

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.

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## Fine Games' Gift Giving Suggestion List

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Contact us: [MDean@FineGames.com](mailto:MDean@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 was published. **Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box**

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

**131713 [1914, Glory's End & When Eagles Fight 2d](#) [\\$42.00](#) [BC](#)**

**[\(GMT\)](#)**

Update of 2 WWI games by Ted Raicer previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Raicer'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Raicer'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.

Solitaire game of daylight strategic bombing raids over Europe by the US 8th Air Force during World War II, 1942-45. Player must plan how best to damage the German war machine while also managing a flight of B-17s executing each planned mission, along with their fighter escorts. Includes 11 historical campaigns, a mini-campaign focused on one bomber surviving a 25-mission tour, a solo bombing mission focused on one bomber in one mission, and Down in Flames solitaire rules so that that game system of air-air combat can be used to resolve air-air combat (if desired; ownership of DIF required). Includes 336 cards, 6 countersheets, 1 mounted board. Fast playing, 30min/mission. Dean Brown'17

**128442 [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

**127492 [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

**127422 [Ace of Aces: Rotary Deluxe 3rd](#) [\(Flv Buffalo\)](#) [\\$55.00](#) [BC](#)**

Reprint in a set of hardbound books of this first set in the popular Ace of Aces game series. Several refinements in the booklets plus 15 cards showing characteristics of planes from the later half of WWI. Books uses illustrations Sopwith Camels v Fokker Dr1 triplanes on every page. Unique picture-style book game of plane-plane combat 1916-7. Simple enough for spouses & non-gamers, fun enough for many replays, and can be played literally anywhere. RECOMMENDED overall, and for both easy, portable play and for beginners. A.Leonardi'14

**132460 [Burma, Campaign in Northern Burma 2nd](#) [\(MultiMan Pub\)](#) [\\$70.00](#) [BC](#)**

Reprint of this detailed operational combat system game of the lengthy battle for Burma & the Indian & Chinese border, 1944. A chess match that rewards effective, aggressive use of very limited number of units. Covers the Japanese Imphal offensive, the Chindits irregulars, and the US/Chinese offensive on Myitkyina. 2 maps & 840 counters; 3 campaign & 5 shorter scenarios. Best game of year in '99. D.Friedrich'08

**131264 [Amateurs to Arms!, the War of 1812](#) [\(Clash Arms\)](#) [\\$74.00](#) [BC](#)**

Operational/strategic game of the War of 1812 between US & British/Canadian forces on all fronts of the war in North America including the South. Played on a large scale map & includes 150 illustrated cards impacting place, 352 counters. Simpler & fast playing. '12

**113151 [C3i Magazine #28](#) [\(GMT C3i Mag\)](#) [\\$79.00](#) [n](#)**

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; Clío'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.

**131650 [ASL: Journal #12](#) [\(MMP Journal\)](#) [\\$22.00](#) [n](#)**

40pg magazine including 12 new ASL scenarios (on cardstock), corrected scenario 181 from Yanks, and many strategy & analyses articles. A must for ASL fanatics. '17

**130824 [Celles, the Ardennes, 23-27 Dec 1944 2nd](#) [\(Revolution\)](#) [\\$25.00](#) [zl](#)**

Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'17

**133063 [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

**130403 [Churchill 2nd](#) [\(GMT\)](#) [\\$199.00](#) [DC](#)**

**128500 [B-17 Flying Fortress Leader](#) [\(Verssen, Dan\)](#) [\\$63.00](#) [DC](#)**

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

Last copy ■ 2nd ed has some minor errata incorporated. 3 player game the rivalry between the 3 major Allies in World War II to both conclude the war & shape the post-war world: Britain, US & USSR. Players must cooperate to defeat Germany, yet compete to further their individual agendas. Represents the 10 conferences among the Big 3 from 1943-45. Each of the 10 conferences is essentially a "turn," with issues being nominated for discussion at each conference (such as directed offensive, production priorities, strategic warfare, etc). Cards influence how the conference proceeds & is resolved. Includes both 2-player & solitaire rules. 2 shorter scenarios included. M.Herman'17

**132860** [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

**132125** [Colonial, Europe's Empires Overseas \(Strategem Gm\)](#) [\\$42.00](#) [BC](#)

Highly popular, European-produced game of Europe's period of colonizing & 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

**128174** [Combat Commander, Europe 2nd \(GMT\)](#) [169.00](#) [DC](#)

2014 2nd edition. Last copy. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & 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

**133194** [Combat Commander: Mediterranean Kit 2nd \(GMT\)](#) [\\$65.00](#) [DC](#)

Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13

**125396** [Combat Commander: Stalingrad Kit 2nd \(GMT\)](#) [\\$35.00](#) [Fo](#)

Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14

**130723** [Combat Commander: Tournament Battle Pack \(GMT\)](#) [\\$14.00](#) [Fo](#)

Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15

**121777** [Command at Sea: American Fleets \(Clash Arms\)](#) [\\$23.00](#) [Bk](#)

Booklet compiling & revising data for all US navy ships, aircraft & weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific & Atlantic theaters. 112pg. '11

**121780** [Command at Sea: Emperor's Fleet \(Clash Arms\)](#) [\\$21.00](#) [Bk](#)

94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates with American Fleets & Atlantic Navies. '11

**130423** [Command at Sea: Steel Typhoon Kit \(Clash Arms\)](#) [\\$32.00](#) [Bk](#)

Booklet containing rules & 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 & Okinawa. Includes both historical & what-if scenarios. Includes 3 counters sheets of ships & aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12

**131274** [Commands & Colors, Ancients: MOUNTED MAP \(GMT\)](#) [\\$15.00](#) [Fo](#)

Mounted map (only) for this game. Presents the standard map in a mounted format. '11

**133117** [Cosmic Encounter 6th \[42nd Anniversary\] \(Fantasy Flight\)](#) [\\$45.00](#) [LB](#)

6th (42nd anniversary) edition of this wild & unpredictable game of abstract space empire building for 3-5 players. Every player has special abilities, but edict cards confound the ability to use them. This version provides 50+ alien races, plus color coded rules level to increase complexity, plus new tech cards & plastic ships. Goal is to be the first player to colonize 5 planets; diplomacy can help or hinder you. HIGHLY RECOMMENDED. K.Wilson'18

**126830** [Counter Sheets, 1/2" Color Printed \(6\) \(PacRim\)](#) [\\$12.00](#) [Fo](#)

1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red & white).

**132162** [Counter Sheets, 5/8" Blank \(6\) White \(PacRim\)](#) [\\$15.00](#) [□](#)

6 sheets of blank, white 5/8" counters (1152 total). White on both sides. '11

**130855** [Counter Trays, DVG Style Trays 5-pak \(Verssen, Dan\)](#) [\\$16.00](#) [FB](#)

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

**133380** [Counter Trays, UGG Style Bookcase 5-Pak \(Grebe GmDsgn\)](#) [\\$15.00](#) [FB](#)

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

**130309** [Counter Trays, UGG Style Bookcase 10-Pak \(Grebe GmDsgn\)](#) [\\$26.00](#) [FB](#)

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. '04

**132520** [Cuba Libre, Castro's Insurgency 3rd \(GMT\)](#) [\\$47.00](#) [DC](#)

2018 3rd edition. ■ 2018 reprint with addition of errata, a new scenario & a new optional rule. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'18

**132031** [Custer's Final Campaign \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)

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

**131516** [D-Day at Iwo Jima \(Decision Gms\)](#) [\\$67.00](#) [BC](#)

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Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day At game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters, 55 event cards. Joe Youst, John Butterfield. '18

**131519** [D-Day at Omaha Beach 3rd \(Decision Gms\)](#) [\\$59.00](#) [BC](#)

3rd edition (2017) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & 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 has updated rules & a mounted mapboard. J.Butterfield'17

**132801** [D-Day at Peleliu 2nd \(Decision Gms\)](#) [\\$59.00](#) [BC](#)

2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18

**123129** [D-Day at Tarawa 2nd \(Decision Gms\)](#) [\\$59.00](#) [BC](#)

2017 2nd edition with mounted map. ■ 2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17

**132349** [D-Day at Tarawa \[PC\] \(Decision Gms\)](#) [\\$22.00](#) [IC](#)

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 & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. '17

**119902** [Dai Senso! \(Decision Gms\)](#) [\\$90.00](#) [LB](#)

Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & 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

**133146** [East Front II \[3rd\] \(Columbia\)](#) [\\$92.99](#) [BC](#)

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

**122299** [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

**102966** [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

**104584** [Fail Safe, Strategic Air Command #283 \(Dec Gms S&T\)](#) [\\$42.00](#) [u](#)

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

**133188** [Fire in the Lake 2nd \(GMT\)](#) [\\$0.00](#) [DC](#)

2018 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'18

**116984** [Fleet Commander Nimitz \(Verssen, Dan\)](#) [\\$75.00](#) [GB](#)

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

**132573** [For the People II \[4th\] \(GMT\)](#) [\\$48.00](#) [BC](#)

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

**131277** [For the People II: MOUNTED MAP \(GMT\)](#) [\\$15.00](#) [Fo](#)

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

**130939** [Forgotten Legions \[2nd\] \(Compass Gms\)](#) [\\$62.00](#) [BC](#)

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

Designer Signature (2nd) edition of two games previously published in Wargamer Magazine, Drive on Damascus and Bloody Keren. Each shares the Battles of North Africa series rules, a lively system designed for grand tactical battles. Now in a remastered, 2 game package. Drive on Damascus covered the Commonwealth's invasion of Vichy French-held Middle East. Includes lots of color with a smallish OoB including: armor advantages, air, artillery, flotillas, commandos, garrisons & mountain units. Bloody Keren covered battles for Italian East Africa, 1941-2. 2-4days/turn, 3-7.75mi/hex, Co/btln/brig level, 4 maps, 2 countersheets. Vance Von Borries'18

**127019** [Great War at Sea: High Seas Fleet Kit 2d \(Avalanche\)](#) [\\$29.00](#) [Fo](#)

2nd ed reprint. 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'17

**132132** [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

**132527** [Hex Map Sheets, 16mm LONG Grain 7pak \(GMT\)](#) [\\$14.00](#) [□](#)

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

**126660** [Hex Map Sheets, 16mm SHORT Grain 7pak \(GMT\)](#) [\\$16.00](#) [□](#)

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

**129114** [Hex Map Sheets, 19mm SHORT Grain 7pak \(GMT\)](#) [\\$16.00](#) [□](#)

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

**122841** [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

**132409** [Hornet Leader, Carrier Air Operations 3d \(Verssen, Dan\)](#) [\\$64.00](#) [DC](#)

2018 reprint. ■ 2018 reprint. 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'18

**127372** [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

**124412** [I.A.F. Israeli Air Force Leader \(Verssen, Dan\)](#) [\\$64.00](#) [DC](#)

Solitaire game in which the player commands the pilots and squadrons of the Israeli air force during the length of the nation's existence, 1948 to present, using propeller-driven aircraft to the latest F-35 Stealth fighter. Presents 9 campaigns spanning Israel's existence. Basically a solitaire game, but can be played cooperatively. 336 cards, 8 countersheets. '17

**125523** [I.A.F. Israeli Air Force Leader \(Verssen, Dan\)](#) [\\$64.00](#) [DC](#)

Solitaire game in which the player commands the pilots and squadrons of the Israeli air force during the length of the nation's existence, 1948 to present, using propeller-driven aircraft to the latest F-35 Stealth fighter. Presents 9 campaigns spanning Israel's existence. Basically a solitaire game, but can be played cooperatively. 336 cards, 8 countersheets. '17

**126474** [Invasion 1066, the Battle of Hastings 2d \(Revolution\)](#) [\\$20.00](#) [□](#)

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

**130011** [Iwo, Bloodbath in the Bonins \(Decision Gms\)](#) [\\$32.00](#) [Fo](#)

Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btln level. '13

**132845** [Julius Caesar \(Columbia\)](#) [\\$63.00](#) [BC](#)

Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalglish'10

**133069** [Khe Sanh '68, Marines Under Siege \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)

Solitaire folio game of the marine corp's defense of Khe Sanh just prior & 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 & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '15

