

We offer you here Fine Games' suggestions for great games that make for great gifts. We've divided them into 4 categories to help you out: Truly outstanding games; simpler family-style games, recently published games, and what we call "lifestyle" games for those that collect everything for certain game systems. Contact us with any special needs you might have. And remember, we offer Gift Certificates in any denomination you wish.

Thursday, 1 December, 2016  
20:58

## Fine Games' Gift Giving Suggestion List

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Contact us: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) or (541) 756-4711 (10am-9pm PST). ALL games listed are NEW & available in stock at the listed price at the time this catalog

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
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### EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

**115006** [1714, the Case of the Catalans \(Devir US\)](#) [\\$42.00](#) [BC](#)

Strategic level, multiplayer game set during the War of Spanish Succession. Each player is part of the Grand Alliance in 1701 attempting to prevent the dynastic unification of France with Castile & Aragon by the Bourbons. Britain, the Netherlands, Austria, the Dutchy of Savoy & Portugal all seek to secure secret goals thru concessions from the Bourbons, and may attack French armies thruout western Europe. Players must manage their resources to maintain a will to fight & the resources for war. Includes 110 cards, 162 wooden trackers. Produced by a Spanish company, made in Germany, with all English components; go figure. '14

**116492** [1812, War of..., 4th \(Columbia\)](#) [\\$45.00](#) [BC](#)

Simpler, block-style game of a little known war, focused on the fight for control of the Great Lakes area between US & Canada. Fast playing w/ excellent fog-of-war element. Great beginners game, too. '85

**111355** [1914, Offensive a Outrance \(GMT\)](#) [\\$80.00](#) [DC](#)

Sequel to 1914, Twilight in the East, this game covers the initial months of World War I on the western front, from Switzerland to the English Channel. Uses a streamlined version of the 1914 Twilight in the East game system. 2 short scenarios include the Battle of Lorraine (intro) and Marne to Stalemate, and the campaign lasts from Aug-Nov 1914. Designed with the intent of making it playable by 2 teams in a 5 day session(!). 7.5 countersheets, 3 maps, 8km/hex, 2-4days/turn, Brig/Div level. M.Resch'13

**116769** [7 Ages, 6000 Years of Human History \(ADG\)](#) [\\$66.00](#) [BC](#)

A large, 2-7 player, holistic game of 6 millenia of human history, including the rise & fall of 100 some civilizations. 2 maps, 876 counters, and 110 colorful race/event cards. '04

**118465** [Above the Clouds, Battle... \(MultiMan Pub\)](#) [\\$67.00](#) [BC](#)

8th game in the Grt Campaigns of the Am Civil War series. Covers the key campigns & the central grounds of the battles of 1863 in the west. Includes the Chickamauga & Chattanooga campaigns during the 5 months of activity in 1863.. W/ 2 maps, 840 counters, 9 scenarios. '10

**112726** [Atlantic Wall 2nd \(Decision Gms\)](#) [180.00](#) [GB](#)

Substantive update & expansion of this detailed grand tactical game of the D-Day invasion & the two months of fighting for Normandy. Covers the whole period from the actual invasions to the Allied breakout in August (234 turns!). Now includes 7 (+2) maps, 4480 counters (+2480) from Normandy (D-Day to Falaise), June-Aug 1944. The beach invasions can be played solitaire. Includes many specialized unit types as well as the tough bocage in the area. 3 intro 1-map scenarios, 3 multi-map scenarios, plus campaign. The amphibious assault is played on a special map & can be played as a solitaire game of its own. Airborne assault also receives special treatment. Third game in DG's Grand Operational Sim series (following redesigns of Highway to the Reich & Hurtgen Forest). Original design by J.Balkoski'78; '14

**98099** [Axis & Allies 1942 2nd \(Hasbro AH\)](#) [\\$40.00](#) [LB](#)

Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh, did we mention the new expanded price too? For 2-5 players. '12

**118665** [Band of Brothers, Screaming Eagles 2nd \(Worthington\)](#) [\\$55.00](#) [BC](#)

2016 2nd edition. ■ Enhanced update of this colorful, simpler game of squad-level tactical combat by the US 101st Airborne Div from D-Day till VE Day in WW2. 18 scenarios with geomorphic boards using the Band of Brothers game system. 3 countersheets. '16

**108419** [Barbarossa, Crimea, 1941-2 \(GMT\)](#) [\\$55.00](#) [BC](#)

Game of Army Group South's battle for the Crimean Peninsula in 1941-2. Uses the East Front game system, and mates with the many other games in the series. Includes a focus on the 8mo siege of Sevastopol. 9 scenarios, 1 map, 2 countersheets. Rgt/div level, 2days/turn, 5mi/hex (1.6mi/hex for Sevastopol map). Both sides must make due with limited assets & a tough job, including massive siege guns & amphibious assaults. V.Von Borries'10

**104129** [Blue Max, World War I Air Combat, 5th \(Fantasy Flight\)](#) [\\$30.00](#) [FB](#)

Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14

**113414** [C3i Magazine #28 \(GMT C3i Mag\)](#) [\\$49.00](#) [U](#)

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.

**117190** [Close Action, Age of Fighting Sail \(Clash Arms\)](#) [\\$40.00](#) [BC](#)

Boxed copy. ■ Ship-ship combat during the age of sail in 24 scenarios of varying size. Excell graphics, but can this best the king of the hill, Wooden Ships? M.Campbell'97

**118406** [Close Action: Monsoon Seas Kit \(Clash Arms\)](#) [\\$21.00](#) [Bk](#)

2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07

**111521** [Close Action: Rebel Seas Scenario Book \(Clash Arms\)](#) [\\$20.00](#) [Bk](#)

Book of 20 additional scenarios of naval combat during the American Revolution, intended for Close Action but usable w/ any other game system. '02

**117154** [Colonial, Europe's Empires Overseas \(Strategem Gm\)](#) [\\$42.00](#) [BC](#)

Highly popular, European-produced game of Europe's period of colonization & pondering the world from the Renaissance to the Industrial Revolution. Each player represents a major European power seeking to establish colonies, gain scientific knowledge, and trade in exotic goods. Uses a card-based, character driven system that requires careful management of resources, diplomacy & a keen eye for opportunity. English language rules. For 2-6 players, but still reasonably fast playing (~2hrs/game). C.Pont'13

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
<b>EXCELLENT &amp; RECOMMENDED GAMES Suited to Being a Memorable Gifts</b>							
113679	<a href="#"><u>Combat Commander, Europe 2nd (GMT)</u></a>	<a href="#"><u>\$55.00</u></a>	DC	114808	<a href="#"><u>Counter Sheets, 1/2" Color Printed (6) (PacRim)</u></a>	<a href="#"><u>\$12.00</u></a>	Fo
<p>2014 2nd edition. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans &amp; Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters. 220 cards. 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13</p>				<p>1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red &amp; white).</p>			
118289	<a href="#"><u>Combat Commander: Mediterranean Kit 2nd (GMT)</u></a>	<a href="#"><u>\$60.00</u></a>	DC	116709	<a href="#"><u>Counter Trays, DVG Style Trays 5-pak (Verssen, Dan)</u></a>	<a href="#"><u>\$16.00</u></a>	FB
<p>Reprint of this large kit for the Combat Commander system &amp; covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian &amp; Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13</p>				<p>5-pack. ■ 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</p>			
117446	<a href="#"><u>Combat Commander: Stalingrad Kit 2nd (GMT)</u></a>	<a href="#"><u>\$25.00</u></a>	Fo	11844	<a href="#"><u>Counter Trays, DVG Style Trays 10-pak (Verssen, Dan)</u></a>	<a href="#"><u>\$30.00</u></a>	FB
<p>Reprint of this kit for the Combat Commander system &amp; covering tactical combat in late 1942 in &amp; around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules &amp; 88 counters. '14</p>				<p>10-pack. ■ TEN PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14</p>			
114636	<a href="#"><u>Combat Commander: Tournament Battle Pack (GMT)</u></a>	<a href="#"><u>\$14.00</u></a>	Fo	114547	<a href="#"><u>Counter Trays, UGG Style Bookcase 5-Pak (Grebe GmDsgn)</u></a>	<a href="#"><u>\$15.00</u></a>	FB
<p>Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps &amp; tournament guidelines. B.Collars'15</p>				<p>5-Pak. ■ 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. '04</p>			
117194	<a href="#"><u>Command at Sea: American Fleets (Clash Arms)</u></a>	<a href="#"><u>\$23.00</u></a>	Bk	115846	<a href="#"><u>Counter Trays, UGG Style Bookcase 10-Pak (Grebe GmDsgn)</u></a>	<a href="#"><u>\$26.00</u></a>	LB
<p>Booklet compiling &amp; revising data for all US navy ships, aircraft &amp; weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific &amp; Atlantic theaters. 112pg. '11</p>				<p>TEN-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. '04</p>			
117195	<a href="#"><u>Command at Sea: Emperor's Fleet (Clash Arms)</u></a>	<a href="#"><u>\$21.00</u></a>	Bk	115576	<a href="#"><u>Custer's Final Campaign (Decision Gms)</u></a>	<a href="#"><u>\$10.00</u></a>	Fo
<p>94pg booklet compiling &amp; revising data for 200 ships &amp; 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun &amp; serving as a data annex for Steel Typhoon. Mates with American Fleets &amp; Atlantic Navies. '11</p>				<p>Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses &amp; events. Sml map, 40 counters, 18 cards. J.Miranda'12</p>			
115803	<a href="#"><u>Command at Sea: Steel Typhoon Kit (Clash Arms)</u></a>	<a href="#"><u>\$32.00</u></a>	Bk	117206	<a href="#"><u>D-Day at Peleliu (Decision Gms)</u></a>	<a href="#"><u>\$45.00</u></a>	BC
<p>Booklet containing rules &amp; OoB for the 2nd half of the War in the Pacific, with 36 scenarios covering the biggest naval battles in the Pacific during WW2, including Rabaul, Truk, the Marianas, Leyte Gulf &amp; Okinawa. Includes both historical &amp; what-if scenarios. Includes 3 counters sheets of ships &amp; aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12</p>				<p>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 &amp; earlier D-Day at Omaha Beach &amp; D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios.J.Butterfield'15</p>			
117860	<a href="#"><u>Commands &amp; Colors, Ancients 5th (GMT)</u></a>	<a href="#"><u>\$45.00</u></a>	GB	115455	<a href="#"><u>Dai Senso! (Decision Gms)</u></a>	<a href="#"><u>\$90.00</u></a>	LB
<p>2014 reprint ■ 2014 Reprint of 2nd edition base game with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) &amp; a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans &amp; Carthaginians at a tactical or grand tactical scale. Command card system drives movement &amp; 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, &amp; others. R.Borg'14</p>				<p>Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles &amp; campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11</p>			
118291	<a href="#"><u>Commands &amp; Colors, Napoleonics 3rd (GMT)</u></a>	<a href="#"><u>\$53.00</u></a>	GB	116733	<a href="#"><u>Dien Bien Phu, the Final Gamble (Legion Wargm)</u></a>	<a href="#"><u>\$45.00</u></a>	HC
<p>2016 3rd edition. ■ Reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British &amp; Portuguese troops. Battles include: Rollica 1st &amp; 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's &amp; Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras &amp; Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'16</p>				<p>Game of the decisive, 1954 campaign that destroyed the elite forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on their being artillery being hauled into the area. And the Viet Minh were committing half of their totla forces to what would surely be a costly battle. A fast &amp; furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters. K.Kanger'14</p>			
				118084	<a href="#"><u>East Front II (Columbia)</u></a>	<a href="#"><u>\$90.00</u></a>	BC

