

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Game Rating System Explained

Games are described using a two tiered system: the GENERAL condition categorizes each game in a consistent & meaningful way. So, you'll know the condition of each item before buying--and be pleased when you receive it. This reflects the overall condition of each game and, with the exceptions noted whether the game is punched. SPECIFIC conditions details any variations from what you should expect in each GENERAL category as described below.

- Unpunched: NEW** - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.
- MINT** - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".
- Punched: EXCEL** - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.
- V.Good** - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.
- Good** - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.
- Fair** - Major defects, required parts damaged or lost; playable, but not collectable.

KEY:

Headings	New: Flags Newly Listed Games.	Game Only?: Flags Game-onlys w/o Magazine	OoP: Out of Print	Err: Includes Errata (Y or n).	#-Players: (1) solitaire; (3 or more, M) multiplayer							
Box Type	FB=Flat Box	LB=Large Flat Box+\$1.50	GB=Giant Box+\$4	SB=Small Flat Box	BC=Bookcase Box	DC=Double Bookcase	HC=Half Bookcase	SC=Sml Bookcase	CA=3M Cassette	GM=3M Gamette		
	Fo=Folio	FT=SPI Flat Tray	WT=SPI White Box	IT=SPI Illustrated Tray	AL=YAQ Album	HP=Plastic HC	Tb=Tube	NB=Notebook	RL=Rolled	En=Envelope	zl=ziplocked	n=not boxed
Game Scale	(1) Man-man, vehicle-vehicle (2) Tactical Low Level, (3) Grand Tactical, (4) Operational, (6) Strategic, (8) Holistic/systems, (9) Galactic, (A) Abstract, (Z) Various/Other, (blank) n/a or not rated.											

GAMING ACCESSORIES & Additional Lists (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pm PST

ACCESSORIES: Copies, Gift Certificates & Other Services	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Gift Certificate in Any Desired Amount	62695	Misc Game Access	CALL	New	n	OoP	Z	
Fine Games' GIFT CERTIFICATES are available in any \$ amount you desire. They're as good as cash, they never expire, and we can mail or email them to you FAST. Just contact to get or give one.								
Photocopies	14	Misc Game Access	CALL	Excell	n	OoP	Z	
Photocopies made from any available (opened) games, mags or parts. Minimum charge \$10 including postage in the US. Call to discuss.								

ACCESSORIES: Game Parts & Gaming Accessories	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
CDG Solo System Kit #1 2nd	151107	GMT Games	\$14.00	New	zl		Z	1
Kit that provides solitaire rules systems & play aids for seven of GMT's previously published card driven board games including Paths of Glory, For the People, Washington's War, Caesar, C&C Ancients, Samurai Battles. Serves the goals of adding the narrative flow of the war, increasing the fog of war, and reducing the overhead of the game system. Provides 2 card displays, a custom die, 4 markers, a rules summary & a play sheet for each covered game. Stuka Joe, Ken Kuhn'22								
CDG Solo System Kit #2	151250	GMT Games	\$15.00	New	zl		Z	1
2nd kit for the Card Driven Games published by GMT. Provides 2 card displays, another custom die, 4 markers, rules summary & 9 playsheets for a variety of games. '23								
PBM Instructions	475	AH Avalon Hill Game Co.	\$1.00	Mint	n	OoP	Z	
PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.								
SGS Region 9 Play Aids Kit	69358	Strategy Gaming Society	\$2.00	Mint	n	OoP	Z	
Charts & color maps created for 3 games previous published as intro games in books or mags: Waterloo 20 from Strategist v30 Issue 10 #339 (June 2000); Kassala from Complete Book of Wargames (1980); Drive on Metz from Complete Wargames Handbook.								

ACCESSORIES: Game Reference Material	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
General Magazine Index 1952-80	92062	AH Avalon Hill GENERAL Ma	\$1.00	Excell	n	OoP	Z	
Clean photocopy. ■ 20pg mag documenting AH's history thru 1980 & Generals Vol 1-16, 1952-80. Indexes articles by game, document's AH game production thru this time, also. Excell resource. '81								

ACCESSORIES: Gaming Novelties	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Gamers 1996 Vanity Counters	128905	Gamers (% MMP)	\$0.50	Mint	n	OoP	Z	
13 vanity counters from Gamers' 1996 REPL & VARIANT countersheet. These have no real value in games. No rules.								
Gamers 1997 Vanity Counters	128922	Gamers (% MMP)	\$0.50	Excell	n	OoP	Z	
Includes 24 of what appears to be a total of 35 vanity counters. ■ 35 vanity counters from Gamers' 1997 REPL & VARIANT countersheet. These have no real value in games. No rules.								
Gamers 1998 Vanity Counters	128923	Gamers (% MMP)	\$0.50	Mint	n	OoP	Z	
Includes (first) 3 vanity counters ■ Includes (first) 3 vanity counters								

ACCESSORIES: Errata Countersheets & Parts (multiple games)	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Gamers Repl Counters 1992	42543	Gamers (% MMP)	\$4.00	New	n	OoP	Err	Z
May have some label residue on face of some counters. ■ Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92								
Gamers Repl Counters 1994	64761	Gamers (% MMP)	\$5.00	New	n	OoP	Z	
Last copy. ■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94								
Gamers Repl Counters 1995	64770	Gamers (% MMP)	\$8.00	New	n	OoP	Err	Z
Last copy. ■ Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95								

ACCESSORIES: Counter Trays	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Counter Tray, Chessex Style Tray	148718	Chessex Manufacturing	\$2.75	New	n		Z	
Single copy. ■ 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03								
Counter Tray, DVG Style Bookcase Tray	150747	Dan Verssen Games	\$3.00	New	n	OoP	Z	
Single set of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14								
Counter Tray, GAMERS Style Tray	135371	Gamers (% MMP)	\$1.00	Good	n	OoP	Z	
Couple of large cracks in tray btm repaired. Entirely serviceable. ■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.								
Counter Tray, UGG Style Bookcase Tray	149492	Udo Grebe Game Design Co.	\$3.25	New	n		Z	
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								
Counter Trays, UGG Style Bookcase 5-Pak	151195	Udo Grebe Game Design Co.	\$11.99	New	FB		Z	
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								

ACCESSORIES: Hex Maps & Playing Boards	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Hex Map Sheet, Blank, 16 or 19mm, L or S	62635	GMT Games	\$2.50	New	n		Z	
Hex Map Sheet, Blank, 16mm Long Grain	150515	GMT Games	\$3.00	New	n		Z	
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99								
Hex Map Sheets, 16mm LONG Grain 7pak	151257	GMT Games	\$25.00	New	n		Z	
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99								

ACCESSORIES: Counter Sheets (Blank & Preprinted)	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P				
Counter Sheet, Blank 1/2" White (280)	151269	GMT Games	\$4.25	New	n		Z	
Full sheet (280) of 1/2" counters, all white with no printing.								
Counter Sheets, Blank 1/2" Wht (280) 5Pk	151036	GMT Games	\$21.00	New	n		Z	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.											
Counter Sheets, Blank 1/2" Wht (280) 5Pk		151112	GMT Games	\$21.00			New	n			Z
Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.											
Counter Sheets, Blank 9/16"Wht (114) 5pk		151039	GMT Games	\$12.50			New	n			Z
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											
Mayfair Promo Expansion Set #15		109221	Mayfair Games	\$2.00			New	n	OoP		A
Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15											
Mayfair Promo Expansion Set #18		109760	Mayfair Games	\$2.00			New	n	OoP		A
Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15											
ACCESSORIES: Dice & Dice Accessories											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
Dice, d6 1" Oversized		89105	Miscellaneous Publishers	\$0.50			Mint	n	OoP		Z
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.											
Halfsize Dwarf Dice Set (7), Beard Brown		140754	Gate Keeper Games	\$2.00			New	SC	OoP		Z
Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.											
MAGAZINES (only)											
						(541) 756-4711 10am-9pm PST			For Ordering (866) 690-7879 10am -9pmPST		
MAGAZINES Issues of Note (uncategorized)											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
Europa: Clash of Titans Scenario		10780	Games Research & Design	\$1.00			Mint	n	OoP		Z
* ■											
GENERAL Magazines		95828	AH Avalon Hill GENERAL Ma	CALL	V.Gd or Better	n		OoP			Z
Looking for a General Magazine? A relative few with detailed descriptions are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■											
Magazines (Only)		95149	Miscellaneous Publishers	CALL	Excell or Mint	n		OoP			Z
Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■											
MAGAZINES Wargame Magazines											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
Boardgame Journal (FGA) # 1		3594	FGA Board Game JournalMag	\$3.00			Mint	n	OoP		Z
Cherry. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91											
C3i # 2		128913	GMT C3i Magazine	\$25.00			Mint	n	OoP		Z
Does NOT include 40-counter insert. Otherwys cherry. Last copy. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strategy for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thunderbolt & Apache-Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93											
C3i # 5		49688	GMT C3i Magazine	\$20.00			New	n	OoP		Z
Last copy. ■ 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95											
C3i # 6		51753	GMT C3i Magazine	\$10.00			New	n	OoP		Z
w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96											
C3i # 8		53659	GMT C3i Magazine	\$30.00			New	n	OoP		Z
Last copy. ■ Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97											
C3i # 9		53196	GMT C3i Magazine	\$59.00			New	n	OoP		Z
Last copy. ■ w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99											
C3i #12		53244	GMT C3i Magazine	\$75.00			New	n	OoP		Z
Last copy. ■ w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00											
C3i #14		58533	GMT C3i Magazine	\$42.00			New	n	OoP		Z
Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildness War, Simple GBOH. 52pgs. '02											
C3i #15		131914	GMT C3i Magazine	\$39.00			New	n	OoP		Z
Last copy. ■ w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16), Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04											
C3i #16		72157	GMT C3i Magazine	\$55.00			New	n	OoP		Z
With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR sceario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05											
C3i Magazine #20		103730	GMT C3i Magazine	\$60.00			New	n	OoP		Z
Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08											
C3i Magazine #21		88598	GMT C3i Magazine	\$59.00			New	n	OoP		Z
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09											
C3i Magazine #23		96982	GMT C3i Magazine	\$65.00			New	n	OoP		Z