**127639** [Kingdom of Heaven, Crusader States \(MultiMan Pub\)](#) [\\$80.00](#) [BC](#)

Last copy. ■ 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

**132863** [La Bataille de La Moscowa 4th \(Ziplock\) \(Clash Arms\)](#) [129.99](#) [□](#)

Packaged in a ziplock. ■ Packaged in a ziplock without dice or box. 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 & rules, & expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11

**131265** [La Bataille de Ligny 3rd \(Clash Arms\)](#) [115.00](#) [FB](#)

2016 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

| Part #   | Title (Publisher)  | Price                                 | Box                              | Part #        | Title (Publisher)   | Price                                 | Box                              |
|--|--|---------------------------------------|----------------------------------|---------------|---|---------------------------------------|----------------------------------|
| <b>EXCELLENT &amp; RECOMMENDED GAMES Suited to Being a Memorable Gifts</b> |  |                                       |                                  |               |   |                                       |                                  |
| <b>129292</b>  | <b><u><a href="#">Labyrinth: the Awakening, 2010 - ? Kit (GMT)</a></u></b>   | <b><u><a href="#">\$24.00</a></u></b> | <b><u><a href="#">zl</a></u></b> | <b>127108</b> | <b><u><a href="#">Mighty Fortress 2nd (Excalibre)</a></u></b>   | <b><u><a href="#">\$30.00</a></u></b> | <b><u><a href="#">BC</a></u></b> |
|  | 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  |                                       |                                  |               | Includes 2009 Setup/Victory Condition card set update. ■ 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  |                                       |                                  |
| <b>129419</b>  | <b><u><a href="#">Last Battle, Ie Shima 1945 (Revolution)</a></u></b>  | <b><u><a href="#">\$26.00</a></u></b> | <b><u><a href="#">zl</a></u></b> | <b>129739</b> | <b><u><a href="#">Mr. Madison's War: MOUNTED MAP (GMT)</a></u></b>  | <b><u><a href="#">\$20.00</a></u></b> | <b><u><a href="#">zl</a></u></b> |
|  | Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15   |                                       |                                  |               | Last copy. ■ Add-on mounted mapboard for this game. Presents the standard map in a mounted format. '16  |                                       |                                  |
| <b>132665</b>  | <b><u><a href="#">Legion of Honor (Clash Arms)</a></u></b>   | <b><u><a href="#">\$57.00</a></u></b> | <b><u><a href="#">FB</a></u></b> | <b>130159</b> | <b><u><a href="#">Napoleon Against Europe 2nd (Hexasim Game)</a></u></b>  | <b><u><a href="#">\$75.00</a></u></b> | <b><u><a href="#">LB</a></u></b> |
|  | Unusual card game depicting the life of an ambitious French soldier during the Napoleonic era, set with the backdrop of historical events. Suitable for solitaire play as well as for groups of up to 6 players. Players play 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  |                                       |                                  |               | Reprint of this popular, multiplayer, strategic level game of the Napoleonic era, 1805-15, using fleet & corp scale units, with play influenced by a colorful set of cards. Emphasizes the French need to control all of Europe to combat Britain & its allies. Logistics play a major role. 356 corp-level counters, 110 cards, mounted map. Akin to Empires in Arms. 2mo/turn. Rules in English. S.Thomas'16  |                                       |                                  |
| <b>132784</b>  | <b><u><a href="#">Liberty or Death 2nd (GMT)</a></u></b>   | <b><u><a href="#">\$57.00</a></u></b> | <b><u><a href="#">DC</a></u></b> | <b>133142</b> | <b><u><a href="#">Napoleon, the Waterloo Campaign 4th (Columbia)</a></u></b>  | <b><u><a href="#">\$72.00</a></u></b> | <b><u><a href="#">BC</a></u></b> |
|  | 2017 reprint. ■ Reprint of this popular 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-raising, 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'17   |                                       |                                  |               | 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  |                                       |                                  |
| <b>129912</b>  | <b><u><a href="#">Liberty Roads 3rd (Hexasim Game)</a></u></b>   | <b><u><a href="#">\$55.00</a></u></b> | <b><u><a href="#">BC</a></u></b> | <b>114905</b> | <b><u><a href="#">Night Fight Solitaire #44 (Dec Gms W@W)</a></u></b>   | <b><u><a href="#">\$36.00</a></u></b> | <b><u><a href="#">n</a></u></b>  |
|  | 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  |                                       |                                  |               | 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. |                                       |                                  |
| <b>130157</b>  | <b><u><a href="#">Liberty Roads: Roundhammer 1943 Kit 2nd (Hexasim Game)</a></u></b>   | <b><u><a href="#">\$17.50</a></u></b> | <b><u><a href="#">zl</a></u></b> | <b>133223</b> | <b><u><a href="#">No Man's Land, Trench Warfare 1914-18 (Ludifolie Ed)</a></u></b>  | <b><u><a href="#">\$26.00</a></u></b> | <b><u><a href="#">Fo</a></u></b> |
|  | 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  |                                       |                                  |               | 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.Siega'15  |                                       |                                  |
| <b>118782</b>  | <b><u><a href="#">Line of Fire Magazine #15 (Line of Fire)</a></u></b>   | <b><u><a href="#">\$29.99</a></u></b> | <b><u><a href="#">Bk</a></u></b> | <b>132149</b> | <b><u><a href="#">No Retreat! The Russian Front 2nd (GMT)</a></u></b>   | <b><u><a href="#">\$69.00</a></u></b> | <b><u><a href="#">BC</a></u></b> |
|  | 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  |                                       |                                  |               | Reprint of an update of a pair of games from 2008 (No Berlin! & No Surrender!) with a substantial redevelopment & upgrading of components. Games use a only 40-70 army-lvl counters, making for a fast playing game with excellent replay value. Includes cards that guide play. 6 situational scenarios covering campaigns during 1941-5 plus a tournament scenario covering 1941-4. 1 map, 123 counters, 44 cards. C.Paradis'16   |                                       |                                  |
| <b>112327</b>  | <b><u><a href="#">Mare Nostrum, War in the Mediterrann #41 (Dec Gms W@W)</a></u></b>   | <b><u><a href="#">\$99.00</a></u></b> | <b><u><a href="#">n</a></u></b>  | <b>127645</b> | <b><u><a href="#">Operational Matters OCS Guide (MultiMan Pub)</a></u></b>  | <b><u><a href="#">\$36.00</a></u></b> | <b><u><a href="#">n</a></u></b>  |
|  | 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. |                                       |                                  |               |   |                                       |                                  |

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

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

**129783 Pacific Fury, Guadalcanal 1942 2nd (Revolution) \$20.00 z1**

Smaller, simpler game of the many naval & air battles surrounding the key & contested island of Guadalcanal in the Solomon between Aug-Nov 1942. The Japanese must deploy a strategy that allows an amphibious counter-invasion of Guadalcanal given their superiority in surface ships but equality in carrier strength. Fast playing & tense game. Small map & 50 laser-cut counters that fall easily from the counter tree. Previously published in by a Japanese company, bonsai games. Y.Nakagura'16

**132606 Panzer Battles, 11th Panzer on the Chir (MultiMan Pub) \$39.00 BC**

Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btln level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17

**120502 Panzer Grenadiers, Elsenborn Ridge 2nd (Avalanche) \$65.00 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

**116920 Panzer Grenadiers, Kursk South Flank (Avalanche) \$74.00 BC**

Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12

**126066 Panzer Grenadiers, Liberation 1944 2nd (Avalanche) \$59.00 BC**

Last copy. ■ Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platoon-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

**120516 Panzer Grenadiers: WINTER WONDERLND MAPS (Avalanche) \$16.00 n**

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

**131270 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

**133351 Phantom Leader, Vietnam Air War 3rd Delx (Verssen, Dan) \$64.00 DC**

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

**133042 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

**127276 Prague, the Battle of... 6 May 1757 (Clash Arms) \$64.00 BC**

Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14

**129461 Prague, the Battle of...6 May 1757 [ZL] (Clash Arms) \$55.00 z1**

Packaged in a ziplock. ■ Packaged in a ziplock with no box or die. Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14

**131683 Proud Monster Deluxe [2nd] (Compass Gms) \$109.00 DC**

Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11

**129213 Red Star White Eagle, Russo-Polish War2d (Compass Gms) \$62.00 BC**

Entirely revised, updated & enlarged game of the see-saw war between newly established Poland & the revolutionary Soviets, 1920. The Soviets threatened Warsaw, then the Poles counterattacked well into Russia. 2 basic scenarios & campaign game, with many what-ifs for ea. 2 maps, 2 countersheets, rgt/div level, 1wk/turn, 14mi/hex, suitable for solitaire play. The campaign can be played by 3 players. Dave Williams'18

**133245 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

**130845 South China Sea, Conflict in S Pacific (Compass Gms) \$59.00 BC**

Strategic level, integrated political & military game of the real & potential conflicts in the South China Sea between 5 key players: the US, China, Malaysia, Philippines & Vietnam. Players engage in structured activities to shift the political situation in their favor, but each activity bears a varying risk of provoking armed conflict that shifts the game to the traditional hex board format. 2 maps, 39 cards, 390 counters, 3-7hrs/turn, 45nm/hex, 2ships/counter, btln-level. Designed for 2-3 players and can be played solitaire. John Gorkowski'17

**130777 Space Empires 4x 3rd (GMT) \$45.00 BC**

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

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

2017 reprint. 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'17

**129652** [Space Empires 4x: Replicators Kit \(GMT\)](#) [\\$42.00](#) [BC](#)

Large kit adding another race, and allows a 5th player in the game. Also adds 6 new countersheets with 120 terrain tiles, new ships & tech; and a resource deck which can be used as events or turned in for resources. Reqs base game; use of Close Encounters kit recommended. Jim Krohn'18

**131813** [Special Ops Wargaming Journal # 8 \(MMP Operatns\)](#) [\\$25.00](#) [n](#)

MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura'18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barricade in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.

**130673** [Stalingrad, Battle for... 2nd \(Excalibre\)](#) [\\$43.00](#) [BC](#)

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. 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

**132179** [Stonewall's Sword, the Btl of Cedar Mtn \(Revolution\)](#) [\\$29.00](#) [zl](#)

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

**131806** [Storm Over Dien Bien Phu \(MultiMan Pub\)](#) [\\$36.00](#) [BC](#)

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

**128017** [Struggle for the Galactic Empire \[PC\] \(Decision Gms\)](#) [\\$17.00](#) [JC](#)

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

**124181** [Talon 2nd \(GMT\)](#) [\\$42.00](#) [DC](#)

2017 2nd printing. ■ Reprint of this fast playing game of space combat between small fleets of dreadnought-type space ships using the "rules" of big-budget Hollywood sci-fi films. Players manage the power generated within each ship and how it is used to maneuver, to charge a weapon, bolster defensive shields, etc. 2 mounted maps, 3 countersheets of unusually large, laminated counters. J.Krohn'17

**132513** [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

**119941** [Totaler Krieg! \[Krieg 3rd\] 2nd \(Decision Gms\)](#) [\\$90.00](#) [LB](#)

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

**129910** [Unhappy King Charles: MOUNTED MAP \(GMT\)](#) [\\$15.00](#) [n](#)

Thick, mounted map for the base game. '16

**132401** [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

**127735** [Victory Roads, Bagratn 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 Liberty Roads game system. Div/corp level, reflecting the different organization of the two armies. 4 scenarios covering Bagration, Bessarabia, Budapest & Vienna, Downfall of Germany, and the campaign game. 900 counters, 3 maps. N.Rident'15

**123631** [Virgin Queen, Wars of Religion 1559-1598 \(GMT\)](#) [\\$169.00](#) [DC](#)

Last copy. ■ 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

**128000** [Warriors of Japan, a Country Aflame \(MultiMan Pub\)](#) [\\$37.00](#) [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

**126556** [Washington's War 2nd \(GMT\)](#) [\\$42.00](#) [BC](#)

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

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts****126738 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 Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btln/rgt level, 110yd/hex, 15min turns. F Davis'15

**124201 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 scenarios from '43-45 with invasions, production and supply limitations. Simple yet extremely challenging. Mates w/ East Front II using Euro Front II kit. '06

**131748 World at War 3rd (GMT) \$132.00 DC**

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 capital 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

**130008 World War I 4th [Deluxe] (Decision Gms) \$59.00 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

**132690 WWII Tank Leader Commander Cards Kit (Verssen, Dan) \$15.00 SC**

Kit that expands both Tiger Leader & Sherman Leader with 56 historical enemy commanders to influence your campaigns. Includes leaders from US, Great Britain, Germany, France, Poland, USSR & Japan. '17

**132412 WWII Tank Leader Terrain Tile Kit (Verssen, Dan) \$23.00 ZL**

Kit with 32 extra multi-hex terrain tiles, half of which are standard terrain and half are new terrain (such as jungle). Also includes brief rules on how to use the new terrain types. '17

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game****131720 Dominant Species 5th (GMT) \$55.00 DC**

2018 5th edition. ■ 4th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'18

**122752 Formula Motor Racing Card Game 2nd (GMT) \$15.00 SC**

Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07

**127499 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

**117069 Invasive Species #2 (One Sml Ares) \$25.00 n**



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

Mag & game. Game is a 2-player contest that takes place 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.