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**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasuses, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06

**115984 Empires of the Middle Ages 2nd (Decision Gms) \$149.00 LB**

Very sadly, this game is now out of print. Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple scenarios for 1-6 players. One of J.Dunnigan's most gifted designs now given new life with the beauty of modern graphics. 2nd edition adds army & fleet counters, 114 new cards, & civilization symbols (ideas adapted from Civ the PC game). J.Dunnigan, J.Miranda'04

**117803 Enemy Action, Ardennes (Compass Gms) \$112.00 DC**

Rgt/div level game of the Battle of the Bulge using a card-driven, diceless game system. Includes a 2-player version but also allows solitaire play as either German or Allied players. Card-driven impulse system & Combat resolved purely thru a chit pull. 1day/turn, 2.5mi/hex, rgt/div level. 3 countersheets, 3 maps. J.Butterfield'15

**115594 Fail Safe, Strategic Air Command #283 (Dec Gms S&T) \$22.50 B**

Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13

**118658 Field Commander Alexander (Verssen, Dan) \$40.00 BC**

Fast playing Solitaire game of Alexander the Great's expansionary expedition followed by a period of managing the conquered lands. Includes 4 campaigns (Granicus, Issus, Tyre, Guagamela). D.Verssen'09

**115538 Field Commander Rommel, Deluxe [2nd] (Verssen, Dan) \$37.00 BC**

Deluxe reprint of this solitaire game of each of 3 campaigns of Rommel, the Desert Fox. The player commands the German during the France 1940, North African campaign 1941-2, and France 1944 campaigns. Includes options which increase difficulty, and also tracking of unit performance over time. Success in one campaign impacts later campaigns. Deluxe edition has a mounted board. D.Verssen'11

**114675 Fleet Commander Nimitz (Verssen, Dan) \$75.00 DC**

Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level in 4 historical campaigns for each year. The player commands a combination of land, air & sea forces which engage in detailed battles as they pursue the goals of each campaign. Includes mounted map, 8 counter sheets. Its a heavy & big sucker. '14

**118408 Fontenoy, Battle of... May 1745 (Clash Arms) \$59.00 BC**

Colorful game in the La Bataille style, using the Age of Reason system to cover a key battle of the War of Austrian Succession. Marshale Saxe's French defend against a mixed Allied force. Also includes a second game, Battle of Melle, July 1745. 840 counters, 3 maps. M.Hinkle'12

**113392 For the People II [4th] (GMT) \$48.00 BC**

2015 4th edition. ■ 2015 Reprint now with mounted map of the GMT version of this HIGHLY RECOMMENDED strategic level game of the entire American Civil War for 2 players, played with cards. New map, 14 new cards, revised rules and counters. This labor of love made just that much better by the original designer. Minor errata updates will be incorporated into components. M.Herman'15

**118515 For the People II: MOUNTED MAP (GMT) \$15.00 Fo**

Mounted map for this game, about 3x the thickness of earlier deluxe map. '11

**117918 Ghost Panzer 2nd (Worthington) \$65.00 BC**

2016 2nd edition. ■ Enhanced update of this fast-playing game of squad-level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'16

**113110 Grand Fleet (L2 Desgn Grp) \$69.00 LB**

Simpler, strategic level game of the naval war in the North Sea during WW1, 1914-8, using a variation on the War at Sea game system. 264 counters representing indiv capital ships from Germany, UK, US, France & Russia. S.Newberg'10

**117367 Great War at Sea, v.12, Jutland 1914-18 (Avalanche) \$89.00 BC**

Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06

**116925 Great War at Sea: High Seas Fleet Kit (Avalanche) \$32.00 Bk**

Kit that poses the hypothetical situation had Imperial Germany emphasized the construction of a navy to rival and beat the British fleet in the years before World War I. Offers possible history, as well as 30 scenarios and 70 laser-cut counters. Reqs Jutland game (only) to play. M.Bennighof'15

**111225 Greatest Day, Battle for Normandy v.1 (MultiMan Pub) \$209.00 GB**

First of a planned 3 game set to cover all of the Normandy landings. Large game using the Grand Tactical Game series (ala Devil's Cauldron & Where Eagles Dare) to cover the D-Day landings at Sword, Juno & Gold beaches. Includes 17 scenarios, 16 countersheets, 4 maps (3 dbl-sided) plus 8 map extensions. Big, did we say BIG?, and bulky. A Starkweather'15

**111535 Guderian's Blitzkrieg III [I] 3rd (MultiMan Pub) \$125.00 DC**

2011 3rd edition. Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed op lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43. Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btln-div level. D.Essig'11

**118083 Hammer of the Scots 3rd (Columbia) \$63.00 BC**

3rd ed updates the map artwork. 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.Dalglish, J.Taylor'09

**117775 Hex Map Sheets, Blank, 16mm LngGrain 7pk (GMT) \$16.00 B**



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**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

7-pack. ■ SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension. '99

**111618 Hex Map Sheets, Blank, 16mmShrtGrain 7pk \$16.00 u**  
**(GMT)**

7-pack. ■ SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension. '99

**117468 Hex Map Sheets, Blank, 19mm Long Grn 7pk \$16.00 u**  
**(GMT)**

7-pack. ■ SEVEN (7) pack of 22x34" non-coated, folded paper with 19mm hexes with grain running along long dimension. '99

**118536 Hex Map Sheets, Blank, 19mm Long Grn 7pk \$16.00 u**  
**(GMT)**

7-pack. ■ SEVEN (7) pack of 22x34" non-coated, folded paper with 19mm hexes with grain running along long dimension. '99

**115841 Hex Map Sheets, Blank, 19mm ShortGrn 7pk \$16.00 u**  
**(GMT)**

7-pack. ■ SEVEN (7) pack of 22x34" folded paper with 19mm hexes with grain running along short dimension. '99

**105984 Highway to the Reich 3rd (Decision Gms) :127.50 LB**

3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept. 1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08

**117383 Hornet Leader, Carrier Air Operations 2d \$79.00 DC**  
**(Verssen, Dan)**

Massive solitaire game of air-air combat involving ALL of the current & prospective aircraft operated by the US navy & marines since the Vietnam War. Includes 330 cards, 8 campaigns, 352 counters. Campaigns include Libya 1984, NAtlatic c.1986, Iraq 1991, IDF 2001, Syria 2004, Taiwan 2008, NKorea 2011, Iran 2014. D.Verssen'10

**115581 Hurtgen, Hell's Forest (Decision Gms) \$90.00 LB**

Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12

**115209 Invasion 1066, the Battle of Hastings 2d \$20.00 z**  
**(Revolution)**

Game of one of the pivotal battles of history, Hasting in England, 1066, as Harold attempts to repel the invaders led by William the Conqueror. 50m/hex, 100-250men/unit. 140 counters. Updated from earlier Saxon Games version. N.Smith'14

**115979 Kingdom of Heaven, Crusader States \$65.00 BC**  
**(MultiMan Pub)**

Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusades plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrestian'12

**106048 La Bataille de La Moscowa 4th (Clash Arms) :129.00 FB**

3rd reprint of this btlr/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

**118503 Labyrinth, War on Terror 3rd (GMT) \$46.00 DC**

Third printing. 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 '16

**118507 Labyrinth: the Awakening, 2010 - ? Kit (GMT) \$25.00 z**

Kit for Labyrinth base game. Adds a 1-2 player setting based on the Arab Spring of 2010 in which 6 governments collapse and 3 civil wars began, with the US scratching its head about how to react. Includes 120 new cards, 19 wooden pieces, 46 markers, 3 new country mats, 7 scenarios, new rules. V.Ruhnke'16

**115709 Last Battle, Ie Shima 1945 (Revolution) \$25.00 z**

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

**118410 Legion of Honor (Clash Arms) \$57.00 FB**

Unusual card game depicting the life of an ambitious French soldier during the Napoleonic era, set with the backdrop of historical events. Suitable for solitaire play as well as for groups of up to 6 players. Players play control the life of a Napoleonic soldier at war & "in the salon", from 1792-1815. Player with highest rank, most glory or most wealth wins. R.Kane'14

**113488 Liberty or Death (GMT) :139.00 DC**

Game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-rousing, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'16

**117145 Liberty Roads 3rd (Hexasim Game) \$55.00 BC**

2016 3rd edition. ■ 2015 3rd edition. Operational level game of the campaign in France, 1944, from the D-Day landings thru the crossing of the Rhine in March 1945. 25km/hex, div level. Considers logistics, leadership interference on both sides, invasion options, 3 scenarios plus campaign. Y.Le Quellec, N.Rident'16

**118533 Liberty Roads: Roundhammer 1943 Kit 2nd \$25.00 z**  
**(Hexasim Game)**

2016 2nd edition. ■ Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.Le Quellec'16

**116334 Line of Fire Magazine #15 (Line of Fire) \$29.99 Bk**

Mag & Game. 60pgs of material supporting LnL's line of games including: The Bear & The Jackal expansion for Heroes of the Gap, w/ 9 firefights from the Soviet's war in Afghanistan including counters & 2 geomorphic maps; 3 new NAW scenarios & 6 for WAW; 2 scenarios for Baltic Fury. '15

**114098 Mare Nostrum, War in the Mediterrann #41 \$49.00 u**  
**(Dec Gms W@W)**

Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

Mag & game, special edition. Game is an strategic level simulation of the air, land & naval war in the Mediterranean, 1941-43, using an area-move map. Played in 4 scenarios. Units represent divisions, 6-12 aircraft squadrons, & small squadrons of capital ships. Map covers the entire Med from Gibraltar to the Basra, divided into areas. Based on the Red Dragon Rising game system. 2 maps, 560 counters. 3 scenarios including the War in N.Africa, Capture of N.Africa, and the time where the Axis could have invaded Malta, plus campaign. J.Miranda'15 / ARTICLES ON: WWII in the Mediterranean Sea; the German Gestapo; Battle of Tengxian between the Chinese & Japanese, March 1938; Air War on the East Front in 1941; Jed commando teams at Normandy; Bob Spiny & the Japanese Surrenders in Indo-China 1945; Luxembourg in WWII; Germany's semi-automatic rifles in WWII; Polish PZL P.11 Fighter.

**105332 Mighty Fortress 2nd (Excalibre) \$30.00 BC**

Includes 2009 Setup/Victory Condition card set update. New but not shrinkwrapped. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11

**118521 Mr. Madison's War: MOUNTED MAP (GMT) \$15.00 zI**

Add-on mounted mapboard for this game. '16

**118419 Napoleon 4th (Columbia) \$72.00 BC**

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

**118197 Night Fight Solitaire #44 (Dec Gms W@W) \$25.50 u**

Mag & game. Solitaire game in which the player commands a German kampfgroupe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.