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. ■ Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.; Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col													
C3i Magazine #24		95351	GMT C3i Magazine	\$59.00				New	n			OoP	Z
Last copy ■ W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10													
C3i Magazine #27		112823	GMT C3i Magazine	\$109.00				New	n			OoP	A 1
Last copy. ■ Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21. w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Levloff 13 / w/ 2 Combat Commander scenario cards with 4 scenarios#117-120; SPQR Dertosa 215BC scenarios, Iron & Oak insert with 2 scenarios plus 2 map inserts. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat in Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; new scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Reds!; Dertosa, 215BC scenario for SPQR Deluxe.													
C3i Magazine #28		113400	GMT C3i Magazine	\$89.00				New	n			OoP	Z
Last copy. ■ Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoplite (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map, 80 counters. S.Vasta'15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Command & Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview with S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoplite scenario.													
General Magazine 2/3		74064	AH Avalon Hill GENERAL Ma	\$3.00				V.Good	n			OoP	Z
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.													
General Magazine 2/4		74065	AH Avalon Hill GENERAL Ma	\$3.00				V.Good	n			OoP	Z
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.													
General Magazine 11/6		106888	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z
Coupon clipped on insert, marring a portion of the Waterloo order of appearance play aid. Last copy. ■ ARTICLES ON: Richtofen analysis, campaign scenarios & solitaire rules; Waterloo OoB play aid (but in half & lost in this issue); Soviet tactics in Panzerblitz; Third Reich 1st errata; Third Reich replay; 1776 strategy for Greene's Campaign scenario; index to article subject matter & issues 4/1-11/5. '75													
General Magazine 13/2		84711	AH Avalon Hill GENERAL Ma	\$4.00				V.Good	n			OoP	Z
Insert not included. Last copy. ■ Insert does not have any variants. ARTICLES ON: Tactics in Wooden Ships & Iron Men w/ 10 additional scenarios & designer's notes; Changes in Third Reich 2nd ed; Playthru of a remarkable game of postal Diplomacy among skilled players; Russian Campaign errata. '76													
General Magazine 14/4		84723	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n			OoP	Z
One page separated from staples. Last copy. ■ Includes War at Sea Caribbean & Cape Good Hope insert with additional ship counters. ARTICLES ON: Victory at Sea variant, adding the Caribbean & Cape of Good Hope and combines War at Sea & Victory in the Pacific; BRP warfare in Third Reich; Richthofen's War maneuver card variant (cards published separately); Stalingrad replay pt2; Jutland via postal team play; British strategy in 1776. '77													
General Magazine 14/6		65759	AH Avalon Hill GENERAL Ma	\$2.50				V.Good	n			OoP	Z
No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78													
General Magazine 14/6		106907	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z
ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78													
General Magazine 15/2		111907	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n			OoP	Z
Original. Includes Panzer Leader 1940 scenario insert, but not contest/ad insert. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78													
General Magazine 15/2-Reprint		78899	AH Avalon Hill GENERAL Ma	\$3.00				V.Good	n			OoP	Z
Reprint with monochrome cover. Mag mildly curved along spine due to being store in an AH sized box, otherwise EX. ■ Reprint. ARTICLES ON: Panzer Leader 1940 variant w/ 12 additional scenarios, unit analysis & composition; Stalingrad revision; Andrew McNeil interview; Third Reich 1st clarifications; D-Day redesign to '77; Rail Baron 4th person strategy; Central Pacific gambit in VITP. '78													
General Magazine 15/4		111909	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z
No insert. Last copy. ■ Strategic Submarine insert. ARTICLES ON: Strategic Submarine campaign variant; 10 addtl Submarine scenarios; Panzerblitz situation X with players selection forces & objectives secretly; Third Reich early options revisited; Squad Leader PBM; Wavre scenario for Waterloo; Caesar's Legions replay. '79													
General Magazine 15/5		111910	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n			OoP	Z
No insert. ■ A HIGHLY RECOMMENDED issue. ARTICLES ON: Coral Sea & Solomons variant for Midway'64 w/3 scenarios; Russo-Swedish War of 1788-90 scenarios for Wooden Ships & Iron Men; the Afrika Korp Gambit; origins of Third Reich; Fortress Europa German strategy for D-Day'65; Tournament War at Sea rules; Starship Troopers'76 expansion w/ scenario; true Line of Sight in tactical games; forts in Caesar Alesia; Feudal variant. '79													
General Magazine 16/2		106917	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z
No insert. ■ Inserts including Bismarck'62 Graf Spee variant w/ 2 maps. ARTICLES ON: Bismarck'78 analysis; Bismarck'78 Graf Spee variant w/ map & counters; European naval development between world wars; Bismarck'78 designers notes; Panzerblitz scenario 10 replay; KO in Round 5 German gambit for Afrika Korps; 1776 pt2, British strategy; strategy in Wooden Ships & Iron Men; major Bismarck'78 errata. '79													
General Magazine 16/4		84734	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z
No insert. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79													
General Magazine 16/6		106921	AH Avalon Hill GENERAL Ma	\$4.00				Mint	n			OoP	Z
With insert. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80													
General Magazine 16/6		99234	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n			OoP	Z
W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80													
General Magazine 17/2		65611	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n			OoP	Z

