle scenario; Soviet Tactical Doctrine in 1943; Origins '93 report; Greek forces in 1940-41; rules court; Exchange. '93											
<b>Europa MAGAZINE # 33</b>		<b>150163</b>		<b>\$4.00</b>			<b>Mint</b>	n	OoP		Z
ARTICLES ON: preview of War in the Desert; East Front pt.6 Soviet Border Armies; GENie Victory Discussion; Invasion of Syria 1941 battle scenario with history; Proposed victory point schedule for Barbarossa; Rules Court; Kiev 1943 scenario errata; Exchange; tour of Aberdeen Proving Grounds. '93											
<b>Europa MAGAZINE # 48</b>		<b>150164</b>		<b>\$4.00</b>			<b>Mint</b>	n	OoP		Z
Last copy. ■ ARTICLES ON: Second Front Q&A; Defending the Mediterranean in Second Front; 82nd Airborne History; Naval Forces in Operation Husky; the Fleets Off Sicily; Invasion of Sicily, Operation Husky July 1943 Scenario for Second Front w/ Designer's Notes & replay; the Generals & Plans Involved in Husky; Second Front Errata Supplement. '96											
<b>Heat of Battle</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>ASL: PARTS</b>		<b>133876</b>		<b>\$5.00</b>			<b>New</b>	n	OoP		1
Reverse printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■											
<b>ASL:Berlin, Red Vengence (remnant)</b>		<b>114330</b>		<b>\$18.00</b>			<b>New</b>	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											
<b>ASL:Buckeyes</b>		<b>126961</b>		<b>\$25.00</b>			<b>New</b>	Fo	OoP		2
Last new copy. ■ Scenario kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03											
<b>ASL:Firefights Kit #2</b>		<b>126963</b>		<b>\$22.00</b>			<b>New</b>	Fo	Going		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											
<b>ASL:Heat of Battle Waffen SS Update Kit</b>		<b>136842</b>		<b>\$39.00</b>			<b>New</b>	Fo	OoP		2
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											
<b>ASL:Waffen SS III, Neither Fear Nor Hope</b>		<b>133873</b>		<b>\$40.00</b>			<b>New</b>	Fo	OoP		2
Last copy. ■ Kit containing 14 scenarios covering the actios of the 2nd SS Pzr Div (Das Reich) from Poland thru the end in April '45. '02											
<b>Heat of Battle: Recon Mag</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>ASL Recon by Fire Magazine #3</b>		<b>147712</b>		<b>\$22.00</b>			<b>V.Good</b>	n	OoP		Z
Minor signs of wear & use on mag cover including scuffs & creases. Otherws 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											
<b>Hexasim Games</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>Great War Commander: BEF Expansion Kit</b>		<b>149515</b>		<b>\$60.00</b>			<b>New</b>	BC			3
Boxed kit adding British Commonwealth forces to the game by providing a unique, 90-card deck highlighting Britain's unique advantages & disadvantages, plus 226 counters depicting infantry, leaders, tanks, weapons & aircraft. Also includes 16 scenarios and 5 double-sided maps, plus a revised rulebook. Platoon level, 50m/hex, few minutes/turn. Pascal Toupy'20											
<b>Ligny 1815, Last Eagles</b>		<b>149328</b>		<b>\$72.00</b>			<b>New</b>	BC	OoP		4
French-produced game with English (& French) rules. Covers the battle of Ligny during the 3 days of Waterloo, June 1815. Third game in the Eagles of France series. Grand tactical scale, a focus on unit commitment to battle, morale, attrition & fog of war. Includes 2 short scenarios on the key moments of the battle, plus 2 hypothetical situations plus a campaign. Mates with Quatre-Bras 1815 game to cover more of the battle of Waterloo. countersheets, 2 dbl-sided maps, regt level, 200m/hex, 1hr turn. Walter Vajdovsky'18											
<b>Quatre Bras 1815, Last Eagles</b>		<b>144107</b>		<b>\$60.00</b>			<b>New</b>	BC	Going		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, an 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 Vajdovsky'19											
<b>Victory Roads, Bagratn to Fall of Berlin</b>		<b>150203</b>		<b>\$65.00</b>			<b>New</b>	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											
<b>Intl Chess Ent (Ultra Mag)</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>Ultra Magazine (1993 Summer-Fall)</b>		<b>106549</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP		Z
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											
<b>Ultra Magazine (1993 Winter)</b>		<b>106550</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP		Z
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											
<b>Ultra Magazine (1995 Summer)</b>		<b>106552</b>		<b>\$1.00</b>			<b>Mint</b>	n	OoP		Z
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											
<b>Jagdpantner</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>Spanish Civil War 1936-39, 2nd</b>		<b>22695</b>		<b>\$19.00</b>			<b>Mint</b>	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 Battline's Viva Espana. A.Eldridge'75											
<b>Khyber Pass Games</b>		<b>(541) 756-4711 10am-9pm PST</b>	<b>M.Dean@FineGames.com</b>				<b>FAX (702) 926-5205 anytime</b>				
<b>Ataturk! Turkish War of IndependencePARTS</b>		<b>128864</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP		4
Map, only. ■											
<b>Defiance, Battle for Cufra, 1931 PARTS</b>		<b>128866</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP		4
Countersheet, only. ■											
<b>Defiance, Battle for Cufra, 1931 PARTS</b>		<b>128865</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP		4
Map, only. ■											
<b>Jassin 1915 PARTS</b>		<b>128863</b>		<b>\$2.00</b>			<b>Mint</b>	n	OoP		4
Map, only. ■											
<b>Jewish War PARTS</b>		<b>128862</b>		<b>\$2.00</b>			<b>Mint</b>	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
Map, only. ■											
<b>Togoland 1914 PARTS</b>		128861		\$2.00			Mint	n	OoP		4
Map, only. ■											
<b>Legion Wargames</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>B-29 Superfortress, Bombers Ovr Japan 3d</b>		150177		\$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											
<b>Dien Bien Phu, the Final Gamble 2nd</b>		149951		\$45.00			New	HC			3
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 the 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											
<b>Fire on the Mountain</b>		149762		\$44.00			New	BC			3
Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinseke'22											
<b>Hill of Doves, First Boer War 1880-81 2d</b>		149953		\$55.00			New	BC			4 1
Significant update from the previous DTP version. Solitaire game of the first Anglo-Boer War, 1880-1. Player controls the British army against the Transvaal Republican Army, and must dominate the Laing's Nek area between Natal & the Transvaal to win. Played at concurrent strategic, operational & tactical levels, each with its own mapboard. Battles are resolved via Tactical or Ambush decks of cards, and turns involve an Operational deck as well. 181 counters, 5 card decks (~94 cards), 4 mapboards, company level, weekly turns. Godfrey Bailey'22											
<b>Ici, c'est la France, Algeria 1954-62 3d</b>		147252		\$42.00			New	BC			6
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											
<b>Little Bighorn 3rd</b>		150184		\$48.00			New	BC			2
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 Gibon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, a sister game, cove Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16											
<b>Picket Duty, Kamikaze Attacks Okinawa 2d</b>		149767		\$65.00			New	HC	OoP		1 1
Reprint of this solitaire game of the US defense of the core of its naval fleet using 16 radar picket stations surrounding the fleet near Okinawa, March-June 1945, in the form of destroyers. Your goal as the destroyers is to simply survive. Player manages many of the gunnery & damage control systems of a Fletcher-class DD. Basic & advanced rules, 6 scenarios plus 2 hypothetical scenarios, a mini campaign & full campaign. 27 types of Japanese planes depicted. 8hrs/turn, 400 counters. S.Dixon'18											
<b>Rosebud Creek, Battle of the... 2nd</b>		149956		\$42.00			New	BC			2
Update of game & physical presentation. Game of the smaller battle that preceded the Little Bighorn, 1876. Just before the bigger battle, Gen. Cook's detachment of the 7th Cav is attacked along Rosebud Creek and forced to retreat, leaving Custer without the support of a third of his forces. 264 counters. M.Taylor'16											
<b>Saipan &amp; Tinian</b>		146203		\$48.00			New	BC			4
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 do better than they did historically to win. 2 maps, 450 counters, 0.5mi/hex, 12hrs/turn. R.Lein'10											
<b>Target For Today, Bombers Over the Reich</b>		149966		\$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											
<b>Target for Today: Axis Fighter Aircraft</b>		150183		\$15.00			New	n			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											
<b>Target for Tonight</b>		149968		\$67.00 **			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											
<b>Toulon, 1793, Napoleon's First Victory</b>		134931		\$45.00			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/btn/regt level, 528 counters. A.Loakes'14											
<b>Ludofolie Editions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Montmirail et Vauchamps</b>		148150		\$25.00			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											
<b>Mayfair Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Empire Builder, 3rd: Artwork PRINT</b>		95855		\$5.00			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.											
