

# Fine Games' Retirement Liquidation Sale #20 - Final Sale: End of the Line



Before you begin shopping, is this date current? If not, download an up-to-date catalog.

**End of the Line for These Items - Priced to GO !**

[www.FineGames.com/retirement.htm](http://www.FineGames.com/retirement.htm)

**Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA email: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) 541-756-4711 10am-9pm PST**

This is it: Fine Games final Liquidation Clearance Sale. Included are all 200-some items (**87** line items) that remain in our inventory. Nothing is held back. And all are at a final sale price.

In addition, we list the 100 games which are surplus within my own, personal game collection. Prices here have been reduced for this sale but few are at liquidation pricing.

There is no formal expiration for this sale, tho we expect to be effectively retired by the end of May. Still, things are pretty cheap and may sell quickly (I hope). First come, first served as always.

To place an order, email us at [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com), or phone us at 541.756.4711 9am-9pm PST.

Please note that (1) we no longer accept credit cards directly; to use a CC, you must pay via PayPal; (2) our 800# will be disconnect at the end of April; dial us directly at 541.756.4711; and (3) our fax# has already been disconnected, but who cares?

Thank you for being a customer of ours to the end. Whether you've bought lots or just a little, we appreciate your having made this a career-spanning business that paid for my retirement! Thank you.

MD

## **Retirement Liquidation Sale offer includes these rules of the game:**

1. We reserve items for you only after you confirm an order and tell us how you intend to pay.
2. **Items in this Liquidation Sale each have a liquidation sale price.** Simple. That is the price you pay for each item.
3. **Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

**part# 123456      D-Day at Fine Games      \$10.00**

In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order.**

**If all this info is included with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you.** If you are unclear about whether you are ordering, or how you intend to pay, we may not be able to reserve things for you immediately since it isn't clear you are committed to an order.

4. **With one major exception, normal ordering, payment, and customer care terms apply. Prices here are stated on a cash-basis;** expect to pay 3.75% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds: most PayPal). Send PayPal payments to [PayPal@FineGames.com](mailto:PayPal@FineGames.com).

We no longer accept credit card payments directly.

5. **Shipping will generally be charged on the basis of shipping weight.** This allows us to offer incredible deals but not lose our shorts on shipping, and is in contrast to the largely flat-rate charge we have used historically. Orders requiring weight-based shipment will be assessed shipping per our domestic shipping rates presented on the following page, and at [www.FineGames.com/text/dom\\_ship.pdf](http://www.FineGames.com/text/dom_ship.pdf). (Smaller orders will ship with our lesser, normal rates. Foreign shipments will continue to be charged on a weight-based basis as always.)

"Weight" is the greater of physical or "dimensional" weight. Dimensional weight presumes a certain density to a given package size, and is carriers' way to generate additional revenue without providing any value in return.

**Fine Games'** domestic shipping rates apply to this sale. The primary change from our normal terms is that orders requiring UPS shipment will be assessed shipping charges based on shipping weight. Shipping weight is the greater of physical or dimensional weight. Rates here reflect seasonal peak increases for USPS.

Fine Games Domestic Shipping Rates					
Rates Effective	30-Jan-25		Last Updated		30-Jan-25
USPS Domestic Weight-Based Shipping Rates & Options					
(pounds)	Media Mail	Gnd Advntg	Priority Mail	UPS ground	Express
Weight	< definition >	3-5 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$10.00 any 1 item, \$12.00 2+ items	n/a	\$35.00
Legal Flat Rate >	n/a	n/a	\$11.00	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$19 for 1 boxed item (& as many unboxed items as will fit)	n/a	n/a
< 1.0	n/a	\$8.00 15.9oz max	n/a	n/a	n/a
1	\$7.43	\$17.36	\$19 for 1 boxed item; \$24 otherwise	n/a	\$54.75
2	\$8.71	\$18.65		n/a	\$61.94
3	\$9.89	\$20.36		n/a	\$68.58
4	\$11.26	\$21.93		n/a	\$76.16
5	\$12.55	\$22.57		n/a	\$83.88
6	\$13.83	\$23.67	\$39.30	n/a	\$91.31
7	\$15.11	\$24.44	\$42.35	n/a	\$99.24
8	\$16.40	\$25.57	\$45.14	n/a	\$106.97
9	\$17.69	\$26.74	\$47.84	n/a	\$115.33
10	\$18.98	\$28.14	\$50.64	n/a	\$123.31
11	n/a	\$34.80	\$55.19	n/a	\$131.17
12	n/a	\$35.93	\$58.13	n/a	\$136.69
13	n/a	\$37.06	\$60.85	n/a	\$142.31
14	n/a	\$38.20	\$63.95	n/a	\$148.19
15	n/a	\$39.31	\$66.61	n/a	\$153.96
16	n/a	\$40.40	\$70.78	n/a	\$160.15
17	n/a	\$41.22	\$73.66	n/a	\$166.40
18	n/a	\$42.14	\$76.81	n/a	\$171.75
19	n/a	\$43.03	\$79.38	n/a	\$177.40
20	n/a	\$43.89	\$82.28	n/a	\$183.20
21	n/a	\$55.15	\$90.98	n/a	\$193.10
22	n/a	\$60.91	\$96.90	n/a	\$199.95
23	n/a	\$68.28	\$102.85	n/a	\$206.80
24	n/a	\$77.27	\$108.82	n/a	\$214.70
25	n/a	\$85.12	\$114.81	n/a	\$221.55

We will quote costs per a specific order using the least-cost method. Contact us for rates for 26# or more. Note that both dimensional weight and packaging weight must be considered to arrive at the final weight to be charged, and that surcharges for rural zip codes still apply in addition to the prices stated here.