**129371** [Last Front, Strategy Card Game \(Plow Games\)](#) **\$21.00** [SB](#)

Card game of a battle between Allied & German forces in the middle of World War II. The object is to attack, capture territory & shift the balance of power using cards representing weapons & abilities. 162 cards, for 3-6 players aged 10+, and fast playing. '16

**133205** [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

**123680** [Lords of the Sierra Madre, 3rd \(Decision Gms\)](#) **\$38.00** [BC](#)

2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96

**132103** [Med Sirocco \(Hexasim Game\)](#) **\$30.00** [SC](#)

French-produced, English-language card game for 2-6 players akin to Atlantic Storm, Modern Naval Battles and Pacific Typhoon. Played in 21 rounds with multiple players on each of two sides. A card is drawn to determine the kind of engagement: battle or convoy. Then players on each side commit force cards. Side with the largest total wins, then the one player that committed the plurality of force distributes the enemy ships & convoy (which are worth points). Lots of interactivity & continuous action. 165 cards. '17

**132206** [Modern Naval Battles 3rd: Campaign Kit 2 \(Verssen, Dan\)](#) **\$18.00** [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

**132739** [Modern Naval Battles 3rd: Ship Exp Kit 1 \(Verssen, Dan\)](#) **\$24.00** [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

**132746** [Nemo's War, 20000 Leagues Under Sea 2nd \(Victory Pt\)](#) **\$69.00** [DC](#)

2nd edition is a professionalization & upgrade in all respects, with mounted board and now boxed. Solitaire board game (now with 2-4 player cooperative rules) true to Jules Verne's 20000 Leagues Under the Sea. Capt'n Nemo commands the submarine the Nautilus, and in 1866 explores the seas. But Nemo has hidden motives: putting the fear of god in the maritime powers in support of oppressed, colonial peoples around the world. Charlie Roberts Best Sci-Fi nominee. Chris Taylor'17

**117027** [Seas of Iron Card Game \(Blackball Gm\)](#) **\$18.00** [SB](#)

Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14

**121705** [Seas of Iron, Rising Sun Card Game \(Blackball Gm\)](#) **\$16.00** [SB](#)

Stand-alone game that is also compatible with Seas of Iron. Adds US & Japanese aircraft carriers & air cves, plus a random event deck. Includes 5 unique carriers, 6 dice, 96 tokens & 25 event cards plus rules. For 2-4 players. '14

**117032** [Seas of Iron: Battleship Exp Kit \(Blackball Gm\)](#) **\$4.00** [u](#)

Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14

**131289** [Thunder Alley: Crew Chief Kit \(Nothing Now\)](#) **\$17.50** [SB](#)

Addon kit for Thunder Alley game providing pit crews to this game of auto racing aiming to add more strategic choices & control over your team's performance. Includes 236 cards: 32 conditional cards, 96 crew chief cards, 4 lap cards, 24 Race to Finish cards, 32 setup cards, 48 track cards. '17

**133211** [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

**130781** [Urban Sprawl \(GMT\)](#) **\$30.00** [DC](#)

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

**131746** [Welcome to Centerville \(GMT\)](#) **\$45.99** [BC](#)

Fast-playing 2-4 player game of building & running a small town. Players are movers & shakers seeking personal fortune "in the public benefit." Requires skillful play to win, but chance is a big element to keep you guessing. Chad Jensen'17

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

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**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**
**132740 1500, the New World (Verssen, Dan) \$37.00 BC**

Fast playing board & card game in which 2-6 players explore & conquer the New World. This is the core game; 5 national add-on kits available separately. Addition of a Nation add-on kit allows solitaire play. During a player's turn, they can play as many action cards as they are able, with each card able to perform one of several types of actions such as building, repairing or reducing a colony, adjusting royal support & more. 112 cards, 2 countersheets, smallish map of North & South America. '18

**129268 1846, the Race for the Midwest (GMT) \$49.00 DC**

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 5 countersheets of tiles, 108 cards & stock certificates, mounted map. T.Lehmann'16

**112742 1863, Turning Point in the Civil War#297 (Dec Gms S&T) \$30.00 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.

**129807 African Campaign, Designers [3rd] Ed (Compass Gms) \$45.00 DC**

Colorized & remastered 3rd Designers edition incorporating all errata plus new rules & variants (including those published in Panzerfaust/Campaign #74), and a larger map & counters. Original game was the predecessor to the highly popular Russian Campaign game. Covers the campaign in northern Africa from Dec 1940 thru Dec 1942 using a system similar to Russian Campaign making for a good, fluid game. Div level so very few units are involved making it possibly a good beginner's game. 0.5mo/turn, 12mi/hex, btn/div level. J.Edwards'17

**130251 Alesia, Last Stand of the Gauls #312 (Dec Gms S&T) \$29.50 n**

Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gaul is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vimy Ridge, 1917.

**128112 Almansa 1707 # 7 (Revistas Pro) \$19.00 n**

Mag & game. Game covers the April 1707 battle between French & Spanish forces under the Duke of Berwick and an English, Dutch & Portuguese force during the War of Spanish Succession (1700-14). 100 dbl-sided counters that must be mounted & cut apart. '03 / Spanish-language wargaming magazine with a game in each issue. All text & rules in Spanish; English rules translation available by download.

**128251 Arcole 1796 (VaeVictis II) \$25.00 Fo**

Covers Napoleon's victory over the Austrians at Arcola in 1796, using the Jours de Gloire (Days of Glory) game series. Napoleon's wide turning maneuver surprises the Austrian rear guard which had the key advantage of strong defenses near a bridge, plus the many dikes that compartmentalized the fighting. 1 operation map, 1 strategic map, 216 counters, 90min/turn, 360m/hex. '18

**131251 Arctic Disaster, Destruction of PQ17 #47 (Against Odds) \$34.99 HP**

Mag & game. Initial copies of this game had a poorly printed countersheet; a reprint is planned. Game of the disastrous destruction of PQ-17 in July 1942. When this arctic convoy was threatened with focused German naval, surface & air attacks, the convoy dispersed making individual ships vulnerable. Each merchant & surface ship & U-Boat is represented by a counter, with ~10 aircraft per counter. 280 counters. Mark Stille'18

**128443 At Any Cost, Metz 1870 (GMT) \$35.00 BC**

Game of the critical few days in August 1870 after French armies had been defeated and the last intact army defended the fortress of Metz against 2 approaching Prussian armies. Two key battles resulted: Mars-La-Tour and Fravelotee-St. Privat that decided the outcome of the war. Each battle can be played independently, or combined for a 4-day campaign, with 6 scenarios total. Uses a chit activation system that can confound plans while opening opportunities. 2 maps, 2 countersheets, 1hr/turn, 500yd/hex, brig level. Hermann Luttmann'18

**133160 Atlanta is OURS! (MultiMan Pub) \$119.00 BC**

Tenth game in the Great Battles of the American Civil War (GCACW) game series. Uses an updated version of the series rules that will be the standard for future reprints. Game focuses on the campaign for Atlanta during the spring & summer of 1864. Includes about 19 scenarios covering single day battles to months-long campaigns, 2 maps, 3 countersheets, 1 day/turn. Can be linked to maps from Battle Above the Clouds. Ed Beach, Mike Belles, Chris Withers'18

**129406 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

**132577 Austerlitz 1805, Rising Eagles (Hexasim Game) \$72.99 BC**

French-produced game with English & French rules. Covers one of the great victories of Napoleon's career, Austerlitz in 1805. Emphasizes orders from leaders to units, and this game makes changing orders more difficult than in prior games in this series. 4 countersheets, 2 double-sided maps, regt level, 250m/hex, 1hr/turn. Walter Vajdovsky'16

**118683 Balance of Powers (Compass Gms) \$95.00 BC**

Modest complexity game of World War I thruout the world, including land, sea & air forces plus diplomacy, economics & production. Units are mobile until they flip over to entrench, and the war then turns to one of attrition. Combat is within a hex. Production system is simple & streamlined yet depicts the costs of an attritional war. Victory is based on capturing terrain & demoralization. 1mo/turn, 33mi/hex (200 in Africa), Corp level (btn in Africa), 864 counters, 3 maps, up to 7 players but this is basically a 2 sided game. Scenarios for 1914, 1916 & 1917, plus the campaign beginning July 1914. Secondary fronts are playable in isolation, and all are suited to solitaire play. J.Gorkowski'15

**114118 Balkan Gambit, 1943-45 #298 (Dec Gms S&T) \$25.50 n**

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

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.

**132006** [Ball's Bluff, Battle of..., Oct 1861 2nd \(Legion Wargm\)](#) [\\$15.00](#) [zl](#)

Revised from earlier War Diary version, adding a 16pg historical booklet. Covers the Oct 1861 abortive raid and recon by a Union force south of the Potomac. After encountering some Confederate forces, the bulk of the Union forces had to be transported across the river in small groups, thus negating their 4:1 advantage in numbers. Confederate reinforcements defeated then routed the union forces, with more than half the Union force becoming casualties or captured. 120 counters. John Poniske'18

**129693** [Band of Brothers, Texas Arrows KIT \(Worthington\)](#) [\\$33.00](#) [BC](#)

Kit requiring either the Screaming Eagles or Ghost Panzer 2nd games to play. Provides 6 scenarios for each of the base games (12 total) that follow the unit as it lands at Salerno & fights its way thru Italy, France & into Germany. Also includes a full countersheet providing the US 36th Texas Arrows Infantry division and also 2 new boards (1 mounted, 1 cardstock). Also provides an upgrade kit for owners of 1st ed Screaming Eagles with 2 card stock boards & 2 countersheets & new series rules. '16

**131944** [Battle Hymn, Gettysburg & Pea Ridge \(Compass Gms\)](#) [\\$57.00](#) [BC](#)

Package of two games from the American Civil War covering the battles of Gettysburg and Pea Ridge. Gettysburg was the most pivotal battle of the American Civil War, July 1863, here played in any of 6 scenarios (Days 1, 2 or 3, campaign, plus battle scenarios for Pickett's Charge & Little Round Top). Pea Ridge was an early and important battle that decided Missouri's leanings in the war. The Confederates have a 3:2 numerical advantage, and surprise Union forces by attack from their rear, but are exhausted and ill-supplied; covered in four scenarios. Uses a brigade-level system including a unit activation system evolved from designer's earlier Across 5 Aprils. 60min/turn, 300yd/hex, Brig level, 2 maps, 528 counters. Eric Lee Smith'18

**123688** [Battles for the Galactic Empire \(Decision Gms\)](#) [\\$19.00](#) [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

**129436** [Blenheim 1704 \(Legion Wargm\)](#) [\\$42.00](#) [BC](#)

Grand tactical game of the battle of Blenheim, 1704, one of the key battles of the War of Spanish Succession. British & allies forces encounter superior French & Bavarian forces in a strong defensive position. Marlborough pins the flanks, draining the enemy center of forces, then smashes it with cavalry. Uses the Seven Hex System, which groups hexes into super-hexes of seven, in which various tactical decisions are made. Battalion level, 500m/hex, 20min/turn, 176 counters. Steve Pole'18

**131688** [Blood on the Ohio, Indian Wars 1789-94 \(Compass Gms\)](#) [\\$46.00](#) [BC](#)

Game of the Northwest Indian Wars, 1789-94; basically the same subject matter of MMP's King Philip's War. A wave of settlers crossing the Ohio River after the Revolution creates tensions with the current residents of the area, exacerbated by the British. Washington sends 3 military expeditions to crush the Indians. Two meet with serious defeat, but the last destroys the Indian forces. 2mo/turn, point-point, 1 countersheet. High solitaire suitability. John Poniske'18

