

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

27 Nov 2022 14:57

Fine Games' Gift Giving Suggestion List

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

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

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| <p>150177 <u>B-29 Superfortress, Bombers Ovr Japan 3d (Legion Wargm)</u> <u>\$44.00</u> <u>HC</u></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 & 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>149693 <u>Celles, the Ardennes, 23-27 Dec 1944 2nd (Revolution)</u> <u>\$25.00</u> <u>z1</u></p> <p>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</p> |
| <p>150249 <u>Barbarossa, Army Group Center 1941 2nd (GMT)</u> <u>\$55.00</u> <u>DC</u></p> <p>2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon & AGS) using an excellent, detailed system by a yeoman designer. Division level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. Rules have been completely rewritten, and OoB updated. RECOMMENDED for E.Front fiends. 2days/turn, 5mi/hex, Regt/Div level. Vance von Borries'22</p> | <p>149736 <u>Cobra, the Normandy Campaign 4th (Decision Gms)</u> <u>\$44.00</u> <u>BC</u></p> <p>Game of the Allied D-Day landings thur their Cobra offensive that led to the breakout from Normandy after the D-Day landings, 6 June - 26 August 1944. Boxed update of game last published in S&T #251, and previously published by SPI. Victory is based on whether an Allied breakout occurs, and on relative casualties. Includes 2 scenarios (D-Day & buildup, and Cobra) as well as campaign. Div level, 2mi/hex, 1day/turn, moderately complex, medium solitaire suitability. '19</p> |
| <p>150066 <u>By Stealth & Sea (Verssen, Dan)</u> <u>\$49.00</u> <u>DC</u></p> <p>Solitaire or cooperative game of the pioneering Italian commando frogmen unit, Decima Flottiglia MAS, seeking to destroy elements of the Royal Navy in the heavily guarded harbors of Gibraltar, Algiers & Alexandria. Includes 9 historic attack scenarios, plus campaigns during which you can develop your technology, train your frogmen while the Royal Navy also improves its defenses. 3 mounted mapboards, 116 counters, 141 cards. Fast playing. '20</p> | <p>147100 <u>Combat Commander: Stalingrad Kit 3rd (GMT)</u> <u>\$23.00</u> <u>Fo</u></p> <p>Battle Pack #2. 2nd Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scnearios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '20</p> |
| <p>149975 <u>Caesar, Great Battles of Julius... 2nd (GMT)</u> <u>\$65.00</u> <u>DC</u></p> <p>2022 deluxe update of 2 previously published games: Caesar the Civil Wars, and Caesar, Conquest of Gaul, plus all the 8 scenarios published as kits. Has a unified rulebook for all land battles (and another for the one naval battle included). Scenarios provided for 20 battles that trace the evolution of the Roman military system from Jugurtha 106BC to Wales 51AD. Battles range from 1/2 to 1-1/2 map sized and include sieges, an amphibious invasion & a naval battle. Maps updated to current graphic standards & a unified look. 2100 counters, 7 double-sided maps. All scenarios can be played with more complex original rules or the Simple GBOH rules. Mark Herman, Richard Berg'22</p> | <p>150075 <u>Commands & Colors, Ancients 7th (GMT)</u> <u>\$32.00</u> <u>DC</u></p> <p>2021 reprint of base game with mounted boards, its 5 adtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimenus 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Iliipa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'21</p> |
| <p>149981 <u>CDG Solo System Kit 2nd (GMT)</u> <u>\$15.00</u> <u>z1</u></p> <p>Kit that provides solitaire rules systems & play aids for seven of GMT's previously published card driven board games including Paths of Glory, For the People, Washington's War, Caesar, C&C Ancients, Samurai Battles. Serves the goals of adding the narrative flow of the war, increasing the fog of war, and reducing the overhead of the game system. Provides 2 card displays, a custom die, 4 markers, a rules summary & a play sheet for each covered game. Stuka Joe, Ken Kuhn'22</p> | <p>150067 <u>Counter Trays, DVG Style Trays 5-pak (Verssen, Dan)</u> <u>\$15.00</u> <u>FB</u></p> <p>FIVE PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14</p> |
| <p>150254 <u>Cuba Libre, Castro's Insurgency 4th (GMT)</u> <u>\$50.00</u> <u>DC</u></p> <p>2022 reprint. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitair or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'22</p> | |

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

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| <p>148969 <u>D-Day at Iwo Jima (Decision Gms)</u> <u>\$77.00</u> <u>BC</u></p> <p>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</p> <p>150099 <u>D-Day at Peleliu 2nd (Decision Gms)</u> <u>\$65.00</u> <u>BC</u></p> <p>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</p> <p>150230 <u>D-Day at Tarawa 2nd (Decision Gms)</u> <u>\$65.00</u> <u>BC</u></p> <p>2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17</p> <p>149728 <u>D-Day Quad Deluxe [2nd] (Decision Gms)</u> <u>\$52.00</u> <u>BC</u></p> <p>Deluxe update & reprint of four games previously published separately as folios, now packaged as a single quadragame with mounted board. Together, the games cover the whole of the D-Day landings using a simpler, folio-style game system. Includes Gold & Juno Beaches, Omaha Beach, Sword Beach, & Utah Beach. Includes scenarios for each of the separate beaches, then two for the American & the British beaches, and the full 4-game campaign. 400 counters, mounted map, btln/regt/brig level.'20</p> <p>150055 <u>Desert Fox 1940-43 Deluxe [3rd] (Decision Gms)</u> <u>\$90.00</u> <u>BC</u></p> <p>Boxed update of this of this acclaimed btln level game of the war in northern Africa, 1940-43, from Libya to Egypt to Tunisia & now including Algeria. Uses large movement factors, allows multiple forms of combat plus defensive reaction, specialized units, and more detailed air system. Now integrated w/ Trail of Fox, adds a new Algerian map, & revises maps & OoB. 19 years in the making. 10mi/hex 1mo/turn, rgt/brig/div level, 6 maps of varying sizes, 560 counters. 48 event cards. R.Berg, D.Niles, S.Copley, C.Perello'19</p> <p>149949 <u>East Front II [3rd] (Columbia)</u> <u>\$90.00</u> <u>BC</u></p> <p>Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucauses, 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</p> <p>150092 <u>Enemy Action, Ardennes (Compass Gms)</u> <u>\$92.50</u> <u>DC</u></p> <p>Rgt/div level game of the Battle of the Bulge using a card-driven, diceless game system. Includes a 2-player version but also allows solitaire play as either German or Allied players. Card-driven impulse system & Combat resolved purely thru a chit pull. 1day/turn, 2.5mi/hex, rgt/div level. 3 countersheets, 3 maps. J.Butterfield'15</p> | <p>149734 <u>Germany, Battle for... Deluxe 4th (Decision Gms)</u> <u>\$45.00</u> <u>BC</u></p> <p>Deluxe update of this unique game of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, simple, RECOMMENDED game for beginners & experts alike. 4th edition overhauled with mounted map that extends the playing area eastward; uses larger & thicker counters; includes both the original & revised countersets plus new supply counters; and the rules are in color. J.Dunnigan, Donald Johnson'21</p> <p>149853 <u>Hex Map Sheets, 16mm SHORT Grain 7pak (GMT)</u> <u>\$20.00</u> <u>n</u></p> <p>SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension, and each hex is numbered. '99</p> <p>148919 <u>Iron Curtain, Central Europe 1945-89 (MultiMan Pub)</u> <u>\$75.00</u> <u>BC</u></p> <p>Game of potential wars between NATO & Warsaw Pact forces in central Europe at 5 points spanning the length of the Cold War. War can erupt in 1945, 1962, 1975, 1983 or 1989. Uses the Standard Combat (SCS) game system. Includes 3 scenarios in which NATO invades the east (including Churchill's 1945 plan. Units generally begin in a peacetime footing, and have variable amounts of time to ramp up to the harsh reality. Includes nuclear & chemical warfare, air & air mobile forces, Includes 1 map, 1120 counters, 8 scenarios. Carl Fung'20</p> <p>149944 <u>Julius Caesar (Columbia)</u> <u>\$67.00</u> <u>BC</u></p> <p>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</p> <p>148855 <u>La Bataille de La Moscowa 4th (Clash Arms)</u> <u>118.00</u> <u>FB</u></p> <p>3rd reprint of this btln/rgt level battle of Borodino, Sept 1812, on 4 maps with c.1000 units using the classic La Bataille game system. This version uses the CofA colorful insignias 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</p> <p>148858 <u>Legion of Honor (Clash Arms)</u> <u>\$57.00</u> <u>FB</u></p> <p>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</p> <p>150184 <u>Little Bighorn 3rd (Legion Wargm)</u> <u>\$48.00</u> <u>BC</u></p> <p>Revision of this award-wining game of the battle that ended Custer's career as an rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment of Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, a sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16</p> <p>150237 <u>Napoleon at Waterloo 4th (Decision Gms)</u> <u>\$22.00</u> <u>HC</u></p> <p>Includes PC version of the game as well on CD-ROM. Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14</p> |
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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

