

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 to help you give the gift of game

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## Fine Games' Gift Giving Suggestion List

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Contact: 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

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|--|---|
| <p><b>146569</b> <a href="#"><u>B-29 Superfortress, Bombers Ovr Japan 3d</u></a> <a href="#"><u>\$44.00</u></a> <a href="#"><u>HC</u></a><br/> <a href="#"><u>(Legion Wargm)</u></a><br/>           3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation &amp; day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16</p>  | <p><b>147796</b> <a href="#"><u>Counter Trays, DVG Style Trays 5-pak</u></a> <a href="#"><u>\$15.00</u></a> <a href="#"><u>FB</u></a><br/> <a href="#"><u>(Verssen, Dan)</u></a><br/>           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>  |
| <p><b>147794</b> <a href="#"><u>By Stealth &amp; Sea (Verssen, Dan)</u></a> <a href="#"><u>\$49.00</u></a> <a href="#"><u>DC</u></a><br/>           Solitaire or cooperative game of the pioneering Italian commando frogmen unit, Decima Flottiglia MAS, seeking to destroy elements of the Royal Navy in the heavily guarded harbors of Gibraltar, Algiers &amp; Alexandria. Includes 9 historic attack scenarios, plus campaigns during which you can develop your technology, train your frogmen while the Royal Navy also improves its defenses. 3 mounted mapboards, 116 counters, 141 cards. Fast playing. '20</p>  | <p><b>139569</b> <a href="#"><u>Cruise of the Graf Spee #66 (Dec Gms W@W)</u></a> <a href="#"><u>\$40.00</u></a> <a href="#"><u>u</u></a><br/>           Mag &amp; game. Solitaire game of the adventure of the German pocket battleship Graf Spee in the fall of 1939 in the southern Atlantic &amp; Indian Ocean. Player controls the ship, must outfit it and maintain it, and achieve a specific, randomly-generated objective. During movement, the ship may encounter Allied merchantment, warships as well as unexpected events &amp; opportunities. Several scenarios that can be linked into a campaign game. Can be played cooperatively as a 2 player game with 2nd player in command of the Graf Spee's sister ship, the Deutschland. 1 day/turn, point-point movement ~100 nautical miles per space, generally 1 warship/counter, 176 counters. Eric Harvey'19 / ARTICLES ON: Battle of the River Plate, 1939; Lvov 1939, Destruction of the Polish Karpathian Army; Elsenborn Ridge, V Corps Holds the Line During the Battle of the Bulge; ANZAC forces during the War in the Pacific; Female Snipers in the Soviet Army during WWII; Raiders, the Kriegsmarine Strategy; Bristol Blenheim, Strike Bomber.</p> |
| <p><b>147740</b> <a href="#"><u>Celles, the Ardennes, 23-27 Dec 1944 2nd</u></a> <a href="#"><u>\$19.00</u></a> <a href="#"><u>zl</u></a><br/> <a href="#"><u>(Revolution)</u></a><br/>           Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves &amp; prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different &amp; exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata &amp; French translated rules avail online. R.Miller'17</p> | <p><b>147622</b> <a href="#"><u>D-Day at Omaha Beach 5th (Decision Gms)</u></a> <a href="#"><u>\$65.00</u></a> <a href="#"><u>BC</u></a><br/>           5th edition (2021) reprint of this solitaire (&amp; cooperative 2-player) game of the first day on Omaha Beach as the US 1st &amp; 29th Inf Divs land under intense fire &amp; struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons &amp; tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours &amp; the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition added updated rules &amp; a mounted mapboard. J.Butterfield'21</p>  |
| <p><b>145111</b> <a href="#"><u>Colonial, Europe's Empires Overseas 2nd</u></a> <a href="#"><u>\$28.00</u></a> <a href="#"><u>BC</u></a><br/> <a href="#"><u>(Strategem Gm)</u></a><br/>           Highly popular, European-produced game of Europe's period of colonizing &amp; 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 &amp; a keen eye for opportunity. English language rules. For 2-6 players, but still reasonably fast playing (~2hrs/game). C.Pont'13</p>  | <p><b>146754</b> <a href="#"><u>D-Day at Tarawa 2nd (Decision Gms)</u></a> <a href="#"><u>\$59.00</u></a> <a href="#"><u>BC</u></a><br/>           2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks &amp; US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17</p>   |
| <p><b>146026</b> <a href="#"><u>Combat Commander, Pacific 2nd (GMT)</u></a> <a href="#"><u>\$55.00</u></a> <a href="#"><u>DC</u></a><br/>           Reprint/update of this game in the CC series depicting tactical combat in the Pacific in WW2. '20</p>  | <p><b>146101</b> <a href="#"><u>D-Day at Tarawa [PC] (Decision Gms)</u></a> <a href="#"><u>\$20.00</u></a> <a href="#"><u>IC</u></a><br/>           PC (Windows 2000+, 3GB RAM) port of this solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks &amp; US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. '17</p>   |
| <p><b>147100</b> <a href="#"><u>Combat Commander: Stalingrad Kit 3rd</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>Fo</u></a><br/> <a href="#"><u>(GMT)</u></a><br/>           Battle Pack #2. 2nd 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. '20</p>   | <p><b>142329</b> <a href="#"><u>Decision at Kasserine Designer [3rd] Ed</u></a> <a href="#"><u>\$69.00</u></a> <a href="#"><u>BC</u></a><br/> <a href="#"><u>(Compass Gms)</u></a><br/>           Update of this HIGHLY RECOMMENDED, co/btln lvl game using the Battles for North Africa game series covering Rommel's Feb 1943 attack on the green American's just arriving in Tunisia. Tense &amp; well balanced. Enlarged to include 2 maps, 477 counters. 2mi/hex, 12hrs/turn. A serious update of a favorite. Vance Von Borries'20</p>   |
| <p><b>145907</b> <a href="#"><u>Combat Commander: Tournament Battle Pack</u></a> <a href="#"><u>\$10.00</u></a> <a href="#"><u>Fo</u></a><br/> <a href="#"><u>(GMT)</u></a><br/>           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><b>147002</b> <a href="#"><u>Commands &amp; Colors, Ancients: MOUNTED</u></a> <a href="#"><u>\$14.00</u></a> <a href="#"><u>Fo</u></a><br/> <a href="#"><u>MAP (GMT)</u></a><br/>           Mounted map (only) for this game. Presents the standard map in a mounted format. '11</p>  |   |