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Conditn	Type	Print?	Incl?	Scale	Plyrs
1x3 Inventory label on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank Davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80												
General Magazine 17/4		75312	AH Avalon Hill GENERAL Ma	\$4.00			New	n	OoP			Z
1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80												
General Magazine 17/4		106925	AH Avalon Hill GENERAL Ma	\$4.00			Mint	n	OoP			Z
ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80												
General Magazine 17/6		75302	AH Avalon Hill GENERAL Ma	\$5.00			New	n	OoP			Z
1x3 Inventory label on cover otherwise new. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including ViP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Caesar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81												
General Magazine 18/1		75321	AH Avalon Hill GENERAL Ma	\$5.00			New	n	OoP			Z
1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalglish; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81												
General Magazine 18/2		75323	AH Avalon Hill GENERAL Ma	\$4.00			New	n	OoP			Z
1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81												
General Magazine 18/3		64465	AH Avalon Hill GENERAL Ma	\$7.00			Mint	n	OoP			Z
w/ Insert. Air Assault on Cyprus variant. 1x3 Inventory & a price label on cover. Last copy. ■ Insert including Assault on Cyprus map. ARTICLES ON: Guns of August strategy, German plan, designers notes, errata, variable entry variant, production variant, naval fleet variant; Cyprus variant for Air Assault on Crete (w/ map insert); endgame in Afrika Korps; optional rules for Victory in the Pacific; SL clinic on booby traps; WS&M replay & Play by Mail; Diplomacy tactics, pt3. '81												
General Magazine 18/4		75331	AH Avalon Hill GENERAL Ma	\$4.00			New	n	OoP			Z
1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81												
General Magazine 18/4		84741	AH Avalon Hill GENERAL Ma	\$3.00			Excell	n	OoP			Z
ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81												
General Magazine 18/6		75337	AH Avalon Hill GENERAL Ma	\$6.00			New	n	OoP			Z
1x3 Inventory label on cover, otherwise new. Last copy. ■ Insert with British ViP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82												
General Magazine 19/1		64561	AH Avalon Hill GENERAL Ma	\$5.00			Excell	n	OoP			Z
1x3 Inventory label on cover. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82												
General Magazine 19/2		11170	AH Avalon Hill GENERAL Ma	\$6.00			Mint	n	OoP			Z
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82												
General Magazine 19/6		99265	AH Avalon Hill GENERAL Ma	\$6.00			Excell	n	OoP			Z
Includes insert. Last copy. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on rubble & roadblocks. '83												
General Magazine 20/1		99267	AH Avalon Hill GENERAL Ma	\$4.00			Excell	n	OoP			Z
Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83												
General Magazine 20/4		99274	AH Avalon Hill GENERAL Ma	\$8.00			Excell	n	OoP			Z
Includes insert. Last copy. ■ Insert w/ SL Scen O. ARTICLES ON: tour of Freedom in the Galaxy; PBM system for Starship Troopers & Dune; Diplomacy strategy; learning Squad Leader; another look at Blitzkrieg '75; SL clinic, concentration of force; new event cards for Kingmaker. '83												
General Magazine 20/5		65191	AH Avalon Hill GENERAL Ma	\$5.00			New	n	OoP			Z
1x3 Inventory label on cover. Otherwise new. Last copy. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analysis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84												
General Magazine 20/6		56710	AH Avalon Hill GENERAL Ma	\$5.00			Excell	n	OoP			Z
w/ insert. 1x3 Inventory label on cover. Last copy. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84												
General Magazine 21/1		99280	AH Avalon Hill GENERAL Ma	\$4.00			Excell	n	OoP			Z
w/insert. Last copy. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84												
General Magazine 21/6		64565	AH Avalon Hill GENERAL Ma	\$3.00			V.Good	n	OoP			Z
No insert. Some wear to the edges of mag. 1x3 Inventory label on cover. Does not contain Victory magazine. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85												
General Magazine 22/1		99291	AH Avalon Hill GENERAL Ma	\$3.00			Excell	n	OoP			Z
w/ Gunslinger insert. Does not include Victory mag. ■ Insert. ARTICLES ON: analysis on Panzer Arme Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Tirreme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85												
General Magazine 22/5		99296	AH Avalon Hill GENERAL Ma	\$5.00			Excell	n	OoP			Z
w/ insert. Last copy. ■ Insert. Devil's Den strategy & advanced rules & errata; 5 Gunslinger scenarios; tactics & Union strategy in Bull Run; PBM Diplomacy; Stellar Conquest variants; interview w/ Bruce Shelley; Diplomacy; plotting revolts in Freedom in the Galaxy 2nd; SL scenario 3000. '86												
General Magazine 23/3		67070	AH Avalon Hill GENERAL Ma	\$3.00			Excell	n	OoP			Z
1x3 Inventory label on cover. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86												
General Magazine 23/5		67518	AH Avalon Hill GENERAL Ma	\$4.00			New	n	OoP			Z

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87								
General Magazine 24/1		99310	AH Avalon Hill GENERAL Ma	\$5.00		Excell	n	OoP Z
Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ■ Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ARTICLES ON: ASL DIY scenarios; ASL Steets of Fire replay of scenario 1 pt 1; SL clinic on night; Axis strategy in Russian Campaign; central European conflict in Firepower with scenarios; DASL scen A, ASL scen H; new scenarios for Sixth Fleet; additional units & rules for NATO; Russian first turn in Russian Front plus errata; Soviet victory in Panzergruppe Guderian. '87								
General Magazine 24/3		41139	AH Avalon Hill GENERAL Ma	\$3.00		Excell	n	OoP Z
w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88								
General Magazine 25/5		71610	AH Avalon Hill GENERAL Ma	\$5.00		New	n	OoP Z
w/Gettysburg'88 expansion map insert. 1x3 Inventory label on cover, othersw new. Last copy. ■ Gettysburg'88 expansion map insert. ARTICLES ON: Gettysburg'88 replay & analysis of the generals present; cavalry operations during the Gettysburg campaign; Intermediate Gettysburg'88 rules; analysis of the British in 1776; union strategy in Civil War; ASL scenario G8; bank robbery scenario for Firepower; Drewsy's Bluff scenario for Lee v Grant; 3 types of gamers; freight train Rail Baron variant; animal encounter variant for Outdoor Survival; WIn Place & Show analysis; tactics in Devil's Den; 3rd ed Guns of August; designers notes on Bull Run; Gettysburg '88 errata. '89								
General Magazine 25/6		67014	AH Avalon Hill GENERAL Ma	\$5.00		Excell	n	OoP Z
w/insert. 1x3 Inventory label on cover. Last copy. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armeek Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89								
General Magazine 26/3		113861	AH Avalon Hill GENERAL Ma	\$4.00		Excell	n	OoP Z
With insert. Last copy. ■ Insert w/ additional Tac Air aircraft data. ARTICLES ON: MBT intro & unit analysis; MBT rules index; Soviet situation in MBT; umpired MBT replay; "Improved" Flight Leader rules; Iran-Iraq War scenarios for Firepower; Acquire strategy; Statis Pro Baseball; Korean War Flight Leader scenarios; ground units in Tac Air; unit analysis for the Fleet game series. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '90								
General Magazine 26/5		75362	AH Avalon Hill GENERAL Ma	\$6.00		New	n	OoP Z
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90								
General Magazine 27/1		64594	AH Avalon Hill GENERAL Ma	\$5.00		Excell	n	OoP Z
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Soviet strategy for Russian Campaign; historical Russian Campaign; revised OoB for Russian Campaign; reference notes for ASL for mtn troops; historical setup for 12th party congress in Kremlin; Axis 1941 offensive in Russian Front; defending Stalingrad in Turning Point Stalingrad. '91								
General Magazine 27/4		79258	AH Avalon Hill GENERAL Ma	\$4.00		Excell	n	OoP Z
w/Insert. Last copy. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91								
General Magazine 27/5		79259	AH Avalon Hill GENERAL Ma	\$3.00		Excell	n	OoP Z
No insert, othersw EX. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day/77 strategy. '91								
General Magazine 27/5		75395	AH Avalon Hill GENERAL Ma	\$4.00		New	n	OoP Z
w/insert. 1x3" Inventory label on cover, othersw clean. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day/77 strategy. '91								
General Magazine 27/6		64599	AH Avalon Hill GENERAL Ma	\$4.00		Excell	n	OoP Z
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wrasslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitaire rules for Wooden Ships & Iron Men. '91								
General Magazine 28/2		71629	AH Avalon Hill GENERAL Ma	\$4.00		New	n	OoP Z
1x3 Inventory label on cover, othersw new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 touney scenario; Statis Pro Football variant. '92								
General Magazine 29/1		75372	AH Avalon Hill GENERAL Ma	\$3.00		New	n	OoP Z
1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL touney scenarios; Assassin preview. '93								
General Magazine 29/2		71665	AH Avalon Hill GENERAL Ma	\$3.00		New	n	OoP Z
1x3 Inventory label on cover, othersw 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 touney rules. '94								
General Magazine 29/3		71707	AH Avalon Hill GENERAL Ma	\$5.00		New	n	OoP Z
1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94								
General Magazine 29/4		71727	AH Avalon Hill GENERAL Ma	\$6.00		New	n	OoP Z
1x3 Inventory label on cover, othersw new. Last copy. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94								
General Magazine 29/5		71735	AH Avalon Hill GENERAL Ma	\$3.00		New	n	OoP Z
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								
General Magazine 29/6		71767	AH Avalon Hill GENERAL Ma	\$2.00		New	n	OoP Z
1x3 Inventory label on cover, othersw New. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95								
General Magazine 30/1		71783	AH Avalon Hill GENERAL Ma	\$3.00		New	n	OoP Z
1x3 Inventory label on cover, othersw new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95								
General Magazine 30/2		71804	AH Avalon Hill GENERAL Ma	\$3.00		New	n	OoP Z
1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95								
General Magazine 30/4		71843	AH Avalon Hill GENERAL Ma	\$5.00		New	n	OoP Z
1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96								