**117476 No Man's Land, Trench Warfare 1914-18 (Ludifolie Ed) \$26.00 Fo**

French-produced game with English rules. 11 scenario game of the evolution of trench warfare in World War I at a tactical level. Use all the tools of carnage of the day: artillery barrages, poison gas, flamethrowers, shock troops, tanks, barbed wire, plus aircraft overhead. 50m/hex, half-pltn or single tank/unit, 1 dbl-sided map, 324 counters. A.Siege'15

**113536 None But Heroes (MultiMan Pub) \$79.00 BC**

Last copy. ■ New design & the first of an intended Line of Battle game series (a variation on the Grt BtIs of Am Civil War & Civil War Brigade systems). Covers the situation in 1862 as McCllellan forces R.E.Lee's Army of Virginia to fight at Antietam Creek near Sharpsburg, resulting in the bloodiest battle in US history. Rgt/battery lvl. Play is streamlined, with combined arms factors. 2 maps, 1400 counters, 8 scenarios. '11

**118230 Operational Matters OCS Guide (MultiMan Pub) \$36.00 u**

Gamers guide focused on the Operational Combat System (OCS) and including near-complete update of the Gamer's Sicily game. (Game is missing only the series rules, which must be either borrowed from another game or downloaded from the publisher's website before play). Contains articles on many of the OCS games including Blitzkrieg Legend, DAK, Case Blue, Reluctant Enemies, Korea, Sicily, Hube's Pocket, Tunisia, Burma & more. SICILY II is an operational level game of the Allied invasion of Sicily, '43, using v3 of the OCS rules system. Covers the entire campaign in Sicily at Co/btln/rgt/brig level. Now at a slightly larger scale with 1 map, 2 countersheets, 3.5 days/turn, 3.5mi/hex. 6 scenarios. D.Esseg'16

**118134 Pacific Fury, Guadalcanal 1942 (Revolution) \$20.00 zI**

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. Y.Nakagura'16

**114874 Pacific, War in the... 2nd: Extension Kit (Decision Gms) \$32.50 zI**

Kit allowing the war to extend into late 1945 & 1946. Adds 5 countersheets with aircraft & ships appearing after Aug'45, 2 new tactical island maps, plus additional rules & charts to extend the war. K.Kiff08

**115896 Panzer Grenadiers, Elsenborn Ridge 2nd (Avalanche) \$55.00 BC**

Reprint. Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system. This second Bulge game covers the offensive along the Elsenborn Ridge where the US troops held firm against repeated German assaults. Includes 4 maps, 583 counters, 35 scenarios. '13

**113212 Panzer Grenadiers, Liberation 1944 2nd (Avalanche) \$74.99 BC**

Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platon-level tactical WWII combat. Covers the battles on & beyond the D-Day beaches involving British forces. Includes 4 new maps of hedgerow, town & farmlands of coastal France, plus 517 counters, 41 scenarios. M.Perryman'14

**116166 Panzer Grenadiers: WINTER WONDERLND MAPS (Avalanche) \$16.00 u**

Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Elsenborn in snow covered winter white. '11

**112283 Paths of Glory, First World War 5th (GMT) \$42.00 BC**

2015 5th ed reprint. ■ 2015 Reprint (ie 5th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns, 3 scenarios. MOST HIGHLY RECOMMENDED. '15

**115808 Persian Incursion (Clash Arms) \$49.00 BC**

Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carlson, J.Dougherty'11

**118661 Phantom Leader, Vietnam Air War 3rd Delx (Verssen, Dan) \$64.00 DC**

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<b>EXCELLENT &amp; RECOMMENDED GAMES Suited to Being a Memorable Gifts</b>							
	2016 reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'16				Mag & game. Includes Storm Over Normandy game of the D-Day landings & beyond using MMP's Area Move (Storm over Arnhem) series. Focuses on the initial invasion, including paratroop landings, and the German response, during the first week. Includes 54 cards that add special events & abilities. ARTICLES ON: Action Pack #11, the Mighty Endeavor & Devil's Cauldron, with previews of two upcoming games: Hungarian Rhapsody & Last Blitzkrieg. '15		
116610	<a href="#"><u>RAF, Lion v Eagle 4th (Decision Gms)</u></a>	<a href="#"><u>\$59.00</u></a>	<a href="#"><u>BC</u></a>	118114	<a href="#"><u>Stalingrad, Battle for... 2nd (Excalibre)</u></a>	<a href="#"><u>\$43.00</u></a>	<a href="#"><u>BC</u></a>
	2013 4th edition ■ Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13				Revision & graphic update of this popular, Co-Btl level game of the bitter battle for & around Stalingrad in Fall 1942. 7 weekly turns w/ variable impulses. Good feel to game. 600 counters. J.Hill '11		
117763	<a href="#"><u>Reluctant Enemies, Operation Exporter (MultiMan Pub)</u></a>	<a href="#"><u>\$38.00</u></a>	<a href="#"><u>BC</u></a>	118233	<a href="#"><u>Stonewall Jackson's Way II [2nd] (MultiMan Pub)</u></a>	<a href="#"><u>\$68.00</u></a>	<a href="#"><u>BC</u></a>
	Small game of the 1941 Allied invasion of Vichy French-held Lebanon & Syria. Intended as a very accessible introduction to the Operational Combat System (OCS), of which it is the 13th in that series. Has all the elements of the OCS system, including severe supply constraints, plus swirling battles, amphibious assaults, naval bombardment, and an air campaign. 5 brigades of allied troops assault the Levant states in mid-1941 defended by the Vichy French expecting a cakewalk, and were initially stopped cold. Game includes an OCS rules summary, and a 16pg OCS Starter Guide with illustrations of play. 280 counters, OCS rules v4.1. D.Essig'14				9th edition of the Am Civil War game series. This game is a complete update of earlier Stonewall Jackson's Way (1st in the series) which covered the campaigns in central VA in summer 1862 AND adds coverage of First Bull Run in 1861. Maps are recreated by the original artist with new historical detail, & counters updated too. Uses rules system as of Grant Takes Command. 5 1861 scenarios & 5 1862 scenarios. Rgt/div lvl, 2 maps, 840 counters. '13		
118418	<a href="#"><u>Richard III, Wars of the Roses (Columbia)</u></a>	<a href="#"><u>\$59.00</u></a>	<a href="#"><u>BC</u></a>	117163	<a href="#"><u>Stonewall's Sword, the Btl of Cedar Mtn (Revolution)</u></a>	<a href="#"><u>\$25.00</u></a>	<a href="#"><u>zI</u></a>
	Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 42 event cards. J.Taylor'09				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.Luttmann'15		
116164	<a href="#"><u>Second WW at Sea, Coral Sea 2nd (Avalanche)</u></a>	<a href="#"><u>\$26.00</u></a>	<a href="#"><u>HC</u></a>	114566	<a href="#"><u>Storm Over Dien Bien Phu (MultiMan Pub)</u></a>	<a href="#"><u>\$44.00</u></a>	<a href="#"><u>BC</u></a>
	2nd edition with slipcase box & new cover art. ■ 2nd ed is a reprint in a sleeved box with new cover art. Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counters. '14				Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14		
114631	<a href="#"><u>Silent Victory, US Submarines in Pacific (Consim Press)</u></a>	<a href="#"><u>\$115.00</u></a>	<a href="#"><u>BC</u></a>	116623	<a href="#"><u>Struggle for the Galactic Empire [PC] (Decision Gms)</u></a>	<a href="#"><u>\$16.00</u></a>	<a href="#"><u>JC</u></a>
	Solitaire game of US submarine warfare against Japanese shipping & warships thruout WWII in the Pacific. Uses the highly popular Hunters game system to represent actions in the Pacific. On a submarine mission, you must destroy as many enemy ships as possible while advancing your crew quality and recognition; oh, and make it home alive. Mission type varies but each provide an imersive experience of commanding an American sub, complete with unreliable torpedos but skillful crews. 7 fleet commanders are represented, and several patrol zones as well including Midway, the Solomons, and the waters off Japan & China. All your actions must be a wise choice given your capabilities as well as those of your adversaries. 6 classes of submarine and 720 target vessels are represented. Includes sub-sub engagements, aircraft, multi-player & tournament rules, and more. 2 countersheets, 1 map. G.Smith'16				CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13		
114738	<a href="#"><u>Space Empires 4x: Close Encounters Kit (GMT)</u></a>	<a href="#"><u>\$40.00</u></a>	<a href="#"><u>BC</u></a>	118644	<a href="#"><u>Thunderbolt Apache Leader 3rd (Verssen, Dan)</u></a>	<a href="#"><u>\$66.00</u></a>	<a href="#"><u>DC</u></a>
	Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. J.Krohn'12				2014 edition/printing. ■ 3rd ed is a reprint of this updated & expanded card game of close air support aircraft & helicopters. Your job is to select & best utilize the right mix of pilots, aircraft & munition for each mission. Now includes 168 cards, 352 counters, 8 campaigns. 1st ed was popular. Each missing takes about 30min play time. G.Billingsley, D.Verssen'14		
115971	<a href="#"><u>Special Ops Wargaming Journal # 6 (MMP Operatns)</u></a>	<a href="#"><u>\$24.00</u></a>	<a href="#"><u>n</u></a>	114676	<a href="#"><u>Tiger Leader (Verssen, Dan)</u></a>	<a href="#"><u>\$65.00</u></a>	<a href="#"><u>DC</u></a>
					Solitaire game putting the player in command of a German kampgruppe of armored forces with the mission to acheive your objectives while preserving your forces over a campaign of multiple battles. Uses a system similar to Hornet Leader & Thunderbolt Apache Leader. Includes 9 campaigns: Poland 1939, France 1940, North Africa 1941 & 42, Russia 1941 & 43, Italy 1943m France 1944 and Berlin 1945. Forces include the full range of German forces from Panzer Is to Tigers, armored cars, artillery assault guns, infantry & AT, mortars & machine guns. D.Verssen'15		
				108933	<a href="#"><u>Totaler Krieg! [Krieg 3rd] 2nd (Decision Gms)</u></a>	<a href="#"><u>\$90.00</u></a>	<a href="#"><u>LB</u></a>



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**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11

**113750 Twilight Struggle, Cold War 1945-89 8th (GMT) \$69.00 BC**

2015 Deluxe (8th) edition reprint. ■ Deluxe edition; 2015 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. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. '15

**117780 Unhappy King Charles: MOUNTED MAP (GMT) \$15.00 1**

Thick, mounted map for the base game. '16

**109241 USN Deluxe [2nd] (Decision Gms) \$79.00 BC**

Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 12/41-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the the Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04

**114758 Victory in Europe (Columbia) \$81.00 BC**

Strategic, area-move, block-style game of the second World War in Europe & northern Africa, for 2-3 players. The Axis, Western Allies and Soviet Union duke it out on land, at sea and in the air for control of Europe. Play utilizes 108 color illustrated cards for events, initiative & combat. Includes 180 wooden blocks. T.Dalglish, R.Draker'15

**117357 Victory Lost 2nd (MultiMan Pub) \$29.00 BC**

2015 2nd ed. ■ Reprint of this simpler game of the massive Soviet offensive in the spring of 1943, after Germans surrendered at Stalingrad. Soviets attack over a 500mi front, but victory was ultimately denied them by von Mainstein's "backhand blow." 280 counters, rgt/div level. Winnter of 2007 Intl Gamers Award. 2nd ed apparently has minor rules corrections & a slightly revised box art only. T.Nakamura'15