**131273** [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

**119855** [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: Sain-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

**131261** [Campaign for Vicksburg, 1863 \(ATO TPS Gms\)](#) [\\$26.00](#) [HP](#)

One of the 20 most decisive battles of history per Joseph Mitchell's 1964 history. Vicksburg held the Confederacy together, and allowed resources from the West & Mexican ports to reach the heart of the South. Union forces under Grant must pry the City - and with it control of the Mississippi River -- away from the south. Includes the full scope of this difficult campaign, with internal squabbling and supply limitations, plus many of the sideshows & raids, the CSS Arkansas, etc. Mounted map, 140 counters. P.Rohrbaugh'17

**132514** [Cataclysm, a Second World War \(GMT\)](#) [\\$54.00](#) [BC](#)

2-5 player game of the entirety of World War II, including the six years prior to the outbreak of hostilities after Hitler's rise to power. Players must craft diplomatic strategy and domestic political support for it, including shifting each nation's economy to a war footing while building up military forces. Play is based on event chit draws, which each draw being held or immediately resolved. Units represent political or military actions, as well as generic military units. Military combat is resolved via the highest role on 3 dice, and it is possible to increase the number of dice in selected campaigns. Suitable for solitaire play. 2 half-sized mapsheets, 2 countersheets, 2yrs/turn, area move. William Terasloavich, Scott Muldoon'18

**132820** [Central Pacific Campaign # 63 \(Dec Gms W@W\)](#) [\\$29.50](#) [zl](#)

Mag & Game. Solitaire game covering the struggle for control of the central Pacific Ocean during World War II, Oct 1943-July 1943. Player commands US forces seeking to make inroads into Japanese control areas of the Marshall, Marianas and Gilbert Island chains, and is judged according to the historical timeline. Japanese forces largely remain unidentified until an intelligence action is successfully executed. and another action may reveal ULTRA hints at their next move. Rgt/brig/div level, with groups of aircraft and individual or sml groups of ships. 300mi per grid square, 1mo/turn, 228 counters. Joseph Miranda'18 / ARTICLES ON: the Central Pacific Campaign 1943-4; Russian Liberation & Free Germany Movements of World War II; US 3rd Cav at Berg-Sur-Moselle, Nov 1944; U-852 & USS Wahoo, Massacres at Sea; Christmas Island Duty; Addolphus Andrews & the early US U-Boat response; Brownings .50 Calibre Maching Gun; Counterattack at Arras, May 1940.

**128525** [Ceres, Operation Stolen Base \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)

Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the largest source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16

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

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

- 130057 Cold Start, Next India-Pakistan War #36 (Dec Gms ModW) \$29.50 n**  
 Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.
- 126653 Comancheria, Rise Fall of Comanche Empir (GMT) \$45.00 BC**  
 Second game in First Nations series. Solitaire game of the rise & fall of the Comanche empire in the American Southwest between 1700 and 1800. After the Comanches obtained horses, they developed the most effective light cavalry force in the hemisphere, and aggressively attacked its many neighbors. But its neighbors are many and powerful including the US, Mexico and its Texas colony, and other Indian nations including the Cheyenne, Pawnee and others. Point-Point movement, 6m-2yrs/turn, 133 cards, 2 counterships. J.Toppen'16
- 127714 Conquest of Gaul: BtIs Warrior Queen Kit (GMT) \$14.00 zl**  
 Kit providing 3 battle scenarios for Conquest of Gaul game: Camulodunum, Mona Insuli and Bannaventa, all from 60AD. Her husband murdered by the Romans, the queen of the Icenii tribe, Boudicca, rallies Britain to general revolt against the Romans. After destroying one legion, Roman training & discipline defeat the Brits. Includes a double-sided map covering the 3 battles & 120 counters. Requires Conquest of Gaul rules set to play. Brendan Clark, Stephen Welch'18
- 132026 Coronel & the Falklands Islands (Decision Gms) \$19.00 Fo**  
 Folio game of two naval battles by German cruisers, & the British hunting them, at the beginning of World War I. Coronel covers the Nov 1914 meeting engagement that resulted in the loss of British ships. Falkland covers the fateful encounter of the German East Asia Squadron with a large British force including battlecruisers that largely destroyed the Germans squadron. 98 counters, 1nm/hex. '18
- 133109 Corsair Leader (Verssen, Dan) \$72.00 DC**  
 Solitaire game based on the Hornet Leader game system, focused on engagements including the US F4U Corsair & other naval aircraft in the Pacific Theater during World War II. Provides 2 campaigns covering the Solomons from Fall 1942-Spring 1944. Player decides upon the aircraft to use for a mission, including the Corsair but also possibly B-17, B-25, Dauntlesses, and others, each with unique advantages & disadvantages. This game enhances the tactical options available while over the target. Basically a solitaire game but can be played cooperatively with others. 400 well-illustrated cards, 9 countersheets. Relatively simple. '18
- 132892 Cortes et la Conquete du Mexique #137 (VaeVictis II) \$32.99 n**  
 Mag & game. Strategic, area-move game of the Spanish conquest of the Aztec Empire, 1519-21. Each side has unique unit types: swordsmen, arquebusiers, crossbowmen, cavalry, cannons, knights, javelins and slingers. Uses a strategy chit to determine combat which is played on a small, separate board. 2mo/turn, 108 die-cut counters. Philippe Hardy'18 / French magazine of military history, covering board & miniatures games, in all eras with a particular fondness for French history. ALL text & rules in French; English-translated rules may be available for download.
- 132089 Counter Sheet, Blank 1" White (36) (GMT) \$2.50 n**  
 Countersheet of 36 all-white 1" square counters.
- 118586 Crete 1941 #47 (Dec Gms W@W) \$109.00 n**  
 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. BtlN 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.
- 121721 Cuba Libre, Castro's Insurgency 2nd (GMT) \$99.99 DC**  
 2016 2nd edition. Last copy. ■ Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'16
- 112773 Dien Bien Phu #17 (Dec Gms ModW) \$32.00 n**  
 Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btlN level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.
- 133186 Distant Plain, Insurgency Afghanistan 3d (GMT) \$55.00 DC**  
 2018 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'18
- 133347 Down in Flames, Locked On (Verssen, Dan) \$42.50 BC**  
 Stand-alone game in the DiF game system which moves the system ahead to the 1970s to today, covering jet aircraft & combat. Includes many aircraft & several campaigns. The deadly nature of modern air-air weapons changes the nature of the game considerably. Includes the best-known aircraft from major nations (US, Germany, England, USSR, northern Korea, Pakistan, northern Vietnam, etc). In each dogfight, you combine the unique abilities of your aircraft with the action cards available to you to maneuver, evade attacks, and attack. Introduces the idea of range as well as heat seeking, radar & active homing. Missions come from wars of the jet age: Korean War, Vietnam War, Yom Kippur War, Desert Storm & more. Includes rules for both solitaire & multi-player play. 224 cards, 3 countersheets, 6 historical campaigns. '18
- 131569 Dragon vs Bear, China v Russia #12 (Dec Gms ModW) \$25.50 n**

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

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.

**114895 Duel in the North #48 (Dec Gms W@W) \$25.50 u**

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.

**130041 Eisenhower's War # 60 (Dec Gms W@W) \$29.50 u**

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

**132328 El Alamein, Rommel at Alam El Halfa (Decision Gms) \$19.00 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

**130084 Empires & Alliances, WWI Across Europe2d (Compass Gms) \$75.00 BC**

Revised & colorized update of AH's Guns of August. Strategic level div/corp level game of World War I thruout Europe, 1914-18. Can be played with up to 4 players. Now includes air, armor, forts & other enhancements. 1mo/turn, Corp level, 30mi/hex, 4 maps, 896 counters. Rob Beyma'18

**133121 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

**132240 Falling Sky: Ariovistus Kit (GMT) \$26.50 z1**

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

**126860 Fallujah 2004, City Fighting in Iraq #23 (Dec Gms ModW) \$25.50 u**

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.

**130438 Festung Europa, Western Europe 1943-5 (Compass Gms) \$61.49 BC**

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

**131722 Fighting Formats: Battle of Kharkov Kit (GMT) \$32.00 BC**

Expansion kit covering the German Grossdeutschland Division's actions as a mobile fire brigade during the difficult days in 1943-4. They have upgraded equipment including Tiger Is, but the Soviets also have upgraded equipment. Includes 5 double-side maps, 10 scenarios, Bryan VanNortwick'18

**119579 First Crusade #299 (Dec Gms S&T) \$75.00 u**

Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christensom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.

**131893 First Saratoga, Sept 1777 (Decision Gms) \$9.00 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, Btl/brig level, 352yd/hex. '16

**132914 Fleurus 1794 (Vae VictisGm) \$34.00 Fo**

Folio game of one the early, and big, victories of the young French republic. Republic forces gathered near Charleroi, seeking to threaten the Austro-Dutch forces in northern France, forcing them to withdraw. This battle resulted, and lasted an entire day, resulting in a French victory the assured the continued existence of the Republic. 216 die cut counters, rgt/brig level, 600m/hex, 90min turn. '18

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

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

Grand tactical game of a battle fought in 1495 between French forces under Charles VII and Condotti 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, btln/comp level. 2 countersheets, 1 map. B.Miller'16

**130133** [Fort Sumter, Secession Crisis 1860-61 \(GMT\)](#) [\\$29.00](#) [BC](#)

Game of the US Secession Crisis of 1860-61, which ended with the namesake bombardment of Fort Sumter. Card-driven, fast-playing game using the key dynamic of Political Capital which can be used to manipulate the four dimensions of the crisis. 50 wood tokens, mouted board, 52 cards. Mark Herman'18

**129324** [Fortress Sevastopol #8 \(Grebe C&S Mg\)](#) [\\$39.00](#) [BC](#)

Mag & game. Game of the German attempt to capture the Crimea during 1941, and the determined Soviet resistance the delayed the fall of Sevastopol until July 1942. Area move, using a variation of the Storm Over Arnhem system. 2mo/turn, div level, 1 countersheet. Christian Dieder'18

**130749** [Gallipoli 1915, Churchill's Gamble \(GMT\)](#) [\\$73.50](#) [DC](#)

Playable monster game of the first few days of the Allied invasion by a quarter-million men of the Gallipoli Peninsula in what is now northern Turkey. Game suggests that an Allied victory was within reach. Includes 2 maps and 10 countersheets, with single map scenarios. '18

**111041** [Gates of Vienna, Europe 1683 #295 \(Dec Gms S&T\)](#) [\\$58.00](#) [u](#)

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.

**131490** [Germantown, Washington Strikes, Oct 1777 \(Decision Gms\)](#) [\\$8.49](#) [Fo](#)

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

**130646** [Grant's Gamble, Wilderness Campaign 1864 \(Worthington\)](#) [\\$39.00](#) [BC](#)

Blue & Gray series game using wooden blocks to portray the 1864 Wilderness Campaign as Grant attempts to isolate Lee's Confederate Forces who elude them in the Wilderness area east of Richmond. Modest complexity, corp level, point-point map. '16

**128849** [Great Game, Rival Empires in CentralAsia \(Legion Wargm\)](#) [\\$47.00](#) [BC](#)

2-player (or solitaire), card-driven game of rivalry between the Russian & British empires in central Asia between 1837 - 1886. Perceived threats by both nations prompted both to weave a complex network of intrigue & betrayal, colonial conquest & proxy wars that spanned a half century. Point-point map covering all of central Asia (Persia to Tibet to lower Russia). It is a chess game for the two imperial powers with repercussions still echoing today. 1 decade/turn, strategic scal, 196 counters, 54 cards. John Gorkowski'18

**127164** [Great Northern War #302 \(Dec Gms S&T\)](#) [\\$29.50](#) [u](#)

Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/hex. J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.