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| <p>149116 <u>Next War, Korea 3rd (GMT)</u> \$50.00 <u>BC</u></p> <p>Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. BtlN/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20</p> <p>146268 <u>Next War: Supplement #2 Kit (GMT)</u> \$14.00 <u>z1</u></p> <p>Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20</p> <p>149581 <u>Operations Olympic & Coronet 2nd (Decision Gms)</u> \$40.00 <u>z1</u></p> <p>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</p> <p>148942 <u>Pacific War, Struggle Against Japan 2nd (GMT)</u> \$69.00 <u>HB</u></p> <p>MUST SHIP UPS DUE TO SIZE & WGT; SHIPPING WILL BE QUOTED. Major update of this complex game, but perhaps THE best game on Pacific theater of WWII. Includes 2 mounted maps covering the entire Pacific, 2340 counters, 27 scenarios of varying complexity & scope, from battles to campaigns to the entire war, a streamlined logistics system, & fully integrated air ground & naval operations. Land units vary from btlN to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). Highly recommended. Mark Herman'22</p> <p>150037 <u>Phobos Rising! Insurgency on Mars (Decision Gms)</u> \$10.50 <u>Fo</u></p> <p>Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. '16</p> <p>149767 <u>Picket Duty, Kamikaze Attacks Okinawa 2d (Legion Wargm)</u> \$65.00 <u>HC</u></p> <p>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</p> <p>150172 <u>Richard III, Wars of the Roses (Columbia)</u> \$63.00 <u>BC</u></p> <p>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</p> | <p>149889 <u>Russian Campaign 6th [Orig '74 Ed] (Compass Gms)</u> \$47.50 <u>BC</u></p> <p>2022 reprint of 1974 1st editon of this classic game of the war in the East, 1941-45. Covers all in the war in the East, 1941-5, to its conclusion in either Moscow or Berlin on a corp level. Souped up Stalingrad, with a great ebb & flow. RECOMMENDED. 2mo/turn, 32mi/hex, army/corp level, mounted map, 1 countersheet. 1976 Charlie Roberts award winner. John Edwards'22</p> <p>149965 <u>Target For Today, Bombers Over the Reich (Legion Wargm)</u> \$59.00 <u>BC</u></p> <p>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</p> <p>149968 <u>Target for Tonight (Legion Wargm)</u> \$67.00 <u>BC</u></p> <p>Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20</p> <p>150226 <u>Third World War Designer Set 2nd (Compass Gms)</u> \$159.00 <u>DC</u></p> <p>Update of the complete set of four previously published, well-regarded games on the anticipated fronts of conflict in World War III. Covers central Europe, Scandinavia, the Mediterranean and the Persian Gulf. Includes both air & land forces. Graphically overhauled with new maps & counters, & integrated the four games into one with no core design changes, yet includes many enhancements to simplify play. 6 maps, 9 countersheets, 20 diplomacy cards. Frank Chadwick'22</p> <p>149476 <u>Thunder in the East (Victory Pt)</u> \$135.00 <u>GB</u></p> <p>Strategic level game of the War in the East during World War II, 1941-44, designed by Frank Chadwick. Game represents a (huge) expansion of GDW's Battle for Moscow into a full-sized game covering most of the War in the East. Emphasis is on fun & playability. Includes 6 seasonal scenarios, plus a full campaign game. Corp/army level, 30mi/hex 1-2wks/turn. Likely a good game for beginners. Huge, 4-section map, 1050 counters, 84 cards, custom dice. First of an intended ETO series of games covering all of WWII in Europe. Frank Chadwick'19</p> <p>150267 <u>Twilight Struggle, Cold War 1945-89 11th (GMT)</u> \$37.43 <u>BC</u></p> <p>Deluxe edition; 2021 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'21</p> <p>150268 <u>U.S. Civil War 2nd (GMT)</u> \$72.00 <u>DC</u></p> <p>2022 reprint. Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men per point, plus ships, forts, etc. Scenarios for each of the first 3 years of the war, and the grand campaign. Without the naval rules, rules length is 21pgs. RECOMMENDED GAME. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonitch'22</p> |
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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

150063 [Warfighter, WWII Tactical Combat Game 2d](#) [\\$49.00](#) [BC](#)
[\(Verssen, Dan\)](#)

2nd edition. Card game of tactical combat on the Western Front during the last year of World War II. Can be played solitaire or with cooperatively with up to 6 players. You select your team and equip them with skills, weapons & gear within the mission's resource limit. Then fight your way thru the enemy to complete the mission. Uses a streamlined system where a single die roll can determine multiple events & outcomes. Includes nicely illustrated cards for US, British & German forces. 280 cards, 2 countersheets. Expansion packs available separately. '19

146500 [Warfighter, WWII: Exp 25 German Airborne](#) [\\$14.00](#) [SC](#)
[\(Verssen, Dan\)](#)

56 card deck adding cards specific to the German airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20

149833 [Waterloo, Napoleon's Last Battle \(Companion\)](#) [\\$55.00](#) [BC](#)

Area-move, impulse-driven game of the final battle of Waterloo, 18 June 1815, using a system akin to the Storm Over series. Players alternate activating a leader's units in each impulse until both players pass or a die roll ends the turn. Brig level, 10 turns. Entirely separate game from the Phalanx game of same title. Mark Scarbrough'19

149862 [World at War 3rd \(GMT\)](#) [\\$114.00](#) [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 capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18

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

149506 [1848, Australia \(GMT\)](#) [\\$45.00](#) [DC](#)

Semi-historical, 3-6 player game of developing & operating railroads in Australia, and even more about manipulating the stock market to make a bundle even while your RRs whither. Uses the 18xx game system. 6 private & 8 public RRs, plus the Bank of England as a source of loans. Player with the most shares of a company controls its actions. Player with the most loot at the end wins. Helmut Ohley'21

149997 [Grand Prix \(GMT\)](#) [\\$42.00](#) [DC](#)

grand prix ■ 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

149759 [Hammer of the Scots 4th \[Deluxe\] \(Columbia\)](#) [\\$72.00](#) [BC](#)

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

149359 [Modern Naval Battles, Global Warfare 3rd](#) [\\$38.00](#) [BC](#)
[\(Verssen, Dan\)](#)

Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08

150168 [Napoleon, the Waterloo Campaign 4th](#) [\\$72.00](#) [BC](#)
[\(Columbia\)](#)

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

150115 [Rogers' Rangers, US's First Commandos](#) [\\$11.50](#) [Fo](#)
[\(Decision Gms\)](#)

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

98369 [Zombies of the World Field Guide \(Slang](#) [\\$7.50](#) [Bk](#)
[Design\)](#)

Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
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RECENTLY PUBLISHED GAMES *Your Significant-Other May Not Have (Yet)*

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| <p>148471 <u>1846, the Race for the Midwest 2nd (GMT)</u> <u>\$45.00</u> <u>DC</u></p> <p>2021 update. 3-5 player railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 6 countersheets of tiles, 109 cards & stock certificates, mounted map. Tom Lehmann'21</p> <p>148743 <u>Absolute War! Russian Front 1941-5 (GMT)</u> <u>\$42.00</u> <u>BC</u></p> <p>Smaller, faster playing game of the entire War in the East during World War II, 1941-45. Streamlined game system with victory conditions based on capture of 10 objective hexes. Each side has its own 55 Event Deck used to generate special events & abilities & to resolve combat. Also models how the German army decayed & the Soviets improved during the war. 5 1-year scenarios plus the campaign game. Mounted map, 2 countersheets, 110 cards. High solitaire suitability. Carl Paradis'21</p> <p>149735 <u>Across Suez, Btl of Chinese Farm 3rd (Decision Gms)</u> <u>\$20.00</u> <u>BC</u></p> <p>Graphic update of this smaller, simpler game of the battle of Chinese Farm. 3 Israeli divisions attack 2 Egyptian divisions in a wild, swirling battle that ultimate saved the day for Israel. This edition elaborates the game with new rules for commandos, paratroopers, Egyptian marines. 1 map, 100 counters. Mark Herman & James Dunnigan'21</p> <p>149869 <u>Almoravid, Reconquista & Riposte 1085-86 (GMT)</u> <u>\$55.00</u> <u>DC</u></p> <p>The western jewel of Islam in Iberia had fractured by 1085, and the christian king Alfonso VI mustered a large army to recapture the lands from the Muslims. But the defenders sought help from north Africa, and the reconquest was anything but easy. Uses the Levy & Campaign game system from Nevsky. Shows lords' ability to muster forces, and their ability to command armies. Politics, the need for tribute will, Moor fortifications, African troops & bloodthirsty crusaders all will guide strategy. Mounted map, 177 wooden pieces, 112 cards, 3 countersheets. Volko Ruhnke'22</p> <p>149813 <u>Ariete, Battle of Bir el Gubi (MultiMan Pub)</u> <u>\$25.00</u> <u>zl</u></p> <p>Packaged in a ziplock. The British attack Italian defenders including the Ariete armored division near Bir el Gubi, Libya, during Operation Crusader. Uses the Tactical Combat game series. A green but well-equipped British 22nd Armoured Brigade expected to rout the Italians as they did a year before, but instead a swirling battle between evenly matched forces ensued. 30min/turn, 150m/hex, sections/pltn level, 8 scenarios, 280 counters. Dean Essig'20</p> <p>150136 <u>Arracourt, Battle for... 1944 (MultiMan Pub)</u> <u>\$60.00</u> <u>BC</u></p> <p>Game of the pivotal battle for Arracourt, France, in which effective combined arms stopped the German offensive that sought to stop the US advance across France near Nancy, Sept 1944. Uses the Battalion Combat (BCS) game system. The Germans attack with panzer brigades equipped with panther tanks but manned with green crews against the US 4th armored division surrounding Nancy. Includes 6 scenarios including campaign, 352 counters, 1 map. Game works well as in into the the BCS system. Carl Fung'22</p> <p>149919 <u>ASL:Best of Friends 2 Scenario Kit (MultiMan Pub)</u> <u>\$20.00</u> <u>Fo</u></p> <p>New scenario pack with new map #85, plus 12 scenarios, all of which were used in the Swedish Friendly Fire Tournament. Includes a variety of actions thruout WWII in Europe (with one in the Pacific between Russian & Japanese forces). '10</p> | <p>148698 <u>ASL:Roma 2020 (MultiMan Pub)</u> <u>\$9.00</u> <u>Fo</u></p> <p>Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zeland & US forces. Scenarios occur in Greece & Italy, 1940-44. '20</p> <p>149548 <u>Autumn for Barbarossa Deluxe [2nd] (MultiMan Pub)</u> <u>\$30.00</u> <u>zl</u></p> <p>Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stablized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play & good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21</p> <p>149597 <u>Balaclava, Breaking the Siege (Decision Gms)</u> <u>\$8.00</u> <u>Fo</u></p> <p>Small folio game of the battle of Balaclava, Oct 1854, in which the Russian field army attempted to break the siege of Sevastopol by attacking the lightly defended British open east flank. A dogged defense and the charge of the Light Brigade delayed the Russians long enough for reinforcements to arrive. Game system emphasizes unit quality over size, with special nature of both artillery & cavalry. Keeping reserves is critical. '21</p> <p>149739 <u>Banana Wars, Caribbean 1898-1935 #322 (Dec Gms S&T)</u> <u>\$37.50</u> <u>u</u></p> <p>Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interferred in other nations' affairs 50 times largely to benefit multination fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.</p> <p>149582 <u>Barbarossa Deluxe, Russo-German War [3dl] (Decision Gms)</u> <u>\$40.00</u> <u>zl</u></p> <p>Reprint of this update & enhancement of the game originally published in World at War mag #1 covering the Barbarossa campaign in the USSR, 1941-5, at corp/army level. Based loosely on Dunnigan's game by the same name from 1971. 280 counters, 55mi/hex, 1-2mo/turn, 6 scenarios starting in 1941-3, 2 maps. T.Bomba'22 / Also includes a well-written & richly illustrated 190pg historical booklet detailing the progression of the War in the East in WWII.</p> <p>147837 <u>Blue Water Navv, the War at Sea (Compass Gms)</u> <u>\$72.50</u> <u>BC</u></p> <p>Game of the hypothetical situation thruout the north Atlantic Ocean, Barents Sea & Mediterranean had World War III broken out in the 1980s. Card-driven game that allows either movement or triggering special events per card played. The key dynamic is detection of enemy task forces, which can only be attacked when spotted. 1day/turn, 500nm/area, groups of ships & aircraft, 4 countersheets, 110 cards. Stuart Tonge'19</p> |
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Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)							
139216	<u>Breakout, First Panzer Army #69 (Dec Gms W@W)</u>	<u>\$39.00</u>	<u>n</u>	150224	<u>Death in the Trenches, Great War 2nd (Compass Gms)</u>	<u>\$58.00</u>	<u>BC</u>
	Last copy. ■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.				2022 Revision of this strategic, corp/army level game of World War I thruout Europe, the Middle East, N.Africa, S.Africa, and even smaller outposts around the world. Includes a map in something of the der Weltkrieg style, 520 counters, Play emphasizes 500 random events thru a chit draw, and thru a number of special rules covering Russian collapse, Arab armies, Armenian army, neutrals, etc. A solid look at the entire world war that builds upon the structured simplicity of J.Dunnigan's World War I. 2005 Charles Robert award winner for best DTP game. High solitaire suitability. R.Ben Madison'22		
149618	<u>Budapest Campaign, Oct 44 - Feb 45 #85 (Dec Gms W@W)</u>	<u>\$37.50</u>	<u>n</u>	149671	<u>Death of an Army, Ypres 1914 ZL (Revolution)</u>	<u>\$42.00</u>	<u>zl</u>
	Mag & game. Game of the series of Soviet attacks (& Axis counterattacks) in Hungary between late 1944 to early 1945 ending with the capture of Budapest. Begins with the Soviet offensive into Hungary that besieged Budapest, followed by German counterattacks that were partially successful (but excluding the last, Spring Awakening). Each side is divided into 3 commands, and each command is activated by a chit draw. Uses a variation of the They Died With Boots on game system. Victory based on 4 key geographical points & elimination of mechanized units. 176 counters, corp level, 10mi/hex, 1-3wks/turn. Joseph Miranda'22 / ARTICLES ON: Budapest Campaign, 1944-5; Battle for Timor, 1942-3; Rebuilding the French Army, 1942-5; French Expeditionary Corps at Monte Carlo; German Plans to Invade Iceland & Ireland; Mussolini Fooled Hitler [about Italy's military capabilities]; Polish Plans to Seize Gdansk [Danzig] in 1939; Italy's Pacific War, 1943-5.				Packaged in a ziplock bag. Game of the First Battle of Ypres, 1914, at the end of the period after the battle of the Marne as the German and Allied armies attempted to outflank each other in a race to the sea. The British Expeditionary Force, the best army at the time, was bled dry during this campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22		
149790	<u>Bulge, Battle for the Ardennes 3rd (Decision Gms)</u>	<u>\$26.00</u>	<u>HC</u>	149351	<u>Descent on Malta, Op Herkules #335 (Dec Gms S&T)</u>	<u>\$37.50</u>	<u>n</u>
	Update of SPI's simple, classic, division-level game of the Battle of the Bulge, 16 Dec 1944 - 2 Jan 1945. Now includes sudden victory & is further colorized from prior edition. Uses 100 counters, and is great for beginners & multiple games in an evening. James Dunnigan'21				Mag & game. Operational level, solitaire game of the long-planned but never executed Axis airborne & amphibious invasion of Malta likely in 1942. Uses the solitaire Crete '41 game system with point-point movement. Co/Btln/Regt level, Presumes an eventual Axis victory, but the cost of that victory dictates just whether the Axis player actually wins the game. Includes consideration of strategic resources, air power, sea power, Allied concealed status. 2+ player rules available via download from publisher. 4-48hrs/turn, 228 counters, 1"=2.5mi, Co/Btln/Regt level. Joseph Miranda'22 / ARTICLES: What If? Malta Invasion 1942; American Revolution in the West [Ohio River & Appalachia]; Mongolian Invasions of Japan; Cuito Cuanavale Campaign in Angola, 1987-8; Initial Lessons of the Russo-Ukrainian War; Taiwan's Silicon Shield; The (Russian) Wagner Group in Africa; Yeman Update; The Soviet IL-28 Bomber; Napoleon's Cavalry at Waterloo; Battle of Chaldiran, 1514.		
149479	<u>Conquest & Consequence (GMT)</u>	<u>\$69.00</u>	<u>DC</u>	150227	<u>Devil Boats, PT Boats in the Solomons (Compass Gms)</u>	<u>\$54.00</u>	<u>BC</u>
	Companion game to (and mateagble with) Triumph & Tragedy, covering the Pacific Theater from 1936-45 at a strategic level. Designed for 3 players giving it a unique dynamic. Begins with the militaristic government in power in Japan the resource poor yet newly in control of Manchuria. Easier to learn, with cards included in play. Mounted map, 228 blocks, 2 countersheets, 110 cards. Craig Besinque'22				Solitaire, tactical-level game of operating a squad of 4 US PT (patrol) boats in nighttime missions against the Japanese during the summer of 1943 in the Solomons Islands. These fast, heavily armed boats developed their namesake reputation by showing up out of nowhere, doing great damage, then disappearing again into the night. Your team is assigned a mission, and you must navigate the enemy as well as rough seas, reefs and other random events. Each boat has 12 crewman who may be incapacitated at any time but become more skilled thru experience. Each boat also has various equipment systems including weapons & radios that may be disabled. Goal is to survive the summer while destroying as much Japanese shipping as possible. Be too aggressive and you may be court martialed. 1 mission/day, 20 missions/month. 2 countersheet, 1 map, 2 mission boards. Joe Carter'21		
150272	<u>Day Was Ours, First Bull Run July '61 ZL (Revolution)</u>	<u>\$42.00</u>	<u>zl</u>	148779	<u>Doomsday v1, Battle for Germany (Compass Gms)</u>	<u>\$77.00</u>	<u>BC</u>
	Packaged in a ziplock. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmaneuvered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21				First of a new series of games on the World War III that thankfully never happened (yet). This game focuses on the battle in west Germany between Warsaw Pack & NATO forces about 1985. Uses a variation of the Operational Scale (OSS) game system, and this is the third game using that broader system. Offers low counter density & simple mechanics. 1day/turn, Regt/Brig/Div level, 12km/hex, 5 scenarios, 4 maps, 5 countersheets. High solitaire suitability. Adam Starkweather'21		
150204	<u>Day Was Ours, First Bull Run July 1861 (Revolution)</u>	<u>\$52.00</u>	<u>BC</u>				
	Packaged in a bookcase box. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmaneuvered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21						