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<b>EXCELLENT &amp; RECOMMENDED GAMES Suited to Being a Memorable Gifts</b>							
146540	<a href="#"><u>Desert Fox 1940-43 Deluxe [3rd] (Decision Gms)</u></a>	\$79.00	BC	146312	<a href="#"><u>Hunted, The..., Twilight of U-Boats 43-5 (Consim Press)</u></a>	\$32.00	BC
<p>Boxed update of this of this acclaimed btlN level game of the war in northern Africa, 1940-43, from Libya to Egypt to Tunisia &amp; now including Algeria. Uses large movement factors, allows multiple forms of combat plus defensive reaction, specialized units, and more detailed air system. Now integrated w/ Trail of Fox, adds a new Algerian map, &amp; revises maps &amp; OoB. 19 years in the making. 10mi/hex 1mo/turn, rgt/brig/div level, 6 maps of varying sizes, 560 counters. 48 event cards. R.Berg, D.Niles, S.Copley, C.Perello'19</p>				<p>Solitaire, tactical game of the U-Boat war after the point where the U-Boats became the hunted rather than the hunters due to allied technological &amp; logistical advancements. Uses The Hunters game system, and can be melded into earlier The Hunters game to model actions over the entire war. Player commands a U-Boat, and still must attempt to destroy Allied shipping. But the player will find the going very difficult, and staying alive an iffy proposition over multiple missions thru the 1943-45 period. 11 major U-Boat designs are included, with their systems in great detail. Patrols may be assigned in the Arctic, Atlantic, S Atlantic, Indian Ocean, Caribbean and the Pacific. 2 countersheets. Gregory Smith'20</p>			
147266	<a href="#"><u>East Front II [3rd] (Columbia)</u></a>	\$92.99	BC	145851	<a href="#"><u>Imperium Romanum 3rd (Decision Gms)</u></a>	\$105.00	LB
<p>Redesign of earlier East Front game, now incorporating VolgaFront kit &amp; adding northern Finland, the Caucasuses, the Middle East &amp; the Balkans to two enlarged maps (34x45" total). Blocks &amp; 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</p>				<p>Overhaul of this RECOMMENDED 2-6 player game of military, political &amp; economic conflict thruout the Roman era and the Mediterranean in numerous scenarios. Covers 700 years of history from the 1st century BC, in 40 scenarios (6 new). Can be played with as few as 2 players, but remains a great multi-player game. Components updated to enhance play, with color leaders &amp; neutral units, and a enlarged map, plus new optional rules. 3.5 maps, 964 counters, color rules. Legion level, 50mi/hex, complex. A Nofi'18</p>			
147175	<a href="#"><u>Enemy Action, Ardennes (Compass Gms)</u></a>	\$100.00	DC	147223	<a href="#"><u>Iron Curtain, Central Europe 1945-89 (MultiMan Pub)</u></a>	\$64.00	BC
<p>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 &amp; Combat resolved purely thru a chit pull. 1day/turn, 2.5mi/hex, rgt/div level. 3 countersheets, 3 maps. J.Butterfield'15</p>				<p>Game of potential wars between NATO &amp; Warsaw Pact forces in central Europe at 5 points spanning the length of the Cold War. War can erupt in 1945, 1962, 1975, 1983 or 1989. Uses the Standard Combat (SCS) game system. Includes 3 scenarios in which NATO invades the east (including Churchill's 1945 plan. Units generally begin in a peacetime footing, and have variable amounts of time to ramp up to the harsh reality. Includes nuclear &amp; chemical warfare, air &amp; air mobile forces, Includes 1 map, 1120 counters, 8 scenarios. Carl Fung'20</p>			
142034	<a href="#"><u>Fantasy Trip, Wizard 4th (S. Jackson)</u></a>	\$9.00	SC	147258	<a href="#"><u>Julius Caesar (Columbia)</u></a>	\$67.00	BC
<p>One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on magical combat (while its companion, Melee, focuses on conventional combat). Players create their wizard, choose their spells &amp; engage in combat. Success brings more ability, failure means death. 62 counters. Packaged in a small case. Steve Jackson'19</p>				<p>Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar &amp; his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalgliesh'10</p>			
147062	<a href="#"><u>Field Commander Alexander 2nd (Verssen, Dan)</u></a>	\$39.00	BC	147302	<a href="#"><u>Khe Sanh '68, Marines Under Siege (Decision Gms)</u></a>	\$12.50	Fo
<p>Reprint. 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), 5 small maps, 176 counters. D.Verssen'09</p>				<p>Solitaire folio game of the marine corp's defense of Khe Sanh just prior &amp; during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely &amp; maximize NVA casualties. 40 counters, 18 cards, small point-point map. '15</p>			
147630	<a href="#"><u>Germany, Battle for... Deluxe 4th (Decision Gms)</u></a>	\$45.00	BC	147552	<a href="#"><u>La Bataille de La Moscowa 4th (Clash Arms)</u></a>	\$118.00	FB
<p>Deluxe update of this unique game of the last year of the 3rd Reich. One player takes Soviets &amp; western Germans, the other the western Allies &amp; eastern Germans. Great, simple, RECOMMENDED game for beginners &amp; experts alike. 4th edition overhauled with mounted map that extends the playing area eastward; uses larger &amp; thicker counters; includes both the original &amp; revised countersets plus new supply counters; and the rules are in color. J.Dunnigan, Donald Johnson'21</p>				<p>3rd reprint of this btlN/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 &amp; rules, &amp; expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11</p>			
144251	<a href="#"><u>Greatest Day, Battle for Normandy v.1 (MultiMan Pub)</u></a>	\$199.00	GB	147110	<a href="#"><u>Labyrinth: Forever War 2015 - ? Kit (GMT)</u></a>	\$20.00	zl
<p>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 &amp; Where Eagles Dare) to cover the D-Day landings at Sword, Juno &amp; 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</p>				<p>2nd kit for Labyrinth. Continues where The Awakening Kit left off, adding new rules &amp; event cards to cover the events from 2015-2020, including Trump becoming president with his own style of warfare. '20</p>			

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

- 147448 Little Bighorn 3rd (Legion Wargm) \$54.74 BC**  
 2016 3rd edition. ■ Revision of this award-winning game of the battle that ended Custer's career as a 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
- 147053 Napoleon at Waterloo 4th (Decision Gms) \$22.00 HC**  
 Includes PC version of the game as well on CD-ROM. Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14
- 144988 Next War, Korea 3rd (GMT) \$60.00 BC**  
 Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. Btln/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20
- 146268 Next War: Supplement #2 Kit (GMT) \$14.46 zl**  
 Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20
- 147405 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
- 146780 Phobos Rising! Insurgency on Mars (Decision Gms) \$11.00 Fo**  
 Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. '16
- 147084 Picket Duty, Kamikaze Attacks Okinawa 2d (Legion Wargm) \$50.00 HC**  
 Reprint of this solitaire game of the US defense of the core of its naval fleet using 16 radar picket stations surrounding the fleet near Okinawa, March-June 1945, in the form of destroyers. Your goal as the destroyers is to simply survive. Player manages many of the gunnery & damage control systems of a Fletcher-class DD. Basic & advanced rules, 6 scenarios plus 2 hypothetical scenarios, a mini campaign & full campaign. 27 types of Japanese planes depicted. 8hrs/turn, 400 counters. S.Dixon'18
- 145395 RAF, the Battle of Britain Deluxe 5th (Decision Gms) \$92.00 DC**  
 Deluxe update of this highly regarded solitaire game of the Battle of Britain during the summer of 1940. By same designer as SPI/TSR's detailed Battle Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided mounted map, 165 cards. John Butterfield'19
- 147263 Richard III, Wars of the Roses (Columbia) \$63.00 BC**  
 Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 25 event cards. J.Taylor'09
- 147287 Space Empires 4x 4th (GMT) \$52.50 DC**  
 2020 reprint in a larger box. 1-4 player game of galactic space eXploration, eXpansion, eXploitation & eXtermination! Players explore a largely empty map of space, discovering 12 types of space terrain including asteroids, planets, nebulae. Players can form colonies for long term growth, or mining operations for quick income. And build ships from 10 classes and 50 levels of tech. And of course when empires meet, there is conflict... Multiple scenarios and very high solitaire suitability. 4 countersheets, mounted map. J.Krohn'20
- 146700 Stalingrad, Battle for... 2nd (Excalibre) \$54.99 BC**  
 Revision & graphic update of this popular, Co-Btln level game of the bitter battle for & around Stalingrad in Fall 1942. 7 weekly turns w/ variable impulses.System reflects the different armies involved, with German air & artillery, command structure, and Soviet numbers & determination to fight for every building. Designed by the man who brought us Squad Leader. 2nd edition enhanced with an additional 200 counters, plus a booklet of optional rules. 600m/hex, 1wk/turn, 600 counters. John Hill'11
- 147450 Target For Today, Bombers Over the Reich (Legion Wargm) \$59.00 BC**  
 Update of a game previously published as a print-it-yourself game. Solitaire game of the US daylight strategic bombing campaign in Europe late in World War II. Update & enlargement of earlier B-17, Queen of the Sky game, with revisions to make it as historical as possible. Player manages the crew of a B-17F or G, or a B-24D or J, bomber thru individual missions & over the course of a 30-mission tour of duty. Multiple manuals, 232 counters of varying sizes. Steve Dixon'17
- 147452 Target for Tonight (Legion Wargm) \$65.00 BC**  
 Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20
- 144942 Thunder in the East (Victory Pt) \$135.00 GB**  
 Strategic level game of the War in the East during World War II, 1941-44, designed by Frank Chadwick. Game represents a (huge) expansion of GDW's Battle for Moscow into a full-sized game covering most of the War in the East. Emphasis is on fun & playability. Includes 6 seasonal scenarios, plus a full campaign game. Corp/army level, 30mi/hex 1-2wks/turn. Likely a good game for beginners. Huge, 4-section map, 1050 counters, 84 cards, custome dice. First of an intended ETO series of games covering all of WWII in Europe. Frank Chadwick'19