**117782 Victory Roads, Bagrnatn to Fall of Berlin (Hexasim Game) \$65.00 BC**

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 Libery 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

**115697 Virgin Queen, Wars of Religion 1559-1598 (GMT) \$62.00 DC**

Sequel to Here I Stand, VQ is a game of wars in the world during the reign of Queen Elizabeth I, 1559-98. Uses the Here I Stand game system that covered the prior 40 year to cover the latter half of the 16th century. Puts oceanic expeditions under players' direct control, alters the dipolomatic system, streamlines the religious system, offers arranged marriages & patronage systems. 4.5 countersheets, 134 cards, mounted map. E.Beach'12

**118247 War at Sea 4th (L2 Desgn Grp) \$59.00 LB**

Possibly our last copy. ■ Large, colorful reprint of this very simple, quite fun game of the naval war in Atlantic & Med during WW2. Revised & seriously upgraded from the earlier Jedko & AH versions, adding such nicities as admirals & mines, refueling at sea, etc. J.Edwards'07

**118234 Warriors of God, Wars England&France 2nd (MultiMan Pub) \$39.00 BC**

2015 Reprint of this strategic level game of the intermittant wars between what is now England & France during the late Middle Ages. Simpler mechanics & 2 scenarios (1135-1258 & 1337-1453). Excel solitaire suitability. 210 1" counters. '16

**114852 Warriors of Japan, a Country Aflame (MultiMan Pub) \$33.00 BC**

Sequel to Warriors of God, covering the period of 1335-1339 in Japan as two courts duel for control of the country. Game previous published (& apparently very popular) in Japan. Played on a colorful, area-move map of Japan. 140 large counters. M.Nakajima'16

**112296 Washington's War 2nd (GMT) \$42.00 BC**

2015 reprint. ■ 2015 reprint of this update of We the People, perhaps the first card-driven game. Covers the American Revolution on a strategic, point-point map. This version speeds play (to about 90min per game) & is highly suitable to tournaments. 2 countersheets, 110 cards, mounted map; 1yr/turn. M.Herman'15

**115647 Wellington's Victory 3rd (Decision Gms) \$120.00 LB**

Colorized & revised update of this grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. System streamlined to require only one die roll to resolve fire combat & disorder. Originally, game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougoumont, La Haye Sainte, Plancenot, historical day campaign, & a hypothetical early French assault. 1960 counters, btln/rgt level, 110yd/hex, 15min turns. F Davis'15

**114518 West Front II (Columbia) \$90.00 BC**

Redesign of this block system game of WW2 throughout France, Italy & the Balkans. This game covers the western front from Spain to Norway to northwestern Africa and the western Med (plus area boxes for other world regions) on two maps (34x45" total). Blocks & labels revised from prior version. Includes multiple senarios from '43-45 with invasions, production and supply limitations. Simple yet extremely challenging. Mates w/ East Front II using Euro Front II kit. '06

**115188 Where Eagles Dare, Btl for Hell's Hiway (MultiMan Pub) \$132.00 LB**

Stand alone game that mates with Devil's Cauldron to cover all of Op Market-Garden. Large, company level game of the southern part of Operation Market-Garden, Sept 1944. Covers the drive up Hell's Hiway to relieve the besieged paratroopers holding the vital northern bridges. 500m/hex, 2hr/turn w/ up to date historical info. Uses the Grand Tactical system, a derivation of the Panzer Command system. 5maps, 2000 counters. A.Starkweather'11

**117144 World at War 2nd (GMT) \$135.00 DC**

2013 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'13

**110506 World War I 3rd #294 (Dec Gms S&T) \$109.00 1**

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**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

Mag & Game. 3rd 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, 234 counters, 36mi/hex. J.Miranda, J.Dunnigan'15 / ARTICLES ON: World War I; Desert Storm G2, Marine Corps Intelligence Operations; Third System (post War of 1812) Forts in the American Civil War; Muslim Conquest of Syria, 629-37; English Settlement of Normandy, 1417-53; Korean Admiral Yi Sun-sin & His Turtle Ships; Review of Battles of the Ancient World smartphone app.

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game**

**83434 Black Death (BTRC) \$10.00 Fo**

Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. ■ Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. Satiric game in which 2-6 players attempt to use specific diseases from the Far East to depopulate Europe. Highest body count wins. G.Porter'93

**106215 Car Wars Classic 6th (S. Jackson) \$14.00 SC**

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

**118256 Dawn of the Zeds, Btl for Framingdl 3rd (Victory Pt) \$66.00 DC**

Boxed, enlarged 3rd edition of this solitaire game of zombie horror & survival. You must organize a defense of your isolated corner of the world, and hold out until a national guard relief force fights its way thru to you. Fight off the zombies while protecting the remaining living inhabitants of the town of Farmingdale. You must also prevent so much destruction that the government collapses, ending any hope of rescue. 3rd edition includes 17 heroes, 6 levels of complexity, 2-4 player cooperative play, head-to-head 2 player play, quick learning version. Includes double-sided board, 200 cards, 188 counters, several rule & play books. '16

**91312 Days of Steam (Valley Gms) \$32.50 DC**

2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10

**98203 Dominant Species Card Game (GMT) \$19.00 SB**

Card game version of this popular multiplayer game of survival of the fittest species group (mammals, amphibians, reptiles, etc) as another ice age approaches, c90,000BC. Earn points for securing dominance in as many niches as possible '12

**11772 Grand Prix (GMT) \$49.00 DC**

2-11 players compete in a Formula 1 Gran Prix auto race, each controlling one or multiple 2-car teams. Players score points by being among the top 10 finishers (1st being huge), and also by placement of all cars in the race. Includes 4 race traces (with more surely to come), each with many tight corners limiting the opportunity to pass. Uses game elements drawn from earlier Thunder Alley. Wear & tear on the cars is great, and the penalty for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16

**90337 Heroes of the World, Race to Civilizatn (Asmodee Eds.) \$35.00 LB**

Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including by conquest. '09

**118664 Illuminati 2nd [Deluxe] (S. Jackson) \$26.00 SC**

Graphical & substantive revision of the highly popular 2-6 player card game from the '80s in which all sorts of secret sects & govt agencies try to rule the world. Revision puts money on counters and adds color to the cards. Best Sci Fi game of '82. "Made in China." '99

**114993 Invasive Species #2 (One Sml Ares) \$25.00 11**

Mag & game. Game is a 2-player contest that takes places on a star frigate. One player controls the human crew, the other represents an alien infestation unintentionally brought back to the ship from exploration of a new planet. Emphasis of the game is on the suspense of the action. Played on a diagram of the ship's interior. Any resemblance to the plot of Alien is not accidental. M.Anderson'15 / ARTICLES include numerous sci-fi fiction articles. 78pgs.

**113047 Leaping Lemmings (GMT) \$25.00 BC**

Fun, fast playing card-driven family board game. Players represent genetic scientists seeking to manipulate their colony of lemmings to be best at throwing themselves off a cliff. But there are hazards: hungry eagles & lots of treachery. Has a depth of strategy that isn't obvious by the topic. R.Young, J.Poiniske'10

**116155 Modern Naval Battles 3rd: Campaign Kit 2 (Verssen, Dan) \$17.50 SC**

Expansion kit #2 for this card game of ahistorical ship-ship combat structuring individual games into campaigns. Adds 18 strategy, 10 mission, 68 ship, 16 target cards, plus a die cut countersheet. Adds an entirely new navy: India. D.Verssen'12

**103099 Modern Naval Battles 3rd: Ship Exp Kit 1 (Verssen, Dan) \$18.00 SC**

Expansion kit #1 for this card game of ahistorical ship-ship combat. Adds 110 more ship cards, including ships from Canada, Germany & Italy. D.Verssen'11

**113763 Modern Naval Battles, Global Warfare 3rd (Verssen, Dan) \$40.00 BC**

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

**116070 Nuclear War ['16] 50th Anniv Edition (Fly Buffalo) \$28.00 FB**

Special 2015 printing to commemorate the 50th anniversary of this great card game celebrating the nuclear hot war we missed. HIGHLY RECOMMENDED card game suitable for significant others, beginners, beer & many replays in a night. Players exchange nuclear bombs until only one player has population remaining. For 2-8 players, so negotiations & grudges play a part. This edition allows up to 8 to play, and now has precut, color population cards. Play mats depict an actual Titan II missile control panel. '16



Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game**

**112407 Thunder Alley (GMT) \$45.00 BC**

2-7 player, fast playing & exciting game of stock car racing using a card-driven system. Each player controls a team of 3-6 cards. Play remains quite fluid, with several cards allowed to move with the play of a single card. Positioning is important to maintain draft & keep your team together. Wear & mechanical failures will force pit stocks. Game includes 4 tracks on 2 dbl-sided mounted boards. Includes 42 car counters & 110 Racing & Event cards. J & C.Horger'14

**113394 Thunder Alley: Extra Tracks Kit #1 (GMT) \$28.00 ZL**

MUST SHIP SEPARATELY if at unboxed rate due to size. Kit including 5 new tracks for this game of stock car racing: Snug Harbor, Wellington, Reny Heckman Speedway, Launis Raceway, and Fraley & Sons Dirt Oval. '15

**112618 Urban Sprawl (GMT) \$30.00 BC**

2-4 player game modeling how a town grows into a sprawling metropolis. Players are entrepreneurs, tycoons & politicians seeking "growth" & thus wealth & prestige. Buildings are placed on an existing grid of streets, Building Permits can be converted to cash, and players can execute a limited number of actions each turn: gain new building permits, build, or acquire a favor. Something like SimCity, except the goal is ultimately personal - rather than social - advantage. C.Jensen'11

**116078 Worlds, War of the... #1 (One Sml Ares) \$25.00 n**

GameOnly. Game covers an invasion of central London in the 1880s by Martian beings, a game version of HG Well's famous story. The Martians secretly select one of 5 objectives (from level the city to abduct the heroine), and the Earthling's must stop them in 12 turns. Each side has a handful of unit types each with unique abilities. Fast playing, and possibly a good game for beginners or beer drinkers. B.Banks'15

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**117802 13 Days, the Cuban Missile Crisis 1962 (Jolly Roger) \$29.00 FB**

Game of the incredible tensions & delicate diplomacy occurring during the 13 days of the Cuban Missile Crisis of Oct 1962. Card-driven boardgame that is very fast playing. D.Pedersen, A Granerud'16

**114950 1863, Turning Point in the Civil War#297 (Dec Gms S&T) \$25.50 n**

Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.

**117057 Atlantic, Battle of... (One Sml Step) \$18.00 Fo**

Strategic level, solitaire folio game of the German U-Boat campaign against the Allies during the pivotal period of August 1942 to May 1943. Includes small, area move map covering the northern & central Atlantic; 24 cards, 88 counters. G.Graber'16

**114119 Balkan Gambit, 1943-45 #298 (Dec Gms S&T) \$25.50 n**

Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.