<b>Empire Builder, 3rd: Artwork PRINT</b>		95854		\$5.00			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.											
<b>Empire Builder, 3rd: Laminated Board</b>		95853		\$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).											
<b>EuroRails: Laminated Map</b>		3928		\$9.00			New	TB	OoP		6
Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.											
<b>Mayfair Promo Expansion Set #18</b>		109760		\$3.00			New	n	OoP		A
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											
<b>Meta gaming</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Command at Sea</b>		16091		\$18.00			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 sheet. Counters printed on thin cardstock & must be cut apart to play. G.Preston & J.Gibson'81											
<b>Fire When Ready</b>		142580		\$10.00			New	SC			1
Last copy. ■ 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											
<b>Rommel's Panzers</b>		146705		\$10.00			New	SC	OoP		1
Last copy. ■ Simple game of tank-tank combat in North Africa, 1941-2. Same system as Stalin's Tanks. Very accessible game system so good for beginners. R.Damon'80											
<b>Stalin's Tanks</b>		145343		\$9.00			New	SC	OoP		1
Intro lvl gm of tac combat between German & Soviet AFVs thruout war. R.Damon'81											
<b>Miscellaneous MAG Publsrh</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Simulacrum, Jrnl Wargame Collecting v1#2</b>		128919		\$1.00			Mint	n	OoP		Z
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											

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
See page 1 for an explanation of the various codes & column data used in this catalog.											
<b>Volunteers Newsletter # 4</b>		95980		\$1.00			Mint	n	OoP		Z
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 w written, articles cover strategy & analysis, set up and to a lesser extent history. '87											
<b>Miscellaneous Publishers</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Antique Lovers Playing Cards</b>		54573		\$2.00			Excell	SB	OoP		Z
Inventory label on container sleeve. ■											
<b>Backgammon Set in Attache Case</b>		18964		\$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.											
<b>Dice, D20, Metal, Blue &amp; Pewter</b>		142908		\$2.00			New	n	OoP		Z
Metal d20 with medium Blue & Pewter sides ■ Metal d20 with medium Blue & Pewter sides											
<b>Dice, D20, Metal, Green &amp; Purple</b>		142907		\$2.00			New	n	OoP		Z
Metal d20 with Lime Green & Purple sides. ■ Metal d20 with Lime Green & Purple sides.											
<b>Dice, d6 1" Oversized</b>		89106		\$0.50			Mint	n	OoP		Z
1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.											
<b>Dice, d6 1" Oversized</b>		89105		\$0.50			Mint	n	OoP		Z
1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.											
<b>Dice, d6 1" Oversized</b>		89107		\$0.50			Mint	n	OoP		Z
1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.											
<b>Dice, d6 1" Oversized</b>		89509		\$0.50			Mint	n	OoP		Z
1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.											
<b>Dirty Words</b>		1432		\$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											
<b>Domain Promo Card Set (3)</b>		124715		\$0.50			New	n	OoP		8 M
Set of 3 cards: Coliseum, Jousting Field, Ullamalazatti Court. ■ Set of 3 cards: Coliseum, Jousting Field, Ullamalazatti Court.											
<b>Magazines (Only)</b>		95149		CALL			Excell or Mint	n	OoP		Z
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 ■											
<b>Moments in History</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Lodz 1914, the First Blitzkrieg PARTS</b>		111004		\$4.00			Mint	BC	OoP		4
BC box, only. Some label residue on end panel; otherws very clean. ■											
<b>Piercing the Reich, Battle for Aachen</b>		132867		\$20.00			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. Otherws very clean, unpunched, unused. ■ Operational, btlm 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											
<b>Multi-Man Publishing</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Ariete, Battle of Bir el Gubi</b>		149813		\$25.00			New	zl			3
Packaged in a ziplock. The British attack Italian defenders including the Ariete armored division near Bir el Gubi, Libya, during Operation Crusader. Uses the Tactical Combat game series. A green but well-equipped British 22nd Armoured Brigade expected to rout the Italians as they did a year before, but instead a swirling battle between evenly matched forces ensued. 30min/turn, 150m/hex, sections/pltn level, 8 scenarios, 280 counters. De Essig'20											
<b>Arracourt, Battle for... 1944</b>		150137		\$60.00			New	BC			3
Game of the pivotal battle for Arracourt, France, in which effective combined arms stopped the German offensive that sought to stop the US advance across France near Nancy, Sept 1944. Uses the Battalion Combat (BC game system. The Germans attack with panzer brigades equipped with panther tanks but manned with green crews against the US 4th armored division surrounding Nancy. Includes 6 scenarios including campaign, 352 counters, 1 map. Game works well as in into the the BCS system. Carl Fung'22											
<b>ASL: Board SET 2, Cardstock LAMINATED</b>		147735		\$30.00	**		Excell	LB	**	OoP	2
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.											
<b>ASL: Board SET, Cardstock LAMINATED</b>		147733		\$199.00	**		Excell	GB	**	OoP	2
MUST SHIP FLAT. ■ Set of maps #1-55, 60-63, 73, q - z (70 maps total, each 22.25x8.25".											
<b>ASL: CORE RULES SET Parts</b>		148221		\$25.00	**		Excell	NB	**	OoP	2
Core 2nd ed rules set including Chp Intro, TOC, A,B,D,E only in a large binder with each page in a document protector. All pages clean. ■ Core 2nd ed rules set including Chp Intro, TOC, A,B,D,E only in a large binder with each page in a document protector. All pages clean.											
<b>ASL:Action Pack # 9, To the Bridge!</b>		147710		\$8.00			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 polic Reqs core ASL components to play. '14											
<b>ASL:Action Pack #13, Oktoberfest XXX II</b>		146829		\$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											
<b>ASL:Action Pack #14, Oktoberfest XXXIV</b>		148453		\$25.00			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											
<b>ASL:Action Pack #16, From Land Down Undr</b>		150138		\$23.00			New	Fo			2
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											
<b>ASL:Action Pack #17, Oktoberfest XXXV</b>		148385		\$28.00			New	Fo			2
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>ASL:Best of Friends 2 Scenario Kit</b>		149919		\$20.00			New	Fo			2
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											
<b>ASL:Best of Friends Scenario Pack</b>		133033		\$10.00			New	n			2
12 scenarios drawn from the Swedish Friendly Fire ASL touirny including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanes at the very end of the war. Sequel to Out of the Bunker. '13											
<b>ASL: Croix de Guerre 2nd</b>		150140		\$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											
<b>ASL:For King &amp; Country 3rd</b>		150305		\$96.00	**		New	DC	**		1
3rd edition incorporates errata. Modules is a consolidation of earlier West of Alamein & FK&C modules into a revised ASL package. Includes entire British OoB in 8 countersheets, 8 mapboards (6,7,10,12,13,14,15,32). updated scenarios, and incorporates all existing errata - and a much bigger price! '21											
<b>ASL:Forgotten War, Korean War 1950-53</b>		150141		\$119.00	**		New	DC	**		2 5

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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
Large ASL Module offering rules, maps, counters & scenarios for actions during the Korean War, 1950-53, involving the US, British, New Zealand, Australia, south & north Korean, French & Chinese forces. 7 countersheets 4 maps, 16 scenarios, a new Chapter W covering Korean War rules. '18												
<b>ASL:Hollow Legions 3rd</b>		<b>150306</b>		<b>\$138.00</b>	**		<b>New</b>	DC **				2
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). Revis 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 dese or involving the Italians. '22												
<b>ASL:Kakazu Ridge #2 2nd</b>		<b>147698</b>		<b>\$20.00</b>			<b>Excell</b>	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.												