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

149608 [Dragon & the Hermit Kingdom #45 \(Dec Gms ModW\)](#) [\\$37.50](#) [n](#)

Last copy. ■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.

150189 [Fields of Fire: Bulge Kit \(GMT\)](#) [\\$17.00](#) [zl](#)

Kit adding details of the Battle of the Bulge to the base game. US 9th Reg of 2nd Inf Div faced nearly a month of intense combat; this kit models that. Requires any edition of the original Fields of Fire game. 55 cards, 176 counters. Ben Hull'22

149848 [Fire in the Lake: Fall of Saigon Kit \(GMT\)](#) [\\$33.00](#) [BC](#)

Boxed kit for the base game. Covers the period between 1973 and the final collapse of southern Vietnam in 1975. Includes the Paris Peace Talks, US Antiwar Movement, NVA War Weariness, and new armor units. Adds 3 scenarios allowing solitaire to 4-players to extend the war thru the final 3 years (beginning as early as the Tet Offensive in 1968). Includes 104 cards, 21 wooden pieces, 1 countersheet. Mark Herman, Volka Ruhnke'22

150256 [Fire in the Lake: Tru'ng Bot Kit \(GMT\)](#) [\\$18.00](#) [zl](#)

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

149762 [Fire on the Mountain \(Legion Wargm\)](#) [\\$44.00](#) [BC](#)

Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinke'22

150058 [First Punic War, 264-241BC #336 \(Dec Gms S&T\)](#) [\\$37.50](#) [n](#)

Mag & game. Game of the first (of three) Punic Wars, 264-241BC, between Rome & Carthage over control of the Mediterranean. Campaigns were fought in Sardinia & northern Africa but especially in Sicily. Key constraint is the Action Points each side is given representing command & logistical limiting military operations. Victory determined by uncontested control of key cities around the western Mediterranean Sea. Diplomacy among the 6 minor powers is conducted by a table. Scenarios cover the opening moves in Sicily, Regulus' invasion of Africa, and the entire war. 176 counters, 3yrs/turn, 40mi/hex, legion level. Joseph Miranda'22 / ARTICLES ON: Strategic Analysis of the First Punic War; Strategic Analysis of the Gallipoli Campaign, pt 1; Pontiac's War, 1763-4; America's Undeclared War with Libya, 1981-9; Venezuelan Escudo Bolivariano 2022 campaign against rebels; Iran, Big & Unstable; Stalemate, 2022 Battle of the Donbass; Ukrainian War's Influence on Chinese Policy Toward Taiwan; Scipio Africanus, Soldier & Politician; Intelligence Gifts for Meade at Gettysburg; Operation Beleaguer, the repatriation of Japanese & Koreans after WWII in the face of Communist Chinese resistance.