In general, we will estimate shipping weight and shipping charges at the time of your order. After shipment, if there is a significant discrepancy between estimated and actual shipping weight, you will be credited tor debited as appropriate to reconcile to actual shipping weight as assessed by the carrier (generally UPS).

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Part#	Game Title & Edition	General Box	Out of Condtn	Weight Print ?	(lbs)	Total Qty Available	List Price	Our Normal Cash Price	Individual Liquidtn Price
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## 1. Fine Games' Inventory

### AH Avalon Hill Game Co. (AH)

150282	<b>Frederick the Great, 2nd: Silesian Wars</b>	n	Excel	Out-of-Print	0.1	7		<del>\$1.00</del>	<b>\$0.25</b>
Photocopy of rules w/ color photocopy of counters from General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.									

### AH 3M Reprints (AH-3M)

88107	<b>Image 2nd</b>	BC	Excel	Out-of-Print	2.3	1		<del>\$3.00</del>	<b>\$1.00</b>
■ Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.									

### AH Avalon Hill GENERAL Mag (AH)

90187	<b>Air Force, 2nd: Dauntless: VARIANT</b>	n	Excel	Out-of-Print	0.1	1		<del>\$1.00</del>	<b>\$0.25</b>
Original article & aircraft charts from General providing 3 addtl Japanese late war fighters. ■ Original article & aircraft charts from General providing 3 addtl Japanese late war fighters.									
71691	<b>General Magazine 29/2 (Mag Only)</b>	n	Like New	Out-of-Print	0.4	Mag Only 8	<del>\$5.00</del>	<del>\$2.00</del>	<b>\$0.25</b>
w/inserts. 1x3 Inventory label on cover. Otherw new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94									
71758	<b>General Magazine 29/5 (Mag Only)</b>	n	Like New	Out-of-Print	0.4	Mag Only 9	<del>\$5.00</del>	<del>\$2.00</del>	<b>\$0.25</b>
1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94									

### Decision Games S&T Games (DecS T)

<http://www.decisiongames.com>

93669	<b>Frederick's War, Austrian Sucession #262 (w/ Mag)</b>	n	New	Out-of-Print	1.0	5	<del>\$39.99</del>	<del>\$15.00</del>	<b>\$5.00</b>
■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.									

### Heat of Battle (HOB)

<http://heatofbattlegames.com>

87019	<b>ASL:King of the Hill/Berlin Red Veng ERR</b>	n	New	Out-of-Print	0.1	10		<del>\$0.25</del>	<b>\$0.05</b>
■ 1 page of errata to HOB King of the Hill and Berlin Red Vengeance.									

### Miscellaneous Publishers (Misc)

89105	<b>Dice, d6 1" Oversized</b>	n	Mint	Out-of-Print	0.1	4		<del>\$0.50</del>	<b>\$0.25</b>
Four avail. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.									
150376	<b>Egg Timer, 2 Minute Hourglass Timer</b>	Tb	Mint	Out-of-Print	0.3	2		<del>\$1.00</del>	<b>\$0.25</b>
LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION. ■ LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION.									

### Multi-Man Publishing, (MMP)

<http://www.advancedsquadleader.com>

150153	<b>ASL:Winter Offensive #10 2019 Bonus Pack</b>	Fo	New		0.4	1		<del>\$25.00</del>	<b>\$19.00</b>
■ Tournament scenario pack including 2 new maps (10 & 11), 4 scenarios covering actions in Greece 1940, two in France 1944, and Korea 1950. Reqs core modules to play. '19									
146390	<b>ASL:Winter Offensive #12 2021 Bonus Pack</b>	Fo	New		0.3	1		<del>\$23.00</del>	<b>\$19.00</b>
Last copy. ■ 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									

### SPI Games (SPI)

77274	<b>War in Europe / War in the World Addendm</b>	n	Excel	Out-of-Print	0.4	9		<del>\$1.00</del>	<b>\$0.25</b>
Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.									

### SPI S&T Magazine Games (SPIS T)

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51691	<b>Tito &amp; His Partisan Army, Yugoslavia #81 (GameOnly)</b>	n	Mint	Out-of-Print	0.4	Game Only	\$12.00	<del>\$3.00</del>	\$2.00
■ GameOnly. Guerilla war in Yugoslavia thruout WWII using an area move system. Never a popular game, it was a innovative & accurate system nonetheless. D.Rustin'80									
<b>XTR: Command Magazine (XTRCmd)</b>									
88616	<b>I Am Spartacus: Pyhrrie Victory COPY</b>	n	Excel	Out-of-Print	0.2	4	\$12.00	<del>\$0.50</del>	\$0.10
■ Rules & color counter photocopy from #19 allowing play of Tarentine War, 280-275BC, using IAS for phalanx v legion fun.									
48921	<b>End of the Empire #46 (GameOnly)</b>	n	New	Out-of-Print	0.5	Game Only	\$35.00	<del>\$2.00</del>	\$0.50
INCOMPLETE Game-only. Includes 2 copies of south map but MISSING North map and so unplayable as is. Otherws new, unpunched ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97									
55093	<b>Fire Next Time / WarMaster III #51 (GameOnly)</b>	n	New	Out-of-Print	0.5	Game On	\$20.00	<del>\$2.50</del>	\$1.00
■ GameOnly. A timely look at the possibility of renewed hot war between two fueding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99									