<b>ASL:Kakazu Ridge #2 2nd</b>		<b>148672</b>		<b>\$15.00</b>			<b>Excell</b>	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. ■												
<b>ASL:Red Factories</b>		<b>150142</b>		<b>\$125.00</b>	**		<b>New</b>	DC **				2
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												
<b>ASL:Rising Sun 2nd</b>		<b>149922</b>		<b>\$179.99</b>	**		<b>New</b>	DC **				2
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 an & 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 vario mags. A must have module if you're interested in the Pacific Theater. '21												
<b>ASL:Rivers to the Reich Scenario Pack</b>		<b>132975</b>		<b>\$14.00</b>			<b>New</b>	n				2
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												
<b>ASL:Roma 2020</b>		<b>148698</b>		<b>\$9.00</b>			<b>New</b>	Fo				2
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												
<b>ASL:Starter Kit #1 6th</b>		<b>150311</b>		<b>\$23.00</b>			<b>New</b>	BC				2
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 soley on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '21												
<b>ASL:Starter Kit #2 4th</b>		<b>150309</b>		<b>\$27.00</b>			<b>New</b>	BC				2
2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets 2 unmounted maps, along with tutorial style rules. '22												
<b>ASL:Starter Kit #3, Tanks 4th</b>		<b>150145</b>		<b>\$30.00</b>			<b>New</b>	BC				2
2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordnance. '22												
<b>ASL:Starter Kit #4, Pacific Theater 2nd</b>		<b>149538</b>		<b>\$49.00</b>			<b>New</b>	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. Includ 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												
<b>ASL:Starter Kit BONUS Kit #2</b>		<b>147234</b>		<b>\$18.00</b>			<b>New</b>	Fo				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												
<b>ASL:Starter Kit Expansion Pack #1 3rd</b>		<b>150150</b>		<b>\$35.00</b>			<b>New</b>	Fo				2
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												
<b>ASL:Starter Kit Expansion Pack #2</b>		<b>150146</b>		<b>\$32.00</b>			<b>New</b>	Fo				2
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 & ordnance. Includes additional Dutch vehicles & otf nationalities previously available in only token amounts. Includes maps k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20												
<b>ASL:Suicide Creek #9</b>		<b>148675</b>		<b>\$15.00</b>			<b>Mint</b>	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, but can't be played without. ■												
<b>ASL:Suicide Creek MAP</b>		<b>147703</b>		<b>\$15.00</b>			<b>Excell</b>	RL	OoP			2
MUST SHIP SEPERATELY 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 SEPERATELY 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.												
<b>ASL:Sword &amp; Fire, Manila</b>		<b>149546</b>		<b>\$105.00</b>	**		<b>New</b>	DC **				2
ASL module of the US conquest of the Phillippe capital of Manila in 1945 during the course of a month. The Japanese planned only to fight to the death, tenaciously contesting every building, using all their resources including veteran army & naval units as well as untrained conscripts. Adds new terrain types, and provides 25 scenarios & 5 campaigns. 6 maps, 4 countersheets. '22												
<b>ASL:Winter Offensive # 6 2015 Bonus Pack</b>		<b>132995</b>		<b>\$10.00</b>			<b>New</b>	Fo	OoP			2
Last copy. ■ 2015 Winter Offensive kit. Includes 3 scenarios set in various places in 1944: Oredez, USSR, Angaur Island, and Poteau Belgium. Includes 2 geomorphic boards that update earlier boards 10 & 17. '15												
<b>ASL:Winter Offensive # 7 2016 Bonus Pack</b>		<b>150320</b>		<b>\$19.00</b>			<b>New</b>	Fo	OoP			2
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												
<b>ASL:Winter Offensive # 8 2017 Bonus Pack</b>		<b>149547</b>		<b>\$18.00</b>			<b>New</b>	Fo	OoP			2
ASL scenario kit containing 3 new scenarios (WO21-23) with geomorphic board #76. Scenarios cover the Ukraine 1941 (2) and Aachen 1944. '17												
<b>ASL:Winter Offensive # 9 2018 Bonus Pack</b>		<b>134708</b>		<b>\$25.00</b>			<b>New</b>	Fo	OoP			2
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 W kit to date. '18												
<b>ASL:Winter Offensive #10 2019 Bonus Pack</b>		<b>150153</b>		<b>\$30.00</b>			<b>New</b>	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												
<b>ASL:Winter Offensive #11 2020 Bonus Pack</b>		<b>148914</b>		<b>\$25.00</b>			<b>New</b>	Fo				2
Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20												
<b>ASL:Winter Offensive #12 2021 Bonus Pack</b>		<b>150152</b>		<b>\$25.00</b>			<b>New</b>	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												
<b>ASL:Winter Offensive #13 2022 Bonus Pack</b>		<b>150321</b>		<b>\$34.00</b>			<b>New</b>	Fo				2
Last copy. ■ Tournament scenario pack including 3 new maps (m,n & o) and 4 scenarios (WO39-42). '22												
<b>Atlanta is OURS!</b>		<b>149406</b>		<b>\$119.00</b>			<b>New</b>	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 t 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												
<b>Day of Days, Invasion of Normandy 244</b>		<b>148044</b>		<b>\$89.00</b>	**		<b>New</b>	DC **				3



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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
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 rule 15 scenarios (many using only 1 or 2 maps). D.Essig'15											
<b>Front Toward Enemy</b>		148410		\$45.00			New	BC			2
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, 1-4ma 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											
<b>Guadalajara</b>		138109		\$19.00			< 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/Btl level, 280 counters, 1 map. E.Sasso'06											
<b>Hood Strikes North</b>		150155		\$80.00			New	BC			4
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											
<b>Hungarian Rhapsody</b>		149937		\$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 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											
<b>Iron Curtain, Central Europe 1945-89</b>		148919		\$75.00			New	BC OoP			6
Game of potential war 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											
<b>Monty's Gamble, Market-Garden 2nd</b>		149553		\$45.00			New	BC			3
Update of this game of battle for "Hell's Hiway" during Market Garden, from Eindhoven to Arnhem, based on the Storm Over Arnhem game system. Btl/rgt level, daily turns. Each turn brings tough choices to both sides. 2 countersheets. 1.5mi/inch, btl/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											
<b>North Africa, Afrika Korps v Desert Rats</b>		149940		\$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). Use 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											
<b>Panzers Last Stand</b>		149143		\$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 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											
<b>Race for Bastogne, Seven Roads to Hell</b>		150323		\$109.20			New	DC			3
Game of the German 47th Corp's attack in the Ardennes from the Our that led to its siege of Bastogne, Dec 1944, using the Grand Tactical (GTS) game system. Begins with their attack across the Our River against the 110th Inf Reg on 15 Dec, includes engagements with 9/CCR and 10/CCB armored brigades. Extends thru 25 December. Includes 3 maps, 8 countersheets, 6 scenarios plus campaign (5 using 1 map). Company level, 2 maps, 8 countersheets, 500m/hex, 2hr/turn. Joseph Chacon'22											
<b>Salerno, the 1943 Invasion of Italy</b>		132987		\$32.50			New	BC OoP			3
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											
<b>Third Winter, Ukraine Sept '43-Apr '44</b>		149829		\$145.00	**		New	DC **			4
New but not shrinkwrapped. ■ 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. 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											
<b>To Take Washington, Early's 1864 Campgn</b>		149830		\$64.00			New	BC			4
Game of Jubal Early's 1864 campaign in which his small force swept out of the Shenandoah Valley to begin an advance on Washington DC, hoping to relieve pressure on Richmond. Early defeated a Union force at Monocacy Junction, but that delay caused him to arrive too late & too weak to force the now-reinforced forts around Washington. The game proceeds by refighting the battle at Monocacy; relative success there will influence the situation at Fort Stevens. Uses the Line of Battle game series. 3 maps, 840 counters, 12 scenarios plus campaign. Dean Essig'19											
<b>Victory Awaits, Operation Barbarossa '41</b>		150325		\$60.00			New	BC			6
Large game of first 10 weeks of Operation Barbarossa, June-Sept 1941. Previously published as three mating games in the Fierce Fight series in Japan. This unified update covers all of Barbarossa south of Leningrad, up to 3 maps, 3 countersheets. Scenarios cover Army Group North, Center or South's offensives on a single map. Includes multiplayer rules for 4-8 players. 840 counters, 3 maps, 16km/hex, 10days/turn. Div level. Uses the gam system found in Victory Lost, Fire in the Sky, Most Dangerous Time and What Price Glory. Tetsuya Nakamura'22											
<b>Multi-Man ASL JOURNAL</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>ASL: Journal # 2</b>		147697		\$35.00			Excell	n	OoP		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											
<b>ASL: Journal #12</b>		147929		\$20.00			New	n			2
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											
<b>ASL:Out of the Attic #2</b>		147695		\$24.00			Excell	n	OoP		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											
<b>Multi-Man OPERATIONS MAG</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Operations Magazine Special Issue #2</b>		138121		\$25.00			New	n			Z
Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btl/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobr 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) 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											
<b>Special Ops Wargaming Journal # 1</b>		132990		\$18.00			New	n			Z
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 tank Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.											
<b>Special Ops Wargaming Journal # 8</b>		149832		\$25.00			New	n			Z
MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura'18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barrikady in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.											
<b>Special Ops Wargaming Journal # 9</b>		149831		\$22.50			New	n			Z
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.											
<b>Multi-Man SKIRMISHER Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<b>Here Come the Rebels!: Rebel Whitehouse</b>		140782		\$10.00			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.												