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144910	<a href="#"><u>Triumph of Chaos, Russian Civil War 2nd (Clash Arms)</u></a>	<a href="#"><u>\$82.00</u></a>	<a href="#"><u>BC</u></a>	147364	<a href="#"><u>Warfighter, WWII: Exp 40 UK Airborne Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>
	2019 deluxe 2nd edition. Substantial revision that incorporates the previously separate players guide, uses 2 maps & 3 countersheets, & wooden markers rather than glass stones, plus rules revisions. Moderate sized, card-driven game of the Russian Civil War, 1918-21. Richly illustrated political cards determine control of the 18 factions early in the conflict (each of which may negatively impact other factions). Action cards are used to move, initiate combat or implent events such as reinforcement, mutinies, redeploy units, etc. Leader cards represent the personalities of this turbulent time. 2 maps, 3 countersheets, 220 cards. D.Dockter'19				56-card deck adding cards specific to Britain's airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20		
145636	<a href="#"><u>Warfighter, WWII Pacific Theater (Verssen, Dan)</u></a>	<a href="#"><u>\$45.00</u></a>	<a href="#"><u>DC</u></a>	147363	<a href="#"><u>Warfighter, WWII: Exp 43 Invasions Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>
	Base game in a very extened, intended set of game & kits allowing coverage of WWII combat in the Pacific to parallel earlier game on the European theater as well as kits for the various combatants in WWII and in the Korean War. This is the base (core) game. Card game for 1-6 players (including solitaire); you play cooperatively against the game system on squad-level missions. Given a mission objective, you select your soldiers, equip them with weapons & skills within a resource limit. Then fight your way thru enemy territory to complete your mission. Each eliminated enemy increases your experience and offers opportunities to up-gun & receive support cards. '19				56-card deck adding cards specific to adding beach invasions to the game. '20		
147368	<a href="#"><u>Warfighter, WWII: Exp 1 USA #1 Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>	146227	<a href="#"><u>Warfighter, WWII: Exp 50 Bastogne (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>
	Expansion set consisting of 56 cards for one nation's force, the US. '17				56-card deck adding cards specific to the battle around Bastogne during the Battle of the Bulge, Dec 1944. Just mix them into your Warfighter decks. '20		
147367	<a href="#"><u>Warfighter, WWII: Exp 2 UK #1 Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>	143954	<a href="#"><u>Warfighter, WWII: Exp 52 Dieppe (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>
	Expansion set consisting of 56 cards for one nation's force, the UK. '17				56-card deck adding cards specific to the raid on Dieppe, France, by Canadian forces in 1942. Just mix them into your Warfighter decks. '20		
147366	<a href="#"><u>Warfighter, WWII: Exp 8 Germany #2 Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>	147362	<a href="#"><u>Warfighter, WWII: Exp 53 Iwo Jima (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>
	Expansion set consisting of 56 cards for one nation's force, the Germany. Second set for this key player. '17				56-card deck adding cards specific to the US invasion of Iwo Jima, 1945. Just mix them into your Warfighter decks. '20		
127662	<a href="#"><u>Warfighter, WWII: Exp 11 Poland #1 (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>	147440	<a href="#"><u>Warfighter, WWII: Exp 56 Tarawa (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>
	Expansion set consisting of 56 cards for one nation's force, Poland. '17				56-card deck adding cards specific to the US invasion of Tarawa, 1943. Just mix them into your Warfighter decks. '20~~		
146501	<a href="#"><u>Warfighter, WWII: Exp 14 Japan #1 (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>	147384	<a href="#"><u>Waterloo, Napoleon's Last Battle (Companion)</u></a>	<a href="#"><u>\$56.00</u></a>	<a href="#"><u>BC</u></a>
	56-card expansion set for one nation's force, first of 2 kits for Japan in this case. This is the 1st of 2 for Japan. '20				Area-move, impulse-driven game of the final battle of Waterloo, 18 June 1815, using a system akin to the Storm Over series. Players alternate activating a leader's units in each impulse until both players pass or a die roll ends the turn. Brig level, 10 turns. Entirely separate game from the Phalanx game of same title. Mark Scarborough'19		
147793	<a href="#"><u>Warfighter, WWII: Exp 16 US Marines #1 (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>	144694	<a href="#"><u>Wellington's Victory 3rd (Decision Gms)</u></a>	<a href="#"><u>\$109.00</u></a>	<a href="#"><u>LB</u></a>
	Adds 56 cars focused on the US Marine corp during WWII. Just add these to your Warfighter decks. '20				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 Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btn/rgt level, 110yd/hex, 15min turns. F Davis'15		
145630	<a href="#"><u>Warfighter, WWII: Exp 17 US Marines #2 (Verssen, Dan)</u></a>	<a href="#"><u>\$14.00</u></a>	<a href="#"><u>SC</u></a>	147553	<a href="#"><u>Wings of the Motherland 3rd (Clash Arms)</u></a>	<a href="#"><u>\$115.00</u></a>	<a href="#"><u>DC</u></a>
	Adds 56 cars focused on the US Marine corp during WWII. Just add these to your Warfighter decks. '20				Fourth volume in the Fighting Wings (Whistling Death) game series. Covers air combat on the Eastern Front during World War II from the German invasion to the fall of Berlin. This edition includes 48 mostly new aircraft, 2 double-sided maps, 630 counters. Includes more emphasis on air-ground combat than prior games in the series. 3rd edition rules have smoother, cleaner mechanics, 150 air combat & 60 ground & anti-shipping scenarios. 48 aircraft & 16 types of naval vessels. Received 4 Charlie Roberts award nominations in 2019. JD Webster'20		
147365	<a href="#"><u>Warfighter, WWII: Exp 24 US Airborne Kit (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>	147599	<a href="#"><u>World at War 3rd (GMT)</u></a>	<a href="#"><u>\$114.00</u></a>	<a href="#"><u>DC</u></a>
	56 card deck adding cards specific to the US airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20				2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18		
146467	<a href="#"><u>Warfighter, WWII: Exp 25 German Airborne (Verssen, Dan)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>SC</u></a>				
	56 card deck adding cards specific to the German airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20						

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

**146539** [World War I 4th \[Deluxe\] \(Decision Gms\)](#) [\\$52.00](#) [BC](#)

Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18

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

**146314** [1960, Making of a President 4th \(GMT\)](#) [\\$65.00](#) [DC](#)

2020 4th edition (2nd GMT edition), which simply incorporates errata into the rules. 2-player game based on the 1960 presidential contest between Richard Nixon & John F Kennedy. Issues big & small arise that candidates must deal with, and then must adapt to the changing playing field on the run. Uses a card-driven system. This edition has upgraded components, enlarged campaign card deck, & elements of Twilight Struggle game system. 109 cards, 2 countersheets, 170 blocks. Jason Matthews, Christian Leonard'20

**147379** [Dominant Species: Marine Species Kit \(GMT\)](#) [\\$78.00](#) [DC](#)

Large kit adding ocean creatures to this game of survival of the fittest. Presents 4 aquatic classes of animals - dinosaur, fish, cephalopod & crustacean, and each must seek dominance in a changing environment on earth after an ice age 60 million years ago. Modest complexity. 54 cards, 7 sheets of tiles, 178 wooden cubes. Chad Jensen'21

**147390** [Grand Prix \(GMT\)](#) [\\$44.00](#) [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

**146949** [Hammer of the Scots 4th \[Deluxe\] \(Columbia\)](#) [\\$72.00](#) [BC](#)

2019 4th [deluxe] ed with 24mm wooden blocks, v3 rules, thicker map. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalgliesh, J.Taylor'19

**117074** [Invasive Species #2 \(One Sml Ares\)](#) [\\$18.00](#) [u](#)

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 ON: includes numerous sci-fi fiction articles. 78pgs.