150259 [Flashpoint South China Sea \(GMT\)](#) [\\$31.00](#) [BC](#)

Strategic level game of the complex geopolitical conflict between China & other nations led by the US in the South China Sea. Features a card-driven system with cards featuring events taken from recent headlines. Each side seeks to secure territorial claims and improve their political standing. Game does not cover overt military conflict, but focuses on the nuanced application of political, economic & military resources. The US side must assure freedom of navigation while the Chinese can develop atolls to assert control, while both sides must manage the tension level and seek support of the other nations in the area. 1 mounted map, 35 wood cubes, 63 cards. Includes full solitaire rules. Harold Buchanan'22

150079 [Flying Colors Deluxe \[3rd\] \(GMT\)](#) [\\$53.00](#) [DC](#)

Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, several additional scenarios, as well as a bigger box, and Trafalgar & battles of the 7 Years War previously published in C31, with more counters so that each unique vessel is represented by its own counter. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes hundreds of individually named ships, 840 counters, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. Mike Nagel'20

148567 [Fury at Midway \[2nd\] \(Revolution\)](#) [\\$30.00](#) [zl](#)

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

149515 [Great War Commander: BEF Expansion Kit \(Hexasim Game\)](#) [\\$60.00](#) [BC](#)

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

150205 [Greater Victory, South Mountain 1862 \(Revolution\)](#) [\\$59.00](#) [BC](#)

Boxed version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox's Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitaire play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22

150207 [Greater Victory, South Mountain 1862 ZL \(Revolution\)](#) [\\$49.00](#) [zl](#)

Ziplocked version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox's Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitaire play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22

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

**149953 Hill of Doves, First Boer War 1880-81 2d \$55.00 BC
(Legion Wargm)**

Significant update from the previous DTP version. Solitaire game of the first Anglo-Boer War, 1880-1. Player controls the British army against the Transvaal Republican Army, and must dominate the Laing's Nek area between Natal & the Transvaal to win. Played at concurrent strategic, operational & tactical levels, each with its own mapboard. Battles are resolved via Tactical or Ambush decks of cards, and turns involve an Operational deck as well. 181 counters, 5 card decks (~94 cards), 4 mapboards, company level, weekly turns. Godfrey Bailey'22

150155 Hood Strikes North (MultiMan Pub) \$80.00 BC

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

149192 Hornet's Nest, Buying Time at Shiloh (Decision Gms) \$9.00 Fo

Small folio game of the desperate Union defense of the roads leading to Pittsburgh Landing which supplied their army against a determined Confederate attack during the height of the battle of Shiloh, Apr 1862. Uses the Musket & Saber game system that emphasizes unit quality over size, and shows the unique roles of artillery & reserves. '21

**150120 Hougoumont, Key to Waterloo, June 1815 \$8.00 Fo
(Decision Gms)**

Small folio game of the difficult battle for the bastion of Chateau Hougoumont. Napoleon needed a quick capture, but the British defended stoutly, causing both sides to escalate the battle over the course of the day. Uses the Musket & Saber system, with combat based more on unit quality than size. Shows the unique roles of artillery & cavalry. '21

149937 Hungarian Rhapsody (MultiMan Pub) \$85.02 BC

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

149313 Into the Woods, Battle of Shiloh 1862 (GMT) \$39.00 DC

8th installment of GMT's line of Great Battles of the American Civil War (GBACW) begun with SPI's Terrible Swift Swords. Shows the 1862 battle of Shiloh, as the Confederates under Johnson surprise Grant's forces along the Mississippi. Uses chits to activate higher units. Includes 10 scenarios, from single divisions on each side to the full 2-day campaign. Includes the effect of the Confederate surprise attack, the green quality of many of units, and the unique role the Confederate general Johnson played. High solitaire suitability. 1hr/turn, 110yd/hex, 50men/strength point, 1120 counters, 2 double-sided maps. Richard Berg, Dick Whitaker'22

149286 Lee's Greatest Victory, Chancellorsville #55 (Against Odds) \$34.00 HP

Mag & game. Area-move, impulse game of what was perhaps the Confederacy's greatest victory, Chancellorsville 1863. The Union forces under Hooker intended to flank & surround the Confederates at Fredericksburg, but daring use of interior lines by Lee & Stonewall Jackson turned a bad situation into a stunning victory. Impulse system adds a lot of unknowns as to what can be accomplished each of only 6 turns. Brig/Div level, with leaders, pontoon bridges, entrenchments & weather. 176 counters. Michael Rinella'22

145446 Munich War #74 (Dec Gms W@W) \$37.50 n

Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 1938. Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to sieze a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; USN PC-461 class Patrol Craft.

148964 Napoleon's Imperium 1798-1815 (Compass Gms) \$105.00 BC

Large, 2-sided, 2-8 player, team-oriented, strategic scale game of the whole of the Napoleonic wars. Eight empires are represented, each with different abilities & economies, and each is cast to one of two opposing alliances. Event card adds historical events as well as the fog of war. 780 counters, 2 maps, 1yr/turn, 240 cards, corp level. Units represent artillery, cavalry, camels, infantry, fleets. One side wins by either capturing enemy territories or winning multiple battles. Andrew Roland'21

149025 Normandy '44, June 6th-June 27th 3rd (GMT) \$39.00 BC

2022 reprint of this 2-3 player game of the D-Day landings & the crucial 3-week period of establishing a firm beachhead, June 1944. Uses a simplified Ardennes 1944 system with movement, combat & reserve movement, and a key quality rating. 1day/turn, 2.3mi/hex, btln/rgt/brig level, 2 scenarios & campaign. M.Simonitch'22

**149940 North Africa, Afrika Korps v Desert Rats \$60.00 BC
(MultiMan Pub)**

Game of the war in North Africa, 1941-42, using the SCS Standard Combat System; essentially, a reworked & condensed DAK. Covers the war from Operation Compass (1940) to the final battles at El Alamein (1942). Uses a unique activation system tied to supply units in a supply-scarce environment. 4 maps, 560 counters, 10 scenarios (2 using 1 map, 3 using 2 maps). Dean Essig'21

144016 Objective Munich #49 (Dec Gms ModW) \$119.00 n

Last copy. ■ Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
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RECENTLY PUBLISHED GAMES *Your Significant-Other May Not Have (Yet)*

150233 [Operation Causeway, Formosa #83 \(Dec Gms W@W\)](#) [\\$37.50](#) [□](#)

Mag & game. Game of the planned but never executed 1944 invasion of Japanese-held Formosa (now Taiwan). This would have been the largest amphibious invasion in the Pacific. In fact, the US elected to recapture the Philippines instead. Key dynamic is the logistic point, which enables operations. Includes hidden movement. Victory based on control of ports, airfields & cities on the island. Two scenarios: the original, planned invasion and a later, 1945 invasion that assumes portions of the Philippines were captured to better enable Causeway. Includes abstracted air & naval support, choice of invasion locations, ranger & airborne landings. 176 counters, Regt/brig level, 10mi/hex, 1wk/turn. Joseph Miranda'22 / ARTICLES ON: Operation Causeway, Formosa 1944; Greenland in World War II; Polish 1st Armored Division 1944-5; Fatal Flaws of the ME-262 Jet Fighter; Soviet Naval Ops during the Winter War 1939-40; Spanish Invasion of Portugal; the Japanese Breakout from Australian Cowra POW camp, 1944; Italian Submarines in WWII.