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
General Magazine 30/5 1x3 Inventory label on cover, others new. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levy; weapon breakdowns in ASL. '96		71850	AH Avalon Hill GENERAL Ma	\$4.00			New	n	OoP		Z
General Magazine 30/5 w/Insert (London's Burning log, March Madness errata cards). ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levy; weapon breakdowns in ASL. '96		94147	AH Avalon Hill GENERAL Ma	\$3.00			Excell	n	OoP		Z
General Magazine 30/6 No insert, others EX. Last copy. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96		79278	AH Avalon Hill GENERAL Ma	\$4.00			Excell	n	OoP		Z
General Magazine 31/2 w/Inserts. 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Nil Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97		71864	AH Avalon Hill GENERAL Ma	\$4.50			New	n	OoP		Z
General Magazine 31/5 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97		43835	AH Avalon Hill GENERAL Ma	\$3.00			New	n	OoP		Z
General Magazine 32/1 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98		65503	AH Avalon Hill GENERAL Ma	\$7.00			New	n	OoP		Z
Operations Magazine # 5 Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92		115338	Gamers OPERATIONS Mag	\$2.00			Mint	n	OoP		Z
Operations Magazine #14 ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94		115347	Gamers OPERATIONS Mag	\$2.00			Mint	n			Z
Skirmisher Magazine #3 Magazine supporting the Great Campaigns of the Am Civil War game series. ARTICLES ON: Preview of On to Richmond II (w/ Grant Takes Command included); Long Road to Gettysburg strategic variant (via download; Streamline version of Atlanta is Ours Advanced Game Rules. '22		150723	Multi-Man SKIRMISHER Mag	\$16.00			New	n			Z
Special Ops Wargaming Journal #10 MMP's magazine supporting its extensive line of games, including ASL products. Includes Blitzkrieg to Moscow 2nd game (w/ 60 counters, 12 cards) plus 2 ASL & 2 ASLSK scenarios, articles on Front Toward Enemy, Iron Curtain (w/ additional scenarios), Last Blitzkrieg, Panzers Last Stand. '22		151224	Multi-Man OPERATIONS MAG	\$27.00			New	n			Z
Strategy & Tactics (SPI) # 47 Mag only; no rules. ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.		114175	SPI S&T Magazine Games	\$2.50			Excell	n	OoP		Z
Strategy & Tactics (SPI) # 70 Mag only; no rules. ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).		107619	SPI S&T Magazine Games	\$2.50			Excell	n	OoP		Z
Strategy & Tactics (SPI) # 85 Mag only; no rules. ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.		96849	SPI S&T Magazine Games	\$2.50			Excell	n	OoP		Z
Strategy & Tactics (SPI) # 89 Center pages loose from staples. ■ Mag only; no rules. ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.		96853	SPI S&T Magazine Games	\$2.50			V.Good	n	OoP		Z
Ultra Magazine (1993 Summer-Fall) Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Suggest rules changes; Strategy for the German invasion of Britain; After a British Surrender, What then?; Fall 1941 Staff Conference (puzzle). '93		106549	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z
Ultra Magazine (1993 Winter) Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Defense of Franch in 1939; Invasion of the Low Countries; Q&A thru 12/92; Allied Variant 3, French Pre-War Preparation; Staff Conference on how much should Britain contribute to France? '93		106550	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z
Ultra Magazine (1995 Summer) Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95		106552	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z
Wargamer (Decision Games) v2 #14 ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Arme, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89		125106	DecGms WARGAMER v2 Mag	\$1.00			Excell	n	OoP		Z
NOVELTIES, Hobby-Related Novelties & Toys (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
NOVELTIES: Hobby Novelties & Collectables M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Empire Builder, 3rd: Artwork PRINT		95855	Mayfair Games	\$4.00			New	TB	OoP		Z
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.											
ROLE PLAYING GAMES, All A-Historical Types + Accessories (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
RPGs: Twilight 2000 Series M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Twilight 2000 RPG Rules 1st		122946	Game Designers Workshop	\$7.50			Good	n	OoP		1 M
No box or dice (missing 4d6, 1d10). Well worn, soiled & stained thru use. Others complete & servicable. ■											
RPGs: 2300AD RPG series M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
2300AD RPG: Deathwatch Program		122907	Game Designers Workshop	\$2.50			Excell	Bk	OoP		1 M
Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monterey Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90											
COLLECTABLE CARD GAMES, Magic & More (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
CCG: Other Collectable Card Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Star Trek Frontiers: Cards (2)		128907	Wizards of the Coast	\$0.25			Mint	n	OoP		Z