**118158 Battles for the Galactic Empire (Decision Gms) \$15.00 Fo**

2-player folio game set in the Struggle for Galactic Empire universe in which players are space empires competing for a control of a region of space. Players deploy secretly, then alternate actions. Resources provide production and political advantages, as well as the ability to convert enemy forces to friendly. Fast playing. '16

**118288 Bloody April: Eagle of Lille Kit (GMT) \$18.00 zl**

Kit extending the base game's coverage to follow the career of German ace Immelmann & others during Aug 1915 - early 1917. Adds 7 scenarios, 1.5 countersheets, a map, and cards for 13 aircraft. Also adds an extensive array of additional rules. S.Paul, T.Simo'16

**118105 By Shot, Iron & Faith, Religious Wars (Hexasim Game) \$50.00 BC**

"Par le Feu, le Fer et la Foi." French-produced game with English rules. Covers the French religious wars of the late 16th century, including 5 battles: Saitn-Denis (1567), Jarnac (1569), La Roche L'Abeille (1569), Coutras (1587) and Arques (1589). Three maps, 540 counters, 100-500 men/unit, 300-500m/area, 20min/turn. P.Hardy'16

**116723 Chosin Few (Victory Pt) \$23.00 SB**

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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

Solitaire game of the 1st Marine & 7th Infantry's experience in northern Korea in October-November 1950 as Chinese forces nearly overwhelm & surround the surprised American forces along Chosin Reservoir. You win if you complete all your mission objectives, and lose if you are unable to complete any of them. N.Hansen'16

**116712 Conquest at Kismet (Victory Pt) \$25.00 SC**

Card game with a unique flavor. Two large space ships duel for the resources in an area of space. Game uses a lottery-like method of combat resolution, making for unique forms of card game mechanics. J.Vales'16

**118585 Crete 1941 #47 (Dec Gms W@W) \$25.50 11**

Mag & Game. Operational level, solitaire, point-point game of the German airborne invasion of Crete in May 1941. Player controls the Germans, attempting to both capture the island quickly while minimizing casualties. Suitable for cooperative play by 2 players. Btl level, 12-72 hours/turn, 176 counters. J.Miranda'16 / ARTICLES ON: Battle for Crete 1941; Defense of Bataan, 1941; Zhukov's Greatest Defeat, Operation Mars; Hitler's Greatest Mistake, the Survival of Britain; German Col General Herman Hoth, 1885-1971; USS Rasher, Venomous Vixen; Three Odd Weapons to Save Britain; Utah Beach v Omaha Beach.

**113335 Dien Bien Phu #17 (Dec Gms ModW) \$25.50 11**

Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btl level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation 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.

**115838 Distant Plain, Insurgency Afghanistan 2d (GMT) \$55.00 DC**

2016 2nd edition. ■ 2016 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'16

**105909 Dragon vs Bear, China v Russia #12 (Dec Gms ModW) \$22.50 11**

Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.

**115652 Duel in the North #48 (Dec Gms W@W) \$25.50 11**

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.

**117207 El Alamein, Rommel at Alam El Halfa (Decision Gms) \$15.00 Fo**

Folio game of Rommel's attack at Alam El Halfa, immediately after his victory at Gazala, August 1942. Attempting another sweeping attack, Montgomery awaits with concentrated armored and antitank forces forewarned by Ultra intercepts. Uses the Fire & Movement game system, making support elements important. 100 counters, btl/regt/brig level, 1.5mi hex. '16

**116718 Empires In America, French & Indian War (Victory Pt) \$27.00 BC**

Solitaire game using the States of Siege system depicting the entire French & Indian War of 1754-1762. Focused on the wilderness of the New World, this was actually the first world war and included the Seven Years War (1756-63). Player controls the New France colony from Halifax to the Ohio Valley on a point-point map. Includes a focus on the leaders of the time. Includes 52 counters, 75 cards, half season/turn, army level. J.Miranda'16

**115869 Fall Blau, Army Group South 1942 (Compass Gms) \$109.00 BC**

Simpler, very large game of the German 1942 offensive by Army Group South in southern USSR, June-Dec 1942. Game uses classic mechanics with possible during-movement combat for mech units, and the chit-determined unit strength ala Victory in the West system. Axis has ongoing supply constraints which limits their ability to attack everywhere at once. 9 scenarios (6 use 1 or 2 maps) & 3 campaign games. 5 maps, 980 counters, 3days/turn, 6.5mi/hex, brig/div/corp level, well suited for solitaire play. G.Blanchett'16

**116986 Falling Sky, Gallic Revolt Agnst Caesar (GMT) \$99.00 DC**

1-4 player game of the complex situation after Gaul had been conquered but not entirely subdued. Each of the many Gallic confederations has its own agenda, and rivalries exist between themselves and also with Celtic, Belgic & Germanic rivals -- as well as the hated Romans. Uses the COIN Counter-Intelligence game system, with mounted map, 200 wooden blocks, 77 cards. A.Ruhnke, V.Ruhnke'16

**114930 Fallujah 2004, City Fighting in Iraq #23 (Dec Gms ModW) \$25.50 11**

Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.

**117906 Festung Europa, Western Europe 1943-5 (Compass Gms) \$61.00 BC**

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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

Sequel to Shifting Sands. Covers the war in western Europe from the invasion of Italy in 1943 thru the defeat of Germany in 1945. Game system has been streamlined to eliminate all the many special cases. Includes Overlord scenario plus campaign game. Seasonal turns, 70mi/hex, corp/army level, 2wk/turn, 192 counters. M.Rinella'16

**115648 First Crusade #299 (Dec Gms S&T) \$25.50 n**

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 over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.

**117821 First Saratoga, Sept 1777 (Decision Gms) \$8.00 Fo**

Small folio game of British forces under Burgoyne attacking fortified American forces in dense woods near Saratoga, 19 Sept 1777. Winning depends upon maneuver, keeping reserves, and concentration at key points. 40 counters, small map, Btlm/brig level, 352yd/hex. '16

**116318 Fornovo 1495, Dawn of the Italian Wars (Compass Gms) \$56.00 BC**

Grand tactical game of a battle fought in 1495 between French forces under Charles VII and Condottieri forces of the League of Venice for control of northern Italy. Features 4 scenarios including the historical battle (fought across the Taro River), a free setup version, and a what-if that plays on Italian fears of a French drive on Parma. 20min/turn, 350yd/hex, btlm/comp level. 2 countersheets, 1 map. B.Miller'16

**112910 Gates of Vienna, Europe 1683 #295 (Dec Gms S&T) \$46.00 n**

Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.

**117825 Germantown, Washington Strikes, Oct 1777 (Decision Gms) \$9.00 Fo**

Folio game of Washington's Continentals attack on separated British forces near Germantown, Pennsylvania in Oct 1777. The attack failed in dense fog, but could have threatened the British hold on eastern PA. '15

**116170 Given Up For Dead / Utmost Savagery #43 (Against Odds) \$30.00 HP**

Mag & 2 games. GIVEN UP FOR DEAD is a game of the hopeless yet stoic defense of Wake Island in light of overwhelming Japanese strength and no hope of rescue by the US navy. Defenders sank 2 destroyers & caused hundreds of Japanese casualties. / UTMOST SAVAGERY covers the US invasion of Peleliu in what the US navy leaders would be a simple 4 day operation. Instead, it lasted 2 months & caused the greatest percentage of casualties of any battle in the Pacific. '15

**118189 Great Northern War #302 (Dec Gms S&T) \$25.50 n**

Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios. 45mi/hex, seasonal turns. 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.

**116328 Great War, 1914-1918, 3rd (One Sml Step) \$48.00 BC**

Updated from much earlier Rand (and WEG) editions. Strategic level, area-move game of World War I in Europe. Units represent armies or corps or naval squadrons, with other specialized unit types. 7 scenarios plus a campaign game that links all of them. For 2-7 players (so includes diplomacy). Mounted map, 1 countersheet. moderate complexity. A.Nofi'16

**115745 Green Beret, Vietnam Solitaire #18 (Dec Gms ModW) \$42.00 n**

Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlon & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.

**107912 Hastings 1066 (ATO TPS Gms) \$28.00 HP**

Game on one of the 20 most-decisive battles of human history, judged by LTC Joseph Mitchel in his book. Game covers the pivotal battle of Hastings, England, in 1066, as William of Normandy invades England & begins pillaging to encourage the English king, Harold, to offer battle quickly. Harold's loss influence a millenia of English (and world) history after. 90 counters, mounted map. L.Tolver'15

**112749 Hindenburg's War #288 (Dec Gms S&T) \$37.50 n**

Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.

**117913 Holdfast, North Africa 1941-42 (Worthington) \$46.00 BC**

Third in the Holdfast game series of block-style WWII games. This game covers the campaign in Northern Africa, 1941-2. Blocks represent divisional level units, plus airpower and leaders. Fast playing and basically a simple game system. '16

**118241 I Will Fight No More Forever #82 (Compass PprWr) \$42.00 n**



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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana & toward Canada & safety, in 1877. The US army attempts to coral & capture the tribe. Upgraded, colorized & expanded, now with a strategic map & 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New & upcoming Compass games; reviews of Commands & Colors Napoleonic Spanish Army, Commands & Colors Tricorne, DECGMS Battle of Lepanto #272, Blitz!, These Brave Fellows #39, HFD Till Darkness Goes, MMP None But Heroes, Western Desert Force, the War Storm game series including La Bataille de France 1940 & Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpion.

**115217 Invasion 1066, Stamford Bridge 2nd (Revolution) \$20.00 zl**

Second game in the Invasion 1066 series. Covers the battle at Stamford Bridge as the Viking army is caught by surprise by an English army just days after defeating another English army. 50m/hex, 100-250men/unit. 140 counters. Updated from earlier Saxon Games version with cleaner rules & new graphics. N.Smith'16

**117853 Invasion Afghanistan #26 (Dec Gms ModW) \$25.50 u**

Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 starting in 1979 & 2 in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-28 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.

**118666 Jackson & Sheridan, the Valley Campaigns (Worthington) \$46.00 BC**

3rd in the Blue & Gray Campaign game series which uses blocks for partial hidden movement & simplicity. Covers the 1862 & 1864 campaigns in the Shenandoah Valley & central Virginia as the Union contests Confederate control of this key source of food for the Confederacy. '16

**117394 Kaiser's War in the East 1914-18 #301 (Dec Gms S&T) \$25.50 u**

Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used to receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles in Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteriam 425BC; Soviet Pre-WWII Breakthru Tanks.

**112768 Kandahar, Spl Forces In Afghanistan #21 (Dec Gms ModW) \$25.50 u**

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.

**118655 Lamps Are Going Out, World War I (Compass Gms) \$52.00 BC**

2-4 player, grand-strategic scale game of World War I in Europe, the Near East & Eastern Africa, plus the naval war in the Atlantic, Aug 1914 - Nov 1918. Includes 120 event card providing color & also representing political events, leadership & military developments. Includes an economic & production system, with technological innovations key to gaining advantage on the battlefield. Seasonal turns, area-move, army level, for 2-3 players but suitable for solitaire play. Military & economic factors are simplified in favor of fast play. Key dynamic is production points used to field & move armies. 176 counters, 100 cards, 1 map. K.Uhlmann'16

**116737 Little Bighorn 3rd (Legion Wargm) \$48.00 BC**

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

**116991 Lone Jack, Battle at... (One Sml Step) \$21.00 Fo**

Folio game captures the bitter, confused action along the main street of Lone Jack, Missouri, in August 1862. Low level tactical battle as unmounted Confederate cavalry clears the town. 140 counters, small map, company level, 80-100yd/hex. Uses the Rebel Yell system of tactical Civil War combat. Relatively complex. '16

**117855 LZ Albany #24 (Dec Gms ModW) \$25.50 u**

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, pltn 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, the LIM-series Fighter-Bombers.