## 2. Games from My Personal Collection

### AH Avalon Hill Game Co. (AH)

249	<b>Devil's Den, 2nd</b>	BC	Excel	Out-of-Print	2.8	1		<del>\$35.00</del>	\$30.00
Separation damage to back of one marker. Complete & otherwise very clean. ■ Longstreet's attack against the Unions exposed left flank late on the 2nd day of Gettysburg. Mod complexity, 2 scenario & grand btl gm at rgt lvl. Many detailed rules. Reprinted from OSG. D.Martin, L.Millman'85.									
41390	<b>For the People</b>	BC	Mint	Out-of-Print	3.0	1	\$50.00	<del>\$45.00</del>	\$35.00
1st edition. Minor ding to one box corner creating sml ripples. Cosmetic only; components entirely mint, and mint overall. ■ Strategic level game of the entire American Civil War for 2 players, played with both nicely illustrated event cards and 416 counters on a nicely done pt-pt map of the US. Far more a hardened wargame than its predecessors w/ 24 pgs of rules including 4 yearly scenarios and the campaign. 2 mounted maps, 96 cards, 416 counters. M.Herman'98									
618	<b>U-Boat ['61 Cardboard]</b>	FB	Excel	Out-of-Print	2.0	1		<del>\$30.00</del>	\$25.00
Complete. Includes 6 laminated attack record pad pages. Counters numbered 1-6 on blank backside. 4 box corners reinforced with tape. ■ w/cardboard ships. Simple game of cat & mouse between UBs seeking entry into convoy zone & destroyers trying to stop them in any manner they can. '61									

### Attack Intl Wargame Assoc (Attact)

87538	<b>Lam Son</b>	LZ	VeryGd	Out-of-Print	0.7	1		<del>\$65.00</del>	\$55.00
Complete. Blank backside of counters colorized to ID side. ■ 2 map, strategic level game of the Vietnam War, 1965-75. 15days/turn, rgt/div level, 6 scenarios cover '65, '68, '70, '72, '75. E.Tilton'78									

### Avalanche Press, Ltd. (Avalan)

<http://www.AvalanchePress.com>

63696	<b>Granada, Fall of Moslem Spain</b>	BC	New	Out-of-Print	2.4	1	\$45.00	<del>\$23.00</del>	\$20.00
New & shrinkwrapped. ■ Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03									

### Cavalier Games (Cavalr)

803	<b>Desert Fox</b>	LZ	Excel	Out-of-Print	0.9	1		<del>\$115.00</del>	\$89.00
Complete. Errata annotated onto OoB, some counters. Glue adhering couter faces to counters has ages; be prepared to readhere counters with a glue stick. ■ Operational level game of the war in northern Africa, Sept 1940-Jan 1943. Includes 3 shorter scenarios plus entire campaign. Chuck Lane, Vance Von Borries'73									

### Conflict Game Co. (Confli)

866	<b>Bar-Lev, the Yom-Kippur War of 1973 1st</b>	HC	Excel	Out-of-Print	1.0	1		<del>\$25.00</del>	\$20.00
All (15) blanks removed; otherws complete. Separation damage to blank backsides of several units. PBM coordinates written onto map margins. Errata annotation to OoB & 3 counters. ■ Simpler, very exciting & often tense game of the Yom Kippur '73 War on both Suez & Golan fronts. Also includes that wonderfully ugly desert-orange map. Includes an air combat & anti-air system as a distinct but rich option. J.Hill'74									

### Dan Verssen Games (Versse)

<http://www.DVG.com>

142902	<b>Down in Flames, Guns Blazing ExtraCards</b>	n	Like New	Out-of-Print	0.3	1	\$30.00	<del>\$2.00</del>	\$0.50
Deck of 63 aircraft cards, only. New & Shrinkwrapped. ■ Deck of 63 aircraft cards.									

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## Decision Games (DecGms)

<http://www.decisiongames.com>

41672	<b>Totaler Krieg! [Krieg 2nd]</b>	LBLike New	Out-of-Print	2.8	1	<del>\$80.00</del>	<del>\$75.00</del>	<b>\$65.00</b>
Minor staple rust to 2 rules booklets. Some scuffs around box edge perimeter & under inventory label on cover. Components cherry mint. ■ Updated & enlarged 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. MOST HIGHLY RECOMMENDED for its interactive play; the best game DG has ever produced. S.Kosakowski'99								

## Excalibre Games (Excal)

<http://www.Excalibregames.com>

953	<b>Ancient Conquest</b>	zl VeryGd	Out-of-Print	0.5	1	<del>\$42.00</del>	<del>\$25.00</del>	<b>\$18.00</b>
Complete. Most units have a # written on blank backside, likely a turn of appearance; otherws EX. Packaged in a ziplock. ■ Political & military conflict, 1000-550BC. Counters marked on back. Some soiling. 1976.								
3992	<b>Ancient Conquest 2</b>	zl Mint	Out-of-Print	0.6	1		<del>\$33.00</del>	<b>\$28.00</b>
3" seam tear on map, repaired. 9 units loose from tree, otherws unpunched. ■ 2-4 player game of political & military conflict, 550-320BC, in Persia, the Middle East Egypt & Greece. Covers the dominance of first the Persian then the Greek empires. 1978								
955	<b>Caen</b>	zl Mint	Out-of-Print	0.2	1	<del>\$16.95</del>	<del>\$13.00</del>	<b>\$10.00</b>
Addr label of latest Excal owner on rules cover. ■ British face stout German resistance from several Panzer & SS divisions shortly after D-Day in the area around Caen, France. Simple game & system. 100 counters. '77								

## Fresno Gaming Association (FGA)

980	<b>Defiant Holland</b>	n Mint	Out-of-Print	0.4	1		<del>\$29.00</del>	<b>\$29.00</b>
■ Includes 2 Empire of the Sun errata counters, 2 Brother Against Brother counters. Simpler game of the invasion of The Netherlands, May '40, using FGA's Op Crusader system at btl/rgt level. New design. The Dutch WILL lose, but can the Germans defeat them in a timely manner? Good sized, colorful game. 12hrs/turn, 3mi/hex, btl level, 240 counters. '92								