<b>Skirmisher Magazine #3</b>		150326		\$16.00			New	n				Z
Magazine supporting the Great Campaigns of the Am Civil War game series. ARTICLES ON: Preview of On to Richmond II (w/ Grant Takes Command included); Long Road to Gettysburg strategic variant (via download); Streamline version of Atlanta is Ours Advanced Game Rules. '22												
<b>Omega Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>1864, Year of Decision</b>		55423		\$20.00			Mint	BC	OoP			6
~45 counters loose from tree in strips. Otherws 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 a outline/bullet point format. Combat resolved based on troop quality, commander abilities, supply & morale, fortifications & weather. D.Alexander01												
<b>One Small Step COMP EDGE</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Cybernaut, Duel for Cyberspace #11</b>		140201		\$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 re & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.												
<b>Edson's Ridge, Guadalcanal Sept 1942 #10</b>		140200		\$10.00			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 apar M.Smith'96 / Also includes South Mills, Apr 1862 map & scenario for Rebel Yell; industry news; the battle for Edson's Ridge.												
<b>Pacific Rim GRENADIER Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Grenadier Magazine #17</b>		115299		\$2.00			Mint	n	OoP			Z
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 ATACTIX 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												
<b>Panzerfaust/Campaign MAG</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Campaign / Panzerfaust Magazine # 71</b>		123870		\$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												
<b>Campaign / Panzerfaust Magazine # 79</b>		123878		\$4.00			Mint	n	OoP			Z
ARTICLES ON: Interview with James Dunnigan; 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												
<b>Campaign / Panzerfaust Magazine # 96</b>		123895		\$4.00			Mint	n	OoP			Z
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 & Correspondenc 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. '8												
<b>Campaign / Panzerfaust Magazine # 98</b>		123897		\$4.00			Mint	n	OoP			Z
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												
<b>Campaign / Panzerfaust Magazine # 99</b>		123898		\$3.00			Mint	n	OoP			Z
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												
<b>Campaign / Panzerfaust Magazine #102</b>		123901		\$4.00			Mint	n	OoP			Z
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												
<b>Campaign / Panzerfaust Magazine #103</b>		123902		\$4.00			Mint	n	OoP			Z
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												
<b>Campaign / Panzerfaust Magazine #104</b>		123903		\$4.00			Mint	n	OoP			Z
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												
<b>Paper Wars</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Wargame Collector's Journal # 8</b>		106543		\$1.00			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												
<b>Parker Brothers</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Shadowlords! Struggle for Ultimate Prize</b>		140956		\$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 th 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												
<b>Peoples' Wargames</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Gazala 1942, the Clash of Armor</b>		1588		\$30.00			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, btln/regt level, 5 scenarios including an intro. D.Bolt'83												
<b>Rainbow Starlight</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Party Hats Party Game</b>		140751		\$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 internet connection to play. Goal is to command 3 party masks while avoiding the awful horse mask. '19												
<b>Revolution Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Across the Narva, Estonia Feb 1944 2nd</b>		149227		\$35.00			New	zl				4
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, btln/rgt level. Stefan Ekstrom '19												
<b>Celles, the Ardennes, 23-27 Dec 1944 2nd</b>		149693		\$25.00			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												
<b>Day Was Ours, First Bull Run July '61 ZL</b>		150272		\$42.00			New	zl				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
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										
<b>Deadly Woods, the Battle of the Bulge</b>		149702		\$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. Shorte 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'2										
<b>Deadly Woods, the Battle of the Bulge ZL</b>		150015		\$42.00		New	zl			4
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 scena 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.										
<b>Death of an Army, Ypres 1914</b>		150273		\$52.00		New	BC			4
Packaged in a bookcase box. Game of the First Battle of Ypres, 1914, at the end of the period after the battle of the Marne as the German and Allied armies attempted to outflank each other in a race to the sea. The British Expeditionary Force, the best army at the time, was bled dry during the campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22										
<b>Death of an Army, Ypres 1914 ZL</b>		149671		\$42.00		New	zl			4
Packaged in a ziplock bag. Game of the First Battle of Ypres, 1914, at the end of the period after the battle of the Marne as the German and Allied armies attempted to outflank each other in a race to the sea. The British Expeditionary Force, the best army at the time, was bled dry during this campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22										
<b>Fury at Midway [2nd]</b>		148567		\$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 Nakaguo'20										
<b>Gazala, the Cauldron</b>		147463		\$24.00		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 reduced in strength after movement, making counter-attacks a key tactic. 168 counters. R.Miller'14										
<b>Greater Victory, South Mountain 1862</b>		150205		\$59.00		New	BC			4
Boxed version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitaire play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22										
<b>Greater Victory, South Mountain 1862 ZL</b>		150207		\$49.00		New	zl			4
Ziplocked version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitaire play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22										
<b>Kernstown, 1st &amp; 2nd Btl of Kernstown</b>		148689		\$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 chit-activation system. Fourth in the Blind Swords game system. 352 counters, 1 map. '19										
<b>Kernstown, 1st &amp; 2nd Btl of Kernstown ZL</b>		150017		\$42.00		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										
<b>Konigsberg, Soviet Attack on E Prussia 2d</b>		150209		\$35.00		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										
<b>Last Battle, Ie Shima 1945</b>		149238		\$25.00		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										
<b>Longstreet Attacks, Gettysburg, 2d Day</b>		150210		\$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 Luttman'18										
<b>Longstreet Attacks, Gettysburg, 2d Day ZL</b>		149705		\$37.50		New	zl	OoP		3
Packaged in a ziplock. 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 Luttman'18										
<b>Operation Battleaxe, Wavell vs. Rommel</b>		149690		\$25.00		New	zl			3
Game of the June 1941 Allied offensive aimed at relieving Tobruk & destroying Rommel's Afrika Korp. German forces are in well-prepared defensive positions, with the panzers to the rear. Uses an area-move map, and variable impulses. Each side has distinct advantages that must be fully exploited to win. 88 counters. M.Rinella'14										
<b>Pacific Fury, Guadalcanal 1942 2nd</b>		150275		\$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										
<b>Patton's Vanguard, Arracourt 1944</b>		148683		\$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										
<b>Poland Defiant, German Invasion 1939 2nd</b>		150278		\$35.00		New	zl			4
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										
<b>Return to the Rock, Corregidor 1945</b>		145896		\$25.00	**	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 who in fact there were 6000. 96 counters, smallish map. Charles Kibler'20										
<b>Siege of Orgun, Afghanistan 1983</b>		141604		\$18.00		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 interact play. Includes 36 event cards, 88 counters, pltn/company level. P.Ruestchmann'15										
<b>Stonewall's Sword, the Btl of Cedar Mtn</b>		150018		\$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										
<b>Thunder at Dawn, Wilson's Creek</b>		147751		\$52.00		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										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<b>Thunder at Dawn, Wilson's Creek ZL</b>		150020		\$42.00			New	zl				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												
<b>Thunder in the Ozarks, Pea Ridge 1862</b>		150217		\$42.00			New	BC				3
Bookcase boxed. Sequel to Stonewall's Sword. Game covers the battle of Pea Ridge, March 1862. After their defeat in Missouri at Huzzah, Van Dorn takes over leadership of Confederate forces and plans an immediate attack, force marching his army in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been an perfect defense. 2 maps: 176 counters, 30min/turn, 150yd/hex. Also available in ziplock format. Entire game is graphically lush. '16												
<b>Thunder in the Ozarks, Pea Ridge 1862 ZL</b>		150021		\$35.00			New	zl				3
Ziplocked. Sequel to Stonewall's Sword. Game covers the battle of Pea Ridge, March 1862. After their defeat in Missouri at Huzzah, Van Dorn takes over leadership of Confederate forces and plans an immediate attack, force marching his army in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been an perfect defense. 2 maps, 176 counters, 150yd/hex, 30min/turn. Also available in boxed format. Entire game is graphically lush. '16												
<b>Warsaw 1920</b>		149687		\$37.00			New	zl				4
Game of the battle of Warsaw, 1920 between Soviet vs Polish & Lithuanian forces that blunted the communist rush to the west. The Russians had already defeated 2 Polish army groups while advancing 500km in 5 weeks. But an aggressive defense from reorganized units & reinforcements from the south repulsed the attacking Russians. Covers the time from July-Aug 1920 in a large area around Warsaw. Simpler game with just 10pgs of rules. 1 countersheet (counters for this game were backprinted), 30km/hex, 1wk/turn, Brig/div level. Yasushi Nakaguro'22												
<b>Schroeder Publ &amp; Wargamng</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Der Weltkrieg, Eastern Front</b>		150358		\$99.00			New	BC				6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13												
<b>Der Weltkrieg, Ottoman Fronts 2nd</b>		150125		\$60.00			New	BC				6
Update of this 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8; 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. D.Schroeder'13												
<b>Der Weltkrieg, Tannenberg 2nd</b>		150056		\$19.00			New	zl				6
Update of this game in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first months of WW-1 in the east on the E.Prussian front. 140 brig/div lvl counters and 1 modest sized map. Now serves as an intro to the more expansive games in this system. D.Schroeder'15												
<b>Der Weltkrieg, Western Front 2nd</b>		150124		\$60.00			New	BC				6
2013 2nd edition. ■ Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13												
<b>Schutz Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Allenby's Blitzkrieg, Palestine 1918 2nd</b>		127696		\$24.00			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.Schutz'12												
<b>Breaking into Valhalla</b>		68587		\$10.00			New	n	OoP			4
Last copy. ■ Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. Btl/rgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01												
<b>Pusan Perimeter, Fire on the Naktong 2nd</b>		102758		\$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												
<b>Revanche! Btl of Dompaire, Sept 1944</b>		68581		\$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 Dompaire. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01												
<b>Simulations Canada</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Scourge of God</b>		1736		\$18.00			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 tho the total resistance will stop the Mongols. S.Newberg'82												
<b>SJG Fire &amp; Movement Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Fire &amp; Movement Magazine # 8</b>		137310		\$4.00			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 Star 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												
<b>Fire &amp; Movement Magazine # 32</b>		117497		\$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. '87												
<b>Slang Design</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Zombies of the World Field Guide</b>		98369		\$7.50			New	Bk	OoP			A
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12												
<b>Sparta</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Excalibre Newsletter 'Zine 3/72</b>		128911		\$1.00			Mint	n	OoP			Z
Memeographed 'zine from the early '70s and Spartan Intl. Purely of historical interest as there are no articles on games themselves. '72												
<b>Spearhead Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Bodyguard-Overlord</b>		10825		\$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												
<b>SPI Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Combined Arms, Combat Ops 1935-70 2nd</b>		108536		\$20.00			Excell	FT	OoP			2
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.												