**133220** [Great War Commander \(Hexasim Game\)](#) [\\$75.00](#) [BC](#)

French-produced, English & French language boardgame of tactical combat during World War I based on the Combat Commander game series. Card-driven game emphasizing the rigid command structure of the period to depict platoon level combat on the Western Front, 1914-18. Includes 16 historical scenarios (including 1 intro scenario, 1 3-player scenario & 4 involving tanks). Fate cards allow actions to be taken, and Strategy cards reflect the involvement of the High Command. Includes 6 double-sided map panels, 452 counters, 270 cards. Platoon level, 50m/hex, few minutes/turn. '18

**130606** [Great War, 1914-1918, 3rd \(One Sml Step\)](#) [\\$59.99](#) [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

**115044** [Green Beret, Vietnam Solitaire #18 \(Dec Gms ModW\)](#) [\\$79.00](#) [u](#)

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.

**132896** [Hellespont 411-410 BC #139 \(VaeVictis II\)](#) [\\$32.00](#) [u](#)

Mag & Game. Game of the land & naval battles for Hellespont, 411-410BC, during the Peloponnesian War. Area-move, 1mo/turn, 108 counters. Frederic Bey'18. French produced, French language magazine; all text & game components in French.

**132910** [Heros & Rois \[Heroes & Kings\] 2nd \(VaeVictis II\)](#) [\\$42.00](#) [Fo](#)

Folio game updating 4 previously published DTP games in the Au Fil de l'Epee series celebrating French hero kings of the Middle Ages: William the Conqueror, Saint Louis, du Guesclin & Joan of Arc. Includes 4 battles: Val es Dunes, Taillebourg, Cocherel and Patay. Includes 2 double-sided maps, 216 counters. Rules in English & French. Frederic Bey'18

**105275** [Hindenburg's War #288 \(Dec Gms S&T\)](#) [\\$37.50](#) [u](#)

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.

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| <p><b>132249 <a href="#">Hitler's Reich, WW2 in Europe (GMT)</a></b> <a href="#">\$49.00</a> <a href="#">BC</a></p> <p>Fast-playing, area-move game of World War II in Europe, northern Africa, the north Atlantic &amp; Mediterranean. First in the Card Conquest game system. Uses a simple card game system &amp; wooden pieces, where cards determine combat strength for involved pieces. Includes competition on the battlefield as well as politically &amp; economically. Designed as a game first &amp; foremost, with lots of action as well as historical flavor. Includes rules for solitaire as well as 3-4 person play. Mark McLaughlin'18</p>   | <p><b>128506 <a href="#">Islamic State, the Coming Libya War # 5 (One Sml CF)</a></b> <a href="#">\$20.00</a> <a href="#">n</a></p> <p>Mag &amp; game. Solitaire game of a hypothetical US-led NATO invasion of Libya &amp; Tunisia after these nations have collapsed into civil war &amp; chaos. US-led forces including Libyan nationalists, Egyptian, NATO &amp; anti-Islamic militias attempts to destroy a nascent ISIS organization before it can coalesce into a nation-state. Isis forces seek to maximize damage to coalition forces, including capturing &amp; killing pilots, attrition to allied units, control of localities, etc. 3.5days/turn, btl/nrgt/brig level, point-point movement. Javier Romero'17 / ARTICLES ON: Coming War Against Isis in Libya; Thirty Years War, Struggle for the Holy Land 1919-49; German Colonial Wars in South West Africa; US M3 Halftrack vs German SDK FZ-251; Armored Trains at War; Task Force Razor &amp; the US Strategy vs Isis.</p> |
| <p><b>130404 <a href="#">Holdfast, North Africa 1941-42 (Worthington)</a></b> <a href="#">\$46.00</a> <a href="#">BC</a></p> <p>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</p>  | <p><b>127291 <a href="#">Jackson &amp; Sheridan, the Valley Campaigns (Worthington)</a></b> <a href="#">\$46.00</a> <a href="#">BC</a></p> <p>3rd in the Blue &amp; Gray Campaign game series which uses blocks for partial hidden movement &amp; simplicity. Covers the 1862 &amp; 1864 campaigns in the Shenandoah Valley &amp; central Virginia as the Union contests Confederate control of this key source of food for the Confederacy. '16</p>  |
| <p><b>132201 <a href="#">Holdfast, Tunisia (Worthington)</a></b> <a href="#">\$55.00</a> <a href="#">BC</a></p> <p>Fourth in the Holdfast game series of block-style WWII games. This game covers the campaign in Tunisia, Nov 1942 - May 1943. Threatened with isolation and destruction by the Allied Torch landings to the west, and Montgomery's forces pursuing the Afrika Korps from Libya, the Axis mount a surprisingly stiff defense of Tunisia punctuated by several sharp offensives. The allies must capture the key ports of Bizerte &amp; Tunis to defeat the Axis. '18</p>  | <p><b>127389 <a href="#">Jenkins' Ear, War of... 1739-48 #308 (Dec Gms S&amp;T)</a></b> <a href="#">\$25.50</a> <a href="#">n</a></p> <p>Mag &amp; game. Strategic level game of the last of the ongoing conflict between the English &amp; Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual ship of the line is represented, plus land units &amp; prominent leaders. Players must manage production, defense of their key ports, and contend with weather &amp; the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle of Carrhae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism &amp; the Russo-Japanes War.</p>                   |
| <p><b>120888 <a href="#">I Will Fight No More Forever #82 (Compass PprWr)</a></b> <a href="#">\$42.00</a> <a href="#">n</a></p> <p>Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana &amp; toward Canada &amp; safety, in 1877. The US army attempts to coral &amp; capture the tribe. Upgraded, colorized &amp; expanded, now with a strategic map &amp; 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New &amp; upcoming Compass games; reviews of Commands &amp; Colors Napoleonic Spanish Army, Commands &amp; Colors Tricolore, 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 &amp; Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpion.</p> | <p><b>119587 <a href="#">Kaiser's War in the East 1914-18 #301 (Dec Gms S&amp;T)</a></b> <a href="#">\$25.50</a> <a href="#">n</a></p> <p>Mag &amp; 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 &amp; 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; Gustav 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 Sphacteria 425BC; Soviet Pre-WWII Breakthru Tanks.</p>  |
| <p><b>129685 <a href="#">If Dragons Fight, China vs Taiwin (One Sml Step)</a></b> <a href="#">\$39.00</a> <a href="#">BC</a></p> <p>Game of a hypothetical Chinese invasion of the island of Taiwan in the next 5-some years. Invasion assumed to be prompted by a declaration of Taiwanese independence or the island's imminent acquisition of nuclear weapons. Sound familiar? 2 player, modest complexity game of all aspects of the invasion, including the preparatory blockage &amp; air bombardment. 176 counters. Ty Bomba'18</p>   | <p><b>126160 <a href="#">Kandahar, Spl Forces In Afghanistan #21 (Dec Gms ModW)</a></b> <a href="#">\$25.50</a> <a href="#">n</a></p> <p>Mag &amp; game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions &amp; 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 &amp; 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.</p>   |
| <p><b>125306 <a href="#">Invasion 1066, Stamford Bridge 2nd (Revolution)</a></b> <a href="#">\$20.00</a> <a href="#">zl</a></p> <p>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 &amp; new graphics. N.Smith'16</p>  | <p><b>129766 <a href="#">Konigsberg, Soviet Attack on E Prussia2d (Revolution)</a></b> <a href="#">\$32.00</a> <a href="#">zl</a></p> <p>Game of the Soviet offensive into East Prussia in January-Feb 1945. Two Soviet Fronts launch a two sided offensive while the Germans put up a very stout defense, actually pushing the Soviets back at first. Uses a chit activation system. 2days/turn, 280 counters, brig/div/corp level. Stefan Elkstrom'18</p>   |
| <p><b>126287 <a href="#">Invasion Afghanistan #26 (Dec Gms ModW)</a></b> <a href="#">\$25.50</a> <a href="#">n</a></p> <p>Mag &amp; Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale &amp; resources. Played in 5 (3 starting in 1979 &amp; 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.</p>  |   |

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

**132687 [Korea, Fire & Ice \(Compass Gms\)](#) [\\$65.00](#) [BC](#)**

First game in an intended Operational Scal System series, a variation of the Road to the Rhine system, emphasizing the infrastructure of war. Operational scale game of the first year of the war in Korea, 1950-51. During this time, the northern Communists nearly overrun southern Korea and the Pusan perimeter, US forces invade at Inchon and rout the Communists, then as the US approaches the Chinese border, the Chinese intervene routing the US forces. 3 maps, 2 countersheets, 1wk/turn, 10mi/turn. Adam Starkweather'18

**132904 [La Victorie de Corbach 1760 #142 \(VaeVictis II\)](#) [\\$32.00](#) [n](#)**

Mag & Game. A Prussian force under Broglie attempts to prevent two French armies from uniting near Corbach, 1760. Having made contact, the Prussians attack what they mistakenly believed was only the French vanguard. Uses the Hastenbeck 1757 system. 200m/hex, 30min/turn. Nicolas Stratigos / French produced, French language magazine; all text & game components in French.

**132902 [Landau ou la Mort! #141 \(VaeVictis II\)](#) [\\$32.00](#) [n](#)**

Mag & Game. Landau or Death. Grand tactical game of the attempt by two French armies to relieve the city of Landau besieged by the Prussians & Austrians under the Duke of Brunswick and about to fall, 1793. The armies are separated by a river, and must surprise & overwhelm the defenders. 3 scenario (two playable solitaire), 108 counters, 1000men/strength point, 6km/hex, 1day/turn. Vincent Gerard'18 / French produced, French language magazine; all text & game components in French.

**130560 [Last Laurels at Limanowa \(Compass Gms\)](#) [\\$50.00](#) [BC](#)**

V.2 of the Red Poppies Campaigns series. Depicts Austro-Hungary's last solo victory against the Russians during World War I in Nov 1914. As the Russian 3rd Army approached Krakow and their 8th Army threatened Carpathia, the Austro-Hungarians attacked 25mi southwest of Krakow to good effect. Company-level units organized in battalions & regts for control & supply. 352 counters, 200yd/hex. John Gorkowski'18

**133086 [Last Stand at Isandlwana #314 \(Dec Gms S&T\)](#) [\\$29.50](#) [n](#)**

Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.

**133123 [Lebensraum, War for Europe 1941-5 2nd \(Compass Gms\)](#) [\\$75.00](#) [BC](#)**

Massive update by original designer of TWO highly strategic, modest complexity games of the war in Europe during WWII: namesake Lebensraum and mating West Front. Game begins in June 1941 and continues to the end in 1945. Each major campaign scenario can be played in isolation, or the complete grand campaign. Army-level units, with an emphasis on leadership, production, air & naval support & partisans. 3mo/turn, 50mi/hex, 3 maps, 640 counters. Stephen Newberg'18

**132917 [Les Marechaux V \(VaeVictis II\)](#) [\\$32.00](#) [Fo](#)**

French produced game with bilingual rules in English & French. 5th installment in The Marshals game series. Covers the campaigns of mid-1800 as Moreau forces the Austrians back from the Rhine to the Inn River, with the final decisive battle at Hohenlinden. Three scenarios cover the early campaign with the crossing of the Rhine, the march thru the Black Forest, and the key battles hurried along by the expectation that Napoleon will demand reinforcements from Moreau's forces. Another set of 3 battles covers the final battles including Hohenlinden, which occurred in bitter weather. 1 dblsided map, 216 counters, point-point move (10km per), 1day/turn.

