

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

12 Feb 2024 15:12

## Fine Games' Gift Giving Suggestion List

Page 1 of 11

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
--------	-------------------	-------	-----	--------	-------------------	-------	-----

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

- |   |  |
|---|--|
| <p><b>151563</b> <a href="#"><u>Austerlitz 1805, Rising Eagles (Hexasim Game)</u></a> <a href="#"><u>\$60.00</u></a> <a href="#"><u>BC</u></a></p> <p>French-produced game with English &amp; French rules. Covers one of the great victories of Napoleon's career, Austerlitz in 1805. Emphasizes orders from leaders to units, and this game makes changing orders more difficult than in prior games in this series. 4 countersheets, 2 double-sided maps, regt level, 250m/hex, 1hr/turn. Walter Vejdivsky'16</p>   | <p><b>151603</b> <a href="#"><u>Celles, the Ardennes, 23-27 Dec 1944 2nd (Revolution)</u></a> <a href="#"><u>\$25.00</u></a> <a href="#"><u>zl</u></a></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 &amp; prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different &amp; exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata &amp; French translated rules avail online. R.Miller'17</p>   |
| <p><b>151236</b> <a href="#"><u>B-29 Superfortress, Bombers Ovr Japan 3d (Legion Wargm)</u></a> <a href="#"><u>\$44.00</u></a> <a href="#"><u>HC</u></a></p> <p>3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation &amp; day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16</p>   | <p><b>151332</b> <a href="#"><u>Commands &amp; Colors, Napoleonic 5th (GMT)</u></a> <a href="#"><u>\$50.00</u></a> <a href="#"><u>DC</u></a></p> <p>2023 Reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British &amp; Portuguese troops. Battles include: Rollica 1st &amp; 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's &amp; Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras &amp; Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'23</p>  |
| <p><b>151373</b> <a href="#"><u>Barbarossa, Army Group Center 1941 2nd (GMT)</u></a> <a href="#"><u>\$58.00</u></a> <a href="#"><u>DC</u></a></p> <p>2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon &amp; 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><b>151548</b> <a href="#"><u>Commands &amp; Colors, Samurai Battles 2nd (GMT)</u></a> <a href="#"><u>\$55.00</u></a> <a href="#"><u>DC</u></a></p> <p>2023 reprint. Complete game in the Commands &amp; Colors game series. Focuses on tactical battles in medieval Japan with 40 scenarios. Includes many unit types &amp; terrain types. Terry Leeds'23</p>   |
| <p><b>151307</b> <a href="#"><u>Caesar, Great Battles of Julius... 2nd (GMT)</u></a> <a href="#"><u>\$70.00</u></a> <a href="#"><u>DC</u></a></p> <p>New but not shrinkwrapped. ■ 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 &amp; a naval battle. Maps updated to current graphic standards &amp; 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><b>151186</b> <a href="#"><u>Cuba Libre, Castro's Insurgency 4th (GMT)</u></a> <a href="#"><u>\$45.00</u></a> <a href="#"><u>DC</u></a></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 &amp; 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>   |
| <p><b>151640</b> <a href="#"><u>CDG Solo System Kit #1 2nd (GMT)</u></a> <a href="#"><u>\$15.00</u></a> <a href="#"><u>zl</u></a></p> <p>Kit that provides solitaire rules systems &amp; 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&amp;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 &amp; a play sheet for each covered game. Stuka Joe, Ken Kuhn'22</p>  | <p><b>151571</b> <a href="#"><u>D-Day at Omaha Beach 6th (Decision Gms)</u></a> <a href="#"><u>\$75.00</u></a> <a href="#"><u>BC</u></a></p> <p>6th edition (2023) reprint of this solitaire (&amp; cooperative 2-player) game of the first day on Omaha Beach as the US 1st &amp; 29th Inf Divs land under intense fire &amp; struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons &amp; tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours &amp; the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition added updated rules &amp; a mounted mapboard. J.Butterfield'23</p> |
| <p><b>151351</b> <a href="#"><u>CDG Solo System Kit #2 (GMT)</u></a> <a href="#"><u>\$15.00</u></a> <a href="#"><u>zl</u></a></p> <p>2nd kit for the Card Driven Games published by GMT. Provides 2 card displays, another custom die, 4 markers, rules summary &amp; 9 playsheets for a variety of games. '23</p>  | <p><b>151291</b> <a href="#"><u>D-Day at Peleliu 2nd (Decision Gms)</u></a> <a href="#"><u>\$65.00</u></a> <a href="#"><u>BC</u></a></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 &amp; earlier D-Day at Omaha Beach &amp; D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18</p>   |
|   | <p><b>150789</b> <a href="#"><u>D-Day at Peleliu 2nd [Ziplock] (Decision Gms)</u></a> <a href="#"><u>\$52.00</u></a> <a href="#"><u>zl</u></a></p> <p>Packed in ZL; no box. New. ■ 2018 2nd edition, packaged in a ziplock w/o box. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular &amp; earlier D-Day at Omaha Beach &amp; D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18</p>   |

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts****151116 [Death Valley: Btls for Shenandoah KIT \(GMT\)](#) [\\$21.00](#) [zl](#)**

Kit for the base game which adds 4 battles to the base game: McDowell (May 1862), the first battle of the Shenandoah as Jackson's reconstituted army attempts to defeat two Union forces in detail); Second Winchester (June 1863, in which Jackson attempts to clear the lower valley to support supply lines for the Confederate invasion of the north later that month); Piedmont (June 1864, during which a larger Union force under Hunter aggressively moves up the valley defended by a much smaller, scratch force); and Cool Spring (July 1864, as Early's corp fresh an abortive drive on Washington, turns to attack pursuing Union forces). Includes 560 counters, 4 maps. '22