<b>Commando, Combat Adventure Game</b>		1861		\$29.00			Mint	BC	OoP	Err		1
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												
<b>La Grande Arme, 1st</b>		111699		\$19.00			V.Good	WT	OoP			4
Missing 4 units; ID included. Handful of units, mostly Austrian inf, have rust-like stains on unprinted backsides. Packed in a white flatbox with cardboard insert. ■ Napoleon's 1805,1806 & 1809 campaigns in Central Europ Div/corp level w/ inverted movement, forced march, supplies. J.Young'72												
<b>Mech War II</b>		2007		\$125.00 **			Mint	DC **	OoP	Err		2
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 centr Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79												
<b>Patrol, Man-Man Combat in 20th Century</b>		122696		\$25.00			Mint	FT	OoP			1
Missing 10 blanks, others mint. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74												
<b>Scrimmage 2nd</b>		107383		\$19.00			Mint	FT	OoP			1
Packaged in a flat tray. Unpunched & unused. ■ 2nd ed 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												
<b>Tank! (w/ Expansion Kit) 2nd</b>		122692		\$30.00			Mint	FT	OoP			1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	S.Hart	Game #-		
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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.Dunnigan74											
<b>SPI MOVES Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Moves Magazine (SPI) #29</b>		75443		\$3.00			V.Good	n	OoP		Z
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											
<b>SPI S&amp;T Magazine Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Armada, 1st #72</b>		131180		\$20.00			Mint	n	OoP	Err	4
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.Hart79 / 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 review of recently published games; Modern Naval Radar Jamming.											
<b>Armada, 1st #72</b>		107569		\$20.00			Mint	n	OoP		4
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.Hart79 / 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 review of recently published games; Modern Naval Radar Jamming.											
<b>Breitenfeld #55</b>		105453		\$25.00			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 Nelson76 / 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.											
<b>Breitenfeld #55</b>		99128		\$24.00			Mint	n	OoP		2
Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson76 / 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 & futu battle within the game.											
<b>Cedar Mountain #86</b>		56968		\$14.00			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.											
<b>Combined Arms, Combat Ops 1935-70 #46</b>		130955		\$35.00			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.Dunnigan74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.											
<b>Combined Arms, Combat Ops 1935-70 #46</b>		92835		\$30.00			Mint	n	OoP		2
Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws 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.Dunnigan74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Playe Notes & Strategy.											
<b>Crusades #70</b>		147202		\$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 Aug78 (typically in Moves Mag).											
<b>Desert Fox #87</b>		105428		\$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.											
<b>Dixie #54</b>		131189		\$20.00			Mint	n	OoP		6
Cherry. Last copy. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon76 / 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.											
<b>Fifth Corps #82</b>		131174		\$50.00			Mint	n	OoP		2
Cherry. Last copy. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btlm 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.											
<b>Fighting Sail #85</b>		111854		\$29.00			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, Nap Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assa on Tobruk, Campaigns of Napoleon, Dark Star.											
<b>Frederick the Great #49</b>		98782		\$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. Elegant 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.											
<b>Kaiser's Battle #83</b>		101471		\$12.00			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.											
<b>Kaiser's Battle #83</b>		98798		\$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; La of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
<b>Kaiser's Battle #83</b>		131173		\$12.50			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.											
<b>Oil War #52</b>		140337		\$25.00			Excell	n	OoP		4
Complete. Rules & a few pgs of mag litley 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 ju this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.											
<b>Operation Grenade #84</b>		107462		\$10.00			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.											
<b>Operation Grenade #84</b>		91180		\$10.00			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.											
<b>Operation Grenade #84</b>		131172		\$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.											
<b>Operation Olympic #45</b>		GmOnly 122687		\$22.00			Mint	n	OoP		4 1
Sml price tag remnant on rules cover, otherws mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. J.Dunnigan74											
<b>Panzer Battles #73</b>		131179		\$22.50			Mint	n	OoP		2

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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
Cherry mint. Last copy. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evoluion 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.												
<b>Paratroop #77</b>		<b>116460</b>		<b>\$25.00</b>			<b>Mint</b>	n	OoP	Err		2
Last copy. ■ 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.												
<b>Patton's 3rd Army #78</b>		<b>123229</b>		<b>\$13.00</b>			<b>Mint</b>	n	OoP			4
Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln 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 Christianity in 16th Century.												
<b>Patton's 3rd Army #78</b>		<b>107488</b>		<b>\$16.00</b>			<b>Mint</b>	n	OoP			4
Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln 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 Christianity in 16th Century.												
<b>Patton's 3rd Army #78</b>		<b>140209</b>		<b>\$16.00</b>			<b>Mint</b>	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/btln 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 Christianity in 16th Century.												
<b>Revolt in the East #56</b>		<b>98779</b>		<b>\$18.00</b>			<b>Mint</b>	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).												
<b>Revolt in the East #56</b>		<b>105452</b>		<b>\$19.00</b>			<b>Mint</b>	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).												
<b>Scrimmage #37</b>		<b>101054</b>		<b>\$20.00</b>			<b>Mint</b>	n	OoP			1
1 mag center pg lightly discolored by exposure to counters. Some yellowing to rules edge & 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.												
<b>Siege of Constantinople #66</b>		<b>140215</b>		<b>\$34.00</b>			<b>Mint</b>	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 19												
<b>Siege of Constantinople NAVAL RULES #66</b>		<b>77257</b>		<b>\$1.00</b>			<b>Excell</b>	n	OoP			4
Photocopy of 6 pages of addendum rules, charts & B&W outline counters from Moves 37 adding a naval aspect to this game by the original designer, R.Berg.												
<b>South Africa, Vestige of Colonialism #62</b>		<b>107485</b>		<b>\$22.00</b>			<b>Mint</b>	n	OoP			6
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.												
<b>South Africa, Vestige of Colonialism #62</b>		<b>105652</b>		<b>\$20.00</b>			<b>Mint</b>	n	OoP			6
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.												
<b>Stonewall in the Shenandoah #67</b>		<b>131182</b>		<b>\$20.00</b>			<b>Mint</b>	n	OoP			4
Cherry. ■ 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												
<b>Stonewall in the Shenandoah #67</b>		<b>104396</b>		<b>\$19.00</b>			<b>Mint</b>	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.												
<b>Strategy &amp; Tactics (SPI) # 34</b>		<b>92942</b>		<b>\$11.00</b>			<b>Excell</b>	n	OoP			Z
Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.												
<b>Strategy &amp; Tactics (SPI) # 38</b>		<b>107734</b>		<b>\$8.00</b>			<b>Excell</b>	n	OoP			Z
Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.												
<b>Strategy &amp; Tactics (SPI) # 46</b>		<b>107741</b>		<b>\$7.00</b>			<b>Excell</b>	n	OoP			Z
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).												
<b>Strategy &amp; Tactics (SPI) # 52</b>		<b>107747</b>		<b>\$5.00</b>			<b>Excell</b>	n	OoP			Z
Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.												
<b>Strategy &amp; Tactics (SPI) # 63</b>		<b>92259</b>		<b>\$5.00</b>			<b>Excell</b>	n	OoP			Z
Mag only; no rules. ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.												