149800 [Operation Unthinkable, Elbe to Oder #333 \(Dec Gms S&T\)](#) [\\$37.50](#) [□](#)

Mag & game. Operational level of the hypothetical situation had the western Allies & the Soviets gone to war in the environs surrounding Berlin a couple months after the end of World War II. Victory is determined by the western Allies' progress toward the east (attempting to secure Poland for the western camp). Game reflects that both sides were at the end of a taxing war with few replacement or reinforcements available. Soviets have numbers & artillery; the allies have bombers. Div/corp level, 228 counters, 5mi/hex, 3.5days/turn. Ty Bomba'22 / ARTICLES ON: Unthinkable, Churchill's Plan for World War III in 1945; Union Disaster, Battle of Crater July 1864; First Battle of Monte Grappa, 1917-18; Subutai, Mongol Master of War; German Use of Mines in WWI; Ethiopia Update; Turkey's Syrian Gambit; Icebreaker Wars; US Carriers at Risk; Battle of Plataea, 499BC; Buffalo War 1873; Communications Revolution; Combat Air Support in WWI.

149143 [Panzers Last Stand \(MultiMan Pub\)](#) [125.00](#) [DC](#)

Large game using the Battalion Combat (BCS) system to cover the German's final series of offensives of World War II. Game covers the period of Jan-Mar 1945 as the Germans attempted to relieve Budapest thru a series of attacks (Konrad, Southwind and Spring Awakening) involving a third of Germany's remaining panzers. Units include the war's biggest & best tanks including the Tiger II, Brummbar, IS-2 & ISU-152, together with the many specialized & ad hoc forces involved in the defense of Budapest. Includes 10 scenarios (2 with 1 map, 7 with 2 maps), 4 maps, 1680 counters. Carl Fung'21

149325 [Plains Indian Wars \(GMT\)](#) [\\$39.00](#) [DC](#)

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

150198 [PQ-17: Norway 1940 Kit \(GMT\)](#) [\\$33.00](#) [z1](#)

Large kit adding all the British, French, Polish and German air & naval units allowing players to fight naval actions during the 1940 invasion of Norway. Includes a lot of secret what-ifs. Operational scenarios covering the periods of initial invasion, and also the British invasion & evacuation of Narvik in June, plus a campaign game. 281 counters. Chris Janiec'22

150323 [Race for Bastogne, Seven Roads to Hell \(MultiMan Pub\)](#) [109.20](#) [DC](#)

Game of the German 47th Corp's attack in the Ardennes from the Our that led to its siege of Bastogne, Dec 1944, using the Grand Tactical (GTS) game system. Begins with their attack across the Our River against the 110th Inf Reg on 15 Dec, includes engagements with 9/CCR and 10/CCB armored brigades. Extends thru 25 December. Includes 3 maps, 8 countersheets, 6 scenarios plus campaign (5 using 1 map). Company level, 2 maps, 8 countersheets, 500m/hex, 2hr/turn. Joseph Chacon'22

145595 [Rally 'Round the Flag! Perryville #96 \(Compass PprWr\)](#) [\\$35.00](#) [□](#)

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

146459 [Red Poppies, Assault Artillery \(Compass Gms\)](#) [\\$52.50](#) [BC](#)

Game using the Red Poppies series to depict the battle of La Maimaison, Oct 1917, in which the French used their tanks and a creeping artillery barrage to capture key objectives. 6 division attack along a 7.5mi-wide front after a six day barrage with 63 tanks in support. The end result was 50,000 German casualties & prisoners, versus 12,000 French casualties. Suitable for solitaire. 10min/turn, 200yd/hex, Section/Company level, 2 maps, 3 countersheets. John Gorkowski'20

149428 [Salerno '43, Allied Invasion of Italy \(GMT\)](#) [\\$27.50](#) [BC](#)

Rgt/brigade level game of the initial Allied invasion of the Italian mainland at Salerno, Sept 1943. Three Allied division invade the area defended by a full strength panzer division, soon reinforced by 5 other German mechanized units. For 8 days the beachhead's survival was in doubt, causing the Allies to reinforce with the 82nd Airborne. Only the approach of Allied forces overlaid from the south ended the German threat. Invasion scenario plus campaign game. 1 map, 1 countersheet, moderate solitaire suitability. Mark Simonitch'22

150220 [Sea Monsters, 4 Naval Games \(Against Odds\)](#) [\\$38.99](#) [HP](#)

ATO's 2018 Annual (published 3 years late!). Set of four naval games set in the 19th & 20th centuries. IRON & FIRE depicts the battles of the Peruvian ironclad Huascar during the 1879 war with Chile, where it outclassed everything it encountered but was but a single ship. Paul Rohrbaugh / UNDER TEN FLAGS covers the German merchant raider Atlantis in the south Atlantic early in WWII, where it survived 600 days by continually changing its appearance. Solitaire. Paul Stuhlfaut. / XXI is a solitaire game that challenges the player to build an adequate fleet of Type XXI u-boats for the Germans beginning in 1943; historically, only 2 actually sailed. Game is akin to Wings for the Baron where the focus is on the logistics of producing a critical mass of this more complex submarine. Steven Cunliffe / FIRST STRIKE is a solitaire game in which British float planes observe and bomb zeppelin hangers, while in reply the German bomb the British fleet. Paul Rohrbaugh / Includes 6 maps, 350+ counters. '21