**151595 [Field Commander Rommel, Deluxe \[2nd\] \(Verssen, Dan\)](#) [\\$42.00](#) [BC](#)**

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

**151646 [Fire in the Lake 3rd \(GMT\)](#) [\\$62.50](#) [DC](#)**

2022 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'22

**151315 [Great Battles of Alexander, 6th \(Deluxe\) \(GMT\)](#) [\\$70.00](#) [DC](#)**

2023 update of the last & greatest version of this celebrated game, Now includes the Tyrant kits well as those included in last edition (Juggernaut, Diadochoi & Phalanx). Covers 19 of Alex's most famous btl: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v Persian screening force @ Grancius (May 334BC); Alex recovers his LOC from Persian force @ Issus (Nov 333BC); Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC); Alex subdues the Triballians @ Lyginus in his first battle as King (336BC); Alex secures his rear in the Balkans by defeating the Illyrians at Pelium (336BC); Alex succeeds at a dangersou river crossing at Jaxartes against the Scythians (329BC); a Macedonian group is trapped by the Scythians at Samarkand (328BC); Alex assaults a mountain fort at Arigaeum (327BC); and Alex wins his last battle against the Indians at Hydaspes (326BC). Mark Herman, Richard Berg'23

**151162 [Interceptor Ace v2, Last Days Luftwaffe \(Compass Gms\)](#) [\\$69.00](#) [BC](#)**

Solitaire, low-level tactical game covering the increasingly desperate air defense of Germany during the last year of World War II, 1944-45. 40 of the best fighters of the war were involved & included. 342 counters, 20 dbl-sided aircraft displays, 60 combat cards, 3-4days/turn, individual aircraft & weapon systems. Can be played cooperative. Fernando Sola Ramos'23

**151073 [Interceptor Ace, Air Defense ovr Germany \(Compass Gms\)](#) [\\$72.00](#) [BC](#)**

Solitaire, low level tactical game covering daylight air defense over Germany, 1943-44. Player is placed in any of 30 models of daylight fighters tasked with stopping the American bomber offensive and their fighter escorts over the course of days & weeks. Emphasis is on the pilot's (player's) experience & skill development over time. Uses the Hunters (Night Fighter Ace) game system. 1 countersheet, 60 cards, individual aircraft & crew members. Gregory Smith'19

**151409 [Khe Sanh '68, Marines Under Siege 2nd \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)**

Reprint. Solitaire folio game of the marine corp's defense of Khe Sanh just prior & during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '23

**151533 [Last Hundred Yards: Russian Front KIT \(GMT\)](#) [\\$45.00](#) [BC](#)**

Kit for the Last Hundred Yards series requiring both base games (Last Hundred Yards & Airborne Over Europe) to play. 4th edition in the LHY series covering major campaigns & missions from the 2nd half of the War in the East during World War II. Focuses include the Oct 1943 fighting near Krivoi Rog, Summer 1944 during Bagration. Rules for the Soviets reflect tactical inflexibility & indifference to casualties. 8 double-sided geomorphic maps, 4.5 countersheets, 16 missions. Mike Denson'23

**151123 [Liberty or Death 3rd \(GMT\)](#) [\\$46.00](#) [DC](#)**

2017 reprint. ■ 2023 reprint of this popular game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'23

**151432 [Little Bighorn 3rd \(Legion Wargm\)](#) [\\$64.00](#) [BC](#)**

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

**151573 [Midway Solitaire 2nd \(Decision Gms\)](#) [\\$54.00](#) [DC](#)**

Boxed update of this popular, solitaire game of the grander situation in the Pacific during the spring-summer of 1942 which culminated in the Battle of Midway but also included Coral Sea & the invasion of the Aleutian Islands. Player assumes command of US forces, and must defeat multiple Japanese forces and lines of attack with inferior numbers. Relatively complex as it mixes solitaire structures with both a strategic & operation game of naval operations in the Pacific (with a fog of war). Variable time frame (1-7 days), 1-4 ships/counter. This edition has a mounted map & 224 counters. Joseph Miranda, Eric Harvey'22

**151336 [Next War: Supplement #2 Kit \(GMT\)](#) [\\$14.00](#) [zl](#)**

Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20

**151403 [Operations Olympic & Coronet 2nd \(Decision Gms\)](#) [\\$37.00](#) [zl](#)**

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

<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>
--	-------------------------	--	-------------------------

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

**151652** [Paths of Glory, First World War 7th \(GMT\)](#) [\\$50.00](#) [BC](#)

2023 deluxe reprint (ie 7th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns, 3 scenarios. Changes in this game included a double-sided map with traditional & tournament maps, 20 new optional cards, update rules & player aids, and new optional counters. MOST HIGHLY RECOMMENDED. '23

**151562** [World at War 3rd \(GMT\)](#) [\\$119.00](#) [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

**151063** [Phobos Rising! Insurgency on Mars \(Decision Gms\)](#) [\\$11.00](#) [Fo](#)

Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. '16

**151588** [World War I 4th \(Deluxe\) \(Decision Gms\)](#) [\\$52.00](#) [BC](#)

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

**151655** [Pursuit of Glory, Great War Near East 3r \(GMT\)](#) [\\$42.00](#) [DC](#)

2023 update of this stand-alone game that is both a sequel to Paths of Glory and a 2nd ed of Great War in the Near East. Covers WW1 in the Caucauses & Middle East & Turkey. Includes 1 map, 560 counters, 110 cards. T.Racier'23