## Game Designers Workshop (GDW)

1088	<b>Crimea, Dawn of Modern Warfare</b>	FT Mint	Out-of-Print	1.3	1		<del>\$65.00</del>	<b>\$55.00</b>
Packaged in an SPI flatray. Rules hilited in yellow. Otherws cherry mint. ■ Grand tac/op lvl gm of Allied campaign against Sevastopol in Crimean War, 1854-5. Played on several sml scale maps depicting btl fields that link. F.Chadwick'75								
1117	<b>Manassas, 2nd</b>	zl Mint	Out-of-Print	0.6	1		<del>\$35.00</del>	<b>\$30.00</b>
Cherry mint. ■ Revision of gm by Historical Simulations, Ltd. Brig lvl game of the First Btl of Manassas. T.Eller'76								
1167	<b>Their Finest Hour, 1st</b>	LZ Mint	Out-of-Print	1.8	1		<del>\$60.00</del>	<b>\$50.00</b>
Includes supplemental errata countersheet & extensive errata. 4 counters fallen from trees. ■ Includes supplementary errata countersheet. 3 distinct games included: both an Europa-level & a squad-level air combat games of the Battle of Britain, & a game of the hypothetical Sealion naval & ground invasion of Britain. Ambitious attempt to cover both the Battle of Britain and Sealion. Includes the entire British & German navies. 2 maps, 1056 counters. Europe std is 16mi/hex, 2wks/turn; Detailed aire game is 12-23 turns (4days/turn). Sealion is 5.3mi/hex, 4days/turn. M.Miller, P.Banner, F.Chadwick'76								

## Game Theory & Design (GThD)

3959	<b>Napoleon's Italian Campaign</b>	BC Mint	Out-of-Print	1.2	1	<del>\$28.00</del>	<del>\$25.00</del>	<b>\$25.00</b>
Complete, entirely strip punched. Box edges scuffed. Otherws mint. ■ Simpler, area move game of Nap's campaigns in Italy, 1796-1800. Mates w/ 2 other gms in series for entire Nap Wars. J.Angiolillo'83								
3937	<b>Napoleon's Peninsula Campaign</b>	BC Mint	Out-of-Print	1.3	1	<del>\$28.00</del>	<del>\$25.00</del>	<b>\$25.00</b>
Complete, entirely strip punched. Isolated spots on 1 map panel. Otherws mint. ■ Area move treatment of war in Spain from 1808-1814. Mates w/ other games in series. J.Angiolillo'83								

## Harper & Row Publishers (H&R)

1276	<b>Pentagon Games</b>	n Mint	Out-of-Print	1.4	1		<del>\$24.00</del>	<b>\$19.00</b>
■ Large softbound book about the history & nature of wargaming by the late, great John Prados. Includes 3 games including Last Days of Saigon (operational level game of the final assault on the southern portion of Vietnam, the only real wargame), Pentagon: Monopoly in the Military, a satirical look at arcane military purchasing processes, and R&D Game: Congressional Chutes & Ladders. Counters for Last Days provided on cardstock, and must be cut apart for play. John Prados'87								

## Histo Games (Rusiecki) (Histo)

1288	<b>Hannibal 2nd</b>	LZ Excel	Out-of-Print	1.6	1		<del>\$42.50</del>	<b>\$30.00</b>
SHIPS BOXED DUE TO SIZE. Complete. Map very litely annotated w/ VP values & island names. Backside of one blank mounted map panel shows lite spotting. ■ No box. 2nd edition. Early game of the 2nd Punic war, 218-202BC. Uses a fluid move/combat sequence. Large board is mounted. 88 counters. Laurence Rusiecki'72								