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

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| <p>150326 <u>Skirmisher Magazine #3 (Skirmisher)</u> \$16.00 <small>u</small></p> <p>Magazine supporting the Great Campaigns of the Am Civil War game series. ARTICLES ON: Preview of On to Richmond II (w/ Grant Takes Command included); Long Road to Gettysburg strategic variant (via download; Streamline version of Atlanta is Ours Advanced Game Rules. '22</p> | <p>150235 <u>Tarawa 1943 (Worthington)</u> \$49.00 <small>BC</small></p> <p>Simpler, fast playing, card-driven, solitaire game of the US marine invasion of the Japanese-held island of Tarawa, 1943, showing the US military how difficult it would be to wrest islands from the Japanese. Each turn involves activating a single US battalion of the 2nd Marine Div, allowing it to move, attack and regroup, but after activation it loses cohesion. Japanese actions are guided by the game system. Marines invade at their historical locations or an alternative south beach. '22</p> |
| <p>146300 <u>Spring Awakening #73 (Dec Gms W@W)</u> \$33.00 <small>u</small></p> <p>Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lake Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of what-if additons. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost of French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.</p> | <p>149829 <u>Third Winter, Ukraine Sept '43-Apr '44 (MultiMan Pub)</u> \$145.00 <small>DC</small></p> <p>New but not shrinkwrapped. ■ Huge game using the Operation Combat game system (OCS) depicting the pivotal third winter in the USSR, Sept 1943 - Apr 1944, and the bulk of both Soviet & German mechanized forces. It included the battle for Kieve, von Manstein's fire brigade actions, Kirovograd, Korsun pocket, the escape of the 1st Panzer Army (Hube's pocket), Tarnopol and battles in Romania. It ended only when both armies were exhausted. Large mapboard covers most of the Ukraine, SE Poland and E Romania. Begins with the German retreat to the Dnepr River in Sept. 1943. Soviet command structure modeled in an on or off status reflecting the binary nature of the offensives. 5mi/hex, 3.5days/turn, 3 campaign scenarios, 8 shorter scenarios, OCS v3 series rules, 5 maps, 2800 counters. '21</p> |
| <p>148506 <u>Storm Above the Reich (GMT)</u> \$52.00 <small>DC</small></p> <p>Solitaire game in which the player manages a German Focke-Wolf FW-190 fighter squadron in the face of endless American B-24 bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min, and campaigns consisting of 6-60 missions. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Sister game to Skies Above the Reich, and can be mated to that game. 4 dbl-sided mounted maps of various sizes, 2 countersheets, 60 blocks, 96 cards. Jerry White & Mark Aasted'21</p> | <p>149330 <u>Three Days of Glory (VaeVictis II)</u> \$37.00 <small>HC</small></p> <p>French-produced, English & French language components. Game of three previously published Days of Glory series games, updated & revised here. All three battles took place during the 1805 Austrian campaign that culminated at Austerlitz. Elchingen (Oct 1805) has Ney's corp attacking an isolated Austrian corp of similar strength; this resulted in the surrender of the main Austrian army a short time later. Hollabrunn (Nov 1805) was a chaotic battle between the French advanced guard under Murat & the Russian rear guard, with the Russians putting up an effective defence under Bagration. Austerlitz (Dec 1805) was Napoleon's most decisive victory, and included 150,000 combatants of three nations. Austro-Russian armies fall into Napoleon's trap and are decisively defeated. 3 maps, 648 counters, 1pt/200infantry, btn/regt level, '22</p> |
| <p>147327 <u>Strategy & Tactics Quarterly #15 AlexGrt (DecGms STQtr)</u> \$12.00 <small>u</small></p> <p>Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of Alexander the Great's rise & conquest of much of the civilized world in the 5th century BC. '21</p> | <p>147751 <u>Thunder at Dawn, Wilson's Creek (Revolution)</u> \$52.00 <small>BC</small></p> <p>Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21</p> |
| <p>149744 <u>Strategy & Tactics Quarterly #16 China (DecGms STQtr)</u> \$12.50 <small>u</small></p> <p>Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the prospects of a future war with China in the near future, and China's assertion of its military & political sphere of influence. '21</p> | <p>150020 <u>Thunder at Dawn, Wilson's Creek ZL (Revolution)</u> \$42.00 <small>zl</small></p> <p>Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21</p> |
| <p>149913 <u>Strategy & Tactics Quarterly #18 Korea (DecGms STQtr)</u> \$15.00 <small>u</small></p> <p>Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the history of the Korean War, Nov 1950 - 1953, beginning with the context of the immediate aftermath of World War II. '22</p> | <p>150325 <u>Victory Awaits, Operation Barbarossa '41 (MultiMan Pub)</u> \$60.00 <small>BC</small></p> <p>Large game of first 10 weeks of Operation Barbarossa, June-Sept 1941. Previously published as three mating games in the Fierce Fight series in Japan. This unified update covers all of Barbarossa south of Leningrad, using 3 maps, 3 countersheets. Scenarios cover Army Group North, Center or South's offensives on a single map. Includes multiplayer rules for 4-8 playes. 840 counters, 3 maps, 16km/hex, 10days/turn. Div level. Uses the game system found in Victory Lost, Fire in the Sky, Most Dangerous Time and What Price Glory. Tetsuya Nakamura'22</p> |
| <p>150128 <u>Strategy & Tactics Quarterly #19 Fr & In (DecGms STQtr)</u> \$15.00 <small>u</small></p> <p>Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on the history of the French & Indian War of 1759-61. While a small war in North America fought in small battles with limited forces, it was an extension of the Seven Years War in Europe - essentially part of a world war among European nations. '22</p> | |

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

150202 Vietnam 1965-75 2nd (GMT) \$55.00 DC

Update of this well-regarded, complex 3-map, 6 countersheets, BtlN-lvl game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btlN/regt level. NickKarp'22

149687 Warsaw 1920 (Revolution) \$37.00 z1

Game of the battle of Warsaw, 1920 between Soviet vs Polish & Lithuanian forces that blunted the communist rush to the west. The Russians had already defeated 2 Polish army groups while advancing 500km in 5 weeks. But an aggressive defense from reorganized units & reinforcements from the south repulsed the attacking Russians. Covers the time from July-Aug 1920 in a large area around Warsaw. Simpler game with just 10pgs of rules. 1 countersheet (counters for this game were backprinted), 30km/hex, 1wk/turn, Brig/div level. Yasushi Nakaguro'22

148661 Watch on the Oder, January 1945 #82 (Dec Gms W@W) \$37.50 n

Mag & game. Game of the hypothetical situation had the Germans launched an offensive in the northern portion of the Eastern Front in Jan 1945 rather than executing the Battle of the Bulge offensive. Win or lose, such a move would have dramatically impacted the post-war world. High solitaire suitability. Key dynamic is a variable sequence of play in which you either move or attack first. Simpler game with high solitaire suitability. Corp/army level, 4days/turn, 20mi/hex, 128 counters. Ty Bomba'22 / ARTICLES ON: Watch on the Oder, German Strategic Alternatives in January 1945; U-Boats on the American Coast, 1942; Crisis at Arras, the Allied Counteroffensive 1940; Strategic Bombing of Japan; Battle of the Philippine Sea; German 15cm KC/36 Naval Gun; Search for Concensus on the Battle of Midway in Literature.

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

147929 ASL: Journal #12 (MMP Journal) \$20.00 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

146829 ASL:Action Pack #13, Oktoberfest XXX II (MultiMan Pub) \$20.00 Fo

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

148453 ASL:Action Pack #14, Oktoberfest XXXIV (MultiMan Pub) \$25.00 Fo

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

150138 ASL:Action Pack #16, From Land Down Undr (MultiMan Pub) \$23.00 Fo

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

148385 ASL:Action Pack #17, Oktoberfest XXXV (MultiMan Pub) \$28.00 Fo

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

133033 ASL:Best of Friends Scenario Pack (MultiMan Pub) \$10.00 n

12 scenarios drawn from the Swedish Friendly Fire ASL toumry 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