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
two copies of the Seven of Nines card. ■ Two copies of the Seven of Nines card.											
ANCIENT, GREEK & ROMAN Era, ?? BC -- 500 AD		(541) 756-4711	10am-9pm PST				For Ordering	(866) 690-7879	10am -9pmPST		
ANCIENT: Pre-Greek Topics (? - 600 BC)				M.Dean@FineGames.com			h 866-690-7878	10am - 9pm			P
Kadesh #7 PARTS		128871	XTR: Command Magazine	\$4.00			Mint	n	OoP		2
Countersheet, only. ■											
ANCIENT: Greek & Macedonian Dominance (600 - 400 BC)				M.Dean@FineGames.com			h 866-690-7878	10am - 9pm			P
Alexander: Ramses II COPY		132713	AH Avalon Hill Game Co.	\$3.00			Mint	n	OoP		2
Photocopied article & original insert from General w/ counters & map revisions for variant depicting Alex's run-in w/ Ramses II of Egypt.											
Marathon & Granicus #214		59382	Decision Games S&T Games	\$25.00			New	n	OoP		3
Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.											
Sparta vs. Athens #286		148094	Decision Games S&T Games	\$34.00			New	n	OoP		6
Last copy. ■ Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.											
ANCIENT: Romans & the Barbarians (400 BC - 600 AD)				M.Dean@FineGames.com			h 866-690-7878	10am - 9pm			P
Agricola #306		134800	Decision Games S&T Games	\$35.00			New	n	OoP		4
Mag & game. Game of the campaign waged by the Roman governor of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).											
Barbarians		3517	Yaquinto	\$14.00			Mint	AL	OoP		6
Some box back scuffs, otherw mint. ■ Set of 2 games: Sack Rome in which 2-3 players compete to conquer Rome in the 6th century AD. And Mongol in which the golden horde spreads from Mongolia toward eastern Europe. Area move maps, simpler game. Published in an album box format. SC Taylor, N.Zimmer'81											
Barracks Emperors, Time of Crisis		151268	GMT Games	\$33.00	**		New	BC	**		A 4
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 a 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											
Belisarius's War, Reconquest of Africa		151080	Decision Games	\$11.50			New	Fo			6
Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13											
Conquest of Gaul: Caratacus Kit PARTS		115368	GMT Games	\$3.00			New	n	OoP		2
Countersheet, only. Six (6) avail. ■											
Fight the Fall #324		151085	Decision Games S&T Games	\$37.50			New	n			4
Last copy. ■ Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulæ 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game system emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukrainian Underground Army 1943.											
First Punic War, 264-241BC #336		150744	Decision Games S&T Games	\$37.50			New	n			4
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.											
Germania, Rome Beyond the Rhine #175		54742	Decision Games S&T Games	\$39.00			New	n	OoP		6
Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhine, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.											
Hannibal, 2nd Punic War #141		117324	Decision Games S&T Games	\$15.00			Mint	n	OoP		6
Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).											
Jewish War PARTS		128862	Khyber Pass Games	\$1.00			Mint	n	OoP		4
Map, only. ■											
Julian, Triumph Before the Storm #266		95417	Decision Games S&T Games	\$39.00			New	n	OoP		6
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES on Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10											
Julius Caesar		150858	Columbia Games	\$74.89			New	BC			6
Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalglish'10											
Lest Darkness Fall, Rome in Crisis #234		74185	Decision Games S&T Games	\$15.00			New	n	OoP		6
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.											
Trajan #145		104281	Decision Games S&T Games	\$45.00			Mint	n	OoP		4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl?	Scale	Plyrs
Cherry mint. Last copy. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.											
ANCIENT: Roman Chariot Racing & Gladiating											
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Charioteer, Race for Glory in Rome	150920	GMT Games	\$52.50	**	New	DC	**	1	6		
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											
ANCIENT: Tactical Naval Combat											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Chicken of the Sea #3	5895	Game Publicatns	GAME FIX	\$5.00	Mint	n	OoP	1			
Last copy. ■ Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered galleys in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.											
MEDIEVAL Era, 500 -- 1400 AD											
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
MEDEIVAL: Medeival Period Generally											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Hawaii, 1795, Kamehameha's War	151083	Decision Games	\$11.50	New	Fo			6	1		
Kamehameha, a Hawaiian, led a campaign to unify the Hawaiian islands in 1795. One player represents Kamehameha, the other the allied forces of Oahu & Maui. Games system based on the Ancient Wars system with the addition of cards providing special events. Small map, 40 counters, 18 cards. '19											
Mediterranean Empires 1281-1350 #330	151088	Decision Games	S&T Games	\$37.50	New	n		6			
Mag & Game. Simpler, area-move game of the struggles for control of the western & central Mediterranean Sea, 1281-1350, between two French factions, Anjou v Aragon, aided by numerous small kingdoms, the Papal States, & Spain. Includes simple economic & diplomatic systems (tho this is a 2 player game) to raise armies or navies or foment rebellion. 10yrs/turn, 176 counters. Map covers the Med from Italy to eastern Spain & northern Africa. Javier Romero'21 / ARTICLES ON: Struggle for the Mediterranean in the Middle Ages; Battle of Coletto Creek, Mar 1836, during the Texas Revolution; Marine Leadership at Chosin, Korea, 1950; Battle for East Prussia: Tanneberg & Masurian Lakes, 1914; the AEF & the Spanish Influenza Pandemic of 1918-19; Battle of Stoke Lane, Last Battle of the Wars of the Roses; Yemeni Anti-Ship Attacks & US Reactions; the Adventure of the Eritrea, an Italian gunboat in East Africa.											
MEDEIVAL: Britain & France											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
1066, End of the Dark Ages #240	79557	Decision Games	S&T Games	\$30.00	New	n	OoP	6	4		
Last copy. ■ Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turning Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.											
Black Prince, Crecy & Navarrete #260	90907	Decision Games	S&T Games	\$24.00	New	n	OoP	3			
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09											
Hammer of the Scots 4th [Deluxe]	150383	Columbia Games	\$72.00	New	BC			6			
2019 4th [deluxe] ed with 24mm wooden blocks, v3 rules, thicker map. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalgliesh, J.Taylor'19											
Plantagenet, Cousins War for England	151262	GMT Games	\$59.00	**	New	DC	**	6	2		
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. 1Qt/turn, pt-pt map, mounted map, 152 wooden pieces, 179 cards, 2 countersheets. Francisco Gradaille'23											
MEDEIVAL: Japan & Asia											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Kamakura	4012	West End Games	(D6 Legnd)	\$15.00	V.Good	HC	OoP	6			
Rules wrinkled. Otherws punched & clean. ■ 2-6 player game of politics & war in fuedal Japan c. 1200 using a slight elaboration of the Diplomacy system. Includes special events, variable army size, and 5 scenarios w/ varying # of players. M.Mills'82											
Sekigahara, the Unification of Japan 5th	151047	GMT Games	\$45.00	**	New	DC	**	4			
2023 Reprint. Simpler block-style game set in 1600 in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. A 7-week campaign including marshalling armies of dubious loyalty, fight key battles & secure defections from your enemies. 119 blocks, 110 cards, 5000men/block, 3.5days/turn, simpler mechanics. Combat is resolved via card play. M.Simonitch'23											
MEDEIVAL: the Crusades											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Crusader Rex 2nd	150860	Columbia Games	\$63.00	New	BC			6			
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalgliesh'11											
First Crusade #299	125517	Decision Games	S&T Games	\$99.00	New	n	OoP	4	1		
Last copy. ■ Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christendom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.											
MEDIEVAL: Tactical Battles											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Condottieri #54	64202	WWW Wargamer Magazine	\$12.00	New	n	OoP		4			
Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.											
Great Medieval Battles #197	38207	Decision Games	S&T Games	\$35.00	New	n	OoP	3			
Last copy. ■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angora, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.											
GUNPOWDER Era, 1401 -- 1799 AD											
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
GUNPOWDER: The Renaissance Generally											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Machiavelli, 1st PARTS	77224	AH Battleline Reprints	\$2.50	Excell	n	OoP		8	M		
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garrison for all players marred with paint on one side. ■											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
GUNPOWDER: the Ottoman Empire			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Gates of Vienna, Europe 1683 #295	112907	Decision Games S&T Games	\$42.00	New	n	OoP		4			
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Bausant; India v pirates.											
Ottomans, Rise of the Turkish Empire#222	65972	Decision Games S&T Games	\$17.50	New	n	OoP		6			
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.											
GUNPOWDER: the Russian Empire			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
On to Moscow, Sweden v Russia 1700-21#171	117310	Decision Games S&T Games	\$27.50	Mint	n	OoP		6			
Cherry. Last copy. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.											
GUNPOWDER: 30 Years War 1616-1648			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Breitenfeld #55	99128	SPI S&T Magazine Games	\$15.00	Mint	n	OoP		2			
Mag & Game. 5th gm in 30yrs Qd. Gustav Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J.Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.											
Thirty Years War BtIs, Luttr/Wittstk#332	150743	Decision Games S&T Games	\$37.50	New	n			3			
Mag & game. Grand tactical game of two more battles from the Thirty Years War: Luttre 1626 & Wittstock 1636. At Luttre, the Imperial Army under Tilly defeats the Danish Army knocking it out of the war. At Wittstock, the Swedish Army under Baner defeats the Imperial Army, avenging the Swedish defeat at Nordlingen a year prior; one of the few battles one of the armies utilized maneuver. 150-200m/hex, 45-60min/hr, 176 counters. Brad Hessel, Linda Mosca, Jay Nelson, Stephen Patrick, Redmond Simonsen, Thomas Walczyk, Joseph Miranda'21 / ARTICLES ON: Two Decisive Battles of the Thirty Years War; Alexander the Great's Finances & Character; Panzer Lehr Division at the Battle of the Bulge; Arms Race in the Maghreb (NW Africa); America's Composite Division in WWI; War in Tigray Update; Yemen, Complex War with No End in Sight; Newest Russian AFVs; HMS Queen Elizabeth Deploys to the Indo-Pacific; USMC's Mark 98 Howtar Howitzer; First Knight of England, William Marshall; Invasion of Denmark, Apr 1940; Confederate Seagoing Ironclad CSS Stonewall.											
GUNPOWDER: 100 Years War, 1337-1453			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Hundred Years War, 1337-1453 #177	117285	Decision Games S&T Games	\$75.00	Mint	n	OoP		6			
Cherry. Last copy. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95											
GUNPOWDER: English Civil Wars			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Cropredy Bridge, A Fleeting Victory #148	104279	Decision Games S&T Games	\$12.00	Mint	n	OoP		2			
Mag & Game. Tactical battle between Royalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.											
Cropredy Bridge, A Fleeting Victory #148	105729	Decision Games S&T Games	\$9.00	Mint	n	OoP		2			
Rules separated. ■ Mag & Game. Tactical battle between Royalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.											
GUNPOWDER: 7 Years War & Frederick the Great, 1756-63			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Frederick the Great, 2nd: Silesian Wars	150282	AH Avalon Hill Game Co.	\$1.00	Excell	n	OoP		4			
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.											
Frederick's War, Austrian Sucession #262	94516	Decision Games S&T Games	\$18.00	New	n	OoP		6			
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, 1740-8; 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.											
GUNPOWDER: War of Spanish Succession, 1701-14			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Marlborough, War Spanish Succession #238	78141	Decision Games S&T Games	\$35.00	New	n	OoP		6			
Last copy. ■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.											
Marlborough's BtIs, Ramillies etc #256	88441	Decision Games S&T Games	\$30.00	New	n	OoP		3			
Last copy ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.											
GUNPOWDER: War of Austrian Succession, 1740-8			M.Dean@FineGames.com					h 866-690-7878 10am - 9pm P			
Austrian Succession, War of the... #289	137515	Decision Games S&T Games	\$32.50	New	n	OoP		4			
Last copy. ■ Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2.											
Clash of Sovereigns, War Austrian Succes	151110	GMT Games	\$42.00 **	New	BC **			8 4			

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

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

GUNPOWDER: Reformation Period Wars, 1517-55	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Holy Roman Empire #247	83421	Decision Games S&T Games	\$39.00	New	n	OoP	8
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Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.

GUNPOWDER: Naval Battles & Campaigns	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Armada, 1st #72	107569	SPI S&T Magazine Games	\$15.00	Mint	n	OoP	4
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Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.

When Lions Sailed #268	136744	Decision Games S&T Games	\$25.00	New	n	OoP	6
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Last copy. ■ Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11

REVOLUTIONARY AMERICA, 1759 -- 1815 in North America	(541) 756-4711	10am-9pm PST	For Ordering (866) 690-7879	10am -9pmPST
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REVOLUTIONARY AMERICA: French & Indian Wars 1756-60	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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French & Indian War #231	72409	Decision Games S&T Games	\$42.00	New	n	OoP	6
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Last copy. ■ Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978; Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.