**151241** [Target for Tonight \(Legion Wargm\)](#) [\\$65.00](#) [BC](#)

Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20

**151568** [Third World War Designer Set 2nd \(Compass Gms\)](#) [\\$165.00](#) [DC](#)

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

**151657** [U.S. Civil War 2nd \(GMT\)](#) [\\$0.00](#) [DC](#)

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

**151565** [Waterloo 1815, Fallen Eagles II \[2nd\] \(Hexasim Game\)](#) [\\$60.00](#) [BC](#)

Fully updated 2nd edition with revised OoB & new map, plus rules revisions. Regt/Btln level game of the 3 day battle of Waterloo, June 1815. 4 countersheets, 2 maps, 18 cards, 200m/hex, 1hr/turn. Scenarios for key battles of Hougomont, D'Erlon's Attack & Plancenoit, plus the grand campaign. Focus of mechanics is on morale, attrition & unit commitment, with div & corp-level units required to follow preassigned orders till changed. Relatively high solitaire suitability. W.Vejdovsky'23

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

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game****151376 Charioteer, Race for Glory in Rome (GMT) \$50.00 DC**

Simpler, fast playing strategic game of chariot racing at Circus Maximus. Movement is based on achieving a set of cards, but those same cards offer special abilities or events if used for other purposes. Players can attack others, or simply race, and the emperor can always intervene. A player's skills increase over multiple races, or with the emperor's pleasure. 2 mounted maps, 6 wooden chariots, 171 cards, various markers & tokens. Simpler game suitable to family play. Matt Calkins'22

**151526 Dominant Species: Marine Species Kit 2nd (GMT) \$59.00 DC**

2023 reprint. Large kit adding ocean creatures to this game of survival of the fittest. Presents 4 aquatic classes of animals - dinosaur, fish, cephalopod & crustacean, and each must seek dominance in a changing environment on earth after an ice age 60 million years ago. Modest complexity. 54 cards, 7 sheets of tiles, 178 wooden cubes. Chad Jensen'23

**150861 Hammer of the Scots 4th [Deluxe] (Columbia) \$77.99 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

**98369 Zombies of the World Field Guide (Slang Design) \$7.00 Bk**

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

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)****151182 Archie's War, Battle for Guadalcanal (Worthington) \$49.00 BC**

1 or 2 player game of the battle for Guadalcanal in 1942. Fast playing. Mapboard is double-sided, with one side used for 2-player play and the other for solitaire. Uses a block system for hidden movement (but not step reduction). Low complexity. 60 blocks. Derek Croxton'23

**151438 ASL:Roma 2020 (MultiMan Pub) \$10.00 Fo**

Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zealand & US forces. Scenarios occur in Greece & Italy, 1940-44. '20

**150801 Banana Wars, Caribbean 1898-1935 #322 (Dec Gms S&T) \$37.50 n**

Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interfered in other nations' affairs 50 times largely to benefit multinational fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.

**151644 Banish All Their Fears (GMT) \$45.00 BC**

(Game in the Bayonet & Musket game series covering 2 key battles of the War of Spanish Succession. Neerwinden covers the 1693 defense of a fortified village against the French army under Luxembourg, leading to the British army's defeat. Blenheim covers Marlborough's victory deep in Bavaria against combined Bavarian & French forces. System reflects the larger armies armed with flintlock muskets & steel bayonets during this era. 190-220yd/hex, 20min/turn, BtlN level, Dbl-sided map, 5 countersheets. David Fox'23

**151268 Barracks Emperors, Time of Crisis (GMT) \$33.00 BC**

1-4 player card game set during the Roman Time of Crisis in the 3rd Century, where 45 men made claim to be emperor. Players accumulate & deploy political influence (given by their cards) in an effort to claim the emperorship for one of their boys. Basically a trick-taking game in an unique way. Every card can be played in two ways, making for tough decisions. Includes a simple solitaire module. Low complexity, 116 cards, 6 counters. Brad Johnson, Wray Ferrel'23