**147264** [Napoleon, the Waterloo Campaign 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

**147304** [Rogers' Rangers, US's First Commandos \(Decision Gms\)](#) [\\$10.49](#) [Fo](#)

Small, solitaire folio game depicting the first special forces, rangers formed from British & American colonists in the frontier against the French during the French & Indian War, 1754-63. Uses the Raider game system. Player conducts missions as directed by strategy cards by selecting leaders & forces, then outfitting your forces. You then engage French & Indian forces generated by the game system. Sml map, 40 counters, 18 cards.'18

**98369** [Zombies of the World Field Guide \(Slang Design\)](#) [\\$4.00](#) [Bk](#)

Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12

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

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| <p><b>147584</b> <a href="#"><u>1846, the Race for the Midwest 2nd (GMT)</u></a> <a href="#"><u>\$45.00</u></a> <a href="#"><u>DC</u></a></p> <p>2021 update. 3-5 player railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 6 countersheets of tiles, 109 cards &amp; stock certificates, mounted map. Tom Lehmann'21</p> <p><b>147001</b> <a href="#"><u>1914, Offensive a Outrance: COUNTERS KIT (GMT)</u></a> <a href="#"><u>\$6.00</u></a> <a href="#"><u>n</u></a></p> <p>140 counter countersheet that serves to provide errata counters as well as counters for the 2018 living rules sets for Offensive Outrance &amp; Serbien Muss Sterbien. Includes an explanatory sheet. Mike Reisch'21</p> <p><b>146340</b> <a href="#"><u>Alexander Against Persia (VaeVictis II)</u></a> <a href="#"><u>\$40.00</u></a> <a href="#"><u>FO</u></a></p> <p>French-produced, English (&amp; French) language game. Grand tactical game of 3 battles occurring during Alexander the Great's conquest of Persia. First in the By the Edge of the Sword game series. Covers the battles of Granicus, 334BC; Issos, 335BC; and Gaugamela, 331BC. Each sides' unique unit types must be managed properly to acheive success. 2 maps, 432 counters, 3 scenarios with what-if variants. Frederic Bey'20</p> <p><b>144397</b> <a href="#"><u>Almost a Miracle, Am Rev in North #51 (Against Odds)</u></a> <a href="#"><u>\$29.00</u></a> <a href="#"><u>HP</u></a></p> <p>Mag &amp; game. Game of the American Revolution in the northern portion of the US, focused on the area from northern Maryland north. Uses the Tarleton's Quarter game system. Covers the factors that made warfare of the era unique: morale, leadership, disease &amp; desertion. 280 counters, area move. David Jones'20</p> <p><b>147510</b> <a href="#"><u>Ariete, Battle of Bir el Gubi (MultiMan Pub)</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>zl</u></a></p> <p>Packaged in a ziplock. The British attack Italian defenders including the Ariete armored division near Bir el Gubi, Libya, during Operation Crusader. Uses the Tactical Combat game series. A green but well-equipped British 22nd Armoured Brigade expected to rout the Italians as they did a year before, but instead a swirling battle between evenly matched forces ensued. 30min/turn, 150m/hex, sections/pltn level, 8 scenarios, 280 counters. Dean Essig'20</p> <p><b>144809</b> <a href="#"><u>ASL:Best of Friends 2 Scenario Kit (MultiMan Pub)</u></a> <a href="#"><u>\$20.00</u></a> <a href="#"><u>Fo</u></a></p> <p>New scenario pack with new map #85, plus 12 scenarios, all of which were used in the Swedish Friendly Fire Tournament. Includes a variety of actions thruout WWII in Europe (with one in the Pacific between Russian &amp; Japanese forces). '10</p> <p><b>144852</b> <a href="#"><u>ASL:Roma 2020 (MultiMan Pub)</u></a> <a href="#"><u>\$11.00</u></a> <a href="#"><u>Fo</u></a></p> <p>Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zealand &amp; US forces. Scenarios occur in Greece &amp; Italy, 1940-44. '20</p> <p><b>147231</b> <a href="#"><u>ASL:Starter Kit BONUS Kit #2 (MultiMan Pub)</u></a> <a href="#"><u>\$20.00</u></a> <a href="#"><u>Fo</u></a></p> <p>Kit adding 2 maps &amp; 8 scenarios to all of the prior Starter Kits. Includes maps I &amp; J, and scenarios S82-89, which cover actions thruout WWII and in both Europe &amp; the Pacific. Requires parts all 4 Starter Kits plus Exp Pack #1 &amp; 2 to play all scenarios. '21</p> | <p><b>147549</b> <a href="#"><u>Autumn for Barbarossa Deluxe [2nd] (MultiMan Pub)</u></a> <a href="#"><u>\$30.00</u></a> <a href="#"><u>zl</u></a></p> <p>Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stablized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play &amp; good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21</p> <p><b>146697</b> <a href="#"><u>Avec Infini Regret III (VaeVictis II)</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>Fo</u></a></p> <p>Third installment of battles of the French Wars of religion between 1562-98. This set includes the battle Moncontour 1569. While besieging Poitiers, Protestant forces turn to face a larger Catholic army that soundly defeats them. 1 double-sided map, 216 counters, 200-1200 men/counter, 150m/hex, 20-30min/turn. '21</p> <p><b>144609</b> <a href="#"><u>Banana Wars, Caribbean 1898-1935 #322 (Dec Gms S&amp;T)</u></a> <a href="#"><u>\$29.50</u></a> <a href="#"><u>n</u></a></p> <p>Mag &amp; game. Game of the US interventions &amp; invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interferred in other nations' affairs 50 times largely to benefit multination fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate &amp; the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.</p> <p><b>138589</b> <a href="#"><u>Breakout, First Panzer Army #69 (Dec Gms W@W)</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>n</u></a></p> <p>Mag &amp; game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather &amp; ground conditions are major variables affecting movement &amp; air support. Success often depends on each sides ability to concentrate forces including special units &amp; artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning &amp; Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Weermacht Special Forces in World War II.</p> <p><b>140879</b> <a href="#"><u>Dragon &amp; the Hermit Kingdom #45 (Dec Gms ModW)</u></a> <a href="#"><u>\$29.50</u></a> <a href="#"><u>n</u></a></p> <p>Mag &amp; game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea &amp; China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria &amp; the Korean peninsula. Unit types include land, air, air defense &amp; cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific &amp; Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.</p> |
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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**146352 [Festung Breslau, 1945 \(Strategemata\)](#) [\\$34.00](#) [HC](#)**

Polish-produced, English-language game. Game of the bitter Soviet siege of the German town of Breslau from Feb-May, 1945. Victory basically hinges on doing better than your side did historically. 308 counters, btln/regt level. '20

**146640 [Fire in the Lake: Tru'ng Bot Kit \(GMT\)](#) [\\$18.00](#) [zl](#)**

Kit for the base game that entirely replaces the rules, cards, player aids & charts for non-player forces. Includes a small rules set, a larger reference booklet and a deck of cards. '21

**147294 [First Blood in the Crimea, Alma #98 \(Compas PprWr\)](#) [\\$35.00](#) [n](#)**

Mag & game. Includes 61 mercenary variant counters for Russia Falling #85 & 4 variant counters for Wagram #91. Game covers the first battle of the Crimean War, Alma, Sept 1854 at a grand tactical level. Both sides hoped for a decisive victory to end the war early, making for a bloody battle. Uses an alternating actions system previously seen in Wagram that rewards strategic thinking. 300yd/hex, 30-60min/turn, btln/reg, 228 counters. Ty Bomba'21 / ARTICLES ON: Designer's Notes for Battle of Armageddon 2nd, Brotherhood & Unity, Storm of Steel Ju-87 Stuka, & Cross Rifles; After Action Report on Europe in Turmoil; Reviews of No Motherland Without; Strategic & Operational Analysis of the Battle of the Alma, 1854; Skill Buying Analysis for upcoming Western Front Ace WWI game, with Optional Rules; Mercenary Variant Rules for Russia Falling #85; Bitter Woods 6th Tournament Scenario Replay.