French & Indian War Battles #340	151179	Decision Games S&T Games	\$37.50	New	n	OoP	3
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Mag & game. Game of grand tactical battles of the French & Indian War of 1754-60. Each involved relatively small forces but were decisive for the control of what is now Canada. Includes 3 scenarios: Lake George (Sept 1755), Fort Oswego (Aug 1756) & Quebec (Sept 1759), each with its own map. Emphasis on leadership, light troops in the largely forested areas of battle, plus special events. Company/btn level, 50-150yd/hex, 10-60min/turn, 176 counters. Joseph Miranda'23 / ARTICLES ON: Decisive Battles of the French & Indian War; Timur's 1398 Invasion of India & the Sacking of Delhi; Goose Green, The Falklands 1982; Armor in the Philippines 1941-2; Iranian Drones in Venezuela; Emerging Russo-Turkish Axis; Cold War Weapons in the Russo-Ukraine War; Lightning Carriers in the Indo-Pacific; 1946 Azerbaijan Crisis; First Arab Siege of Constantinople 674-8AD; Long Rifles in the 1815 Battle of New Orleans; Renault FT-17 Tank.

REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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1776: Leader Variant Counters COPY	150238	AH Avalon Hill Game Co.	\$1.00	Excell	n	OoP	6
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3pg photocopy of rules, plus color copy of leader counters. ■ 3pg photocopy of rules printed in the General, plus color copy of leader counters printed in Gen 25/2.

American Revolution #270	95602	Decision Games S&T Games	\$40.00	New	n	OoP	6
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Last copy. ■ Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Carribean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.

American Revolution in the South #304	137769	Decision Games S&T Games	\$35.00	New	n	OoP	4
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Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.

Liberty or Death 3rd	151123	GMT Games	\$57.00 **	New	DC **	6	4
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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

REVOLUTIONARY AMERICA: American Revolutionary War - Tactical Level	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Monmouth #90	107457	TSR S&T Games	\$17.50	Mint	n	OoP	2
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Cherry. Last copy. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.

White Plains, Battle of...	150919	GMT Games	\$42.00 **	New	DC **	3
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10th game in the Battles of the American Revolution series. Covers a little-known battle that had tremendous potential to be decisive. Park of the New York campaign, two relatively huge armies met in Oct 1776. The Americans under Washington sat in well-fortified positions only 3 miles across awaiting a British frontal assault, the British under Howe prepared for such an assault but called it off due to heavy rains, and eventually Howe simply turned south towards other objectives with the Americans dividing their forces to screen the British. Includes 3 scenarios: the historical battle at Chatterton hill, a what-if had Howe pressed an assault as planned, and the full 4 day campaign, 28-31 Oct 1776. Uses event cards that add flavor and variability. 2 mounted boards, 245 counters, 52 cards, 1hr/turn, 200yds/hex, Btl/Regt level. Mark Miklos'23

REVOLUTIONARY AMERICA: War of 1812	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Twilight's Last Gleaming, War v2 #225	69136	Decision Games S&T Games	\$29.00	New	n	OoP	3
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Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.

REVOLUTIONARY AMERICA: Naval Combat in the Age of Sail	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Under the Southern Cross	151201	GMT Games	\$42.00	New	BC	1
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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

NAPOLEONIC WARS, 1796 -- 1815	(541) 756-4711	10am-9pm PST	For Ordering (866) 690-7879	10am -9pmPST
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NAPOLEONIC: Strategic Games 1796-1815	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Empires in Arms, 2nd: 1792 SCENARIO COPY	92055	AH Avalon Hill Game Co.	\$1.00	Excell	n	OoP	6
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Photocopy of scenario & 15 original leader counters published in Gen 25/2. Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.

Empires in Arms, 2nd: ADV NAVAL RULESCPY	90008	AH Avalon Hill Game Co.	\$1.00	Excell	n	OoP	6
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Last copy. ■ Photocopy of 4pg article from Gen providing more sophisticated naval rules.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

See page 1 for an explanation of the various codes & column data used in this catalog.

Empires in Arms, 2nd: ADV NAVAL RULESCP	87206	AH	Avalon Hill Game Co.	\$1.00			Excell	n	OoP		6
Original pages from General, trimmed to just more than the size of the articles on page. ■ Photocopy of 4pg article from Gen providing more sophisticated naval rules.											
NAPOLEONIC: 1796-1805 Napoleon's Early Campaigns											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
Marengo: VARIANT LEADER COUNTER (1)	128890		Gamers (% MMP)	\$0.50			Excell	n	OoP		2
1 variant leader counter from Gamers' 1997 REPL & VARIANT countersheet. No rules.											
Montenotte 1796 #128	128106		Vae Victis Cerigo Edition	\$14.00			New	n	OoP		3
Last copy. ■ Mag & game. Game overs the operational campaign near Montenotte in the south of France between Prussian, English & French forces in 1796. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
NAPOLEONIC: 1808-11 Campaigns											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
Eckmuhl, Battle of... #114	67790		WWW Strategy & Tactics	\$15.00			Mint	n	OoP		2
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
Wellington v. Massena #43	12561		WWW Wargamer Magazine	\$10.00			New	n	OoP		2
Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.											
NAPOLEONIC: 1815 Campaigns											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
Hougoumont, Rock of Waterloo #11	117270	XTR:	Command Magazine	\$18.00			Mint	n	OoP		2
Last copy. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btln/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.											
AMERICAN CIVIL WAR, 1861 -- 1865											
(541) 756-4711 10am-9pm PST						For Ordering (866) 690-7879 10am -9pmPST					
AMERICAN CIVIL WAR: Strategic Level											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
American Civil War 3rd ['18] #310	144738		Decision Games S&T Games	\$75.00			New	n	OoP		6
Mag & game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into southern territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose initially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunnigan, Chris Perello'18 / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.											
Pacific Subs Solitaire #311	136154		Decision Games S&T Games	\$79.00			New	n	OoP		6
Last copy ■ Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailors & airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popular "run a submarine" scale. 280 counters. Chris Perello'18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency in Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.											
AMERICAN CIVIL WAR: Campaigns of 1861											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
Day Was Ours, First Bull Run July 1861	150473		Revolution Games	\$49.00			New	BC			4
Packaged in a bookcase box. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmaneuvered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21											
Day Was Ours, First Bull Run July '61 ZL	150665		Revolution Games	\$42.00			New	zl			4
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											
Glory Road #52	12645		WWW Wargamer Magazine	\$10.00			New	n	OoP		4
Last copy. ■ Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game of a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th scenario; review of TSR's Julius Caesar.											
Thunder at Dawn, Wilson's Creek	147751		Revolution Games	\$49.00			New	BC			3
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											
Thunder at Dawn, Wilson's Creek ZL	151159		Revolution Games	\$38.00			New	zl			3
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											
AMERICAN CIVIL WAR: Campaigns of 1862											
M.Dean@FineGames.com						h 866-690-7878 10am - 9pm P					
Cedar Mountain #86	56992		SPI S&T Magazine Games	\$14.00			New	n	OoP		2
Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.											
Fire on the Mountain	150173		Legion Wargames	\$40.00			New	BC			3
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 Poinske'22											
Grand Havoc, Perryville [Ziplock]	151156		Revolution Games	\$42.00			New	zl			3
Ziplock version. Game of the confused & ferocious battle of Perryville, 1862, during Bragg's Kentucky Campaign. Veteran Confederate forces under blander leadership attack superior Union numbers composed mostly of green troops. Includes several what-if scenarios. 352 counters. Jeff Grossman'23											
Greater Victory, South Mountain 1862 ZL	151157		Revolution Games	\$42.50			New	zl			4
Ziplock 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											
Into the Woods, Battle of Shiloh 1862	151122		GMT Games	\$39.00	**		New	DC	**		3

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs

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

Shenandoah, Jackson's 1862 Campaign #284 139564 Decision Games S&T Games \$25.00 New n OoP 4
 Last copy. ■ Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300m/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qadafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochín China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.

Stonewall's Sword, the Btl of Cedar Mtn 150019 Revolution Games \$27.50 New zl 3
 Game of Stonewall's attack on a stray Union division near Cedar Mountain in Aug 1862. The best of the Confed army, led by one of its best leaders, with numerical superiority, largely loses its opportunity to destroy the Union forces thru inaction, but it was a close-run thing. 176 counters, 140yd/hex, regt level, 20min/turn. H.Luttman'15

Thunder in the Ozarks, Pea Ridge 1862 ZL 151160 Revolution Games \$35.00 New zl 3
 Ziplocked. Sequel to Stonewall's Sword. Game covers the battle of Pea Ridge, March 1862. After their defeat in Missouri at Huzzah, Van Dorn takes over leadership of Confederate forces and plans an immediate attack, force marching his army in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been an perfect defense. 2 maps, 176 counters, 150yd/hex, 30min/turn. Also available in boxed format. Entire game is graphically lush. '16

AMERICAN CIVIL WAR: Campaigns of 1863 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

1863, Turning Point in the Civil War#297 117232 Decision Games S&T Games \$35.00 New n OoP 6
 Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.