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

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

- 150234 Budapest Campaign, Oct 44 - Feb 45 #85 (Dec Gms W@W) \$37.50 n**  
 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.
- 151034 Conquest & Consequence (GMT) \$69.00 DC**  
 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 tho 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
- 151090 Caporetto, Italian Front 1917-18 #337 (Dec Gms S&T) \$37.50 n**  
 Mag & game. Game of the nearly-decisive Central Powers' 1917 offensive in NE Italy which came close to knocking Italy out of World War I, followed by the balance of the war thru its end in Oct 1918. Both Italian & Austro-Hungarian armies were exhausted, and their units fragile. The Central Powers have assault units trained in infiltration that can attack & move twice in a turn. Game neatly incorporates many operational factors in simple ways. Brig/Div level, 228 counters, 6mi/hex, 1mo/turn. Javier Romero Munoz'22 / ARTICLES ON: From Caporetto to Vittorio Veneto, Italy, 1917-8; Cortes Wins an Empire for Spain, 1519-21; Malvern Hill, Preview of Gettysburg; Battle of the Paracel Islands, Template of Hybrid Warfare, 1974; Expansion of the American Army in WWI; Back to Somalia; Middle East Air Defense Alliance; 2022 Russo-Ukrainian War; China's Third Aircraft Carrier; Biblical Story of Ehud; Operation Just Cause, 1989-90; Confrontation at Fort Sill, 1871.
- 151092 Crimean Campaign 1941-42 #89 (Dec Gms W@W) \$37.50 n**  
 Mag & game. Simpler, operational & strategic level game of the Axis offensive into the Crimean Peninsula ending with the capture of Sevastopol, Oct 1941-July 1942. Uses a telescopic timeframe reflecting the ebb & flow of operations. Players have the choice of Move-Fight or vice versa each turn. 5mi/hex, 2-4wks/turn, brig/div level, Victory is determined gby geographic possessions (and whether events dilutes the German effort as occurred historically). 176 counters. Ty Bomba'23 / ARTICLES ON: the Crimean Campaign 1941-42; Japanese Indian Ocean Raid, 1942, a Missing Opportunity; The Hump (in China), Strategic Heavy Lift; Fortress Assault at Bitche, March 1945; USMC Raider & Parachute Btlns; German Flak, pt.1; Czechoslovakian Fortress, Blockhouse Zeleny; Russian Front by the Numbers.
- 151280 Clash of Carriers #58 (Against Odds) \$35.00 HP**  
 Mag & game. Game of the largest carrier battle in history, the Battle of the Philippine Sea, which included a total of 24 Japanese & American carries. The result shattered the remaining Japanese carrier power for the balance of the war in what was called a turkey shoot. Historically, the Japanese failed to coordinate their strikes. The Japanese has the advantage of longer range to both carrier & land-base airpower, but the US has qualitatively superior forces. The US player may seek to attack more of the Japanese surface fleet rather than settling only for defeating their air forces. Detection plays a major role, with air reconnaissance & submarines playing a key role. Air strikes, surface battles and submarine hunting are played on tactical maps. Scenarios offer the historical OoB, but also what-ifs with additional surface & air forces, and allow greater coordination. 1 map, 320 counters. Mark Stille'23
- 151284 Crowning Glory, Austerlitz 1805 #57 (Against Odds) \$32.50 HP**  
 Mag & game. Includes Enter the Dragon expansion counters for Red Dragon Blue Dragon. Game of what is generally considered Napoleon's greatest victory, the crushing defeat of the Austrians & Russians at Austerlitz in 1805. Feigning weakness, Napoleon encouraged his opponents to attack his right flank which they did, whereupon he attacked their center. Breaking thru, the French surrounded the Third Coalition forces. 600yd/hex, brig/div level, 1hr/turn, 1 map, 216 counters. Ty Bomba'23
- 151597 Clash of Sovereigns, War Austrian Succes (GMT) \$48.00 BC**  
 Game of the War of Austrian Succession, 1740-48 which begins with Prussia attempting to sieze Silesia in a surprise invasion, but instead begins a global war. The death of Charles VI and the appointment of Maria Theresa to the throne emboldens France, Prussia & Spain to target chunks of the Holy Roman Empire. 2-4 player, card-driven game with a free-wheeling & fast playing feel; streamlined from earlier Clash of Monarchs system. Campaign game covers entire war, with 3 scenarios covering 2-3 year periods of the war. Very different natures of the national armies & goals makes for some difficult choices & odd bedfellows. High replay value. 160 cards, 470 counters. Bob Kalinowski'23
- 151288 Clash of Carriers #58 (Against Odds) \$35.00 HP**  
 Mag & game. Game of the largest carrier battle in history, the Battle of the Philippine Sea, which included a total of 24 Japanese & American carries. The result shattered the remaining Japanese carrier power for the balance of the war in what was called a turkey shoot. Historically, the Japanese failed to coordinate their strikes. The Japanese has the advantage of longer range to both carrier & land-base airpower, but the US has qualitatively superior forces. The US player may seek to attack more of the Japanese surface fleet rather than settling only for defeating their air forces. Detection plays a major role, with air reconnaissance & submarines playing a key role. Air strikes, surface battles and submarine hunting are played on tactical maps. Scenarios offer the historical OoB, but also what-ifs with additional surface & air forces, and allow greater coordination. 1 map, 320 counters. Mark Stille'23
- 151665 Dav Was Ours, First Bull Run July '61 ZL (Revolution) \$42.00 zl**  
 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
- 151366 Death of an Army, Ypres 1914 ZL (Revolution) \$42.00 zl**  
 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
- 151416 Descent on Malta, Op Herkules #335 (Dec Gms S&T) \$37.50 n**  
 Mag & game. Operational level, solitaire game of the long-planned but never executed Axis airborne & amphibious invasion of Malta likely in 1942. Uses the solitaire Crete '41 game system with point-point movement. Co/Btlm/Regt level, Presumes an eventual Axis victory, but the cost of that victory dictates just whether the Axis player actually wins the game. Includes consideration of strategic resources, air power, sea power, Allied concealed status. 2+ player rules available via download from publisher. 4-48hrs/turn, 228 counters, 1"=2.5mi, Co/Btlm/Regt level. Joseph Miranda'22 / ARTICLES: What If? Malta Invasion 1942; American Revolution in the West [Ohio River & Appalachia]; Mongolian Invasions of Japan; Cuito Cuanavale Campaign in Angola, 1987-8; Initial Lessons of the Russo-Ukrainian War; Taiwan's Silicon Shield; The (Russian) Wagner Group in Africa; Yeman Update; The Soviet IL-28 Bomber; Napoleon's Cavalry at Waterloo; Battle of Chaldiran, 1514.