**130900 [Ligny 1815, Last Eagles \(Hexasim Game\)](#) [\\$62.00](#) [BC](#)**

French-produced game with English (& French) rules. Covers the battle of Ligny during the 3 days of Waterloo, June 1815. Third game in the Eagles of France series. Grand tactical scale, a focus on unit commitment to battle, morale, attrition & fog of war. Includes 2 short scenarios on the key moments of the battle, plus 2 hypothetical situations plus a campaign. Mates with Quatre-Bras 1815 game to cover more of the battle of Waterloo. 4 countersheets, 2 dbl-sided maps, regt level, 200m/hex, 1hr turn. Walter Vejdovsky'18

**128735 [Lion of Judah, War for Ethiopia 1935-41 \(Compass Gms\)](#) [\\$52.00](#) [BC](#)**

Game of the two campaigns in Ethiopia before & during WWII: Italy conquers Ethiopia in 1935-6, then British forces conquer Italian forces in 1940-1. Rgt/Brig/Div level, with irregular units, armor, air & HQ. Political events represented via random events. 352 counters, 1mo/turn, 75km/hex. Well suited to solitaire play. Javier Romero'18

**118796 [Lock 'n Load: MODERN CORE RULES v4.1 Kit \(Lock 'n Load\)](#) [\\$15.00](#) [Bk](#)**

Updated 70pg rules manual (v4.1) for Lock n Load games in the post-WWII era (1960+). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16

**118798 [Lock 'n Load: WWII CORE RULES v4.1 Kit \(Lock 'n Load\)](#) [\\$15.00](#) [Bk](#)**

Updated 90pg rules manual (v4.1) for games in the WWII era (1930-59). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '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

**131885 [Long Range Desert Group \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)**

Small solitaire game of the Allied special operations against Axis forces in North Africa, including attempts to kill or capture Rommel, 1941-2. Player must complete 1 of 4 missions to win a scenario, or complete all 4 missions to win the campaign. Co/btl level, area move, 75mi/inch, fast playing, simpler. '16

**132181 [Longstreet Attacks, Gettysburg, 2d Day \(Revolution\)](#) [\\$45.00](#) [BC](#)**

Boxed version. ■ Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18

**132000 [Longstreet Attacks, Gettysburg, 2d DayZL \(Revolution\)](#) [\\$37.50](#) [zl](#)**



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

Packaged in a ziplock. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18

**128539** [Luzon Campaign, 1945 #59 \(Dec Gms W@W\)](#) **\$29.50** [BC](#)

Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must sieze key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight & sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942; Chemical Weapons & Operation Sealion, 1940; the SInking of the Leopoldville; the Lone KV-2 of Katauskaia.

**115485** [LZ Albany #24 \(Dec Gms ModW\)](#) **\$25.50** [BC](#)

Mag & game. Covers the ambush of US air cav units (2nd btl, 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.

**116601** [Mansfield, Crisis in the Pine Barrens \(Decision Gms\)](#) **\$11.50** [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

**132496** [Maori Wars, the New Zealand Land Wars \(Legion Wargm\)](#) **\$45.00** [BC](#)

Board game of the various Maori rebellions against British rule by native New Zealanders in the period 1845-72 on New Zealand's northern island. The Brits regarded the Maori as fierce and very clever; they were defeated in the NZ interior more by infighting than by the Brits. Includes 7 scenarios, 3 campaigns, 264 double sided counters. Rgt or 150warriors/unit, 10mi/hex, 2mo/turn. John Poniske'18

**130902** [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

**130145** [MBT \[Main Battle Tank\] 2nd \(GMT\)](#) **\$66.00** [BC](#)

"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

**129296** [MBT \[Main Battle Tank\] 2nd: BAOR Kit \(GMT\)](#) **\$45.00** [BC](#)

Kit adding the British Army of the Rhine (BAOR) to the base game. Includes British weapons: Chieftain, Challenger, Warrior, Scorpion, & more, as well as their TOE. Includes 4 double-sided geomorphic maps, 3 countersheets including 30 new leader counters, and 10 scenarios. James Day'18

**129295** [MBT \[Main Battle Tank\] 2nd: FRG Kit \(GMT\)](#) **\$45.00** [BC](#)

Kit adding the Federal German Republic (FRG) army as of 1987 to the base game. Includes several models of Leopard tank, Jaguar anti-tank guided missiles, aircraft, as well as an overall TOE. 10 scenarios covering actions all along the front. Adds 4 double-sided geomorphic maps, 3 countersheets, 11 data cards. James Day'18

**122349** [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

**129841** [Merrill's Marauders, Commandos in Burma \(Decision Gms\)](#) **\$11.50** [Fo](#)

Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btl level, 17mi/inch, fast playing, simpler. '16

**117048** [Middle Creek, Eastern Kentucky Jan 1862 \(One Sml Step\)](#) **\$21.00** [Fo](#)

Folio game of a small battle that largely determined the fate of eastern Kentucky during the American Civil War. A small force under Marshall faced Union forces under a then-unknown future president, James Garfield. After a long, bitter battle, the Confederate's supplies were thin and their army threatening to desert, making for a Union victory. Uses the Rebel Yell system for tactical Civil War combat. 140 counters, small map, company level, 80-100yds/hex. '16

**129193** [Mike Force # 35 \(Dec Gms ModW\)](#) **\$29.50** [BC](#)

Mag & game. Solitaire game of US Special Forces operations in the I Corp area of Vietnam & Laos near the DMZ during the Vietnam War. Player controls US-led forces. You must exercise defensive operations to delay advancing Communist forces, while your offensive forces hit the enemy at selected ares. Includes 176 counters, Operational level, area move. 4 scenarios covering the early years of active US involvement (1961-4), the early years of active engagement (1965-7), Tet 1968 & the final years of the Mike Force program, 1969-70. Victory determined by points accumulated by many small activities, plus the costs of undertaking operations or receiving reinforcement. Joseph Miranda'18 / ARTICLES ON: US Special Operations in Vietnam; the Hunt for Osama Bin Laden; CIA's Double Agent in Pakistan; Possibilities for a Sino-American War; Africanization of Jihad; Russia Targeting Underwater Cables?; Joys of Coalition Warfare; MBT Upgrades; Turkish Brigade in Korea; Unreported Air War in Tunisia,

**125277** [Modern Battles, Kaliningrad & Mosul # 27 \(Dec Gms ModW\)](#) **\$25.50** [BC](#)

Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces on Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btl/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the SOuth China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.

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

**130420 [Mollwitz & Chotusitz, Blts Silesian War \(Clash Arms\)](#) [\\$61.49](#) [BC](#)**

Game covering two battles of the First Silesian War. Both involve Frederick the Great early in his career, but without the refined Prussian army of later years. At Mollwitz, Apr 1741, Frederick was outmaneuvered by Neipperg, and the Prussians must escape encirclement by advancing toward awaiting Austrian infantry across a snowy field while Austrian cavalry tries to slow or distract them. Chotusitz covers the May 1843 battle where the Austrians under Charles has outmaneuvered and surrounded a portion of the Prussian army. They must attack quickly before the bulk of the Austrians arrive as reinforcements. 2 maps and 700 counters, v3.3 of series rules. Relatively small number of counters are on the map at any time. Ed Wimble'18

**130219 [Montelimar, Anvil of Fate \(Compass Gms\)](#) [105.00](#) [BC](#)**

Game of the Allied expansion from their secondary invasion in the south of France, Aug 1944. The Germans were in retreat, but the Allies were constrained by logistics in what they could pursue. The Allies began to surround the German 19th Army; the desperate Germans respond by moving thru the Rhone Valley making Montelimar the focal point of the 8-day battle. Third game in the Company Scale System game series. 8 scenarios involving 1 to all 5 maps, 6 countersheets, 2hrs/turn, 500m/hex, co/pltn level. Adam Starkweather'18

**126492 [Mortain Counterattack, Drv to Avranches \(Decision Gms\)](#) [\\$19.00](#) [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, btn level, 0.5mi/hex. '16

**130609 [Nato, Nukes & Nazis II \[2nd\] \(One Sml Step\)](#) [\\$50.00](#) [BC](#)**

Largely a graphical update of the once-popular alternate history game positing that the Axis nations survived World War II, form the Warsaw Pact to rival the Allies' NATO forces, and World War III breaks out in the 1990s. Covers the two fronts of the European war: Germany's border with France and its border with the rump of Russia. 2 maps, 3 countersheets. playable by 2-4 players. Ty Bomba'16

**132919 [Navios de Linea, Trafalgar 1805 \(Trafalgar Ed\)](#) [159.99](#) [BC](#)**

Ships of the Line, Trafalgar 1805, in English. Spanish-made, Spanish-language board game; English-translated rules set available as PDF from publisher's website. Includes 60 plastic (PVC) miniature ships to simulate the key Napoleonic naval battle of Trafalgar, 1805, which ended the French naval threat to England. Also covers other, lesser engagements. Basic & advanced rules, with considerable decision-making about what tasks each ship is performing each turn. Includes 10 geomorphic sea map tiles, 3 die cut countersheets of markers, 17 British, 18 French & 15 Spanish ships. 15min/turn. Crisanto Lorente Conzalez'16

**130365 [Nemesis, Burma 1944 \(Legion Wargm\)](#) [\\$49.00](#) [HC](#)**

Game of Burma in 1944. Th largely unsupplied & undermanned Japanese launch an offensive against India. At the same time, the Allies press into southeastern Asia from multiple directions, with a host of big-name leaders including Stillwell, Slim, Mountbatten and Chiang Kai-Shek, each with their own goals. Ultimately, the Japanese were soundly defeated. Btn/reg/brig level, 10mi/hex, 15days/turn, 202 counters, 1 map. Kim Kanger'18

**116673 [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, btn/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.

**132252 [No Retreat! Polish & French Fronts \(GMT\)](#) [\\$42.00](#) [BC](#)**

Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18

**128063 [Norway 1940 \[Noruega 1940\] \(Trafalgar Ed\)](#) [\\$99.00](#) [BC](#)**

Spanish-produced, Spanish-language game of the German invasion of Norway in April 1940. Colorful, A1 sized map, 580 counter. Point-point movement, including critical air & naval support for this campaign. English rules available via download. '18

**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, btn/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.

**129629 [Opaque War, Ukraine 2014 # 34 \(Dec Gms ModW\)](#) [\\$30.00](#) [n](#)**

Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian gov't's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btn/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air COMman in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.

**123047 [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.Mokszycy'16

**117243 [Operation Gertrud #49 \(Dec Gms W@W\)](#) [\\$25.50](#) [n](#)**

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

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.

**124061** [Operation Musketeer #32 \(Dec Gms ModW\)](#) [\\$24.00](#) [u](#)

Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nasser). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.

**117044** [Operation Whirlwind, Budapest Nov 1956 \(One Sml Step\)](#) [\\$17.00](#) [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

**131898** [Operations Olympic & Coronet 2nd \(Decision Gms\)](#) [\\$40.99](#) [zl](#)

Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Dunnigan, J.Miranda'18

**129582** [Orages a L'Est \[Storms in the East\] \(Vae VictisGm\)](#) [\\$25.00](#) [Fo](#)

French-produced game with both French & English rules. Covers the Soviet offensives against two German Allied nations in 1944. In 1944, the Soviet 30th Guard Army attempted to knock out Finland via assault in the Tali-Ihantala area, including against the VKT fortified line. They made progress to the point of breaking thru, but were turned back by the last of the Axis reserves and armored forces. In Romania, the Soviets and the now-Soviet-allied Romanians attacked the Hungarian 2nd Army in Transylvania attempting to cross the Mures River & force the Turda Pass. Backed by the German 23 Pzr, the Soviets eventually ceased their offensive. Rgt/div level, 4.5km/hex, 2days/turn, 216 counters, 7 scenarios. F.Coupeau'15

**121949** [Pacific Battles, Malaya #51 \(Dec Gms W@W\)](#) [\\$25.50](#) [u](#)

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.

**131548** [Pacific Subs Solitaire #311 \(Dec Gms S&T\)](#) [\\$29.50](#) [u](#)

Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailors & airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popular "run a submarine" scale. 280 counters. Chris Perello'18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency in Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.