**146040 [Flying Colors Deluxe \[3rd\] \(GMT\)](#) [\\$53.00](#) [DC](#)**

Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, several additional scenarios, as well as a bigger box, and Trafalgar & battles of the 7 Years War previously published in C3i, with more counters so that each unique vessel is represented by its own counter. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes hundreds of individually named ships, 840 counters, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. Mike Nagel'20

**146565 [Fury at Midway \[2nd\] \(Revolution\)](#) [\\$25.00](#) [zl](#)**

Updated and enlarged from the Japanese game, Midway Turning the Tide in the Pacific. Primarily a game of air operations during the battle of Midway, June 1942. Players struggle with the key questions of what & when to strike, and how to defend your fleet (and for the Americans, the island of Midway). Game system adds variability to strike navigation & coordination and escort forces, which may undercut a good plan. Surface naval forces are not depicted directly. 2 maps, 72 counters, 12 cards. Yasushi Nakaguo'20

**146966 [Great War Commander: BEF Expansion Kit \(Hexasim Game\)](#) [\\$69.00](#) [BC](#)**

Boxed kit adding British Commonwealth forces to the game by providing a unique, 90-card deck highlighting Britain's unique advantages & disadvantages, plus 226 counters depicting infantry, leaders, tanks, weapons & aircraft. Also includes 16 scenarios and 5 double-sided maps, plus a revised rulebook. Platoon level, 50m/hex, few minutes/turn. Pascal Toupy'20

**143866 [Hannibal, Italian Campaign 2nd #95 \(Compas PprWr\)](#) [\\$35.00](#) [n](#)**

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

**147220 [Hood Strikes North \(MultiMan Pub\)](#) [\\$80.00](#) [BC](#)**

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

**147221 [Hungarian Rhapsody \(MultiMan Pub\)](#) [\\$99.00](#) [BC](#)**

Game of the 1944 Soviet drive into Hungary (including the battle of Debrecen), and the German's desperate 1945 Konrad offensive to relieve the siege of Budapest and save 50,000 troops there. Soviet forces are powerful: 3 tank armies, 5 mech corps & 3 cavalry corps, but are operating at the limits of their logistical trail. German forces include 13 panzer divisions. Uses the OCS Operational Combat game series. Regt/Div level, 3.5days/turn, 5mi/hex. Includes 2 maps, 6 countersheets, 13 scenarios using 1 or 2 maps plus grand campaign. Stephane Acquaviva, Dean Essig'20

**145150 [La Bataille de Hanau \(Legion Wargm\)](#) [\\$39.00](#) [BC](#)**

Game of the 1813 attempt by the defecting Bavarians, supported by an Austrian Corp, to stop Napoleon's retreating army before Frankfurt. The Bavarians assumed the French would be a ragged, incoherent mob. But they were soon attacked the the French Imperial Guard led by Napoleon himself. After an initial defeat, the Bavarians attack the French the next day. This game covers the latter. Regt level with btln level formations, 165 counters, 30min/turn, 250m/hex, 300men/strength pt. Didier Rouy'21

**147557 [La Vendee, 1793, Annual 2019 \(Against Odds\)](#) [\\$35.00](#) [HP](#)**

2019 annual published in mid-2021 - but hey, they are catching up! Game covers the French Republic's brutal suppression of the revolt against revolutionary decrees by the conservative central western province of Vendee. The Vendees (Whites) attempt to capture republican forts in the area, and avoid being overwhelmed by the Republicans so as to encourage early intervention by the English. Area move, 1 map, 176 counters, 26 event cards. John Poniske'21 / Also includes DAY OF INFAMY, a small game of the air raid on Pearl Harbor in Dec 1941, that asks whether that raid was as well planned & conceived as commonly thought. 32 counters.

**146995 [Last Stand, Battle for Moscow 1941-2 \(MultiMan Pub\)](#) [\\$35.00](#) [BC](#)**

3 scenario game of the climatic part of the 1941 invasion of the USSR, beginning in October, as German struggles to sustain its initiative & capture Moscow during a severe winter. Features untried Soviet units, variable victory conditions, Soviet morale, German supply, and winter! Most of all, both sides have variable victory conditions that are uncertain for part of the game. 560 counters, 1 map, 3 scenarios. M.Yamazaki'17