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)****151569 Devil Boats, PT Boats in the Solomons \$54.00 BC  
(Compass Gms)**

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

**151552 Downfall, Conquest of the Third Reich (GMT) \$40.00 BC**

Base game in a 2" box w/ paper maps. 2-player, highly strategic level game of the conquest of Germany from 1942-45, with players representing the Western Allies & the USSR, with each also controlling German forces on the opposite front (akin to Battle for Germany). Initiative banks & bids determine the order of action thruout a turn, where actions can be to move, fight, recruit, mechanization, partisan warfare, logistics & strategic warfare. 2 maps, 384 counters, 110 cards. Chad Jensen, John Butterfield'23

**150799 Dragon & the Hermit Kingdom #45 (Dec Gms ModW) \$37.50 u**

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 Chokey Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.

**151076 Enemy Action, Kharkov, Feb 1943 (Compass Gms) \$90.00 DC**

Second game in the card-driven Enemy Action series. Can be played solitaire (as either side) or competitively by 2 players. Depicts the third battle of Kharkov, Feb 1943, including the Soviet Operations Star & Gallup, which end the Soviet expansion after Staingrad (aka von Manstein's Backhand Blow). Low complexity, with a diceless, chartless combat system; players instead draw combat chits that together build a narrative of each combat. With solitaire play, many units' locations are unknown until contacted. Considers partisans, varying offensive command capability, armor depletion, von Manstein's rapid deployment, thaw & mud conditions and NKVD units. 7.5m/hex, 3ays/turn, rgt/brig/div level, 3 maps, 432 counters, 110 cards. John Butterfield'22

**150883 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

**151555 Fire in the Lake: Sovereign of Discord (GMT) \$35.00 BC**

Kit for the 1st or 2nd edition of the base game. Provides a prequel to the later events depicted by by base game between 1961-63 during the Diem years as the Viet Cong began resistance, and arms began arriving in the south. Inclusion of Fall of Saigon as well allows play of the entire 2nd Vietnamese War from its low intensity beginning in 1961 thru the conquest of the south in 1975. 2 1-4 player scenarios, solitaire system (applicable only to this kit), 2 scenarios for the kit + 2 for the base game; 134 cards, 6 wooden pieces, 2.5 countersheets. Rachel GBillingsley'23

**151188 Fire in the Lake: Tru'ng Bot Kit (GMT) \$16.00 u**

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

**150173 Fire on the Mountain (Legion Wargm) \$38.00 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 Poinse'22

**150744 First Punic War, 264-241BC #336 (Dec Gms S&T) \$37.50 u**

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.

**151367 Fury at Midway [2nd] (Revolution) \$30.00 u**

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

**151647 GMT 2023 Errata Counters (GMT) \$8.00 u**

(Single 280 countersheet providing all known errata counter corrections for GMT games published in 2022-3. Provides counters for 13 games: Barbarossa AGC, GBoH Julius Caesar Deluxe, Under the Southern Cross, Pacific War, Seas of Thunder, Musket & Pike Dual Pack, Next War Poland & Supplement #3, Vietnam, Clash of Sovereigns, Fields of Fire With the Old Breed, Mr President, Border Reivers. '23

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

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

**150782 Great War Commander: Battle Pack Kit \$28.00 zl**  
**(Hexasim Game)**

Scenario pack for the base game. These 12 new scenarios are focused on the Western Front with German versus US, British, French and Portuguese forces. Includes an amphibious assault WWI-style and also the battle of Verdun. Adds 1 dbl-sided map, 113 counters with new units, tanks & weapons. Reqs base game AND BEF expansion to play all scenarios. Rules in English & French. '22

**151564 Great War Commander: BEF Expansion Kit \$60.00 BC**  
**(Hexasim Game)**

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

**151157 Greater Victory, South Mountain 1862 ZL \$44.00 zl**  
**(Revolution)**

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

**151587 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

**151532 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

**151669 Last Hundred Yards: Mission Pack #1 Kit (GMT) \$13.00 zl**

Kit with 10 new missions set in France 1944 after D-Day, including Normandy, Hurtgen Forest & the Battle of the Bulge. Adds new weapons such as Rhino tanks, new terrain like Hedgerows. Reqs both Fields of Fire and Fields of Fire II to play all scenarios. Includes 2 dbl-sided maps, 10 missions. Mike Denson'22

**151598 Little Round Top, Attack at Gettysburg (Decision Gms) \$9.00 Fo**

Small folio game of the Confederate attack on Little Round Top at the end of the 2nd day of the battle of Gettysburg, 2 July 1863. The Confederates attempt an initially successful flanking attack, then run into reinforcements anchored on the hill. Success for the Confederates here would likely have meant disaster for the Union army. Combat is based on unit quality over size, and shows the unique roles of artillery & cavalry. '21

**149355 Munich War #74 (Dec Gms W@W) \$37.50 nl**

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.

**151425 Netherlands East Indies, 1941-2 #87 (Dec Gms W@W) \$37.50 nl**

Mag & game. Operational level game of the Japanese efforts to secure the Dutch colonial possessions in the South Pacific from Dec 1941 to Mar 1942. Campaign was a combined naval, air & land campaign that included combat, logistical moves, intelligence & other ops. Players receive limited administrative points which can be used for a wide range of specific actions for single stacks of units moving or attacking together. All units have same combat values allowing air, sea & land to interact in a specified order. Victory determined by control of key locations, destroyed or not, as well as destruction of enemy forces. Single scenario. 176 counters, Regt level, 2wks/turn, 245mi/square, area move on map extending from Sumatra to the tips of New Guinea & Australia. Joseph Miranda'22 / ARTICLES ON: Netherlands East Indies Campaign 1941-2; Finland in World War II; Zhukov as a Wargamer; Second Front Options 1942-4, and German Preparations for Invasion in France; South Pacific Air War 1942-3; Operation Catherine, British Naval Intervention in the Baltic Sea 1939; French Armor in 1940; Liberty Ships.