Chancellorsville & Plevna #218 62948 Decision Games S&T Games \$24.00 New n OoP 3
 Last copy. ■ Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloody repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots int eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.

Longstreet Attacks, Gettysburg, 2d Day 150812 Revolution Games \$45.00 New BC OoP 3
 Boxed version. ■ Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttman'18

Longstreet Attacks, Gettysburg, 2d DayZL 150809 Revolution Games \$36.00 New zl OoP 3
 Packaged in a ziplock. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttman'18

AMERICAN CIVIL WAR: Various Battles 1861-65 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Campaigns in the Valley #123 24106 WWW Strategy & Tactics \$12.00 New n OoP 4
 Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level. 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.

Campaigns in the Valley #123 105655 WWW Strategy & Tactics \$10.00 Mint n OoP 4
 Preowned but unpunched & unplayed. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.

Death Valley, Battles for the Shenandoah 150541 GMT Games \$59.00 ** New DC ** OoP 3
 Seventh game in the Great Battles of the American Civil War (GBACW) series. Covers the 8 battles in the Shenandoah Valley during the American Civil War. Includes scenarios for Kernstown (3/62), Winchester (5/62), Cross Keys (6/62), New Market (5/64), 2nd Kernstown (7/64), 3rd Winchester, Fisher's Hill (both 9/64) and Cedar Creek (10/64). Scenarios include 1/2 - 2 map settings. Regt level, 1960 counters, 5 double-sided maps, 1hr/turn, 145yd/hex, 50men or 1 cannon per strength point. Richard Berg'19

Death Valley: BtIs for Shenandoah KIT 151116 GMT Games \$22.00 New zl 3
 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

Kernstown, 1st & 2nd Btl of Kernstown 148689 Revolution Games \$49.00 New BC 3
 Boxed version. Game of the two battles of Kernstown, Virginia, March 1862 & July 1864. At the first battle, Stonewall Jackson attacks what turned out to be a superior Union force under Kimball. Tho the Confederates ran out of ammo and surrendered the field, it proved to be a strategic victory as the Union lost the opportunity to pursue and destroy Stonewall's forces. At the second battle, Union forces under Crook attacked what they thought were skirmishers & a small amount of cavalry. But Early & Breckinridge's forces were present & routed the Union forces who escaped capture only due to the failure of Confed cavalry to block retreat routs. Regt scale, with a chit-activation system. Fourth in the Blind Swords game system. 352 counters, 1 map. '19

Kernstown, 1st & 2nd Btl of Kernstown ZL 150017 Revolution Games \$40.00 New zl OoP 3
 Packaged in a ziplock. Game of the two battles of Kernstown, Virginia, March 1862 & July 1864. At the first battle, Stonewall Jackson attacks what turned out to be a superior Union force under Kimball. Tho the Confederates ran out of ammo and surrendered the field, it proved to be a strategic victory as the Union lost the opportunity to pursue and destroy Stonewall's forces. At the second battle, Union forces under Crook attacked what they thought were skirmishers & a small amount of cavalry. But Early & Breckinridge's forces were present & routed the Union forces who escaped capture only due to the failure of Confed cavalry to block retreat routs. Regt scale, with a chit-activation system. Fourth in the Blind Swords game system. 2 countersheets. '19

Little Round Top, Attack at Gettysburg 151183 Decision Games \$9.00 New Fo 3
 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

OTHER 19th CENTURY CONFLICTS, 1800 -- 1899 (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

19th CENTURY: North American Indian Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Custer's Final Campaign 151170 Decision Games \$11.50 New Fo 4
 Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12

Rosebud Creek, Battle of the... 2nd 151005 Legion Wargames \$42.00 New BC 2
 Update of game & physical presentation. Game of the smaller battle that preceded the Little Bighorn, 1876. Just before the bigger battle, Gen. Cook's detachment of the 7th Cav is attacked along Rosebud Creek and forced to retreat, leaving Custer without the support of a third of his forces. 264 counters. M.Taylor'16

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
19th CENTURY: Mexican-American War 1847												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Rough & Ready #212	64268	Decision Games	S&T Games	\$28.00	New	n	OoP	3				
Last copy. ■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.												
19th CENTURY: Wild, Wild American West												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Gunslinger: Critters Variant COPY	92070	AH Avalon Hill Game Co.		\$6.00	Mint	n	OoP	1				
Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.												
19th CENTURY: Wars of British Empire - Zulu War 1876												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Last Stand at Isandlwana #314	145683	Decision Games	S&T Games	\$39.00	New	n	OoP	4				
Last copy. ■ Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.												
19th CENTURY: Wars of British Empire - Central Asia												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Asia Crossroads, Great Game #216	61440	Decision Games	S&T Games	\$15.00	New	n	OoP	6				
Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.												
First Afghan War, 1839-42 #179	52968	Decision Games	S&T Games	\$30.00	New	n	OoP	4				
Last copy. ■ Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.												
Sepoy Mutiny, 1857-8 #320	146662	Decision Games	S&T Games	\$29.50	New	n	OoP	4				
Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original Windtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscoout in the Gulf of Bomba, 1940.												
19th CENTURY: Central & South American Wars & Revolutions												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Pacific, War OF the..., 1879-1883 #282	140862	Decision Games	S&T Games	\$29.00	New	n	OoP	4				
Last copy. ■ Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btln/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13												
Triple Alliance War #245	82337	Decision Games	S&T Games	\$25.00	New	n	OoP	6				
Last copy ■ Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.												
19th CENTURY: Austro-Prussian War 1866												
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Koniggratz, Austria v Prussia 1866 #275	147632	Decision Games	S&T Games	\$27.50	New	n	OoP	3				
Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendancy. Uses the Musket & Saber system from DG's folios. Superior Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozef Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in 18th Century Appalachian Warfare; End of British Empire in the Middle East.												
19th CENTURY: Franco-Prussian War 1870-1												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Sedan Campaign, 1870 #224	68807	Decision Games	S&T Games	\$19.00	New	n	OoP	4				
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomans (3), Boer War (10), Inv Taipei (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.												
19th CENTURY: Russo-Turkish War 1877-8												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Russo-Turkish War, 187-78 #154	32167	Decision Games	S&T Games	\$24.00	New	n	OoP	6				
Last copy. ■ Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.												
19th CENTURY: Crimean War 1854-5												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Crimean War Battles #201	59127	Decision Games	S&T Games	\$30.00	New	n	OoP	3				
Last copy. ■ Mag & Game. Includes errata counters for Vietnam Btl's (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.												
19th CENTURY: Various Lesser Wars & Battles												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Banana Wars, Caribbean 1898-1935 #322	150801	Decision Games	S&T Games	\$37.50	New	n	OoP	4				
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.												
Italian-Ottoman War 1911-12 #325	151086	Decision Games	S&T Games	\$37.50	New	n	OoP	4				
Mag & Game. Game of the Italian invasion of northern Africa in what is now Libya in 1911-12, seeking to wrest the area from the Ottoman Empire. The Italians easily sieze the coastal towns, but Ottoman defenders & local Bedouin tribes hold the interior. The war ended with Italian control after an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight & secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btln/regt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna, 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon & the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.												
Manoeuvre: Distant Lands Kit	151191	GMT Games		\$15.00	New	zl		3				