<b>Strategy &amp; Tactics (SPI) # 70</b>		<b>107619</b>		<b>\$5.00</b>			<b>Excell</b>	n	OoP			Z
Mag only; no rules. 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).												
<b>Strategy &amp; Tactics (SPI) BOOK IV</b>		<b>115433</b>		<b>\$30.00</b>			<b>Mint</b>	n	OoP			Z
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												
<b>Tank! #44</b>		<b>130951</b>		<b>\$25.00</b>			<b>Mint</b>	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 gam 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.												
<b>Tank! #44</b>		<b>99121</b>		<b>\$25.00</b>			<b>Mint</b>	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 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.												
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>		<b>105650</b>		<b>\$9.00</b>			<b>Mint</b>	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.												
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>		<b>123226</b>		<b>\$10.00</b>			<b>Mint</b>	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.												
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>		<b>101278</b>		<b>\$10.00</b>			<b>Mint</b>	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.												
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>		<b>GmOnly 35944</b>		<b>\$5.00</b>			<b>Mint</b>	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												
<b>Wilson's Creek #80</b>		<b>141291</b>		<b>\$19.00</b>			<b>V.Good</b>	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, 2 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.												

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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
<b>Steve Jackson Games</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>Ogre 7th: Counter Set E5/E6</b>		120078		\$9.00			New	N	OoP		2
Two punch-out, 3D Ogre countersheets. ■ Two punch-out, 3D Ogre countersheets.											
<b>Star Fist</b>		83194		\$20.00			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. US simple vector movement system akin to Triplanetary. S.Jackson'91											
<b>Strategemata Games</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>How the Union Was Saved, Civil War</b>		148991		\$50.00			< 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											
<b>Strategy Gaming Society</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>SGS Region 9 Play Aids Kit</b>		69358		\$3.00			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 Met from Complete Wargames Handbook.											
<b>Third Millenia BATTLEFLAG</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>Battleflag Magazine #24</b>		3585		\$2.50			Mint	n	OoP		Z
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.											
<b>First Indochina War #27</b>		148581		\$15.00			Mint	n	OoP		6
Map creased at fold intersections. and corner edge wear, due to odd length of map relative to mag. Otherws 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 Latre fortification line, militia, airborne operations, bombardment, guerilla war, etc. Brigade-level, 154 counters, 1 map. Guy Hall'74											
<b>TSR Games</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>Counter Tray, TSR Style Bookcase Tray</b>		140738		\$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.											
<b>Counter Tray, TSR Style Bookcase Tray</b>		140420		\$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.											
<b>Counter Tray, TSR Style Bookcase Tray</b>		140739		\$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.											
<b>Twilight War</b>		140737		\$8.00			V.Good	BC	OoP		6
Substantially complete: missing 6 counters, ID included; No counter tray. Otherws clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.											
<b>TSR S&amp;T Games</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
<b>13: Colonies in Revolt #104</b>		131200		\$20.00			Mint	n	OoP		6
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.											
<b>American Civil War ['83] #93</b>		131211		\$24.00			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 stren units. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWII: 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, Iwo Jima #92.											
<b>Central Command #98</b>		131206		\$22.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. Game of air-land combat between elite, airmobile 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/nrgt 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, & Origins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.											
<b>Central Command #98</b>		101462		\$22.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. Game of air-land combat between elite, airmobile 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/nrgt 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, & Origins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.											
<b>Iwo Jima #92</b>		131212		\$49.00			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 a 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.											
<b>Monmouth #90</b>		107457		\$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.											
<b>Monmouth #90</b>		107385		\$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.											
<b>Monty's D-Day #102</b>		107213		\$32.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Co/Btl 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 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.											
<b>Monty's D-Day #102</b>		131202		\$34.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Co/Btl 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 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.											
<b>Monty's D-Day #102</b>		GmOnly 91168		\$12.50			Mint	n	OoP		4
GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variat for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85											
<b>Pleasant Hill, Battle of... #106</b>		131198		\$20.00			Mint	n	OoP		2

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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
Cherry. Last copy. ■ Mag & Game. Volume 7 in the Grit 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)		131213		\$18.00				Mint	n	OoP			2
<b>Rapid Deployment Force RDF #91</b>		131213		\$18.00				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 Hermar 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.		140204		\$16.00				Mint	n	OoP			2
<b>Rapid Deployment Force RDF #91</b>		140204		\$16.00				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.		131201		\$20.00				Mint	n	OoP			4
<b>Road to Vicksburg #103</b>		131201		\$20.00				Mint	n	OoP			4
Cherry. Last copy. ■ 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, 1c 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.		97461		\$20.00				Mint	n	OoP			4
<b>Ruweisat Ridge #105</b>		97461		\$20.00				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 Abemama 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 ETI 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.		117282		\$27.00				Mint	n	OoP			4
<b>Singapore, Fall of Malaya #96</b>		117282		\$27.00				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 (3.4r 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 process in game design; Nordkapp #94 variants, strategy, new rules & counter images.		97415		\$28.00				Mint	n	OoP			4
<b>Singapore, Fall of Malaya #96</b>		97415		\$28.00				Mint	n	OoP			4
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<b>Singapore, Fall of Malaya #96</b>		131208		\$25.00				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 process in game design; Nordkapp #94 variants, strategy, new rules & counter images.		107482		\$23.00				Mint	n	OoP			2
<b>Soldiers of the Queen #95</b>		107482		\$23.00				Mint	n	OoP			2
Cherry. ■ Mag & Game. 2 gms: btl's 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, Perverserance & Capital; American Civil War #93 variant rules.		131209		\$24.00				Mint	n	OoP			2
<b>Soldiers of the Queen #95</b>		131209		\$24.00				Mint	n	OoP			2
Cherry. ■ Mag & Game. 2 gms: btl's 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, Perverserance & Capital; American Civil War #93 variant rules.		131204		\$25.00				Mint	n	OoP			4
<b>Superpowers at War #100</b>		131204		\$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, btl/rgt level. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps;US O 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.		131207		\$25.00				Mint	n	OoP			4
<b>Trail of the Fox #97</b>		131207		\$25.00				Mint	n	OoP			4
Cherry. ■ Mag & Game. Btl-regt 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/Rgt/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.		122720		\$28.00				Mint	n	OoP			4
<b>Trail of the Fox #97</b>		122720		\$28.00				Mint	n	OoP			4
Includes errata & variant rules. ■ Mag & Game. Btl-regt 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/Rgt/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.		11934		\$35.00				New	n	OoP			2
<b>Warsaw Rising #107</b>		11934		\$35.00				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, btl/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.		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
<b>Udo Grebe COMMAND &amp; STRAT</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
<b>Command &amp; Strategy Magazine # 1</b>		145988		\$9.00				New	z1				Z
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 Apoclypse Pearl Harbor. 280 die c counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05		73616		\$8.00				Mint	z1				Z
<b>Command &amp; Strategy Magazine # 2</b>		73616		\$8.00				Mint	z1				Z
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. Alt 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		137631		\$9.00				New	z1				Z
<b>Command &amp; Strategy Magazine # 5</b>		137631		\$9.00				New	z1				Z
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.		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
<b>Udo Grebe Game Design Co.</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
<b>Counter Tray, UGG Style Bookcase Tray</b>		149502		\$3.25				New	n				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		150006		\$15.00				New	FB				Z
<b>Counter Trays, UGG Style Bookcase 5-Pak</b>		150006		\$15.00				New	FB				Z
FIVE-Pak of 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		149485		\$25.00				New	FB				Z
<b>Counter Trays, UGG Style Bookcase 10-Pak</b>		149485		\$25.00				New	FB				Z



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
10-pak. ■ TEN-Pak of 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										
<b>Empires of Apocalypse: Morsecode 2nd</b>	132868			\$25.00		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 lvl 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										
<b>Vae Victis Cerigo Editions Folio Gam</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Avec Honneur et Panache</b>	144507			\$22.00		New	Fo	Going		4
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. Dbt-sided map, 270 counters. Florent Coupeau'19										
<b>Three Days of Glory</b>	149330			\$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 Bagration. 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, btlm/regt level, '22										
<b>Vae Victis Cerigo Editions Vae Victis</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Montenotte 1796 #128</b>	128106			\$17.50		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 histo of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.										