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

- 144753 [Munich War #74 \(Dec Gms W@W\)](#) [\\$29.50](#) [n](#)**  
 Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 1938. Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to sieze a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; USN PC-461 class Patrol Craft.
- 147133 [Napoleon's Imperium 1798-1815 \(Compass Gms\)](#) [:107.00](#) [BC](#)**  
 Large, 2-sided, 2-8 player, team-oriented, strategic scale game of the whole of the Napoleonic wars. Eight empires are represented, each with different abilities & economies, and each is cast to one of two opposing alliances. Event card adds historical events as well as the fog of war. 780 counters, 2 maps, 1yr/turn, 240 cards, corp level. Units represent artillery, cavalry, camels, infantry, fleets. One side wins by either capturing enemy territories or winning multiple battles. Andrew Roland'21
- 147780 [No Motherland Without, NorthKorea Crisis \(Compass Gms\)](#) [\\$46.00](#) [BC](#)**  
 Card-driven, 2-player game of the 70 years of tensions on the Korean Peninsula, starting just after the Korean War in 1953. The northern player seeks to enforce a deterrent to invasion (including having nukes), prevent internal rebellion (including purges), and improve their infrastructure. The southern player (ie USA) will exert various pressures on the north by impeding their weapons programs, imposing economic sanctions, encouraging defections & isolating the north in the world community. High solitaire suitability. 8-10yrs/turn, faster playing, mounted map, 1 countersheet, 128 cards. Dan Bullock'21
- 144015 [Objective Munich #49 \(Dec Gms ModW\)](#) [\\$99.00](#) [n](#)**  
 Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.
- 147772 [Panzers Last Stand \(MultiMan Pub\)](#) [:125.00](#) [DC](#)**  
 Large game using the Battalion Combat (BCS) system to cover the German's final series of offensives of World War II. Game covers the period of Jan-Mar 1945 as the Germans attempted to relieve Budapest thru a series of attacks (Konrad, Southwind and Spring Awakening) involving a third of Germany's remaining panzers. Units include the war's biggest & best tanks including the Tiger II, Brummbar, IS-2 & ISU-152, together with the many specialized & ad hoc forces involved in the defense of Budapest. Includes 10 scenarios (2 with 1 map, 7 with 2 maps), 4 maps, 1680 counters. Carl Fung'21
- 146302 [Philadelphia 1777 \(Worthington\)](#) [\\$50.00](#) [FB](#)**  
 Block-series game of the campaign surrounding Philadelphia in 1777 which included the battles of Brandywine, Paoli, Germantown and Valley Forge. Follows up prior games of New York 1776, Trenton 1776 & Saratoga 1777. Players have limited ability to activate their units each turn. Includes wooden pieces.'20
- 146923 [Putin Moves East # 50 \(Dec Gms ModW\)](#) [\\$29.50](#) [n](#)**  
 Mag & game. Third game in the Putin series. This game covers the Russian drive into Mongolia & Manchuria, opposed by local forces and the Chinese after a collapse of Russo-Sino relations. Corp level, with special forces, airpower & cyberwar. Victory determined by geographic possession & eliminating units. 6 scenarios of varying focus from Mongolia to Korea. Includes air, electronic, special forces & weapons of mass destruction. 176 counters, 100km/hex, 3-14days/turn. Joseph Miranda'20 / ARTICLES ON: Conflict on the Chinese-Eurasian Frontier; Surface-to-Air Missles & Strike Fighters; Israeli Nave, 1967-73; Syrian Arab Air Force; Russian Anti-Satellite Weapons Test; India in the New Cold War; Iranian Navy Goes Asymmetric; US Navy P6M Nuclear Strike Seaplane; Marines at Chosin Reservoir 1950.
- 145595 [Rally 'Round the Flag! Perryville #96 \(Compass PprWr\)](#) [\\$36.00](#) [n](#)**  
 Mag & game. Game of 2 battles of the American Civil War: Perryville, KY, Oct 1862 in which the Confederate & Union armies blundered into one another. The Confederates withdrew from Kentucky yet the Union failed to used their numerical advantage to win any sort of real victory. Also covers the later battle of Stone's River (Murfreesboro), Dec. 1862, which had the highest casualty rate for both sides in the Civil War, This was a three-day slugfest beginning New Years Eve that the Confederates nearly won but provided the Union a key morale boost. 234 counters, 2 maps, Brigade level with command & control leaders, multiple scenarios with what-ifs. Sean Chick'21 / ARTICLES ON: Analysis & Strategy for Russia Falling #85; Preview of Expansion Kit for Amerika Bomber; Italian Naval Squadron optional rule for Lion of Judah; History of the Battles of Perryville & Stones River; Human Future Among the Stars, and Stellar Horizons; Previews of Cuba 1898 & the Conquistadors. Upgraded tactical rules for Sovereign of the Seas; Review & strategy for SPI's & CPS's Wagram games.
- 146459 [Red Poppies, Assault Artillery \(Compass Gms\)](#) [\\$54.00](#) [BC](#)**  
 Game using the Red Poppies series to depict the battle of La Maimaison, Oct 1917, in which the French used their tanks and a creeping artillery barrage to capture key objectives. 6 division attack along a 7.5mi-wide front after a six day barrage with 63 tanks in support. The end result was 50,000 German casualties & prisoners, versus 12,000 French casualties. Suitable for solitaire. 10min/turn, 200yd/hex, Section/Company level, 2 maps, 3 countersheets. John Gorkowski'20
- 145663 [River Plate & Denmark Straits \(Decision Gms\)](#) [\\$17.50](#) [Fo](#)**  
 Folio game of 2 memorable naval battles early in World War II. River Plate covers the battle between the German Graf Spee pocket battleship and 3 British heavy cruisers in 1939. Denmark Strait covers the Bismarck's encounter with the Hood & Prince of Wales in May 1941. Includes 98 counters, small map. 1nm/hex. '18
- 147120 [SpaceCorp 2025-2300AD: Ventures Kit \(GMT\)](#) [\\$27.50](#) [BC](#)**  
 Expansion kit bringing the number of competing corporations in space up to 14, and offering new ways to play & win. Also provides advanced AI for solitaire play by 10 of the 14 corporations. 14 dbl-sided HQ boards, 12 cards, 2 rule books; For 1-4 players. John Butterfield'21
- 144348 [Splendid Little War, Santiago 1898 2nd \(Legion Wargm\)](#) [\\$42.00](#) [BC](#)**  
 2nd edition update of this grand tactical game of the Battle of Santiago, the key battle in the American conquest of Cuba, July 1898. Scenarios include the btl for El Caney, Rough Riders at San Juan Hill, a combination of the two, plus the 14 day campaign. Btln/Reg level, 350yd/hex, 6hrs/turn. 352 counters. Med-High solitaire suitability. A.Nunez'20



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

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

- 142784 Spring Awakening #73 (Dec Gms W@W) \$29.50 n**  
Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lake Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of what-if additions. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost of French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.
- 147288 Storm Above the Reich (GMT) \$50.00 DC**  
Solitaire game in which the player manages a German Focke-Wolf FW-190 fighter squadron in the face of endless American B-24 bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min, and campaigns consisting of 6-60 missions. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Sister game to Skies Above the Reich, and can be mated to that game. 4 dbl-sided mounted maps of various sizes, 2 countersheets, 60 blocks, 96 cards. Jerry White & Mark Aasted'21
- 147566 Strategy & Tactics Quarterly #11 30YrWar \$12.00 n**  
**(DecGms STQtr)**  
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the Thirty Years War. '20
- 146927 Strategy & Tactics Quarterly #13 Gtvsbrg \$12.50 n**  
**(DecGms STQtr)**  
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the pivotal battle of the American Civil War, Gettysburg, July 1863.
- 147436 Strategy & Tactics Quarterly #14 Pre-WWI \$14.00 n**  
**(DecGms STQtr)**  
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the political & military situation between European powers in the years just prior to World War I. '21
- 147326 Strategy & Tactics Quarterly #15 AlexGrt \$12.50 n**  
**(DecGms STQtr)**  
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of Alexander the Great's rise & conquest of much of the civilized world in the 5th century BC. '21
- 146970 Third Winter, Ukraine Sept '43-Apr '44 150.00 DC**  
**(MultiMan Pub)**  
Huge game using the Operation Combat game system (OCS) depicting the pivotal third winter in the USSR, Sept 1943 - Apr 1944, and the bulk of both Soviet & German mechanized forces. It included the battle for Kieve, von Manstein's fire brigade actions, Kirovograd, Korsun pocket, the escape of the 1st Panzer Army (Hube's pocket), Tarnopol and battles in Romania. It ended only when both armies were exhausted. Large mapboard covers most of the Ukraine, SE Poland and E Romania. Begins with the German retreat to the Dnepr River in Sept. 1943. Soviet command structure modeled in an on or off status reflecting the binary nature of the offensives. 5mi/hex, 3.5days/turn, 3 campaign scenarios, 8 shorter scenarios, OCS v3 series rules, 5 maps, 2800 counters. '21
- 147776 Third Winter, Ukraine Sept '43-Apr '44 150.00 DC**  
**(MultiMan Pub)**  
Huge game using the Operation Combat game system (OCS) depicting the pivotal third winter in the USSR, Sept 1943 - Apr 1944, and the bulk of both Soviet & German mechanized forces. It included the battle for Kieve, von Manstein's fire brigade actions, Kirovograd, Korsun pocket, the escape of the 1st Panzer Army (Hube's pocket), Tarnopol and battles in Romania. It ended only when both armies were exhausted. Large mapboard covers most of the Ukraine, SE Poland and E Romania. Begins with the German retreat to the Dnepr River in Sept. 1943. Soviet command structure modeled in an on or off status reflecting the binary nature of the offensives. 5mi/hex, 3.5days/turn, 3 campaign scenarios, 8 shorter scenarios, OCS v3 series rules, 5 maps, 2800 counters. '21
- 147777 Third Winter, Ukraine Sept '43-Apr '44 150.00 DC**  
**(MultiMan Pub)**  
Huge game using the Operation Combat game system (OCS) depicting the pivotal third winter in the USSR, Sept 1943 - Apr 1944, and the bulk of both Soviet & German mechanized forces. It included the battle for Kieve, von Manstein's fire brigade actions, Kirovograd, Korsun pocket, the escape of the 1st Panzer Army (Hube's pocket), Tarnopol and battles in Romania. It ended only when both armies were exhausted. Large mapboard covers most of the Ukraine, SE Poland and E Romania. Begins with the German retreat to the Dnepr River in Sept. 1943. Soviet command structure modeled in an on or off status reflecting the binary nature of the offensives. 5mi/hex, 3.5days/turn, 3 campaign scenarios, 8 shorter scenarios, OCS v3 series rules, 5 maps, 2800 counters. '21
- 145136 Three-Game Update Kit (GMT) \$5.00 Fo**  
Errata/update kit that applies to three individual games published in 2020: Imperial Struggle 1st, Versailles, and All Bridges Burning. bringing each up to what amounts to 2nd edition standards. Includes a small number of replacement cards for Versailles; 4 revised player aid cards, map correction stickers sheet & 2 small decks of repl cards for Imperial Struggle; and 6 revised card, map sticker sheet & small deck of repl cards for All Bridges Burning. '21
- 147748 Thunder at Dawn, Wilson's Creek (Revolution) \$49.00 BC**  
Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21
- 147828 Thunder at Dawn, Wilson's Creek ZL \$39.00 zL**  
**(Revolution)**  
Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21
- 147290 Tourcoing 1794 (VaeVictis II) \$23.00 Fo**  
French-produced, English (& French) language components. Grand tactical level game of one of many battles in which the monarchs of Europe attempt to destroy the French Revolution before it establishes itself. Cobourg, one of the best of the Coalition generals, seeks to do just that in May 1794 in northern France where the Coalition holds several bases. They attempt to surround a portion of the French army in the north, but after multiple engagements successive elements of the Coalition force are routed. 1 map, 216 counters, Brig/regt level, 800m/hex, 90min/turn. '20