**151125 Next War: Supplement #3 Kit (GMT) \$18.00 Fo**

Kit adding expansion material for the Next War series of games. Includes an expansion map for the balance of Kaliningrad & a portion of Lithuania; expansion hex map showing the islands of Bornholm & Gotland; 2 countersheets with new & revised counters; Cyber Warfare player aid cards; and some optional rules. Kit largely upgrades NW Poland but adds to other games in the series as well. Mitchell Land'23

**151591 Operation Albion 1917-8 #343 (Dec Gms S&T) \$37.50 nl**

Mag & game. Operational, area-move game of the German offensive in the Baltic area of Russia & Finland during World War I, 1917-18 (plus German intervention in the Finnish Civil War 1919), which captured the city of Riga as well as several islands thru amphibious assault, leading to the collapse of the post-Czarist government and later the Russian Revolution. Area move game combining naval, air & land aspects in a telescoping time frame. Regt/Brig level, with air squadrons & 1-3 capital ships per counter. 176 counters, 40km/inch, a single scenario. Joseph Miranda'23 / ARTICLES ON: Operation Albion & the Baltic Campaigns, 1917-18; Roman Empire, Fortified Camps to Fortified Frontiers; Task Force Faith, Defeat of US 31st Inf Regt near Chosin 1950; Russo-Turkish War, Caucasus 1806-12; Alpine Troops in World War I; Russian Planes Threaten US Forces in Syria; Swedish & French Weapons in Ukraine; Siege of Toulous 721AD; Black Seminole Indian Scouts; Invasion of Togoland 1914; Unmanned Underwater Gliders; US Gen David Gregg, Unusung Hero of Gettysburg.

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

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

**150365 Operation Causeway, Formosa #83 (Dec Gms W@W) \$37.50 n**

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.

**148820 Operation Unthinkable, Elbe to Oder #333 (Dec Gms S&T) \$37.50 n**

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.

**151453 Panzers Last Stand (MultiMan Pub) :120.00 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, Brumbar, IS-2 & ISU-152, together with the many specialized & ad hoc forces involved in the defense of Budapest. Includes 10 scenarios (2 with 1 map, 7 with 2 maps), 4 maps, 1680 counters. Carl Fung'21

**151654 People Power (GMT) \$49.00 DC**

11th game in the popular COIN Counterinsurgency game series. For 3 players, but has high solitaire suitability. Covers the insurgency in the Philippines, 1981-86, against the US-supported Marcos regime which ended with the Marcos fleeing to the US. Three factions - the Government, the Marxist NPA, and the Reformers led by the widowed Aquino - compete to control the country's future. Historically, it led to the sudden collapse of the Marcos regime. Simpler & faster playing game, making it a good intro to the game system. 1yr/turn, area move map, Mounted map, 2 card decks, 80 wood pieces, 12 pawns, 1 countersheet. Kenneth Tee'23

**151559 Plantagenet, Cousins War for England (GMT) \$55.00 DC**

Game of the English Civil War known as the War of the Roses, 1459-85, using the Levy & Campaign game series. Covers the entire war in a campaign game, and also provides scenarios covering the main time periods individually. Lots of color reflecting the treason, political maneuvers, and a color cast of characters. Can be played solitaire. 1Qtr/turn, pt-pt map, mounted map, 152 wooden pieces, 179 cards, 2 countersheets. Francisco Gradaille'23

**151539 Prime Minister (GMT) \$49.00 DC**

1-4 player of this key position in the British Empire during the reign of Queen Victoria beginning in 1837. Players represent one of 10 PMs that served during Victoria's reign, who may shift during the game between being PM to Opposition Leader to Backbench. Players participate in the mechanics of government always with an eye to the next election - and gaining victory points that determine who wins. High solitaire suitability with rules for bot play. 228 cards, mounted map, 54 wood markers. Paul Hellyer'23

**151302 Return to Europe #341 (Dec Gms S&T) \$37.50 n**

Mag & game. Game of the western Allies invasion of Sicily & mainland Italy in July- Nov 1943. Uses the Desert Fox game system. Victory hinges on control of two key ports in Sicily, or effective control of southern Italy. Both sides intended this theater as a sideshow, the Allies to knock Italy out of the war and Germans to simply delay the Allied advance. Wide range of unit types, each with special abilities, and an effective supply network is essential. 280 counters, Regt/Brig level, 1mo/turn (with multiple impulses). Sicily scenario w/ optional rules must be downloaded from publisher's site. Chris Perello'23 / ARTICLES ON: Sicily & the Invasion of Italy, 1943; Creek Indian War, 1813-4; Rome, Masters of the Sea; Second Korean War, 1966-69; Austro-Hungary's Imperial Suicide; Israeli Strike on Iran Likely; Tigray Update; Return of Russia's 1st Guards Tank Army; Taiwan Strategic Ambiguity is Questioned; Brief History of the Clatrop; Battle of Annual, July 1921, Morocco; China's Air Warfare Center.