**132399** [Pacific Victory 2nd \(Columbia\)](#) [\\$72.00](#) [BC](#)

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

**129134** [Panzer 4th \(GMT\)](#) [\\$60.00](#) [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 btn 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

**132404** [Panzer Grenadiers, Fire in the Steppe \(Avalanche\)](#) [\\$67.00](#) [BC](#)

Game in the Panzer Grenadier series. Covers the large, early battles in the Ukraine led by German Army Group South & Romanian Army Group Antonescu. Includes 42 scenarios, 562 counters, 8 maps. Includes the huge tank battles around Brody & Dubno, the Romanian assault on Kishinev, the siege of Odessa, and the encirclement of Kiev. Mike Bennighoff'18

**119454** [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

**122732** [Panzer Grenadiers, Korean War, Cntrattck \(Avalanche\)](#) [\\$64.00](#) [BC](#)

Second game in the Panzer Grenadier games series set in the Korean War, 1950. After a close call at Pusan, UN forces led by the US invade at Inchon and rout north Korean forces. Covers actions during that fluid period after the invasion thru the approaches to the Chinese border. 63 scenarios, 517 large counters, 200m/hex, pltn level. Jay Townsend'17

**128973** [Panzer Grenadiers, Korean War, Pusan \(Avalanche\)](#) [\\$79.00](#) [BC](#)

Panzer Grenadier moves to the Korean War. This game covers many desperate actions during the late summer & fall as the southern Korean & US forces are besieged within the Pusan Perimeter (prior to the game-changing invasion at Inchon). Includes 48 scenarios from the first months of this war. 517 counters, 4 cardstock mapes. J.Townsend'14

**132761** [Panzer Grenadiers: Armata Romana Kit \(Avalanche\)](#) [\\$20.00](#) [zl](#)

Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18

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

**122335** [Paths to Hell, Barbarossa, June-Dec 1941](#) [\\$60.00](#) [BC](#)  
[\(Compass Gms\)](#)

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

**133356** [Pavlov's House, Battle of Stalingrad \(Verssen, Dan\)](#) [\\$42.00](#) [BC](#)

Solitaire or 2+ player game of the defense of a building used as a fortified strongpoint by the Soviets thru two full months of the battle for Stalingrad in the fall of 1942. Solitaire player controls the Soviet defenders & the leaders of the 62nd army, while the game system controls the Germans. Also includes rules for a cooperative game where one player controls forces in Pavlov's House while 1+ other players control other elements of the 62nd Army, as well as a competitive game where one player controls the German and 1-2 players control the Soviets. Includes 140 cards, 100 wooden blocks, 5 countersheets. '18

**130271** [Peaks of the Caucasus # 61 \(Dec Gms W@W\)](#) [\\$29.50](#) [□](#)

Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.

**130772** [Pendragon, the Fall of Roman Britain \(GMT\)](#) [\\$66.00](#) [DC](#)

Counter-insurgency (COIN) series game of the fall of Roman-controlled Britain 300-400AD. For 1-4 players; can be played solitaire. Game covers the first raids by the Picts, Irish & Saxons to the establishment of governments replacing the Romans. Also covers the mix of political, religious and economic conflicts to 5th century Britain. Includes 83 cards representing tribes, events & special abilities; 320 wooden blocks, 1 countersheet. 25yrs/epoch, area move. Marc Gouyon-Rety'18

**132809** [Phobos Rising! Insurgency on Mars \(Decision Gms\)](#) [\\$11.50](#) [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 movement. 40 counters, 18 cards. '16

**130937** [Prelude to Rebellion, Canada 1834-7 \(Compass Gms\)](#) [\\$79.00](#) [BC](#)

Card-driven game of a rare armed rebellion in Canada, 1834-7, as a push for liberalization & local control are resisted by the British government. Victory is based on control of urban & rural counties, level of organization, and the involvement of other nations in the conflict. Covers the period of conflict before actual armed hostilities broke out. Players are scored on their handling of the conflict, and can buy special events that suit their purposes. 3wks/turn, modestly simple. Includes 91 counters, 275 cubes, 147 cards. Marco Poutre'18

**132916** [Premieres Gloires \(VaeVictis II\)](#) [\\$45.00](#) [HC](#)

Quadrigame updating the first 4 games published in the Jours de Gloire (Days of Glory) game series by Vae Victis. Includes 4 battles from early in the French Republic's existence: Rivoli 1797, Zurich 1799, Montebello 1800, Marengo 1800. 4 maps, 432 counters, 4 battles & 14 scenarios, btln/regt/demi-brig scale. '18

**131839** [Putin Moves South # 37 \(Dec Gms ModW\)](#) [\\$29.50](#) [□](#)

Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgystan). Likely combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control of the area. Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaries by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program; Bob Denard, Mercenary; European Air Force Aircraft,

**132900** [Qui Ose Gagne! \[Who Dares Wins\] #140](#) [\\$32.00](#) [□](#)  
[\(VaeVictis II\)](#)

Mag & Game. Solitaire, area-move game of the Allied Long Range Desert Group & SAS commando efforts in Libya, 1942. Outfit a patrol that while cover immense distance, approach discretely, recon the area of attack, and engage! 108 counters, 5 scenarios, 1day/turn, platoon level. Patrick Ruestschmann'18 / French produced, French language magazine; all text & game components in French.

**129440** [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. Btln/battery level, with lots of focus on tactical impacts at that level. Btln/regt level, 30min/turn, 240 large counters. G.Noble'16

**119642** [Rising Sun Over China, Sino-Jap War # 83](#) [\\$44.00](#) [□](#)  
[\(Compas PprWr\)](#)

Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenarios plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris!; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Bloody April, VPG In Magnificent Style, CPS Paths to Hell, GMT Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;

**133075** [River Plate & Denmark Straits \(Decision Gms\)](#) [\\$19.00](#) [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

**129864** [Roads to Gettysburg II \[2nd\] \(MultiMan Pub\)](#) [\\$145.00](#) [BC](#)

New but not shrinkwrapped. ■ Combination of THREE previously separate games into one set (using one of the earlier game's name) Includes campaigns previously covered by Here Come the Rebels (1862 Antietam Campaign), Roads to Gettysburg (the 1863 Gettysburg campaign), and Rebels in the Whitehouse (the 1864 raid on Washington printed in Skirmisher magazine). Include 4 maps revised to include all the current GCACW terrain types, four countersheets updated to current standards, and a total of 23 scenarios (2 of which require the north map from Stonewall Jackson's Way II). Ed Beach, Mike Belles, Chris Withers'18

**130088** [Scourge of God 2nd #88 \(Compas PprWr\)](#) [\\$42.00](#) [□](#)

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

Mag & game. Update & colorization of this strategic level game of the rise of the Mongol Empire thruout Asia in 12th Century. Primarily a solitaire game now, tho rules suggest each player play each side & total victory points. 5yrs/turn, 275km/hex. S.Newberg'18 / ARTICLES ON: Reviews of Brezhnev's War, Festung Europa, Prelude to Rebellion, BTL MAG Wagram 1809, Red Star White Eagle 2nd, Dien Bien Phu, Raiders of the Deep; Designer's Notes for Empires & Alliances; China 1937-9 Scenario for Absolute Victory; History of the battle of Wilson's Creek, 1861; Confederate commanders at Gettysburg, 1863.

**127786** [Sealion, German Invasion of England #52 \(Dec Gms W@W\)](#) **\$39.00** [u](#)

Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 280 counters. E.Harvey, C.Webber '16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomasz Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the Solomons; Battle of the River Plate, 1939; Italian Marshal Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.

**129399** [Second WW at Sea, Tropic of Capricorn \(Avalanche\)](#) **\$45.00** [BC](#)

Complete game in the Second World War at Sea game series, set in the alternate history had the WWI been settled by treaty and WWII broke out in 1940. This game covers naval engagements in that universe along the coast of South America as Britain, Argentina & Chile take on Brazil's navy. 180 counters, 24 scenarios. '18

**119563** [Shanghai Incident, Jan - March 1932 \(Decision Gms\)](#) **\$19.00** [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

**133358** [Skies Above the Reich \(GMT\)](#) **\$89.00** [DC](#)

Solitaire game in which the player manages a German Messerschmidt BF-109 fighter squadron in the face of endless American bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min. 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. Jerry White & Mark Aasted'18

**132616** [Smolensk, Barbarossa Derailed \(MultiMan Pub\)](#) **\$59.00** [BC](#)

Game of the battle for Smolensk, July-Sept 1941, using the Operational Combat Series (OCS). Hitler diverts the panzers north & south during August, and Soviet counterattacks presses the Germans thin before their return. Includes 7 scenarios, 4 countersheets. Said to be a good entry into the system as the game is smaller & simpler with limited special rules. '18

**130553** [Soldier Kings: the Potato War Kit \(Avalanche\)](#) **\$22.00** [u](#)

Kit for Soldier Kings that depicts the War of Bavarian Succession, 1778. Austria seeks to secure Bavaria, while Prussia seeks to prevent that. The result was a short war in which the armies scoured the land for food, esp potatoes. Also depicts the American Revolution during 1778, and the Russo-Ottoman War of 1768. Includes a map addition plus 69 new counters. '18

**132375** [Soyuz '81 # 38 \(Dec Gms ModW\)](#) **\$29.50** [u](#)

Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,

**131850** [Spanish Civil War, Belchite & Teruel #62 \(Dec Gms W@W\)](#) **\$29.50** [u](#)

Mag & Game. Game covers the battles around Belchite, Aug-Sept 1937, as well as Teruel (Dec 1937) and Alfambra (Dec 1937 - Feb 1938) during the Spanish Civil War. Uses the Fire & Movement game system common to many of DG's folios games. 1km/hex, brigade level. 180 counters. Eric Harvey'18 / ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII; Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.

**132852** [Stalingrad, Verdun on the Volga \(ATO TPS Gms\)](#) **\$89.00** [BC](#)

First of a new line of games under the Last Stand Games brand (by Against the Odds). Btln/Regt level, area-move game of the bitter, 2-month battle for control of Stalingrad in the Fall of 1942. Includes several scenarios depicting various timeframes of the battle. Uses an impulse game system akin to earlier Turning Point Stalingrad, with a more accurate Soviet OoB. 1 long map, 346 counters. Mike Rinella'18

**130872** [Strategy & Tactics Quarterly # 1, Caesar \(DecGms STQtr\)](#) **\$16.00** [u](#)

Premier issue of a new quarterly magazine each dedicated to a single subject. No game, but may include an illustrated map insert. This first issue focuses on Caesar and his several campaigns. '18

**130224** [Strategy & Tactics Quarterly # 2, US WWI \(DecGms STQtr\)](#) **\$10.50** [u](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on America's involvement in World War I. Includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster. '18

**133316** [Strategy & Tactics Quarterly # 3 \(DecGms STQtr\)](#) **\$10.50** [u](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on the battle for Stalingrad, Nov 1942-Feb 1943. '18

**131997** [Thunder in the Ozarks, Pea Ridge 1862 ZL \(Revolution\)](#) **\$30.00** [z](#)

Ziplocked. Sequel to Stonewall's Sword. Game covers the battle of Pea Ridge, March 1862. After their defeat in Missouri at Huzzah, Van Dorn takes over leadership of Confederate forces and plans an immediate attack, force marching his arming in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been a perfect defense. 2 maps, 176 counters, 150yd/hex, 30min/turn. Also available in boxed format. Entire game is graphically lush. '16

**132428** [Victory & Glory, Napoleon \(MrB Games\)](#) **\$65.00** [HB](#)

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

2-player game of all of the Napoleonic Wars, focused on the rivalry between France and Great Britain. Britain must coordinate alliances among other nations to resist French domination of the continent and thus isolation of Britain. Area move. Includes economic, military, diplomatic and leadership quality elements to the game. Cards allow selection of strategy. Large map of Europe, 143 cards, 88 counters, 100 wooden cubes. Glenn Drover'18

**121043 Wellington's War, Peninsular Campaign (PacRim) \$69.00 FB**

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

**117102 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

**132814 Wilson's Creek, Opening Round in West (Decision Gms) \$8.49 Fo**

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

**126642 Wind, War in the..., Btl for Attu 1943 (Compass Gms) \$45.00 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

**127925 Wing Leader: Blitz 1939-42 Kit (GMT) \$25.00 zl**

Kit adding more aircraft & scenarios, expanding the game into the USSR in 1941, Australia, Mongolia, France, the Mediterranean, and adds a Barbarossa campaign game (Drive on Kiev). Includes a map, 16 aircraft tiles, 140 counters. Reqs Wing Leader Victories to play. '18

**127785 Yamato Unleashed, Battle Off Samar #46 (Dec Gms W@W) \$39.00 zl**

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.

**129400 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. Btln/regt level. 10min/turn, 200yd/hex, sqd/company level, suitable for solitaire play. J.Gorkowski'16

**127602 Zama, Hannibal vs Scipio (Decision Gms) \$19.00 Fo**

Folio game of the final, climactic battle of the Second Punic War as Roman forces under Scipio conclude the utter defeat of Carthage and cements Rome's control of the western Mediterranean Sea. Tho outnumbered, the Romans defeat the Carthaginians. 100 counters, small map, 150yd/hex, low complexity. '16

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

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 Engineeer & Amphibious vehicles; US 34th Nation Guard Div in WWII.