<b>VAE VICTUS Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1870, L'Aigle Fourdroye #38</b>	111680			\$12.99		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										
<b>Alsace 1944 # 59</b>	108362			\$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										
<b>Ardennes 1944 # 48</b>	100529			\$13.00		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										
<b>Assaut sur Suez 1956 #92</b>	93815			\$13.00		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										
<b>Campagne de Gettysburg 1863 # 8</b>	116751			\$14.00		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 the 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										
<b>Coree 1950 #107</b>	125355			\$15.00		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										
<b>Irlande 1798 #86</b>	116772			\$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										
<b>Kippour 73 # 39</b>	93763			\$14.00		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										
<b>La Bataille Dorell, 1919 #75</b>	132878			\$14.00		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										
<b>La Fleur au Fusil 1914 # 68</b>	111670			\$14.00		New	n	OoP		3
Mag + Game. w/68pg mag. Grand tactical level, btlm/rgt, 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										
<b>La Mious 1943 #85</b>	100545			\$13.00		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										
<b>La Mious 1943 #85</b>	116771			\$12.50		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										
<b>Leuthen 1757 #32</b>	116770			\$14.00		Mint	n	OoP		3
Dog ear on rear cover; otherwise 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://grognard.com/vaevict.html. Game covers a key battle of the 7 Years War.										
<b>Loups Gris en Atlantique #90</b>	93814			\$14.00		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										
<b>Pour Dieu et Pour Roy # 60</b>	108361			\$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 Vendeeans. 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										
<b>Semper Victor, Imperator II # 56</b>	100534			\$13.00		New	n	OoP		8
Last copy. ■ Mag + Game. w/68pg mag. Sequel to earlier Imperator, 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										
<b>Tobrouk 1941-42 # 34</b>	111685			\$14.00		New	n	OoP		4
Mag + Game. w/84pg mag. Operation level, btlm/rgt/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										
<b>Vallee de la Drang # 28</b>	93756			\$13.00		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/btlm level. W 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grognard.com/vaevict.html for English translation. '99										
<b>Victory Point Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Thunder in the East</b>	149476			\$135.00 **		New	GB **	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
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												
<b>West End Games (D6 Legend)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Junta, 2nd</b>		123015		\$12.50		V.Good	BC	OoP			A	M
Missing 3 blanks, counterset others complete. Missing 4 cards, ID unknown. Others complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02												
<b>Kamakura</b>		4012		\$20.00		V.Good	HC	OoP			6	
Rules wrinkled. Others punched & clean. ■ 2-6 player game of politics & war in feudal 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												
<b>Soldiers, Man-Man Combat in World War II</b>		132487		\$17.50		Mint	BC	OoP			1	
No countertray. Game comes from a tobacco smoker's collection. Rules have sm! annotation about game scale on cover. One box corner dinged & deformed; that end panel has horizontal crease; box remains structurally intact. Components otherwise 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												
<b>Winsome Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Rails Thru Rockies: Rocky Mntn Rails Kit</b>		16124		\$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												
<b>Wizards of the Coast</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Star Trek Frontiers: Cards (2)</b>		128907		\$0.25		Mint	n	OoP			Z	
two copies of the Seven of Nines card. ■ Two copies of the Seven of Nines card.												
<b>Worldwide Wargamer (3W)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>1944, Second Front</b>		113795		\$20.00		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.												
<b>1944, Second Front</b>		132644		\$20.00		Mint	BC	OoP			4	
No countertray, others unpunched & complete. Sm! 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 r of elite units. Designed by Ty Bomba.												
<b>Blitzkrieg in the South</b>		3933		\$18.00		Excell	HC	OoP			4	
Army Grp S's 1941 campaign, Jun-Aug. 3 scenarios & campaign. V.Von Borries'92												
<b>Hitler's Last Gamble ERRATA [6/90]</b>		77323		\$1.00		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												
<b>Operation Condor, Liberation of Spain 2d</b>		3021		\$17.50		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 sm! mars, on cover. Others unpunched & unused. ■ Reprinted 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												
<b>War to End Wars</b>		3076		\$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 neut entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85												
<b>Worthington Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Tarawa 1943</b>		150235		\$49.00	**	New	BC	**			3	1
Simpler, fast playing, card-driven, solitaire game of the US marine invasion of the Japanese-held island of Tarawa, 1943, showing the US military how difficult it would be to wrest islands from the Japanese. Each turn involves activating a single US battalion of the 2nd Marine Div, allowing it to move, attack and regroup, but after activation it loses cohesion. Japanese actions are guided by the game system. Marines invade at their historical locations or an alternative south beach. '22												
<b>WWW Strategy &amp; Tactics</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Afrika Orientale #128</b>		130981		\$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.												
<b>Anzio Beachhead 2nd [90] #134</b>		131017		\$29.00		Mint	n	OoP			4	
Cherry. Last copy. ■ Mag & Game. Operational, btn/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												
<b>Baton Rouge #133</b>		131018		\$20.00		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 support by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.												
<b>Beirut '82, Arab Stalingrad #126</b>		130997		\$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 19f Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.												
<b>Campaigns in the Valley #123</b>		24106		\$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.												
<b>Campaigns in the Valley #123</b>		88963		\$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.												
<b>Campaigns in the Valley #123</b>		97477		\$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.												
<b>Eckmuhl, Battle of... #114</b>		130999		\$15.00		Mint	n	OoP			2	
Cherry. ■ 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 Austri army. 600yd/hex, rgt lv, 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.												
<b>Horse Soldiers, Forrest at Bay #119</b>		131003		\$28.00		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 Bits of the Am Civil War system. 300 counters total, btn/rgt level, 115 or 160yd/hex, 1hr/turn. R.Berg'88 / ARTICLES ON: Armies with the highest proportion outside their borders; German Air Personnel Policies; Caesar's Legions; Third World Ballistic Missiles; Forrest at Bay, Summer 1864.												
<b>Iron Cross #132</b>		131019		\$20.00		Mint	n	OoP			1	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
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 & Varia Rules for Beirut '82 #126.													
<b>Kanev, Parachutes Across the Dnepr #115</b>		<b>100253</b>		<b>\$20.00</b>				<b>Mint</b>	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 dearth of draft-age males on the eve of WW Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.													
<b>Kanev, Parachutes Across the Dnepr #115</b>		<b>97436</b>		<b>\$22.00</b>				<b>Mint</b>	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 dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.													
<b>Kanev, Parachutes Across the Dnepr #115</b>		<b>130998</b>		<b>\$22.00</b>				<b>Mint</b>	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 dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.													
<b>Korea, the Mobile War #111</b>		<b>97437</b>		<b>\$22.50</b>				<b>Mint</b>	n			OoP	4
Slight discoloration to 2 units; others 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.													
<b>Korea, the Mobile War #111</b>		<b>105722</b>		<b>\$25.00</b>				<b>Mint</b>	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, t 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.													
<b>Men At Arms #137</b>		<b>131014</b>		<b>\$20.00</b>				<b>Mint</b>	n			OoP	2
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.Nofi'90 / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.													
<b>Patton Goes to War #112</b>		<b>105663</b>		<b>\$16.00</b>				<b>Mint</b>	n			OoP	2
Rules separated. Very clean. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btn/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87													
<b>Sideshow, German East Africa 1914-8 #135</b>		<b>131016</b>		<b>\$22.00</b>				<b>Mint</b>	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/btn 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.													
<b>Tigers are Burning #118</b>		<b>131004</b>		<b>\$20.00</b>				<b>Mint</b>	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 Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.													
<b>Tigers are Burning #118</b>		<b>98796</b>		<b>\$24.00</b>				<b>Mint</b>	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 Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.													
<b>Tsushima, May 1905, Btl of... #130</b>		<b>130979</b>		<b>\$25.00</b>				<b>Mint</b>	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.													
<b>WWW Wargamer Magazine</b>			(541) 756-4711 10am-9pm PST			M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
<b>China Incident #37</b>		<b>45314</b>		<b>\$15.00</b>				<b>New</b>	n			OoP	6
Mag & Game. Div/corp/army lvl 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 Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.													
<b>Clash of Empires, 1914 #58</b>		<b>12303</b>		<b>\$14.00</b>				<b>New</b>	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 & i 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.													
<b>Clash of Steel #31</b>		<b>12341</b>		<b>\$14.00</b>				<b>New</b>	n			OoP	6
Last copy. ■ Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong gu 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.													
<b>Condottieri #54</b>		<b>12688</b>		<b>\$12.00</b>				<b>New</b>	n			OoP	4
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.													
<b>Custer's Luck #45</b>		<b>13875</b>		<b>\$25.00</b>				<b>New</b>	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, PANTER Trial of Strength.													
<b>Duel in the Desert #51</b>		<b>6405</b>		<b>\$12.00</b>				<b>Mint</b>	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/tui 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.													
<b>Duel in the Desert #51</b>		<b>12624</b>		<b>\$14.00</b>				<b>New</b>	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/tui 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.													
<b>Dynamo, Dunkirk 1940 #53</b>		<b>98801</b>		<b>\$18.00</b>				<b>Mint</b>	n			OoP	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Cherry. Our last copy. ■ Mag & Game. Div lvi 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; errata for War to End Wars, Rommel at Bay, GDW Op Market-Garden.													