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

**144353 [Trois Batailles en Allemagne \(Legion Wargm\)](#) [\\$69.00](#) [BC](#)**

Game bundle including 3 key battles from the Napoleonic era played at regt level. Covers the battles of Jena, Oct 1806 against the Prussians; Auerstaedt, on the same day as Jena, also against the Prussians, which together routed the Prussian army; and Le Siege de Danzig, part of the Eylau campaign, March to May 1807, involving the Russians. 250m/hex, 30min/turn, 5 maps, 560 counters. Didier Rouy'20

**146560 [Zero Leader: Aces Expansion Kit \(Verssen, Dan\)](#) [\\$14.00](#) [SC](#)**

Add-on deck of 56 cards depicting 52 Japanese aces & elite pilots, plus 4 new events.. Chuck Seegart'21

**147571 [Zero Leader: China Expansion Kit \(Verssen, Dan\)](#) [\\$28.00](#) [SC](#)**

Add-on deck of cards that adds 3 new aircraft (Nate, Claude & Lily), 10 new targets, new event cards, a campaign sheet, a countersheet with bandits & bombers. All intended to model the air campaign in China & Burma little better. Chuck Seegart'21

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

**134982 [ASL: Journal #11 \(MMP Journal\)](#) [\\$45.00](#) [n](#)**

48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16

**146583 [ASL:Action Pack #13, Oktoberfest XXX II \(MultiMan Pub\)](#) [\\$20.00](#) [Fo](#)**

Scenario kit that celebrates the 32th ASL Oktoberfest in Cleveland. Includes new boards #78 & 79, plus 11 scenarios. Involves US, Soviet, German, Polish, British, Japanese, Chinese, Free French & SS forces. Bill Sisler, Pete Shelling'17

**146827 [ASL:Action Pack #14, Oktoberfest XXXIV \(MultiMan Pub\)](#) [\\$26.00](#) [Fo](#)**

Scenario kit including a double-sided board (12a/b) and a new board (#84), plus 12 scenarios from the summer of 1944 in France, and involving most of the forces then fighting in France. Rules and key ASL modules required to play. '19

**146971 [ASL:Action Pack #16, From Land Down Undr \(MultiMan Pub\)](#) [\\$23.00](#) [Fo](#)**

Scenario pack focused on 15 scenarios involving the Australian forces in actions around the world. Includes map 15a/b. Developed by Australian ASL group. Req core ASL modules to play. '21

**147753 [ASL:Action Pack #17, Oktoberfest XXXV \(MultiMan Pub\)](#) [\\$28.00](#) [Fo](#)**

Scenario pack focused on 16 scenarios involving the the US 1st Cavalry Divison (sans horses) between their time late in the war against Japan thru many actions in the Korean War. Includes 2 mapboards (87 & 88). Sequence of scenarios tells the story of what was initially an average unit made soft thru five years of occupation duty in Japan, then quickly thrown into the Korean War at Pusan. Actions span 1944 and 1950-51. '21

**146364 [ASL:Armies of Oblivion 2nd \(MultiMan Pub\)](#) [:120.00](#) [DC](#)**

2018 update with 32 scenarios, many of which were revised, and new First Fire counters. The last of the core ASL modules, this one showcases the armor & weapons of Axis Minors (Finland, Croatia, Slovakia, Hungary, Rumania and Bulgaria) in now in 32 scenarios (including those from 1st edition and Partisan!). Includes 6 countersheets (including infantry previously printed in Partisan!), Chp H rules, and boards 48-51, 3 overlays. '18

**133031 [ASL:Best of Friends Scenario Pack \(MultiMan Pub\)](#) [\\$11.99](#) [n](#)**

12 scenarios drawn from the Swedish Friendly Fire ASL toumy including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13

**146830 [ASL:Beyond Valor 5th \(MultiMan Pub\)](#) [:105.00](#) [DC](#)**

2021 revision of the 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. '21

**144889 [ASL:Blood & Jungle 2 \[2nd\] \(Boundng Fire\)](#) [:125.00](#) [Fo](#)**

Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whooping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17

**143218 [ASL:Corregidor, the Rock \(Boundng Fire\)](#) [\\$75.00](#) [Fo](#)**

Large ASL module focused on the 1942 and 1945 battles for Corregidor Island, the fortress guarding Manila harbor. 3 scenarios cover the Japanese assault on the Allies in early 1942, and 18 scenarios cover the US assault on the Japanese in 1945. Includes 2 campaign games that link scenarios, 180 1/2" and 64 5/8" counters (244 total), two historical ASL maps, and special rules. Req Beyond Valor, Yanks, Gung Ho & either Code of Bushido or Rising Sun to play all scenarios, including US, Japanese & partisan forces & boards 2,24,36,37,39,40,43,44,46,58,61. David Roth'19

**147512 [ASL:Croix de Guerre 2nd \(MultiMan Pub\)](#) [:144.00](#) [DC](#)**

Large update of ASL Module 10, which includes the complete 1939-40 French OoB, as well as equipment the Free French used later in the war. Includes maps 42 & 43, Chp A rules & Chp H historical notes, 41 scenarios total involving the French both in France and North Africa and the middle east, and also adds counters & scenarios involving the Vichy French in French African colonies. Now includes 11 countersheets. Also includes Dinant, Rommel at the Meuse historical ASL campaign game with 11 scenarios. A top-to-bottom revision. '20