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

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**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**
**130870 [Absolute Victory, World Conflict 1939-45](#) [\\$142.50](#) DC  
[\(Compass Gms\)](#)**

Large, highly strategic game of World War II around the globe (on all 7 continents), 1939-45. Comparable in scale to earlier Blitz! Covers WWII on all theaters, on land and at sea. Uses a variable scale map that better emphasizes Europe and eastern Asia and less the areas not actively involved. Includes 2500 random events that players may encounter depicting the swirling, wartime diplomacy and technological events. Combat system allows you to prioritize time, territory or casualties in each battle fought. Uses an interactive, pulse system that involves both players thruout. Includes production. 4 maps, 7 countersheets, 3 rulebooks; army/corp, air fleet, naval squadron level, 130-185mi/hex, 2mo/turn. BIG! Ben Madison, Wes Erni '17

**82385 [ASL Recon by Fire Magazine #3 \(HOB Recon](#) [\\$36.00](#) ▮  
[Mg\)](#)**

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

**82390 [ASL Recon by Fire Magazine #4 \(HOB Recon](#) [\\$49.00](#) Bk  
[Mg\)](#)**

w/properly printed counters. ■ Original printing had reverse-printed coutners; 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

**133149 [ASL: Instructions/Rules POCKET EDITION](#) [\\$40.00](#) BK  
[\(MultiMan Pub\)](#)**

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

**125917 [ASL: Journal #11 \(MMP Journal\)](#) [\\$29.00](#) ▮**

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

**132587 [ASL:Action Pack # 9, To the Bridge!](#) [\\$27.50](#) Fo  
[\(MultiMan Pub\)](#)**

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

**130103 [ASL:Action Pack #10 \(MultiMan Pub\)](#) [\\$17.00](#) Fo**

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

**130681 [ASL:Action Pack #11, 29 Let's Go! \(MultiMan](#) [\\$22.49](#) Fo  
[Pub\)](#)**

Scenario kit focused on the the US 29th inf division's experiences in Europe. Includes 10 scenarios, 2 new maps, plus overlays. '15

**129328 [ASL:Action Pack #12, Oktoberfest XXX](#) [\\$13.99](#) Fo  
[\(MultiMan Pub\)](#)**

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

**130102 [ASL:Action Pack #13, Oktoberfest XXX II](#) [\\$20.00](#) Fo  
[\(MultiMan Pub\)](#)**

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

**131801 [ASL:Best of Friends Scenario Pack \(MultiMan](#) [\\$12.99](#) ▮  
[Pub\)](#)**

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

**129723 [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

**126955 [ASL:Crucible of Steel 2 \[2nd\] \(Boundng Fire\)](#) [\\$125.00](#) Fo**

Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countersheets (less than included in first edition). C.Smith, S.Swann '17

**129854 [ASL:Forgotten War, Korean War 1950-53](#) [\\$119.00](#) DC  
[\(MultiMan Pub\)](#)**

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

**132591 [ASL:Hatten in Flames \(MultiMan Pub\)](#) [\\$49.00](#) BC**

Historical ASL module covering the January 1945 German Nordwind offensive aimed to recapture parts of the province of Alsace and destroy elements of a US infantry division. This was the last German offensive in the west. After some unsuccessful attempts, the Germans committed elements of two mechanized divisions to attack the inexperienced US 42nd infantry division later reinforced with elements of the experienced 79th inf division. The Germans succeeded in surrounding a US force. What followed was five days of head-on-head engagements as US 14th armor attempts to break the siege. Includes 8 scenarios & 2 campaign games, 2 countersheets, 1 map. 2min/turn, 40m/hex, 5-10men/unit. '18

**132442 [ASL:Objective Schmidt \(Boundng Fire\)](#) [\\$109.99](#) 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

**128332 [ASL:Poland in Flames \(Boundng Fire\)](#) [\\$125.00](#) FO**

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

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| <p><b>125020</b> <a href="#"><u>ASL:Rivers to the Reich Scenario Pack (MultiMan Pub)</u></a> <a href="#"><u>\$17.49</u></a> <a href="#"><u>u</u></a><br/> 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</p> <p><b>133158</b> <a href="#"><u>ASL:Starter Kit #2 3rd (MultiMan Pub)</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>BC</u></a><br/> 2018 Reprint. ■ 2018 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans &amp; Italians. Kit #2 focuses on ordnance &amp; light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '18</p> <p><b>132947</b> <a href="#"><u>ASL:Starter Kit #3, Tanks 3rd (MultiMan Pub)</u></a> <a href="#"><u>\$30.00</u></a> <a href="#"><u>BC</u></a><br/> 2018 Reprint. ■ 2018 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks &amp; other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles &amp; ordnance. '18</p> <p><b>125044</b> <a href="#"><u>ASL:Winter Offensive #7 2016 Bonus Pack (MultiMan Pub)</u></a> <a href="#"><u>\$19.00</u></a> <a href="#"><u>Fo</u></a><br/> 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</p> <p><b>125035</b> <a href="#"><u>ASL:Winter Offensive #8 2017 Bonus Pack (MultiMan Pub)</u></a> <a href="#"><u>\$18.00</u></a> <a href="#"><u>Fo</u></a><br/> ASL scenario kit containing 3 new scenarios (WO21-23) with geomorphic board #76. Scenarios cover the Ukraine 1941 (2) and Aachen 1944. '17</p> <p><b>127989</b> <a href="#"><u>ASL:Winter Offensive #9 2018 Bonus Pack (MultiMan Pub)</u></a> <a href="#"><u>\$39.00</u></a> <a href="#"><u>Fo</u></a><br/> ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 &amp; 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18</p> <p><b>128700</b> <a href="#"><u>ASL:Yanks 2nd (MultiMan Pub)</u></a> <a href="#"><u>\$103.00</u></a> <a href="#"><u>DC</u></a><br/> 2016 update. ■ 2016 update of this kit which provides the complete American army OoB plus the units &amp; scenarios from earlier Paratrooper kit. Now includes a total of 41 scenarios (16 from earlier editions of Yanks &amp; Paratrooper, &amp; 25 from previously published but OoP scenarios, all revised &amp; rebalanced). Includes 6 countersheets &amp; 8 maps (16-19, 24, 40, 41, 46). Errata from prior edition incorporated. '16</p> <p><b>95157</b> <a href="#"><u>ATS: Berlin, Fuhrer's Bunker GAME (Critical Hit)</u></a> <a href="#"><u>\$69.00</u></a> <a href="#"><u>zI</u></a><br/> [Inspected &amp; 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</p> <p><b>101488</b> <a href="#"><u>ATS: Omaha West [2nd] (Critical Hit)</u></a> <a href="#"><u>\$59.00</u></a> <a href="#"><u>Fo</u></a><br/> 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 &amp; std play aids to play. '12</p> <p><b>90696</b> <a href="#"><u>ATS: Pointe du Hoc (Critical Hit)</u></a> <a href="#"><u>\$22.00</u></a> <a href="#"><u>zI</u></a><br/> ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters &amp; map. Requires Bloody Omaha for play. '09</p> <p><b>132489</b> <a href="#"><u>B-29 Superfortress, Bombers Ovr Japan 3d (Legion Wargm)</u></a> <a href="#"><u>\$44.00</u></a> <a href="#"><u>HC</u></a></p> | <p>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>130689</b> <a href="#"><u>Beyond the Rhine (MultiMan Pub)</u></a> <a href="#"><u>\$99.00</u></a> <a href="#"><u>DC</u></a><br/> Large game in the Operation Combat system (OCS). Covers the Allied drive to &amp; 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 &amp; weather. 3.5mi/hex, 3.5day/turn, btln-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 &amp; 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15</p> <p><b>127669</b> <a href="#"><u>Blitz! A World in Conflict (Compass Gms)</u></a> <a href="#"><u>\$60.00</u></a> <a href="#"><u>BC</u></a><br/> 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" &amp; 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</p> <p><b>130726</b> <a href="#"><u>Counter Sheet, Blank 1/2" Colored (140) (GMT)</u></a> <a href="#"><u>\$2.50</u></a> <a href="#"><u>u</u></a><br/> 140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01</p> <p><b>120261</b> <a href="#"><u>Counter Sheet, Blank 5/8" White (88) (GMT)</u></a> <a href="#"><u>\$2.50</u></a> <a href="#"><u>u</u></a><br/> 88 blank counters, all white, 5/8". No printing at all. '01</p> <p><b>130742</b> <a href="#"><u>Counter Sheets, Blank 5/8" Wht (88) 5Pk (GMT)</u></a> <a href="#"><u>\$12.99</u></a> <a href="#"><u>u</u></a><br/> FIVE (5) pack of 5/8" blank counter sheets, all white, each with 88 counters (440 total). No printing at all. '01</p> <p><b>127715</b> <a href="#"><u>Counter Sheets, Blank 9/16" Wht (114) 5pk (GMT)</u></a> <a href="#"><u>\$12.50</u></a> <a href="#"><u>u</u></a><br/> 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</p> <p><b>132604</b> <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><br/> Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach &amp; 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 &amp; chaotic days: para drops, ranger assaults, &amp; 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</p> <p><b>133343</b> <a href="#"><u>Der Weltkrieg, Eastern Front (Schroeder)</u></a> <a href="#"><u>\$90.00</u></a> <a href="#"><u>BC</u></a><br/> Update &amp; reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov &amp; Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full &amp; 2 half maps. D.Schroeder'13</p> <p><b>131589</b> <a href="#"><u>Der Weltkrieg, Italian Front 1915-18 2nd (Schroeder)</u></a> <a href="#"><u>\$45.99</u></a> <a href="#"><u>BC</u></a></p> |
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Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

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

Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporretto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13

**132381 Der Weltkrieg, Ottoman Fronts 2nd \$69.99 BC**  
**(Schroeder)**

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

**131591 Der Weltkrieg, Western Front 2nd (Schroeder) \$50.00 BC**

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

**118945 Der Weltkrieg: Grand Campaign Kit \$59.00 BC**  
**(Schroeder)**

Kit that links all the prior 12 games focused on individual fronts into a grand campaign covering all of World War I in Europe & the Middle East. Adds rules for production & economic warfare; new tanks, neutral nations & invasions, air & sea assets, & more. Includes 840 counters, 2 full & 2 half-sized maps, scenario book, charts & tables. D.Schroeder '13

**132763 Fatal Alliances, the Great War 1914-18 \$105.00 BC**  
**(Compass Gms)**

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

**129795 Federation and Empire 2010 (Amarillo DG) \$65.00 BC**

Last copy. ■ Fourth (2010) update of this 2-8 player game of galactic conflict using the Star Trek cast of empires. Quite elaborate. '10

**129983 La Bataille de Dresde 1813 (Clash Arms) \$125.00 FB**

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

**129554 Last Blitzkrieg, Wacht am Rhein (MultiMan Pub) \$99.00 DC**

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

**113616 Naval SITREP Magazine #47 (Clash Arms) \$6.00 n**

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

**125132 Star Fleet Battles: Captain's Log #51 (Amarillo DG) \$18.00 Bk**

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

**127130 Star Fleet Battles: Captain's Log #52 (Amarillo DG) \$19.00 Bk**

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. Includes multiple new ships, 5 scenarios for SFB, Ground combat & 4 commando ships for fed Cmndr, preview of Unity edition, Middle Years rules & scenario for F&E, rules for Star Fleet Marines & Prime Directive. '17

**111832 Star Fleet Battles: YG3 Early Years (Amarillo DG) \$12.00 Bk**

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

**128294 Steel Wolves: German Fleet Boats Kit \$24.00 HC**  
**(Compass Gms)**

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

**131530 Wacht am Rhein, Battle of the Bulge 3rd \$124.00 LB**  
**(Decision Gms)**

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

**132235 World in Flames 2008 Annual (ADG) \$44.00 zI**

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

**132227 World in Flames 7th Collectors Classic (ADG) \$170.00 GB**

2018 Collectors Classic edition. Major overhaul of THE finest detailed strategic World War II game ever. Now with 5 mounted maps covering Europe, northern Africa, Middle East, & the Pacific; 1600 counters (CS 1-6, 24,46), the latest color rules & charts. For 2-6 players. Does NOT include the many add-on kits that are included in the Deluxe version and also available separately. 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. Moderately complex. '18

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**132234** [World in Flames: Convoys/Cruisers Flames](#) \$39.00 z1  
[\(ADG\)](#)

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