<b>Fallen Eagle, Battle of Khe Sanh #62</b>		<b>100316</b>		<b>\$22.00</b>				<b>New</b>	n			OoP	2
Last copy. ■ 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 preceding 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.													
<b>Glory Road #52</b>		<b>12643</b>		<b>\$12.00</b>				<b>New</b>	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.													
<b>Hell Hath No Fury #38</b>		<b>102642</b>		<b>\$17.00</b>				<b>Mint</b>	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 rebellious 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.													
<b>Khyber Rifles #34</b>		<b>85123</b>		<b>\$10.00</b>				<b>Mint</b>	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; A of Aces variant.													
<b>Knights of Justice, Siege of Malta #50</b>		<b>85115</b>		<b>\$25.00</b>				<b>Mint</b>	n			OoP	4
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-Essing tactical guide; The Crunch, a new scenario for AH's Battle of the Bulge [81]; review of JEDKO's Europe at War & others.													
<b>Lawrence of Arabia #24</b>		<b>117301</b>		<b>\$28.00</b>				<b>Mint</b>	n			OoP	4
Last copy. ■ Mag & Game. Operational, btn/brig lvel, 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. 241 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.													
<b>Little Round Top #20</b>		<b>12789</b>		<b>\$20.00</b>				<b>New</b>	n			OoP	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.													
<b>Lodz 1914, Blitzkrieg in the East #29</b>		<b>12884</b>		<b>\$12.00</b>				<b>New</b>	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 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.													
<b>MacArthur, Road to Bataan #44</b>		<b>13820</b>		<b>\$9.00</b>				<b>New</b>	n			OoP	4
Mag & Game. Btn/rgt lvi gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btn/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; 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.													
<b>Race for Tunis #57</b>		<b>12727</b>		<b>\$9.00</b>				<b>New</b>	n			OoP	2
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btn 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.													
<b>Race to the Meuse #26</b>		<b>12844</b>		<b>\$17.50</b>				<b>New</b>	n			OoP	4
Last 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 t 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.													
<b>Red Baron #48</b>		<b>12595</b>		<b>\$16.00</b>				<b>New</b>	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; reviw of PANTHER's Trial of Strength.													
<b>Struggle for Stalingrad #47</b>		<b>13949</b>		<b>\$15.00</b>				<b>New</b>	n			OoP	4
Mag & Game. Sml, div lvi, 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 / ARTICLE 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.													
<b>Wellington v. Massena #43</b>		<b>12561</b>		<b>\$10.00</b>				<b>New</b>	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 perspectiv on Origin awards; extensive Holy Roman Empire #33 errata.													
<b>West Wall #35</b>		<b>12365</b>		<b>\$13.00</b>				<b>New</b>	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 Lesna variant for Peter the Great #27.													
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<b>Wahoo!</b>		<b>91159</b>		<b>\$12.50</b>				<b>Mint</b>	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													
<b>XTR: Command Magazine</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com									FAX (702) 926-5205 anytime
<b>Across the Potomac #30</b>		<b>91170</b>		<b>\$24.00</b>				<b>Mint</b>	n			OoP	4
Last copy. ■ Mag & Game & var counters for 1914 (2), Seven Seas (1). Div lvi 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 Strateg Marines Take Belleau Wood; The Alamo. American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.													
<b>Back to Iraq 2nd / Warmastr Chess v2 #50</b>		<b>48873</b>		<b>\$14.00</b>				<b>New</b>	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.													
<b>Blitzkrieg '41, Barbarossa Campaign # 1</b>		<b>97420</b>		<b>\$25.00</b>				<b>Mint</b>	n			OoP	6

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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
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.											
<b>Blood &amp; Iron #21</b>		16767		\$15.00			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.Dangle'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.											
<b>Chaco War #12 PARTS</b>		128873		\$4.00			Mint	n	OoP		4
Countersheet, only. ■											
<b>Chattanooga, Death Knell of Confed. #43</b>		22287		\$24.00			New	n	OoP	Err	3
Last copy. ■ 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.											
<b>Czechoslovakia 1938 #24</b>		15645		\$19.00			New	n	OoP		4
Mag & Game. W/ Smithereens errata & variant counters (10), Shogun (1), Antietam (23). What if Germany invaded the Czech Rep in 1938? Good Game of this what-if the Czech's had resisted. 142 units, 7.5mi/hex, brig/d level. P.Gryner'93 / ARTICLES ON Czech'38; the Czech Legion in the the Russian Civil War; the Growth of Rome; Fire & Shock tactics in age of musket & cannon.											
<b>Death &amp; Destruction#34</b>		102577		\$35.00			Mint	n	OoP		4
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 case 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 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.											
<b>Fire Next Time / WarMaster III #51</b>		53050		\$15.00			New	n	OoP		4
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.											
<b>Fire Next Time / WarMaster III #51</b>	GmOnly	55085		\$5.00			New	n	OoP		4
GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99											
<b>Great War in the Near East #38</b>		32565		\$15.00			New	n	OoP		6
Last copy. ■ 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 counter: 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 Pilgram Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.											
<b>Hell Before Night / Blitzkrieg 1940 #42</b>		19499		\$25.00			New	n	OoP	Err	4
Last copy. ■ Mag & Game. w/ errata/addit 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 counts 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' Campagin the Netherlands, 1940; the French in Mexico, 1862-7.											
<b>Hougoumont, Rock of Waterloo #11</b>		117270		\$29.00			Mint	n	OoP		2
Last copy. ■ 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 battl Tac lvl. 25yd/hex, 10min/turn, btln/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.											
<b>Inchon #9 PARTS</b>		128872		\$4.00			Mint	n	OoP		4
Countersheet, only. ■											
<b>Iron Dream, War in Russia 1941-2 #53</b>		50756		\$12.50			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 Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.											
<b>Jutland, Duel of the Dreadnoughts #8</b>		96750		\$24.00			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 (29). Squadron-lvl 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.											
<b>Kadesh #7 PARTS</b>		128871		\$4.00			Mint	n	OoP		2
Countersheet, only. ■											
<b>Krim #6 PARTS</b>		128870		\$4.00			Mint	n	OoP		4
Countersheet, only. ■											
<b>Lion of Ethiopia #4</b>		105444		\$34.00			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 Ethopia in 1935-6, marking th 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 (& counte & errata; Tigers Are Burning variant (with counters).											
<b>Lion of Ethiopia #4 PARTS</b>		128869		\$4.00			Mint	n	OoP		4
Countersheet, only. ■											
<b>Rommel @ Gazala / Death &amp; Destruction#34</b>		113626		\$29.00			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 brig/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 Monster 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.											
<b>Shogun Triumphant, Btl of Sekigahara #23</b>		87575		\$25.00			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 Assau Op Albion, 1917; the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.											
<b>Sunrise of Victory ERRATA COUNTERS #2</b>		128878		\$2.00			Excell	n	OoP		6
1 Errata counter published in Cmd #4.											
<b>Sunrise of Victory, 1942-3 # 2 PARTS</b>		128867		\$5.00			Mint	n	OoP		6
Countersheet, only. ■											

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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
<b>Tet '68 #18</b>		103360		\$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, btn/rgt/div level. 1wk/turn, 25mi/hex. / ARTICLES ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of Germa 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92											
<b>Tet '68 #18</b>		18655		\$15.00			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, btn/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											
<b>Tomorrow the World Variant Counters (5)</b>		128879		\$2.00			Excell	n	OoP	6	6
5 variant counters from Command #4. No rules.											
<b>Vietnam, Hamburger Hill/Op Solace #5</b>		105443		\$29.00			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 prepari 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 variar for Samurai Sunset.											
<b>Warmaster Chess 2000 #49</b>		26235		\$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 thr #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.											
<b>Wave of Terror, Battle of the Bulge #41</b>		22269		\$20.00			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.											
<b>Wave of Terror, Battle of the Bulge #41</b>	GmOnly	129712		\$17.50			Mint	n	OoP	4	
Unpunched. Rules have several diagonal creases. Last game-only 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! Maj cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97											
<b>When Dragons Fight #54</b>		53148		\$28.00			New	n	OoP	4	
Last copy. ■ 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 194 the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Commanad articles, games, errata & variants.											
<b>When Eagles Fight #25</b>		117277		\$27.00			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 WWII; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWII; the Eastern Front in WWI, Militarily & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Sub Attack i a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era.											
<b>When Tigers Fight #26</b>		30086		\$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-Indi 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.											
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<b>Barbarians</b>		3517		\$15.00			Mint	AL	OoP	6	
Some box back scuffs, otherws 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											
<b>Superiority</b>		3562		\$13.00			Mint	AL	OoP	2	
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. Combin arms coordination emphasized. '81											

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