## Historical Perspectives (HistPr)



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	Total Qty Available	List Price	Our Normal Cash Price	Individual Liquidtn Price
1290	Siege of Jerusalem, 70 A.D., 1st	FT	Mint	Out-of-Print	1.6	1		<del>\$100.00</del>	<del>\$89.00</del>
Packed in an SPI Flatray. Huge map panels have been carefully trimmed at margins, and pieces taped together, to neatly reassemble and also fit into a FT for storage. Otherws cherry mint. ■ Packaged in an SPI flatray. A labor of love. Respectable graphics on counters & map; rules are typewritten photocopies common at the time. Covers the year-long siege of Jewish zealot rebels in Jerusalem, 70AD, as the Romans force their way into any of many sections of the city against fierce resistance. Game progresses thru a limited series of assault periods. Provides excellent detail about the units, each side's capabilities, the various Jewish factions, parts of the divided city, and Roman siege works. F.Schacter'76									
Jagdpanther (Jagd)									
3977	Fall of Bataan	zl	Excel	Out-of-Print	0.2	1		<del>\$18.00</del>	<del>\$12.50</del>
Complete. Thin-stock counters have been cut apart. ■ Simplistic game of the final battles of the Philippines on the Bataan peninsula. Japanese must eliminate all American units in 10 turns in roughter terrain to win. A.Eldridge, S.Cole'75									
Legion Wargames (Legion)									
<a href="http://www.LegionWargames.com">http://www.LegionWargames.com</a>									
128118	B-29 Superfortress: Hell Over Korea Kit	BC	New		1.0	1	<del>\$40.00</del>	<del>\$26.00</del>	<del>\$24.00</del>
■ Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12									
Little Wars Mag (LittlW)									
87533	Long March #7 (w/ Mag)	n	Mint	Out-of-Print	0.2	1		<del>\$29.00</del>	<del>\$22.00</del>
■ Mag+Game. Little Wars mag. Long March is a 2-3 player game of World War II in China, and the Chinese Civil War, which followed, 1942-49. Japanese seek to control China & play off rival Chinese factions. Communist & Nationalist Chinese must fight each other, while keeping the Japanese at bay. Strategic level, provence based. Counters printed on thicker cardstock, must be optionally mounted & cut apart for play. T.Wham'77									
Martin Sliva (Sliva)									
16106	Thermopylae	n	Mint	Out-of-Print	0.5	1		<del>\$80.00</del>	<del>\$70.00</del>
■ Small, early game depicting the attempt by Xerxes's huge Persian force to conquer Greece at at time when the city-states where isolationist, 480BC. Includes both strategic & grand tac elements. Components plain by today's standards, and counters provided on an adhesive sheet intended for cardstock, which must be mounted & cut apart. 2 maps, 158 counters. MartinSilva'73									
Mayfair Games (Mayfr)									
<a href="http://www.coolgames.com">http://www.coolgames.com</a>									
95855	Empire Builder, 3rd: Artwork PRINT	TB	New	Out-of-Print	0.5	1	<del>\$5.00</del>	<del>\$3.00</del>	<del>\$2.00</del>
■ Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.									
MicroGame Design Group (MDG)									
<a href="http://www.microgamedesigngroup.ca">http://www.microgamedesigngroup.ca</a>									
55410	Afghanistan	Fo	New	Out-of-Print	0.3	1		<del>\$12.50</del>	<del>\$10.00</del>
■ Small, DTP game of 2 historical and 1 hypotheical periods of the Soviet involvement in Afghanistan, 1979-82. Co,Btln,Rgt level, w/ 280 color, paper counters that must be cut apart. 11x17 color map of the Punjshir & Kunar Valleys. Modest complexity. P.Moore'99									
55430	Blood & Steel, Battle of Prokhorovka 1st	Fo	New	Out-of-Print	0.3	1		<del>\$17.50</del>	<del>\$12.00</del>
■ Simpler, Btln/rgt/brig level, operational game of the climatic battle of Kursk at Prokhorovka, 12 July'43. Only 4 pages of rules make it good for beginners. Formations are activated by chit draw. 90min/turn, 1/2mi/hex. 1 smallish map, 144 counters that must be mounted & cut apart to play. An expansion kit was later published. P.Rohrbaugh'99									
55413	China, Battle for... 1st Revised	Fo	New	Out-of-Print	0.3	1		<del>\$32.50</del>	<del>\$25.00</del>
Includes #55453 More Battle for China (stand alone game or addon kit for base game). ■ Small, desktop-published game of Japan's attempt to conquer China, 1937-41, using an 11x17 color paper area map of China & 280 paper color counters that must be mounted & cut apart. A decent, large scale treatment of this complex campaign. This was the 1st of 4 editions, the latest being in S&T #259. As a DTP game, note that all components are on normal paper. Brian Train'99									
55415	Shining Path, Struggle for Peru REV	Fo	New	Out-of-Print	0.3	1		<del>\$10.00</del>	<del>\$9.00</del>
■ Small, DTP game of the long-running guerilla war in Peru between Maoist guerillas & the US-supported government, Guerillas seek to fray society, exploit the government's corruption, and wreck the economy. Includes color area 11x17 map & 140 counters that must be mounted & cut apart. Revised edition. B.Train'99									
55416	Siege of Hong Kong	Fo	New	Out-of-Print	0.3	1		<del>\$16.00</del>	<del>\$12.00</del>
■ Small, DTP game of the Japanese invasion & conquest of Hong Kong late in 1941. 800m/hex, 12hr/turn, company level. Played on color 11x17 map w/ 280 unmounted color counters. Straight forward game system. M.Gilbert'97									
55421	Vimy Ridge 2nd	Fo	New	Out-of-Print	0.3	1	<del>\$16.00</del>	<del>\$15.00</del>	<del>\$12.00</del>
■ Modest sized, DTP of the April 1917 Commonwealth offensive against Vimy Ridge. (The Canadians captured it where the Brits & French could not.) Co/btln level, 250yd/hex, 30min/turn. Played on 2 11x17 color maps w/ 280 2-sided, unmounted counters (making this a tricky mounting job). 3 scenarios. K.Anderson'01									

## Miscellaneous Publishers (Misc)

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[www.FineGames.com/retirement.htm](http://www.FineGames.com/retirement.htm)



Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) ph. 541-756-4711 10am-9pm PST

Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	Total Qty Available	List Price	Our Normal Cash Price	Individual Liquidtn Price
54573	Antique Lovers Playing Cards Inventory label on container sleeve. ■	SB	Excel	Out-of-Print	0.3	1	\$10.00	\$2.00	\$1.00
1432	Dirty Words Previously played, but clean. ■ Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77	SB	Excel	Out-of-Print	0.6	1	\$10.00	\$3.00	\$1.00
Multi-Man OPERATIONS MAG (MM) <a href="http://www.advancedsquadleader.com">http://www.advancedsquadleader.com</a>									
152018	Special Ops Wargaming Journal #11 (w/ Mag) Last copy. ■ MMP's magazine supporting its extensive line of games, including ASL products. Includes 2 ASL & 2 ASLSK scenarios, as well as 6 articles. Includes complete game Gettysburg based on the Napoleonic 20 series, with 112 counters & map. ARTICLES ON: Analyses of Third Winter & Strike-Counter-Strike, preview of Valley of Tears; new scenario for Third Winter; Curt Schilling on being a better ASL player. '24	n	New		0.9	1		\$39.00	\$39.00
Panzerfaust/Campaign MAG (PanzrF)									
108220	Cherbourg Map colorized fairly neatly and directional compass added. Unit IDs clarified (from muddy ditto) in red ink. Otherws unused & mint. ■ Early game of the battle for the key port of Cherbourg after the D-Day landings. Produced as 4 map panels with counters on thin stock; counters should be mounted & cut apart for play. Larry Schmidt	n	VeryGd	Out-of-Print	0.2	1		\$60.00	\$50.00
108213	Spirit of '76 All components mildly wrinkled (not creased, just a bit wavy, with evidence of moisture warping) thru use & less than ideal storage. Paper counters separated but not mounted (making playing problematic). Includes a separate bag of add-on counters but no text to explain them. ■ Game of operational & tactical combat in the 4 southern states during the American Revolution (VA, NC, SC, GA), 1778-1782. Rgt/Brig level, with 2 scenarios. Includes a full-sized operational map in 4 sections plus 3 geomorphic maps for tactical battles. Rgt level. Includes c.170 paper counters that must be mounted & cut apart. C.Lane'72	n	VeryGd	Out-of-Print	0.3	1		\$35.00	\$30.00
Rand Game Associates (Rand)									
1627	Omaha Beach Missing 1 unit, ID included. Counters spotted. Otherws EX. ■ ~~~	n	VeryGd	Out-of-Print	0.3	1		\$15.00	\$10.00
1628	Rommel, War for North Africa Complete. ■ Regt/Brig/div lvl game of the war in Northern Africa covering 3 key battles, Gazala, Crusade, Battleaxe. '75	n	Excel	Out-of-Print	0.3	1		\$15.00	\$12.50
Sandhurst Wargames (Sandhr)									
1645	Sandhurst Wargames Sml dog-ear on rear cover. Otherws mint. ■ 4 Games in large, richly illustrated softbound book: Aquitaine (English play cat & mouse w/ French during 100yrs War), Craonne (delaying action by French during 1814 campaign), Fjord (operational naval combat in the Barents Sea 1942-4), Men Against Fire (tactical combat during island invasions in the Pacific in WWII). 1982 book of 4 games & the history within them. Counters provided as thin cardstock. '82	Bk	Mint	Out-of-Print	1.3	1		\$24.00	\$19.00
Schroeder Publ & Wargamng (SPW) <a href="http://web2.airmail.net/spw1">http://web2.airmail.net/spw1</a>									
79050	Der Weltkrieg, Italian Front 1915-18 1st edition. ■ 1st edition. Fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. 2nd ed series rules This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporreto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters, brig/div level, 20km/hex, 4days/turn. Can be linked with other games in the series. '03	BC	Mint	Out-of-Print	1.6	1	\$40.00	\$38.00	\$30.00
SDC Conflict Magazine (SDCCnf)									
1669	Rifle & Musket / Alamo #7 (w/ Mag) Includes both games. Counters to Alamo punched; R&M unpunched. ■ Mag & Game. Also w/ Alamo game. R&M is game of tac combat during civil war. Inf, cav & artil represented, w/ 3 scenarios. Alamo is an overly simple, stylized gm on final assault on Alamo. E.McDonald'74	n	Excel	Out-of-Print	0.8	1		\$20.00	\$15.00
Sim Design Corp (Conflct) (SDC)									
1655	Cromwell, English Civil War 1642-6 ■ Multi-scenario game of English Civil War, 1642-6. L.Kanterma, D.Bonforte'76	zl	Mint	Out-of-Print	0.4	1		\$45.00	\$35.00
Spence & Gable Games (SG Gms)									
1694	Koniggratz 2 counters fallen tree. ■ Brig/div lvl gm of decisive btl of Austro-Prussian war of 1866 that shaped unified Germany. Austrian Napoleonic methods v Prussian massed firepower. Thin stock die-cut counters. James Gabel'77	n	Mint	Out-of-Print	0.4	1		\$30.00	\$25.00