149106 ASL:Blood & Jungle 2 [2nd] (Boundng Fire) 115.00 Fo

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

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LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!							
150140	<u>ASL: Croix de Guerre 2nd (MultiMan Pub)</u>	<u>144.00</u>	<u>DC</u>	149104	<u>ASL: Operation Neptune (Boundng Fire)</u>	<u>\$49.00</u>	<u>z1</u>
	Large update of ASL Module 10, which includes the complete 1939-40 French OoB, as well as equipment the Free French used later in the war. Includes maps 42 & 43, Chp A rules & Chp H historical notes, 41 scenarios total involving the French both in France and North Africa and the middle east, and also adds counters & scenarios involving the Vichy French in French African colonies. Now includes 11 countersheets. Also includes Dinant, Rommel at the Meuse historical ASL campaign game with 11 scenarios. A top-to-bottom revision. '20				Scenario kit for ASL Advanced Squad Leader containing 10 scenarios plus campaign game covering the British crossing of the Seine River at Vernon, France, in August 1944. Also includes an historical map, 122 counters & special rules. Requires either Poland in Flames or Onslaught to Orsha 2nd, and Beyond Valor & either For King & Country or West of Alamein, plus boards 81 & 83 (Forgotten War) 1b & 4b (AP#8) & 7a (AP#9). '22		
148835	<u>ASL: Crucible of Steel 2 [2nd] (Boundng Fire)</u>	<u>115.00</u>	<u>Fo</u>	150026	<u>ASL: Poland in Flames (Boundng Fire)</u>	<u>114.00</u>	<u>FO</u>
	2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countrsheets (less than included in first edition). C.Smith, S.Swann'17				Large ASL kit focused on many clashes during the German invasion of Poland, 1939. Includes 6 boards, 1280 countersheets, and 45 scenarios -- its a BIG game. Reqs components from many game to play all scenarios: boards 3,5,6,10,13,17,18,21,32,34,36,38,40,42,44,45,46,52,57,59,62,63,64,65, 1a,2a,3a,5a,6a,7a/b, Beyond Valor, Armies of Oblivion, Into the Rubble, High Ground 2, Blood & Jungle, Crucible of Steel. '16		
150305	<u>ASL: For King & Country 3rd (MultiMan Pub)</u>	<u>\$96.00</u>	<u>DC</u>	150142	<u>ASL: Red Factories (MultiMan Pub)</u>	<u>125.00</u>	<u>DC</u>
	3rd edition incorporates errata. Modules is a consolidation of earlier West of Alamein & FK&C modules into an revised ASL package. Includes entire British OoB in 8 countersheets, 8 mapboards (6,7,10,12,13,14,15,32), 20 updated scenarios, and incorporates all existing errata - and a much bigger price! '21				HASL (historical ASL) module that combines an update of Red Barricades with a newly created parallel kit, Red October. Red Barricades' maps were recreated, and separately published materials including a 4th campaign game are incorporated. Includes 4 maps, 8 countersheets, 4 chapter dividers, Chapter O, and 7 campaign games and a total of 21 scenarios. 2min/turn, 40m/hex, complex due to unit density & urban terrain '19		
150141	<u>ASL: Forgotten War, Korean War 1950-53 (MultiMan Pub)</u>	<u>119.00</u>	<u>DC</u>	149922	<u>ASL: Rising Sun 2nd (MultiMan Pub)</u>	<u>179.99</u>	<u>DC</u>
	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				2021 update that now includes map & scenarios for Hell's Corner scenario previously published in Ops SE #3. ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '21		
150306	<u>ASL: Hollow Legions 3rd (MultiMan Pub)</u>	<u>138.00</u>	<u>DC</u>	132975	<u>ASL: Rivers to the Reich Scenario Pack (MultiMan Pub)</u>	<u>\$14.00</u>	<u>n</u>
	Overhaul of this module including the entire Italian OoB plus the desert components from West of Alamein (which were not printed in King & Country), plus components from Soldiers of the Negus (Ethiopia, 1935-6). Revised mix of 53 scenarios from previously published modules, action packs, magazines & Negus kit. Includes 5 countersheets, 8 boards (25-31, 25e), & all desert overlays. A core module for actions set in the North African desert or involving the Italians. '22				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		
148843	<u>ASL: Into the Rubble 2 [2nd] (Boundng Fire)</u>	<u>\$74.00</u>	<u>n</u>	150311	<u>ASL: Starter Kit #1 6th (MultiMan Pub)</u>	<u>\$23.00</u>	<u>BC</u>
	Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fire #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16				2021 reprint reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused solely on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '21		
150024	<u>ASL: Objective Schmidt (Boundng Fire)</u>	<u>\$99.00</u>	<u>FO</u>	150309	<u>ASL: Starter Kit #2 4th (MultiMan Pub)</u>	<u>\$27.00</u>	<u>BC</u>
	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				2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '22		
				150144	<u>ASL: Starter Kit #3, Tanks 4th (MultiMan Pub)</u>	<u>\$30.00</u>	<u>BC</u>
					2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordnance. '22		

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!							
149538	<u>ASL:Starter Kit #4, Pacific Theater 2nd (MultiMan Pub)</u>	\$49.00	BC	149485	<u>Counter Trays, UGG Style Bookcase 10-Pak (Grebe GmDsgn)</u>	\$25.00	FB
	2021 Reprint. Complete game designed as intro package for Pacific Theater warfare. Focuses on warfare in the jungles & atolls, as well as the tactics, of the Pacific - all of which were vastly different than in Europe. Includes step-reducing Japanese infantry, new terrain rules, and simplified rules for Banzai, concealment & close combat. Everything needed for play is included. Includes 3 maps (M,N,O), 2 countersheets, 8 scenarios. 2min/turn, 40m/hex. '21				10-pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04		
150150	<u>ASL:Starter Kit Expansion Pack #1 3rd (MultiMan Pub)</u>	\$35.00	Fo	148044	<u>Day of Days, Invasion of Normandy 1944 (MultiMan Pub)</u>	\$89.00	DC
	Updated reprint of this scenario kit adding 12 scenarios, new counters, 4 maps (P,Q,R,S) & rules; requires Starter Kits #1, 2 & 3 to play all scenarios. Also designed to supplement each of the first 3 starter kits. 8 scenarios set in Poland'39, Finland'42, Sicily'43, France'44, Germany'44, and includes the Poles, Slovaks, Soviets, US, Italians, Free French. Labeled "2nd edition" but is actually 3rd printing. '21				Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach & develop a secure beachhead; Germans try to try throw them back into the sea. Using a playable system, this huge game includes all the action of those furious & chaotic days: para drops, ranger assaults, & more. Uses the Standard Combat System. Includes 4 maps, 8 countersheets, v1.7 series rules, 15 scenarios (many using only 1 or 2 maps). D.Essig'15		
150146	<u>ASL:Starter Kit Expansion Pack #2 (MultiMan Pub)</u>	\$32.00	Fo	150125	<u>Der Weltkrieg, Ottoman Fronts 2nd (Schroeder)</u>	\$60.00	BC
	Expansion kit with additional rules, counters, maps & scenarios for the Starter Kit series of games (#1-4).Includes 8 scenarios & 2 maps covering actions between Japanese army & naval forces and Australian, Indian, Filipino, Dutch & Chinese opponents on mainland Asia & on Pacific Islands, 1937-45. Rules introduce the use of regular & fanatical Chinese squads, overlays, vehicles & ordinance. Includes additional Dutch vehicles & other nationalities previously available in only token amounts. Includes maps k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20				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		
149546	<u>ASL:Sword & Fire, Manila (MultiMan Pub)</u>	105.00	DC	150124	<u>Der Weltkrieg, Western Front 2nd (Schroeder)</u>	\$60.00	BC
	ASL module of the US conquest of the Phillipine capital of Manila in 1945 during the course of a month. The Japanese planned only to fight to the death, tenaciously contesting every building, using all their resources including veteran army & naval units as well as untrained conscripts. Adds new terrain types, and provides 25 scenarios & 5 campaigns. 6 maps, 4 countersheets. '22				2013 2nd edition. ■ Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13		
148914	<u>ASL:Winter Offensive #11 2020 Bonus Pack (MultiMan Pub)</u>	\$25.00	Fo	150222	<u>La Bataille de Ligny 3rd (Clash Arms)</u>	\$99.00	FB
	Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20				2017 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17		
150152	<u>ASL:Winter Offensive #12 2021 Bonus Pack (MultiMan Pub)</u>	\$25.00	Fo	133290	<u>World in Flames 7th: Divisions in Flames (ADG)</u>	\$20.00	u
	Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands & Germany, all in 1944. Reqs core modules & boards 11b to play all scenarios. '21				Last copy. ■ Kit containing 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18		
150321	<u>ASL:Winter Offensive #13 2022 Bonus Pack (MultiMan Pub)</u>	\$34.00	Fo	133270	<u>World in Flames 7th: Territories in Flms (ADG)</u>	\$18.00	u
	Last copy. ■ Tournament scenario pack including 3 new maps (m,n & o) and 4 scenarios (WO39-42). '22				Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18		
101748	<u>ATS: Omaha West [2nd] (Critical Hit)</u>	\$40.00	Fo				
	Last copy. ■ Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12						
150006	<u>Counter Trays, UGG Style Bookcase 5-Pak (Grebe GmDsgn)</u>	\$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. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04						

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