**115458 Mansfield, Crisis in the Pine Barrens (Decision Gms) \$10.00 Fo**

Small folio game of the Battle of Mansfield, Louisiana, April 1864, as two Union armies converge on Shreveport. Confederate forces attack each column in turn, the first being that under Banks, resulting in a piecemeal rout of Union forces. Brig level, 440yds/hex, 40 counters. '16

**113704 Marignan 1515 2nd (Ludifolie Ed) \$27.00 Fo**

Update of a game appearing in a very early issue of Vae Victis magazine (#3). Game of the 5th War of Italy, July 1515-Feb 1517, which included the battle of Marignano that shaped the Swiss relationship with the rest of Europe. The French & their allies take on the Swiss and their many allies (including the Papacy, the Holy Roman Empire & the Kingdom of Naples). Both seek to gain control of the Duchy of Milano and Venetian areas held by the Holy Roman Empire. Players must collect resources each turn and pay their numerous mercenary forces -- or to bribe opposing forces. Game is both strategic and tactical, with both gunpower & pike forces involved. English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16

**116812 MBT [Main Battle Tank] 2nd (GMT) \$66.00 BC**

Part # Title (Publisher)

Price Box

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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

"Main Btl Tank." GMT's 2016 update of AH's detailed armored combat between Warsaw Pact & Nato forces, circa 1987. Highly detailed combat system, with each unit type has dozens of rated qualities. 5 double-sided geomorphic mounted maps, 6 countersheets, 28 tankcards. Individual AFVs & guns, half & full squad inf units, 15sec-15min/turn, 100m/hex. J.Day'16

**115451 Medieval Conspiracy (Grebe GmDsgn) \$55.00 DC**

2-6 player card & board game in which players are a noble family in Germany during the Middle Ages seeking to gain votes to be elected the new Holy Roman Emperor. Play is motivated by Action & Event cards which players bid on or receive from the deck, and play as part of their turn. Cards can have numerous & special affects, making each game unique. Board printed in German words & script, but game components otherwise in English. Includes 161 cards, 352 blocks, mounted map. U.Grebe'16

**117221 Mortain Counterattack, Drv to Avranches (Decision Gms) \$15.00 Fo**

Folio game of the key German attack aimed at cutting of the thin supply line to the Allied breakout near Avranches south of Normandy. The Germans mass 4 panzer divisions near Mortain, attacking the US 30th Inf which is tasked with buying time. Emphasis on special units' abilities, and support by artillery & aircraft. 100 counters, small map, btln level, 0.5mi/hex. '16

**113342 New World Order, Kiev & Ulaan Baatar #22 (Dec Gms ModW) \$25.50 n**

Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAR depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btln/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACs in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.

**116169 No Middle Ground, Golan Heights 2nd #46 (Against Odds) \$29.00 HP**

Enlarged, colorized update of this btln/brigade level game of the Syrian attack on the Golan Heights on the Israeli frontier during the Yom Kippur War of 1973. Intended to be a tense but simple slugfest. Uses a chit activation system. 3 scenarios cover the initial Syrian attack, the Israeli counterattack, and the campaign. P.Rohrbaugh'16

**116683 October War, Arab-Israeli War 1973 # 25 (Dec Gms ModW) \$45.00 n**

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, btln/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.

**118294 Operation Dauntless (GMT) \$41.00 BC**

Grand tactical level game of the battles for Foenay & Rauray in June 1944, about 20 days after D-Day. The British seek to drive inland from the D-Day beaches. Uses the Red Winter game system, with 90min/turn, 425yd/hex, and pltn/company level units. The Germans are defending their turf, and well-armed with Panther & Tiger tanks and can counterattack frequently, plus they the advantage of the bocage terrain. M.Mokszycycki'16

**116660 Operation Gertrud #49 (Dec Gms W@W) \$25.50 n**

Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.

**116990 Operation Whirlwind, Budapest Nov 1956 (One Sml Step) \$16.00 Fo**

Folio game of the confused battle for Budapest in Nov. 1956 as the popular government declared its intent to withdraw from the Warsaw Pact, become neutral, and end one-party Communist control. The Soviets invade to prevent all this, resulting in street battles and a national revolt. 140 counters, small area-move map of Budapest. '16

**118202 Pacific Battles, Malaya #51 (Dec Gms W@W) \$25.50 n**

Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btln/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.

**116814 Panzer 4th (GMT) \$56.00 BC**

2016 reprint of GMT's reworking of this detailed, colorful game of tactical armored combat in the east, 41-45, integrating minis & contemporary wargame elements, and evolved from the Yaquinto trio of tactical games (including 88 & Armor). Covers sml unit actions (platoon to btln sized), with individ 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. J.Day'16

**116997 Panzer Grenadiers, Kokoda Campaign (Avalanche) \$32.00 BC**

Complete game covering multiple battles along the Kokoda Trail as the Japanese attempt to press onto Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. Includes 30 scenarios w/ historical article, plus 2 maps, from previous Kokoda Trail kit, plus 428 counters from Guadalcanal and Afrika Korps games. D.Cheever, M.Ward, D.Rouleau'16

**118281 Paths to Hell, Barbarossa, June-Dec 1941 (Compass Gms) \$60.00 BC**

Game of tactical combat during the first year of the German invasion of the USSR, June - Dec 1941 using the War Storm game system previously used in Las Barricadas. Key dynamic is leadership, which allows unit activation (required to do most actions) & coordination. 4 maps & 8 overlays, 5 countersheets, 13 scenarios. 12-15min/turn, 150-200m/hex, sqd/company level, suitable for solitaire. J.C.Cebrian, N.Eskubi'16

**116362 Raid & Riposte 2nd (Lock 'n Load) \$15.00 n**

2nd edition overhauls the game with new graphics, counter art & rules. Area move game of the battle for Tannenbruck, Germany, c.1985. A Soviet para regt holds the town and must hold off repeated attacks by US & Bundeswehr forces attempting to retake the town. Includes infantry, armor, helicopters, snipers, leaders & special forces. Designed to be quick playing with easy-to-learn rules; good for beginners. Company/pltn level. '16

**115854 Red Dragon, Blue Dragon #45 (Against Odds) \$29.00 HP**

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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

Mag & game. Game covers the largely unknown (in the west) yet decisive Huaihai campaign of the Chinese Civil War near the city of Xuzhou from Nov 1948 - Jan 1949. The Communists must quickly capture this key city, or cause very heavy casualties on the Nationalists to win. Corp level, 1wk/turn, 20km/hex, 160 counters. E.Dixon'16 / Also includes mini-game Dueling Eagles!

**118157 Redvers' Reverse, Battle of Colenso 1899 \$45.00 BC**  
**(Legion Wargm)**

Solitaire, area move game of the attempted British relief of the siege of Ladysmith, South Africa, in 1899. Facing determined Boer opposition, 16700 British race against time to relieve the siege while minimizing British casualties. Key dynamic is losses inflicted upon Boers, which slowly decrease their morale, staying power, firepower and increase the likelihood of withdrawal. Strength of Boer units is hidden until engaged. Btl/battery level, with lots of focus on tactical impacts at that level. Btl/regt level, 30min/turn, 240 large counters. G.Noble'16

**118529 Sekigahara, the Unification of Japan 3rd \$48.00 DC**  
**(GMT)**

2016 3rd edition. ■ 2016 Reprint. Simpler block-style game set in 1600 in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. A 7-week campaign including marshalling armies of dubious loyalty, fight key battles & secure defections from your enemies. 119 blocks, 110 cards, 5000men/block, 3.5days/turn, simpler mechanics. Combat is resolved via card play. M.Simonitch'16

**116697 Shanghai Incident, Jan - March 1932 (Decision Gms) \$15.00 Fo**

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

**110082 Siege of Syracuse, 415-413BC (ATO TPS Gms) \$28.00 HP**

Game of the Athenian campaign against Syracuse in Sicily during the Peloponesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13

**116501 Thunder Upon the Land #42 (Against Odds) \$29.00 HP**

Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counters, with a wing-activation system. P.Rohrbaugh, L.Tohver'14

**111514 Vercingetorix, Twilight of the Gauls #4 \$32.00 HP**  
**(Against Odds)**

Mag & game. Game covers the attempt by a man known to history as Vercingetorix (supreme warlord) who briefly united the Gauls of what is now France against the aspirations of the Romans under Julius Caesar, 59-52BC. Area move, 348 counters. Can be played by 2, 3 or 4 players. R.Berg'15

**114798 Victory of Arminius, Teutoburg Forest9AD \$28.00 HP**  
**(ATO TPS Gms)**

One of the 20 most-decisive battles of human history, per LtCol Mitchell. Covers the 9AD battle in which Germans ambushed a large force of 3 Roman legions (~20,000 men) in the Teutoburg Forest, killing most & enslaving survivors. Rome took vengeance, but never revived the 3 destroyed legions nor attempted to conquer greater Germany again. Players must seek to best historical outcomes. J.Prados'15

**114801 Wellington's War, Peninsular Campaign \$69.00 FB**  
**(PacRim)**

Block-style game of Wellington's campaign in Iberia thru the first fall of Napoleon, 1808-14. 108 blocks represent the armies of France, Britain, Portugal & Spain. French must suppress Spanish rebellion & secure Iberia, while the Brits try to undue French efforts by promoting Spanish rebellion & ultimately boot the French out of Spain. Includes 60 event & command cards. H.Von Stockhausen'15

**117105 Wilderness Empires (Worthington) \$49.00 FB**

Block style, point-point move, strategic level game of the French & Indian War, as the allied French & Native American tribes resist English incursions into the sprawling French territory surrounding the Great Lakes. 2-4 players & playable solitaire. Includes nicely illustrated event cards. B.Molyneaux'15

**117389 Wilson's Creek, Opening Round in West \$8.00 Fo**  
**(Decision Gms)**

Small folio game of the first battle in the west (Missouri) during the American Civil War, Wilson's Creek, August 1861. Outnumbered by well trained Union forces attack scattered Confederate camps, but the battle devolves into a prolonged firefight giving the Confeds the advantage. Uses event cards and a small number of counters. Regt/brig level, 352yd/hex. '16

**117788 Wind, War in the..., Btl for Attu 1943 (Compass Gms) \$44.00 BC**

Covers the American invasion of Attu Island in the the Aleutian Archipelago seeking to recover this barren island from the Japanese who captured it at the time of Midway. What was to be a simple, week-long mop up turned into a month-long, meat grinder under brutal weather conditions tho the Japanese were seriously outnumbered. Includes 3 scenarios focused on key parts of the battle, plus the campaign. 1day/turn, 400yd/hex, company/pltn level, 246 counters, with rules for solitaire play. M.Nagel'16

**114927 Yamoto Unleashed, Battle Off Samar #46 (Dec Gms W@W) \$25.50 n**

Mag & Game. Game covers the pivotal moment of the battle at Leyte Gulf as the main Japanese surface fleet encounters two task forces of American escort carriers defending the transports behind them. The US carriers & light craft must delay & prevent the Japanese surface fleet from exiting the map (and thus destroying the transports). Historically, the Japanese refused battle, but here they can dive thru the carriers to attack the transports. 1 ship or a air squadron/counter, 1nm/hex, 12min/turn, 228 counters. Fast moving 2-person game system. C.Perello'15 / ARTICLES ON: Battle off Samar, 25 Oct 1944; Biological Warfare & the Battle of Stalingrad, 1942; Hitler's Alpine Redoubt, Myth or Reality?; Chasing Shadows, a Reassessment of the Royal Navy in the Mediterranean Sea 1940-43; the French Dewoitine 520 Fighter; Japanese Carriers of the Pearl Harbor Strike; German Heinkel 280 Jet Fighter Prototype; the Soviet Massacre of Polish Soldiers at Katyn Forest, 1940.