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1695	Mukden 1905, Russia vs Japan	zl	Mint	Out-of-Print	0.4	1	\$25.00	\$25.00
■ Small, rare game of decisive btl of Russo-Japanes War near Mukden, Korea, 1905. Brig/Div level, 1 day/turn, 80 heavy cardstock counters that must be cut apart for play. '76								
<b>SPI Poultron Press (SPIPou)</b>								
2329	1918, 1st	LZ	VeryGd	Out-of-Print	1.8	1	\$60.00	\$40.00
Includes a copy of 2nd ed rules (mint). Original rules show soiling thru use, and annotation to what-if scenarios with a scenario #. Mapboard mounted on a 1914 map (whaa!) & annotated with errata for setup, terrain features, OoB options & CRT results. Slight glue discoloring bleed thru. Allied counter margins discretely color coded for nationality. Believed to be complete but counterset is a subset of 2nd edition. ■ Early gm of German March 1918 offensive near Amiens. Great, tense yet simple game. Extremely rare version. JD'70								
2331	Deployment	LZ	Excel	Out-of-Print	0.5	1	\$150.00	\$99.00
Map & terrain explanation in rules neatly colorized (river/woods/hills/fort). Aged Scotch tape residue on map margin corners. Otherws EX. ■ Tac Gm 10. Early game depicting tactical combat in the musket era, 1600-1840, w/ impact of column v line formation. 5 scenarios representing the qualities of the battles of Leuthen, Valmy, Jena, Wagram & Waterloo. Extremely rare. James Dunnigan'69								
2332	Flying Fortress	LZ	VeryGd	Out-of-Print	1.0	1	\$399.00	\$375.00
Sold as a set of both base game & FF II Expansion (#2333). Complete. Map neatly colorized with major rivers, ocean, national boundaries & cities. PBM coordinates added to map. Rules have paper clip rust on orig & expansion rules cover as well as 2 other other pages. Pencil annotations on planning chart. Otherws EX. ■ ~~								
108215	Stalingrad III Kit	n	VeryGd	Out-of-Print	0.8	1	\$199.00	\$199.00
Missing 1 unit (ID included). Several units show minor damage by being bitten by a cat; nothing lost or destroyed. 1 counter corrected in ink in a messy fashion. ■ ~~								
<b>SPI Games (SPI)</b>								
1772	Air War 1st & 1980 Update Kit (2nd)	FT	Excel	Out-of-Print	2.2	1	\$35.00	\$29.00
w/ #1774 Update Kit. Packaged in a flatray. Base game 13% punched & complete; update kit mint. Base game rules hilited in yellow. Staple rust to rules booklets. Includes errata & multiple addtl scenarios. ■ Yellow box w/ unmounted maps. Complex game covers all the intricacies of modern air-air combat, including the complexities of flying a jet fighter, of various types of anti-air & anti-surface missiles, radar, bombing, strafing, & much more. 600 counters, 8 map sections, dozens of aircraft & weapons. 1980 Kit updates Air War 1st to include many newer aircraft. Includes stats booklet & 100 counters, etc. Finest modern air simulation ever; VERY complex. 2.5sec/turn, 500ft/hex. D.Isby'79								
1857	CityFight, Modern Combat in Urban Envir n	BC	Excel	Out-of-Print	1.9	1	\$60.00	\$45.00
Complete & clean. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 20 scenarios involving NATO, Soviet, Chinese & irregular forces. Sophisticated yet smooth limited intelligence system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn, 2 maps. J.Balkoski'79								
1876	Crimean War Quad	FT	VeryGd	Out-of-Print	1.4	1	\$89.00	\$75.00
Missing (all) 12 blanks; all units & markers present & otherws complete. Minor staple rust to 2 std rules, Inkerman & historical booklet. Otherws EX. ■ One of best of SPI's quads covering btls of Alma, Balaclava, Inkerman, Tchernaya River, as Allies approached Sevastopol, 1854-5. Rare. '78								
1887	Dreadnought, the Battleship Era, 1906-45	FT	Excel	Out-of-Print	1.0	1	\$29.00	\$24.00
6% punched, complete. Rust stain to margin of 2 counters, otherws clean. Includes (only) 2 large, laminated & 4 paper SiMove charts. Includes articles from Moves providing multiple addtl scenarios. ■ Ship-ship combat, 1900-50 w/ ships from all nations. Simove. J Young/I Hardy'75								
1933	Fulda Gap	FT	Excel	Out-of-Print	0.8	1	\$55.00	\$42.50
Missing 1 blank only, otherws complete. Rules & sml amt of Reinf Chart hilited in yellow. Reinf Chart annotated w/ unit nationality & errata. ■ Soviet attack thru Fulda Gap into S. Germany. 400 units, untried units. J Dunnigan, '77.								
2005	Mech War '77	FT	VeryGd	Out-of-Print	1.0	1	\$27.50	\$20.00
Missing 2 blanks & 6 markers, otherws complete. Rules cover has sml staple rust stain on cover. Includes 2 large, laminated SiMove charts (only). ■ 10 scenario, platoon level game of tactical combat during the 1970s in Germany, Manchuria & the Sinai. Revision of an earlier game of similar title. J.Dunnigan'75								
2028	Modern Battles II Quad	FT	Excel	Out-of-Print	1.4	1	\$75.00	\$55.00
Missing 4 blanks, otherws complete & very clean. ■ Four games of various hypothetical hot wars around the world: DMZ (S Korea), Jerusalem ('67), Bundeswehr (N Germany) & Yugoslavia (Zagreb). 4 maps, 400 counters. J.Dunnigan'77								
8687	Prestags 5-Game Master Pack Set	FT	VeryGd	Out-of-Print	2.4	1	\$199.00	\$160.00
2 FTs. Substantially complete: missing 1 counter from each of 4 countersets (total of 4 counters of unknown type). 3 counters missing their generic backing. Couple of light isolated spots on rules. Otherws clean. ■ 5-game set based on a common, unified game system covering warfare from pre-history to 1550AD. CHARIOT covers the Biblical era, 3000-500BC, in which the Chariot was queen. 14 scenarios of well known battles. SPARTAN depicts perhaps the best military systems for the next millenia, 500-100BC, with both Greek & early Roman battles covered in 18 scenarios. LEGION covers warfare thruout the Roman era, 100BC-700AD, as the legion becomes an offensive weapon in 21 scenarios. VIKING covers tactical warfare in the Dark Ages, 700-1300, as warfare devolved into whoever could make the best initial impact. 19 scenarios. YEOMAN covers warfare in the early Renaissance era, 1250-1550, as tactics began to evolve quickly, with 18 scenarios from before & after the advent of gunpowder. 400 counters per game (2000 total), and 5 maps total. 100-125men/unit, 50m/hex, 5min turn, 34 unit types. A labor of love by the designer. '75								
<b>Strategic Studies Group (SSG)</b>								
2697	Salamanca, Battle of...	HC	Mint	Out-of-Print	0.5	1	\$30.00	\$20.00
39 counters fallen from tree; game never used & others mint. ■ Turning point of Peninsula War, July 1812.								
<b>Strife Games (Strife)</b>								