**150499 Russian Boots South #338 (Dec Gms S&T) \$37.50 n**

Mag & game. Game of the Russian conquest of central Asia during the period 1850-90. The region was at the time a large number of independent kingdoms & tribes until subjugated one by one by both Russians & British. Local forces may be aided by interventionist forces including Afghans, Brits, Chinese & Jihadis. Uses the They Died With Boots On, Julian & Sepoy Mutiny game system w/ uses chit picks to activate independent commands. 3 scenarios covering 1854-85, 1873-93, and the grand campaign. Battalion/division level, 176 counters, Btl/Div level, 53mi/hex, 1-6yrs/turn. Joseph Miranda'22 / ARTICLES ON: Russian Conquest of Central Asia; Hill 395, Korea Oct. 1952; Gallipoli Campaign, pt 2 (see #336 for pt.1); End of the Safavids, Battle of Golnabad 1722; Will Tac Nukes be Used in Ukraine?; Syria Update; Cuban Air Force in 2022; Assyrian Siege Warfare; Anti-Communist Uprisings in the 1950s; Operation Fork, the Allied Occupation of Iceland 1940.

**151339 Seas of Thunder (GMT) \$39.00 DC**

Strategic level game of the naval war in World War II around the world. Depicts not only the struggle for supremacy, but emphasizes the challenge each nation's leaders faced allocating limited resources to the struggle. Game has 7 smaller scenarios that can be combined to include most of or all of the war. Something of a massive elaboration on earlier War At Sea & Victory in the Pacific games. 1400 counters, 1 dbl-sided map. Jeff Horger'23

**151607 Stalingrad, Advance to the Volga 1942 2d (Revolution) \$39.00 BC**

2024 Reprint. Solitaire, area-move game of the German drive to the Volga, into Stalingrad and possibly their historical fate. Includes the Sept 1942 investment into Stalingrad and its industrial core. Victory is judged by besting the historical German achievements. Full game is 9 turns, plus there is a 5-turn Factory District scenario depicting the final German offensive in October. Quick set-up, low counter density, lots of variability game to game, and fast playing, it is suitable for repeated play and to beginners. Small mounted map, 1 countersheet. Michael Renella'24

Part # <u>Title (Publisher)</u> Price <u>Box</u>	Part # <u>Title (Publisher)</u> Price <u>Box</u>
--	--

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**
**151656 Tanto Monita, Rise of Ferdinand (GMT)      \$65.00 BC**

(4 player game of the efforts of Spanish monarchs Ferdinand & Isabella to unite Spain & eliminate the Muslims still remaining in Spain between 1470-1516. Both monarchs faced opposition as they ascended to their thrones, and are also opposed by 3 foreign powers (Portugal, France & the Muslims of Granada. Uses the same system as Here I Stand & Virgin Queen. Point-point map of Iberia & northern Africa. 130 cards, 1 map, 6 countersheets. Carlos Diaz Narvaes'23)

**151159 Thunder at Dawn, Wilson's Creek ZL (Revolution)      \$38.00 zl**

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

**151201 Under the Southern Cross (GMT)      \$39.00 BC**

Stand-alone game in the Flying Colors game series, this covering the South American Republics during the 19th century. Additional rules pertaining to the environment and times. Covers 24 battles of varying size. Also includes the ship duel map & activation cards previously published in Serpents of the Seas, with 18 duel scenarios. 2 countersheets, 3 maps, 55 cards. Mike Nagel'23

**151223 Victory Awaits, Operation Barbarossa '41 (MultiMan Pub)      \$60.00 BC**

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

**151411 Vikings, Scourge of the North 2nd (Decision Gms)      \$11.50 Fo**

Reprint. Small, solitaire folio game set during the Dark Ages. Player organizes Viking forces on raids and explorations that reach all along the European coastline & the Black Sea. Player is given a mission, and then must muster resources via raids, colonization & trade to meet the objectives. 40 counters, 18 cards, fast playing, simple. '23

**151161 Warsaw 1920 (Revolution)      \$32.50 zl**

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

**150900 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!**
**151456 ASL: Journal #13 (MMP Journal)      \$51.00 n**

52 page mag supporting the ASL Advanced Squad Leader system with 33 new scenarios on cardstock, errata, new ASL board #77 & updated overlay X20. '23

**151512 ASL:Action Pack #18, Oktoberfest XXXVII (MultiMan Pub)      \$29.00 Fo**

Scenario pack focused on 14 scenarios from from an previous Oktoberfest. Includes 2 geomorphic maps (91,92). Actions cover actions on the Eastern Front from Dec 1941 to May 1945, the Pacific in Guadalcanal 1942, the Western Front in 1944, plus 4 scenarios involving the US 1st Cav in Korea in 1950. '23

<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>
--	-------------------------	--	-------------------------