**116586 Ypres, the Battles for... (Compass Gms) \$66.00 BC**

First of an intended Red Poppies games series covering tactical combat in World War I. This game covers combat between the Brits & Germans in Oct 1914, May 1915 & Sept 1917 on the western front in 4 scenarios & 3 campaigns. Btl/regt level. 10min/turn, 200yd/hex, sqd/company level, suitable for solitaire play. J.Gorkowski'16

**117408 Zhukov's War #50 (Dec Gms W@W) \$45.00 n**

Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Eneigneur & Amphibious vehicles; US 34th Nation Guard Div in WWII.



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<b>LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!</b>							
102945	<a href="#"><u>ASL Recon by Fire Magazine #3 (HOB Recon Mg)</u></a>	<a href="#"><u>\$32.00</u></a>	<a href="#"><u>n</u></a>		A complete ASL game, the first Historical Starter Kit Module, covering the British 214th Brigade's advance towards Arnhem at the Dutch town of Elst, defended by Kampfgruppe Knaust. Includes historical map, 3 countersheets, 4 scenarios & campaign game, basic rules set, campaign rules. Complete game, no other components needed to play, making it a good beginner set. Campaign game connects individual scenarios thru a refit phase during which players purchase replacements. '14		
	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						
114353	<a href="#"><u>ASL Recon by Fire Magazine #4 (HOB Recon Mg)</u></a>	<a href="#"><u>\$42.00</u></a>	<a href="#"><u>Bk</u></a>	108673	<a href="#"><u>ASL:Gung Ho (AH)</u></a>	<a href="#"><u>\$159.00</u></a>	<a href="#"><u>BC</u></a>
	w/properly printed counters. ■ Original printing had reverse-printed counters; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. 14 scenarios, 176 counters, various maps & overlays. '07				ASL Module#9. Adds the US Marines (including 4 stages of the organizational evolution), rules for amphibious attacks & landing craft & cave defense, the early war US Army, and the entire Chinese OoB. Also includes 2 mapboards & 8 scenarios along with 1008 counters. '91		
118467	<a href="#"><u>ASL: Instructions/Rules POCKET EDITION (MultiMan Pub)</u></a>	<a href="#"><u>\$43.00</u></a>	<a href="#"><u>BK</u></a>	115947	<a href="#"><u>ASL:Hakkaa Paalle (MultiMan Pub)</u></a>	<a href="#"><u>\$77.00</u></a>	<a href="#"><u>BC</u></a>
	Softcover, 7.5 x 9.5" Pocket Edition rulebook. Has essentially the same content as the rules binder, including up-to-date content including errata, with Chp A-G with full index, plus IFT & several tables near the back cover. Essentially a more portable version of the 4th ed Rules Binder. But get your reading glasses in order to read the text, which is proportionately smaller. '15				ASL module #14 containing the complete Finnish order of battle w/ 4 countersheets, board 52, Chp H rules for the Finnish vehicles & guns & early war Soviet vehicles, plus 4 chapter dividers, overlays & 16 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 & T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs & guns. '15		
116893	<a href="#"><u>ASL: Journal #11 (MMP Journal)</u></a>	<a href="#"><u>\$29.00</u></a>	<a href="#"><u>n</u></a>	105058	<a href="#"><u>ASL:Hell Behind the Eastern Front (Critical Hit)</u></a>	<a href="#"><u>\$50.00</u></a>	<a href="#"><u>Fo</u></a>
	48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16				Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 424 countersheet, rules & 9 scenarios. '12		
109384	<a href="#"><u>ASL:Action Pack # 9, To the Bridge! (MultiMan Pub)</u></a>	<a href="#"><u>\$27.50</u></a>	<a href="#"><u>Fo</u></a>	114355	<a href="#"><u>ASL:Kreta, Operation Merkur (Heat of Btl)</u></a>	<a href="#"><u>\$59.00</u></a>	<a href="#"><u>Fo</u></a>
	Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14				Scenario kit covering the battles for control of the key Maleme airfield during the para assault on Crete, May 1941. Includes 56x40 historical map, 120 counters, Chp OM, 8 scenarios, 10 geomorphic map sections. '08		
113973	<a href="#"><u>ASL:Action Pack #10 (MultiMan Pub)</u></a>	<a href="#"><u>\$17.00</u></a>	<a href="#"><u>Fo</u></a>	99794	<a href="#"><u>ASL:Omaha West [First Wave at Omaha 2nd] (Critical Hit)</u></a>	<a href="#"><u>\$87.00</u></a>	<a href="#"><u>Fo</u></a>
	Scenario kit including 2 new maps (#69 & 70) & 8 scenarios focused on combat between German & either Soviet or American forces (plus one with Japanese v Chinese). '14				Last copy. ■ Reprint & upgrade of this large ASL-compatible game, including additional counters & scenarios. With 3 maps (3x6' total!) & LOTS of counters (1150), 16 scenarios, allowing play of all of Omaha Beach during D-Day. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. Requires the rulebook, markers, emplacement counters, ? markers. '12		
115171	<a href="#"><u>ASL:Action Pack #11, 29 Let's Go! (MultiMan Pub)</u></a>	<a href="#"><u>\$22.00</u></a>	<a href="#"><u>Fo</u></a>	116810	<a href="#"><u>ASL:Poland in Flames (Boundng Fire)</u></a>	<a href="#"><u>\$119.00</u></a>	<a href="#"><u>FO</u></a>
	Scenario kit focused on the the US 29th inf division's experiences in Europe. Includes 10 scenarios, 2 new maps, plus overlays. '15				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		
115172	<a href="#"><u>ASL:Action Pack #12, Oktoberfest XXX (MultiMan Pub)</u></a>	<a href="#"><u>\$13.00</u></a>	<a href="#"><u>Fo</u></a>	115958	<a href="#"><u>ASL:Rivers to the Reich Scenario Pack (MultiMan Pub)</u></a>	<a href="#"><u>\$18.00</u></a>	<a href="#"><u>n</u></a>
	Scenario kit that celebrates the 30th ASL Oktoberfest in Cleveland. Includes new board #73, plus 10 scenarios spanning 13 years surrounding World War II from all fronts & including one in the Korean War. '15				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		
117753	<a href="#"><u>ASL:Best of Friends Scenario Pack (MultiMan Pub)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>n</u></a>	116524	<a href="#"><u>ASL:Starter Kit #1 2nd (MultiMan Pub)</u></a>	<a href="#"><u>\$50.00</u></a>	<a href="#"><u>BC</u></a>
	12 scenarios drawn from the Swedish Friendly Fire ASL tourney including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13				2014 reprint. ■ 10th Anniversary (2nd) ed updates the rulebook with clarifications. 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. '14		
118474	<a href="#"><u>ASL:Bevond Valor 4th (MultiMan Pub)</u></a>	<a href="#"><u>\$99.00</u></a>	<a href="#"><u>DC</u></a>	115178	<a href="#"><u>ASL:Starter Kit #2 2nd (MultiMan Pub)</u></a>	<a href="#"><u>\$25.00</u></a>	<a href="#"><u>BC</u></a>
	2016 4th edition. ■ Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '16						
117417	<a href="#"><u>ASL:Decision at Elst Starter Kit (MultiMan Pub)</u></a>	<a href="#"><u>\$53.00</u></a>	<a href="#"><u>BC</u></a>				