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2703	Napoleon's Russian Campaign	n	Mint	Out-of-Print	0.4	1		<del>\$30.00</del>	<del>\$25.00</del>
■ Despite its small size, this is one of the best gms on Napoleon's invasion of Russia, 1812. Corp & army lvl units w/ leaders & some nice touches. 88 die-cut counters. Jon Michal'80									
Task Force Games (TFG)									
2733	Operation Pegasus	HC	Mint	Out-of-Print	0.8	1		<del>\$25.00</del>	<del>\$19.00</del>
Rules hlighted in yellow. Otherws clean & unpunched. ■ Expanded ed w/ optional rules that eliminate all attrititonal rules, speeding play. Khe Sahn is besiege by two northern Vietnamese divisions, one blocking the only road in. US 1st Air Cav attempts to relieve the siege. Company level, 100 counters. Perry Moore '81.									
TSR Games (TSR)									
2755	Air War 3rd	BC	Mint	Out-of-Print	2.4	1		<del>\$30.00</del>	<del>\$24.00</del>
Cherry mint. ■ Highly detailed air-air combat; many aircraft from '45-80s. Updated to '80 & reprinted as a unified 2nd edition by TSR.									
10788	Line in the Sand	GB	Excel	Out-of-Print	4.4	1	<del>\$29.95</del>	<del>\$25.00</del>	<del>\$20.00</del>
Couple of sml nicks on box cover edge. Basic rules neatly highlighted in yellow. Otherws EX. ■ Desert Storm rules update (2pgs) included in later printings. Simpler but large 2-player, military-only game of the Kuwati War, and a more intricate diplomatic/military game for 3-4 or 5-6players. Uses stand up counters & large scale map. P.Lidberg, D.Niles, F.Dille'91									
2796	Little Big Horn	BC	Mint	Out-of-Print	0.8	1		<del>\$80.00</del>	<del>\$69.00</del>
1 corner repaired. A few isolated spots in rules. 3 units fallen from tree. Otherws cherry. ■ Game of 7th cavalry's ill-fated campaign against the Dakota nation, 1876, culminating with Custer's defeat. 2 maps, 280 counters, 250yd/hex, pltn/co scale. Designed by Mr. D&D, Gary Gygax'76									
2829	Twilight War	BC	Mint	Out-of-Print	1.2	1	<del>\$35.00</del>	<del>\$15.00</del>	<del>\$12.00</del>
Included counter tray. Minor abrasions to box btm edges & 2 cover corners. ■ Simple 2-4 player game of French Resistance, 1944. 1984.									
Worldwide Wargamer (3W) (WWW)									
3050	Modern Naval Battles III	HC	Mint	Out-of-Print	1.2	1	<del>\$26.00</del>	<del>\$5.00</del>	<del>\$2.50</del>
May be missing cards; no way to check. Otherws mint. ■ Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90									
3098	Ring, Battle of the...	n	Mint	Out-of-Print	0.3	1		<del>\$99.00</del>	<del>\$60.00</del>
Pounded, bare bones game originally printed in Wargamer #1. ■ Stand-alone ziplock version. Small, simple 2-3 player game of Tolkien's Middle Earth. Cardstock counters must be cut apart for play. Rare game from 1st issue of Wargamer magazine. Martin Edwardes et al'77									
Worthington Games (Worthi)									
<a href="http://www.worthingtongames.com">http://www.worthingtongames.com</a>									
79061	Forged in Fire, 1862 Peninsula Campaign	BC	New	Out-of-Print	1.8	1	<del>\$50.00</del>	<del>\$32.50</del>	<del>\$25.00</del>
■ Strategic level block system game of the 1862 Peninsular Campaign as McClellan's 100,000 strong Union army attempts a flanking move on Richmond, forcing a Confederate response. Covers the full campaign and offers 3 scenarios covering shorter pieces of the campaign. '06									
94529	Hearts & Minds, the Vietnam War	BC	New	Out-of-Print	1.4	1	<del>\$50.00</del>	<del>\$40.00</del>	<del>\$32.50</del>
1st edition. New. ■ Card-driven, area-move game covering the entire (second) war in Vietnam, 1965-75. Yearly scenarios as well as the full 10 year campaign. Includes cards & 175 counters. '10									
WWW Strategy & Tactics (WWWS T)									
151811	Strategy & Tactics (WWW) #136 (Mag Only)	n	Mint	Out-of-Print	0.5	Mag Only		<del>\$2.50</del>	<del>\$1.00</del>
Includes Doomed Victory rules but no other game components. ■ Mag only; no rules. ARTICLES ON: Educator of the Army, Geo Henderson; Regimental Organization of the Armies at Waterloo; Nato Nukes German Reunification & the New Realities in 1990; Borodino, Doomed Victory, 1812; the History of Wargaming, 1975-90.									
Yaquinto (Yaq)									
3558	Red Storm, Nato v the Warsaw Pact	BC	VeryGd	Out-of-Print	1.0	1		<del>\$20.00</del>	<del>\$15.00</del>
Missing 2 (of 20) air support markers, otherws complete. Minor ding to one box corner & edge scuffed. Otherws EX. ■ Simpler to Intermediate complexity, rgt/div level game of Warsaw Pact attack thru Germany late in the 20th century. Only 8pgs of rules, but a good game w/ give & take. 10mi/hex, 4day turns. JH.Hemphill'83									
3562	Superiority	AL	Mint	Out-of-Print	1.2	1		<del>\$10.00</del>	<del>\$5.00</del>
Last row of counters miscut slight, dmg to thin strip of bottom of 1 counter. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81									

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Part#	Game Title & Edition	<u>General</u> <u>Box</u>	<u>Out of</u> <u>Condt</u>	<u>Weight</u> <u>(lbs)</u>	<u>Total Qty</u> <u>Available</u>	<u>List</u> <u>Price</u>	<u>Our Normal</u> <u>Cash Price</u>	<u>Individual</u> <u>Liquidtn Price</u>
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