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<b>LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!</b>							
143776	<a href="#"><u>ASL:Crucible of Steel 2 [2nd] (Boundng Fire)</u></a>	<a href="#"><u>120.00</u></a>	Fo	143231	<a href="#"><u>ASL:Poland in Flames (Boundng Fire)</u></a>	<a href="#"><u>120.00</u></a>	FO
	2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countrsheets (less than included in first edition). C.Smith, S.Swann'17				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		
145478	<a href="#"><u>ASL:Deluxe ASL 2nd (MultiMan Pub)</u></a>	<a href="#"><u>\$69.00</u></a>	BC	146832	<a href="#"><u>ASL:Red Factories (MultiMan Pub)</u></a>	<a href="#"><u>121.00</u></a>	DC
	Scenario kit including all 8 ASL Deluxe maps (A-H) from previous Streets of Fire & Hedgerow Hell kits, plus 4 maps from Winter Offensive #9 (I-L); includes all overlays published in the 1995 ASL Annual, plus 2 sheets of new overlays; four new sheets of wood & stone rubble overlays; the original 18 scenarios, play-balanced plus 20 other scenarios previously published but out of print. ASL Deluxe is standard ASL that uses 2" hexes so that stacking is not necessary. '20				HASL (historical ASL) module that combines an update of Red Barricades with a newly created parallel kit, Red October. Red Barricades' maps were recreated, and separately published materials including a 4th campaign game are incorporated. Includes 4 maps, 8 countersheets, 4 chapter dividers, Chapter O, and 7 campaign games and a total of 21 scenarios. 2min/turn, 40m/hex, complex due to unit density & urban terrain '19		
146974	<a href="#"><u>ASL:For King and Country 3rd (MultiMan Pub)</u></a>	<a href="#"><u>\$96.00</u></a>	DC	132974	<a href="#"><u>ASL:Rivers to the Reich Scenario Pack (MultiMan Pub)</u></a>	<a href="#"><u>\$16.00</u></a>	n
	3rd edition incorporates errata. Modules is a consolidation of earlier West of Alamein & FK&C modules into an revised ASL package. Includes entire British OoB in 8 countersheets, 8 mapboards (6,7,10,12,13,14,15,32), 20 updated scenarios, and incorporates all existing errata - and a much bigger price! '21				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		
146370	<a href="#"><u>ASL:Forgotten War, Korean War 1950-53 (MultiMan Pub)</u></a>	<a href="#"><u>109.00</u></a>	DC	147528	<a href="#"><u>ASL:Starter Kit Expansion Pack #1 3rd (MultiMan Pub)</u></a>	<a href="#"><u>\$55.00</u></a>	Fo
	Large ASL Module offering rules, maps, counters & scenarios for actions during the Korean War, 1950-53, involving the US, British, New Zealand, Australia,south & north Korean, French & Chinese forces. 7 countersheets, 4 maps, 16 scenarios, a new Chapter W covering Korean War rules. '18				Updated reprint of this scenario kit adding 12 scenarios, new counters, 4 maps (P,Q,R,S) & rules; requires Starter Kits #1, 2 & 3 to play all scenarios. Also designed to supplement each of the first 3 starter kits. 8 scenarios set in Poland'39, Finland'42, Sicily'43, France'44, Germany'44, and includes the Poles, Slovaks, Soviets, US, Italians, Free French. Labeled "2nd edition" but is actually 3rd printing. '21		
146144	<a href="#"><u>ASL:Into the Rubble 2 [2nd] (Boundng Fire)</u></a>	<a href="#"><u>\$70.00</u></a>	n	147525	<a href="#"><u>ASL:Starter Kit Expansion Pack #2 (MultiMan Pub)</u></a>	<a href="#"><u>\$32.00</u></a>	Fo
	Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fire #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16				Expansion kit with additional rules, counters, maps & scenarios for the Starter Kit series of games (#1-4).Includes 8 scenarios & 2 maps covering actions between Japanese army & naval forces and Australian, Indian, Filipino, Dutch & Chinese opponents on mainland Asia & on Pacific Islands, 1937-45. Rules introduce the use of regular & fanatical Chinese squads, overlays, vehicles & ordinance. Includes additional Dutch vehicles & other nationalities previously available in only token amounts. Includes mapbs k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20		
144896	<a href="#"><u>ASL:Objective Schmidt (Boundng Fire)</u></a>	<a href="#"><u>\$99.00</u></a>	FO	146982	<a href="#"><u>ASL:Winter Offensive #11 2020 Bonus Pack (MultiMan Pub)</u></a>	<a href="#"><u>\$25.00</u></a>	Fo
	Large ASL kit focused on the bitter battles in the Hurtgen Forest, November 1944, as the US 28th Inf approached the German towns of Schmidt, Kommerscheidt & Vossenack. Includes 17 scenarios with a campaign game covering the battle for Kommerscheidt, 576 1/2" and 88 5/8" counters, a total of 6 full-sized maps (2 for Vossenack & 4 for Schmidt & Kommerscheidt), an article on Slopes in ASL. Reqs Beyond Valor, Yanks & of course the ASL rules to play. '17				Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20		
146940	<a href="#"><u>ASL:Onslaught to Orsha 2nd (Boundng Fire)</u></a>	<a href="#"><u>115.99</u></a>	LZ	147761	<a href="#"><u>ASL:Winter Offensive #12 2021 Bonus Pack (MultiMan Pub)</u></a>	<a href="#"><u>\$26.00</u></a>	Fo
	Update of this large kit now including 32 scenarios (2 solitaire) covering the reinforced Soviet 16th Guard Inf's attack on the German 78th Sturm inf in a heavily fortified area south of the Minsk-Moscow Hiway, during Operation Bagration, June-July 1944. Includes a focus on river & bridgeheads & very mobile actions. Includes three color maps, new rules, new player aid, 370 1/2" & 296 5/8" color counters. Chas Smith'20				Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands & Germany, all in 1944. Reqs core modules & boards 11b to play all scenarios. '21		
				90694	<a href="#"><u>ATS: Pointe du Hoc (Critical Hit)</u></a>	<a href="#"><u>\$18.00</u></a>	zl
					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		
				147471	<a href="#"><u>Counter Sheet, Blank 1/2" Colored (140) (GMT)</u></a>	<a href="#"><u>\$2.50</u></a>	n
					140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01		

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<b>LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!</b>							
147475	<a href="#"><u>Counter Sheets, Blank 9/16" Wht (114) 5pk (GMT)</u></a>	<a href="#"><u>\$12.00</u></a>	<a href="#"><u>□</u></a>	146612	<a href="#"><u>La Bataille de Ligny 3rd (Clash Arms)</u></a>	<a href="#"><u>\$115.00</u></a>	<a href="#"><u>FB</u></a>
	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				2017 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17		
147371	<a href="#"><u>Counter Tray, DVG Style Bookcase Tray (Verssen, Dan)</u></a>	<a href="#"><u>\$7.99</u></a>	<a href="#"><u>□</u></a>	145336	<a href="#"><u>Last Blitzkrieg, Wacht am Rhein (MultiMan Pub)</u></a>	<a href="#"><u>\$99.00</u></a>	<a href="#"><u>DC</u></a>
	Single set of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14				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		
147488	<a href="#"><u>Counter Trays, UGG Style Bookcase 5-Pak (Grebe GmDsgn)</u></a>	<a href="#"><u>\$15.00</u></a>	<a href="#"><u>FB</u></a>	145818	<a href="#"><u>Wacht am Rhein, Battle of the Bulge 3rd (Decision Gms)</u></a>	<a href="#"><u>\$119.00</u></a>	<a href="#"><u>LB</u></a>
	FIVE-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04				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. Btl level, 4 maps, 2240 counters. J.Dunnigan, J.Youst'12		
147487	<a href="#"><u>Counter Trays, UGG Style Bookcase 10-Pak (Grebe GmDsgn)</u></a>	<a href="#"><u>\$29.99</u></a>	<a href="#"><u>FB</u></a>	133280	<a href="#"><u>World in Flames 7th: Divisions in Flames (ADG)</u></a>	<a href="#"><u>\$17.00</u></a>	<a href="#"><u>□</u></a>
	10-pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04				Kit containing 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18		
146838	<a href="#"><u>Day of Days, Invasion of Normandy 1944 (MultiMan Pub)</u></a>	<a href="#"><u>\$90.00</u></a>	<a href="#"><u>DC</u></a>	133261	<a href="#"><u>World in Flames 7th: Territories in Flms (ADG)</u></a>	<a href="#"><u>\$16.00</u></a>	<a href="#"><u>□</u></a>
	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 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				Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18		
147183	<a href="#"><u>Der Weltkrieg, Eastern Front (Schroeder)</u></a>	<a href="#"><u>\$85.00</u></a>	<a href="#"><u>BC</u></a>				
	Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13						
147313	<a href="#"><u>Der Weltkrieg, Ottoman Fronts 2nd (Schroeder)</u></a>	<a href="#"><u>\$59.00</u></a>	<a href="#"><u>BC</u></a>				
	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						
147785	<a href="#"><u>Der Weltkrieg, Western Front 2nd (Schroeder)</u></a>	<a href="#"><u>\$56.00</u></a>	<a href="#"><u>BC</u></a>				
	Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13						
147292	<a href="#"><u>La Bataille de Dresde 1813 (Clash Arms)</u></a>	<a href="#"><u>\$109.00</u></a>	<a href="#"><u>FB</u></a>				
	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						

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