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	2016 reprint. ■ 2016 2nd edition. 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. '16			<b>89908</b>	<b><u>ATS: Snakeshead Ridge, Btl of Cassino</u></b> <b><u>(Critical Hit)</u></b>	<b><u>\$18.00</u></b>	<b><u>Fo</u></b>
					ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations against German 1st Para troops, as the allies attempt to take two high points north of the monastery. Many specific countersheets required but must be purchased separately. '09		
<b>116530</b>	<b><u>ASL: Starter Kit #3, Tanks 2nd (MultiMan Pub)</u></b>	<b><u>\$29.00</u></b>	<b><u>BC</u></b>	<b>111923</b>	<b><u>B-29 Superfortress, Bombers Ovr Japan 2d</u></b> <b><u>(Legion Wargm)</u></b>	<b><u>\$99.00</u></b>	<b><u>HC</u></b>
	2016 Reprint. ■ 2016 2nd ed 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. '16				Updated 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'12		
<b>116520</b>	<b><u>ASL: Turning the Tide (MultiMan Pub)</u></b>	<b><u>\$17.50</u></b>	<b><u>Fo</u></b>	<b>113568</b>	<b><u>Beyond the Rhine (MultiMan Pub)</u></b>	<b><u>\$99.00</u></b>	<b><u>DC</u></b>
	Revision of 20 of the Squad Leader scenarios found in Cross of Iron, Crescendo of Doom, GI Anvil of Doom, the 100, 200 & Rogue scenario kits revised into the ASL format. Most use only boards 1-5; none use overlays. '09				Large game in the Operation Combat system (OCS). Covers the Allied drive to & into Germany, from Sept. 1944 to the end in April 1945. Playing either side is demanding, with Allied material superiority countered by German tenacity, terrain & weather. 3.5mi/hex, 3.5day/turn, btltn-regt-div level. Includes special rules for random events, the difficulty in crossing the Rhine, Allied air superiority, Allied supply restrictions, the Bulge, etc. Includes 3 campaigns & 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15		
<b>115527</b>	<b><u>ASL: Winter Offensive #7 2016 Bonus Pack</u></b> <b><u>(MultiMan Pub)</u></b>	<b><u>\$19.00</u></b>	<b><u>Fo</u></b>	<b>118450</b>	<b><u>Blitz! A World in Conflict (Compass Gms)</u></b>	<b><u>\$60.00</u></b>	<b><u>BC</u></b>
	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				Stand-alone game adapting reenvisioning the World in Flames system to be played at the Army-level (rather than corp) while retaining the historical color of WIF. Covers the entire world on a large, area-move map. 394 5/8" & 3/4" counters include armies, air wings, fleets for all combatants. 6 short scenarios. Each major power has a unique set of goals, and the campaign game has no definite end point. Turns vary from 4-9mo/turn, map covers the entire world, army/fleet level, 2-5 players, hi solitaire suitability. D.LeLacheur, H.Rowland'15		
<b>118479</b>	<b><u>ASL: Yanks 2nd (MultiMan Pub)</u></b>	<b><u>\$103.00</u></b>	<b><u>DC</u></b>	<b>117193</b>	<b><u>Command at Sea, Atlantic Navies (Clash Arms)</u></b>	<b><u>\$99.00</u></b>	<b><u>BC</u></b>
	2016 update. ■ 2016 update of this kit which provides the complete American army OoB plus the units & scenarios from earlier Paratrooper kit. Now includes a total of 41 scenarios (16 from earlier editions of Yanks & Paratrooper, & 25 from previously published but OoP scenarios, all revised & rebalanced). Includes 6 countersheets & 8 maps (16-19, 24, 40, 41, 46). Errata from prior edition incorporated. '16				Miniatures oriented rules & counter set to recreate WW2 in the N.Atlantic & Mediterranean, in the air & at sea 1939-45. Sister game to Rising Sun & Supermarina. The edition focuses in depth on the navies of Germany, France & Britain, emphasizing French capabilities. Includes 4th ed series rules (which make all games in the series, including Fear God & Harpoon, compatible). Includes 700 counters & booklets for each of three featured nations. L.Bond'09		
<b>95218</b>	<b><u>ATS: Berlin, Fuhrer's Bunker GAME (Critical Hit)</u></b>	<b><u>\$60.00</u></b>	<b><u>zl</u></b>	<b>115823</b>	<b><u>Counter Sheet, Blank 1/2" Colored (140)</u></b> <b><u>(GMT)</u></b>	<b><u>\$2.50</u></b>	<b><u>nl</u></b>
	[Inspected & complete.] ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09				140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01		
<b>102723</b>	<b><u>ATS: Bloody Omaha II [2nd] (Critical Hit)</u></b>	<b><u>\$160.00</u></b>	<b><u>BC</u></b>	<b>102069</b>	<b><u>Counter Sheet, Blank 5/8" White (88) (GMT)</u></b>	<b><u>\$2.50</u></b>	<b><u>nl</u></b>
	Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13				88 blank counters, all white, 5/8". No printing at all. '01		
<b>100659</b>	<b><u>ATS: Hell Behind the Eastern Front (Critical Hit)</u></b>	<b><u>\$50.00</u></b>	<b><u>Fo</u></b>	<b>116824</b>	<b><u>Counter Sheets, Blank 5/8" Wht (88) 5Pk</u></b> <b><u>(GMT)</u></b>	<b><u>\$12.50</u></b>	<b><u>nl</u></b>
	Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13				5-pack. ■ FIVE (5) pack of 5/8" blank counter sheets, all white, each with 88 counters (440 total). No printing at all. '01		
<b>100703</b>	<b><u>ATS: Omaha West [2nd] (Critical Hit)</u></b>	<b><u>\$55.00</u></b>	<b><u>Fo</u></b>	<b>116292</b>	<b><u>Counter Sheets, Blank 9/16" Wht (114) 5pk</u></b> <b><u>(GMT)</u></b>	<b><u>\$11.00</u></b>	<b><u>nl</u></b>
	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				5-pack. ■ Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13		
<b>90697</b>	<b><u>ATS: Pointe du Hoc (Critical Hit)</u></b>	<b><u>\$22.00</u></b>	<b><u>zl</u></b>	<b>114840</b>	<b><u>Day of Days, Invasion of Normandy 1944</u></b> <b><u>(MultiMan Pub)</u></b>	<b><u>\$90.00</u></b>	<b><u>DC</u></b>
	ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09						

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
<b>LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!</b>							
	Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach & develop a secure beachhead; Germans try to try throw them back into the sea. Using a playable system, this huge game includes all the action of those furious & chaotic days: para drops, ranger assaults, & more. Uses the Standard Combat System. Includes 4 maps, 8 countersheets, v1.7 series rules, 15 scenarios (many using only 1 or 2 maps). D.Essig'15				Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Persian Incursion update; Taiwan's new missile ship; Chinese Kunming commissioning; Aircraft of the Spanish Civil War; Soviet aircraft in the early days of WWII; Fishing War in the S.Atlantic 1978 Harpoon scenario; CAS Q&A; Chinese rescue ships & helicopter fleet; German 1920s Vorentwurf I/10 Ship design; review of the movie Phantom. April 2014		
<b>110675</b>	<b><u>Der Weltkrieg, Ottoman Fronts 2nd (Schroeder)</u></b>	<b><u>\$58.00</u></b>	<b><u>BC</u></b>	<b>113249</b>	<b><u>Naval SITREP Magazine #47 (Clash Arms)</u></b>	<b><u>\$6.00</u></b>	<b><u>▯</u></b>
	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				Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product updates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Secenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14		
<b>116316</b>	<b><u>Fatal Alliances, the Great War 1914-18 (Compass Gms)</u></b>	<b><u>105.00</u></b>	<b><u>BC</u></b>	<b>115770</b>	<b><u>Star Fleet Battles: Captain's Log #50 (Amarillo DG)</u></b>	<b><u>\$18.00</u></b>	<b><u>Bk</u></b>
	Stand-alone game using the World in Flames system to cover World War I on a global scale. Playable by 2-6 players, with 1680 counters representing land, air & naval units of the major & minor combatants. Corp/army level with some specialty units. Naval units are covered with great detail, ea BB represented by its own counter. Includes economic & production, diplomacy, national moral, and bringing the US into the war. 3 maps covering Europe, Africa, the Middle East, America & the Pacific; 1680 counters. A complete revision based on WIF 6th/final. 2mo/turn with multiple impulses; 100km/hex (Europe); army/corp with groups of air & naval units, 3 maps. A.Radar, H.Rowland'15				Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '15		
<b>115552</b>	<b><u>Federation Commander: Tactics Manual (Amarillo DG)</u></b>	<b><u>\$18.00</u></b>	<b><u>Bk</u></b>	<b>118653</b>	<b><u>Star Fleet Battles: Captain's Log #51 (Amarillo DG)</u></b>	<b><u>\$16.00</u></b>	<b><u>Bk</u></b>
	Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14				Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '16		
<b>117892</b>	<b><u>La Bataille de Dresde 1813 (Clash Arms)</u></b>	<b><u>125.00</u></b>	<b><u>FB</u></b>	<b>113207</b>	<b><u>Star Fleet Battles: R12 Unusual Ships (Amarillo DG)</u></b>	<b><u>\$21.00</u></b>	<b><u>Bk</u></b>
	Vol. 13 of the renowned La Bataille game series on Napoleonic era battles at grand tactical scale with spectacular color. In August 1813, Austria ends neutrality to join Russia & Prussia seeking an end to Napoleon's threat to Europe's monarchies. The Austrian army follows the west bank of the Elbe River toward Dresden defended by a lone French corp. Napoleon redirects several corps to defend Dresden, the supply hup of his entire army. Can be well played with up to 4 players on each side. 6 scenarios, 4 maps, over 1000 counters. '15				Module adding over 100 ships to SFB in the form of unusual variants, outrageous designs, prototypes, experiments, etc. '10		
<b>115950</b>	<b><u>Last Blitzkrieg, Wacht am Rhein (MultiMan Pub)</u></b>	<b><u>\$99.00</u></b>	<b><u>DC</u></b>	<b>111832</b>	<b><u>Star Fleet Battles: YG3 Early Years (Amarillo DG)</u></b>	<b><u>\$12.00</u></b>	<b><u>Bk</u></b>
	New, but not shrinkwrapped. ■ First in the MMP (Gamers) Battalion Combat System series. Large, detailed & colorful game of the Battle of the Bulge, December 1944, at the battalion level. Designed with the twin aims of detail on the battle and playability. Includes unit differentiation, artillery, activation by formation, traffic issues, fatigue, bridges, Tiger tank maintenance issues and more. 1 day/turn, 4 maps, 6 countersheets. Includes 2 4-map, 3 2-map, and 5 1-map scenarios. D.Essig'16				Our last copy. ■ 2nd ed is updated with corrections, 20pgs of new material, & reorganized rules. Many more weapons characteristics, new SSDs, revised settings. Highly customizable & scaleable game of ship-ship combat in space. Allows you to build ships by trading resources for effectiveness & technology, offensively & defensively. Moderate complexity. Works on any ship, with any weapon, in any universe. '11		
<b>118049</b>	<b><u>Last Chance for Victory (MultiMan Pub)</u></b>	<b><u>134.00</u></b>	<b><u>DC</u></b>	<b>113216</b>	<b><u>Steel Wolves, German Sub Campaign 1941-5 (Compass Gms)</u></b>	<b><u>105.00</u></b>	<b><u>DC</u></b>
	Second game in the Line of Battle regimental civil war series. Covers the battle of Gettysburg in a detailed way, making for a very large game but also a definitive one of this battle. Attempts to fully explore the missed opportunities & mistakes of this battle. Includes v2 series rules. 6 maps, 2240 counters, 22 scenarios with some using only 1 map. D.Essig'13				Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S.Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10		
<b>117199</b>	<b><u>Naval SITREP Magazine #46 (Clash Arms)</u></b>	<b><u>\$6.00</u></b>	<b><u>▯</u></b>	<b>113218</b>	<b><u>Steel Wolves: German Fleet Boats Kit (Compass Gms)</u></b>	<b><u>\$24.00</u></b>	<b><u>HC</u></b>
					Kit for Steel Wolves allowing players to explore the what-if had the Germans focused on larger & longer ranged u-boats (rather than the standard Type VII). This kit alters the beginning campaigns to reflect changes in both German & Allied deployments in the U-Boat War. Also includes 3 more Italian subs. B.Miller'13		
				<b>112736</b>	<b><u>Wacht am Rhein, Battle of the Bulge 3rd (Decision Gms)</u></b>	<b><u>124.00</u></b>	<b><u>LB</u></b>
					Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. BtlN level, 4 maps, 2240 counters. J.Dunnigan,J.Youst'12		



Part # Title (Publisher)

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**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

**116758** [World in Flames 2008 Annual \(ADG\)](#) [\\$44.00](#) [z1](#)

72pg mag with strategy & replay articles on various aspects of WiF, plus convention reports, variants, the latest errata, colorized tables chart, new DOD-III cards, Factories in Flames variant w/ 200 counters. FF is another variant focused on elaborated production & repair processes (applies to WIF, AmIF, Patton InF). Includes interview with developer of WIF PC. Rules to balance DoDIII. Strategy in Patton in Flames. A must-have for WIF fanatics. '08

**117718** [World in Flames, 6th \[Classic\], Revised \(ADG\)](#) [\\$64.00](#) [BC](#)

New, but not shrinkwrapped. ■ Updated w/ 2003 & 2007 counters. 'The Final Edition.' Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. Mates w/ Days of Decision to add pre-war politicking & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '07

**114399** [World in Flames: Convoys/Cruisers Flames \(ADG\)](#) [\\$49.00](#) [z1](#)

Bundle of 2 kits adding rules & counters. CONVOYS adds 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. / CRUISERS adds a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. H.Rowland'03

**98904** [Zip Lock Storage Bags, 4x6", 100Q, 2Mil \(Misc Access\)](#) [\\$3.00](#) [u](#)

100 2mil 4x6" ziplock bags to containerize counters.