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

- |   |   |
|---|---|
| <p><b>151437</b> <a href="#"><u>ASL:Beyond Valor 5th (MultiMan Pub)</u></a> <span style="float:right"><b>129.00</b> <u>DC</u></span></p> <p>Last copy. ■ 2021 revision of the first Module for the ASL system. Includes German, Finn &amp; Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets &amp; 24 scenarios (10 from earlier editions &amp; 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '21</p>  | <p><b>151233</b> <a href="#"><u>ASL:Operation Neptune (Boundng Fire)</u></a> <span style="float:right"><b>49.00</b> <u>z</u></span></p> <p>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 &amp; special rules. Requires either Poland in Flames or Onslaught to Orsha 2nd, and Beyond Valor &amp; either For King &amp; Country or West of Alamein, plus boards 81 &amp; 83 (Forgotten War) 1b &amp; 4b (AP#8) &amp; 7a (AP#9). '22</p>  |
| <p><b>151228</b> <a href="#"><u>ASL:Blood &amp; Jungle 2 [2nd] (Boundng Fire)</u></a> <span style="float:right"><b>115.00</b> <u>Fo</u></span></p> <p>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 &amp; other known &amp; lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, &amp; a divider card. 2nd ed integrates errata &amp; adds a new player aid &amp; an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese &amp; minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT &amp; BRP board B for play of all scenarios. '17</p>                            | <p><b>151213</b> <a href="#"><u>ASL:Rising Sun 2nd (MultiMan Pub)</u></a> <span style="float:right"><b>185.00</b> <u>DC</u></span></p> <p>2021 update that now includes map &amp; scenarios for Hell's Corner scenario previously published in Ops SE #3. ASL module that combines &amp; replaces the earlier Code of Bushido &amp; Gung Ho! kits. Includes the Japanese army &amp; naval land forces, Chinese, and US Marines. Includes revisions &amp; additions to Chp G, H &amp; 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</p> |
| <p><b>151025</b> <a href="#"><u>ASL:Crucible of Steel 2 [2nd] (Boundng Fire)</u></a> <span style="float:right"><b>110.00</b> <u>Fo</u></span></p> <p>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 &amp; magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood &amp; 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</p>   | <p><b>151214</b> <a href="#"><u>ASL:Rivers to the Reich Scenario Pack (MultiMan Pub)</u></a> <span style="float:right"><b>18.00</b> <u>n</u></span></p> <p>15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13</p>   |
| <p><b>151208</b> <a href="#"><u>ASL:Drop Zone, Sainte-Mere-Eglise (MultiMan Pub)</u></a> <span style="float:right"><b>69.00</b> <u>BC</u></span></p> <p>New but not shrinkwrapped. ■ Historical ASL module focused on the initial airborne assault by the 505th regt of the US 82nd Airborne on the eastern side of the Cotentin Peninsula behind Utah Beach at Normandy. Tasked with protecting the crossroads the Germans would need to launch any counterattacks on Utah Beach. Facing them were an Ost Btlm of Georgians, the 709th Division, Panzer Grenadier Regt 1058, plus Luftwaffe's 91st Div, all supported by a Sturm Btlm &amp; other armored assets. Covers 2 days of time around the town of Sainte-Mere-Eglise. Includes 3 historical map boards, 11 scenarios plus 3 campaign games, 1 countersheet. '23</p> | <p><b>150608</b> <a href="#"><u>ASL:Starter Kit #3, Tanks 4th (MultiMan Pub)</u></a> <span style="float:right"><b>32.00</b> <u>BC</u></span></p> <p>2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks &amp; other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles &amp; ordinance. '22</p>  |
| <p><b>151210</b> <a href="#"><u>ASL:Hakkaa Paalle 2nd (MultiMan Pub)</u></a> <span style="float:right"><b>95.00</b> <u>BC</u></span></p> <p>2022 reprint incorporating some errata. ASL module #14 containing the complete Finnish order of battle w/ 4 countersheets, board 52, Chp H rules for the Finnish vehicles &amp; guns &amp; early war Soviet vehicles, plus 4 chapter dividers, overlays &amp; 17 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 &amp; T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs &amp; guns. '22</p>   | <p><b>146390</b> <a href="#"><u>ASL:Winter Offensive #12 2021 Bonus Pack (MultiMan Pub)</u></a> <span style="float:right"><b>25.00</b> <u>Fo</u></span></p> <p>Last copy. ■ Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands &amp; Germany, all in 1944. Reqs core modules &amp; boards 11b to play all scenarios. '21</p>  |
| <p><b>151211</b> <a href="#"><u>ASL:Hollow Legions 3rd (MultiMan Pub)</u></a> <span style="float:right"><b>132.00</b> <u>DC</u></span></p> <p>Overhaul of this module including the entire Italian OoB plus the desert components from West of Alamein (which were not printed in King &amp; Country), plus components from Soldiers of the Negus (Ethiopia, 1935-6). Revised mix of 53 scenarios from previously published modules, action packs, magazines &amp; Negus kit. Includes 5 countersheets, 8 boards (25-31, 25e), &amp; all desert overlays. A core module for actions set in the North African desert or involving the Italians. '22</p>  | <p><b>151522</b> <a href="#"><u>Counter Sheets, Blank 9/16" Wht (114) 5pk (GMT)</u></a> <span style="float:right"><b>10.00</b> <u>n</u></span></p> <p>Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13</p>   |
| <p><b>151229</b> <a href="#"><u>ASL:Into the Rubble 2 [2nd] (Boundng Fire)</u></a> <span style="float:right"><b>74.00</b> <u>n</u></span></p> <p>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 &amp; 5/8" counters, and 2 geomorphic maps with city &amp; 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 &amp; scenarios. C.Smith'16</p>   | <p><b>151265</b> <a href="#"><u>Counter Trays, UGG Style Bookcase 5-Pak (Grebe GmDsgn)</u></a> <span style="float:right"><b>15.00</b> <u>FB</u></span></p> <p>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</p>  |
|   | <p><b>151067</b> <a href="#"><u>Der Weltkrieg, Eastern Front (Schroeder)</u></a> <span style="float:right"><b>99.00</b> <u>BC</u></span></p> <p>Update &amp; reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six seperate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov &amp; Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full &amp; 2 half maps. D.Schroeder'13</p>   |
|   | <p><b>150898</b> <a href="#"><u>Der Weltkrieg, Western Front 2nd (Schroeder)</u></a> <span style="float:right"><b>60.00</b> <u>BC</u></span></p> <p>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</p>   |

**Fine Games' Gift Giving Suggestion List**

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

Find anything that caught your eye ? Then give us a call at 541-756-4711 or email us at M.Dean@FineGames.com to get it on its way to you today !