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17											
Russian Boots South #338	150499	Decision Games S&T Games	\$37.50	New	n			6			
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, BtlN/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 Safavis, 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.											
WW1 WAR I, 1912 -- 1920	(541) 756-4711	10am-9pm PST	For Ordering	(866) 690-7879	10am - 9pm PST						
WW-1: Strategic Level, All Fronts			M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P					
Attrition of Souls, WW I Strategic Scale	150731	Compass Games	\$53.00 **	New	BC **			6			
Simpler, fast-playing, grand strategic scale game of World War I in Europe & the Near East with combat akin to Axis & Allies. Played on a point-point map of Europe, with relatively few points. Bloody combat system means no easy victories. Includes mounted map, 2 counter sheets, 20 event cards. Scott Leibbrandt'20											
Death in the Trenches, Great War 2nd	150973	Compass Games	\$58.00 **	New	BC **			6			
2022 Revision of this strategic, corp/army level game of World War I thruout Europe, the Middle East, N.Africa, S.Africa, and even smaller outposts around the world. Includes a map in something of the der Weltkrieg style, 520 counters, Play emphasizes 500 random events thru a chit draw, and thru a number of special rules covering Russian collapse, Arab armies, Armenian army, neutrals, etc. A solid look at the entire world war that builds upon the structured simplicity of J.Dunnigan's World War I. 2005 Charles Robert award winner for best DTP game. High solitaire suitability. R.Ben Madison'22											
Lamps Are Going Out, World War I 2nd	151075	Compass Games	\$57.00 **	New	BC **			8 3			
2011 deluxe 2nd edition, expanded & updated with additional event cards, rules & separately published material, and includes a mounted map. 2-4 player, grand-strategic scale game of World War I in Europe, the Near East & Eastern Africa, plus the naval war in the Atlantic, Aug 1914 - Nov 1918. Includes 120 event card providing color & also representing political events, leadership & military developments. Includes an economic & production system, with technological innovations key to gaining advantage on the battlefield. Seasonal turns, area-move, army level, for 2-3 players but suitable for solitaire play. Military & economic factors are simplified in favor of fast play. Key dynamic is production points used to field & move armies. 176 counters, 100 cards, 1 map. Kirk Uhlmann'21											
War to End Wars	3076	Worldwide Wargamer (3W)	\$14.00	Mint	HC	OoP	Err	6			
Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85											
World War I 4th [Deluxe]	150741	Decision Games	\$52.00	New	BC			6			
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											
WW-1: Western & Italian Fronts			M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P					
1918, Imperial Germany's Last Chance#223	68211	Decision Games S&T Games	\$19.00	New	n	OoP		6			
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripoltanian War 1798-1803; Shogun's March to Peking, 1592-58.											
Caporetto, Italian Front 1917-18 #337	151090	Decision Games S&T Games	\$37.50	New	n	OoP		4			
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.											
Clash of Empires, 1914 #58	12305	WWW Wargamer Magazine	\$20.00	New	n	OoP		6			
Last copy. ■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARRV blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.											
Death of an Army, Ypres 1914	151275	Revolution Games	\$52.00	New	BC			4			
Packaged in a bookcase box. 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 the campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22											
Der Weltkrieg, Western Front 2nd	150898	Schroeder Publ & Wargamng	\$60.00	New	BC			6			
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											
First Blood, Second Marne 1918 #248	83143	Decision Games S&T Games	\$15.00	New	n			3			
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.											
Great Northern War #302	143170	Decision Games S&T Games	\$39.00	New	n	OoP		4			
Last copy. ■ Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/hex. J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.											
Hindenburg's War #288	128412	Decision Games S&T Games	\$39.00	New	n			4			
Last copy. ■ Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.											
Kaiser's Battle #83	98798	SPI S&T Magazine Games	\$10.00	Mint	n	OoP		4			
Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's Battle #83	131173	SPI S&T Magazine Games	\$8.00	Mint	n	OoP		4			
Sml dog ear to corner of map, otherws cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's War, 1918-19 #261	91430	Decision Games S&T Games	\$20.00	New	n	OoP		6			
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.											
Lost Battalion #217	66766	Decision Games S&T Games	\$35.00	New	n	OoP		4 1			

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Last copy. ■ Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version is a fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.

Over the Top: Mons & the Marne 1914 #186 148200 Decision Games S&T Games \$29.00 New n OoP 4
Mag & Game. All copies of this game have countersheet back printed. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.

Reinforce the Right, W.Front 1914 #180 91627 Decision Games S&T Games \$25.00 Mint n OoP Err 4
Rules separated. Mag read & folded over w/ some wrinkles. Otherws unpunched & unused. Last copy. ■ Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda'96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWI; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.

WW-1: Eastern Front M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Der Weltkrieg, Eastern Front 151067 Schroeder Publ & Wargamng \$99.00 New BC 6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13

Lodz 1914, Blitzkrieg in the East #29 12880 WWW Wargamer Magazine \$10.00 New n OoP 4
Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.

Operation Elope #211 72068 Decision Games S&T Games \$14.00 New n OoP 4
Mag & game. Contents folded vertically at 2 places; no actual creases but slight folds evident on mag, map & countersheets. Otherws new. ■ Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01

Operation Elope #211 57604 Decision Games S&T Games \$15.00 New n OoP 4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01

WW-1: Russian Revolution 1917-22 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

All Bridges Burning, Finland 1917-18 151104 GMT Games \$43.00 ** New DC ** 4 3
Card-based game of the civil war in Finland, 1917-18, as it gains independence from Russia while not having a clear political future and with the intervention of multiple other European nations. 10th game in the COIN (counterinsurgency) game system with three factions, presenting a new twist to the system. The Reds seek to successfully revolt and to control the major cities, while the whites (loyalists) seek to restore control, and the moderates fight for survival of parliamentary democracy. Can be played solitaire (with solitaire rules) or with 2 or 3 players. Mounted map, 64 cards, 88 wooden playing pieces, 2-6mo/turn, area move. VPJ Arponen'20

Russian Civil War 2nd #267 138578 Decision Games S&T Games \$52.00 New n OoP 6 M
Last copy. ■ Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11

WW-1: Russo-Polish War 1920 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Warsaw 1920 151161 Revolution Games \$33.00 New zl 4
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

White Eagle Eastward #156 24998 Decision Games S&T Games \$22.00 New n OoP 4
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.

WW-1: Balkans & the Near Eastern Fronts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Ataturk! Turkish War of IndependencePARTS 128864 Khyber Pass Games \$1.00 Mint n OoP 4
Map, only. ■

Blood on the Tigris #176 45061 Decision Games S&T Games \$24.00 New n OoP 6
Last copy ■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.

Great War in the Near East #38 32568 XTR: Command Magazine \$12.50 New n OoP 6
Last copy. ■ Mag & Game. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording of Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgrim Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.

No Prisoners! Lawrence of Arabia #237 77645 Decision Games S&T Games \$25.00 New n OoP 6
Last copy. ■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.

Twilight of the Ottomans #241 79561 Decision Games S&T Games \$15.00 New n OoP 6
Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucases region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia' i Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWI; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
WW-1: African Front M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Defiance, Battle for Cufra, 1931 PARTS Map, only. ■		128865	Khyber Pass Games	\$1.00				Mint	n	OoP		4
Defiance, Battle for Cufra, 1931 PARTS Countersheet, only. ■		128866	Khyber Pass Games	\$2.00				Mint	n	OoP		4
Jassin 1915 PARTS Map, only. ■		128863	Khyber Pass Games	\$1.00				Mint	n	OoP		4
Lawrence of Arabia, the Arab Revolt 1917 With British encouragement, Arabia rebelled against Ottoman occupation in the last half of World War I. The British sent leaders (including Lawrence) and weapons to encourage the revolt (while making false promises of independence that haunt the area to this day). Solitaire game of this revolt. Event cards generate 4 separate campaigns (like the seizure of the port of Aqaba). Map covers Hejaz and Palestine to Cairo. Includes aircraft, armored cards, a German corp, and Lawrence's bodyguards. 40 counters, small map. '19		151175	Decision Games	\$11.00				New	Fo			4 1
Lettow-Verbeck, East Africa 1914-18 Small folio game of the campaign in German East Africa, 1914-8. German player must execute a smart, mobile, guerilla war to tie down & confound the massive Allied forces arrayed against them. Uses the Hand of Destiny game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15		151172	Decision Games	\$11.50				New	Fo			4
Togoland 1914 PARTS Map, only. ■		128861	Khyber Pass Games	\$2.00				Mint	n	OoP		4
WW-1: Battles & Tactical Land Combat on All Fronts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Great War Commander: Battle Pack Kit 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		150782	Hexasim Games	\$28.00				New	zl			3
Great War Commander: BEF Expansion Kit 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		151150	Hexasim Games	\$60.00				New	BC			3
Lodz 1914, the First Blitzkrieg PARTS BC box, only. Some label residue on end panel; otherwys very clean. ■		111004	Moments in History	\$2.00				Mint	BC	OoP		4
Old Contemptibles, Battle of Mons #228 Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.		70490	Decision Games S&T Games	\$15.00				New	n	OoP		4
Soldiers, Decision in the Trenches #280 Last copy. ■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.		135347	Decision Games S&T Games	\$27.50				New	n	OoP		2
WW-1: Air Combat & Campaigns M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Aces of Valor, WWI Aerial Combat Solitaire game of air-air combat during World War I. Player commands a fighter squadron on the Western Front from the German, British, French or American forces. Choose a campaign consisting of 8-16 missions, draw cards to set the mission objective (such as patrol, strafing, recon, spotting balloon busting, or bomber escort). When combat occurs, pilot skill, aircraft performance & luck all determine the outcome. Earn points by destroying enemy aircraft or ground targets & completing missions successfully. Those points can then be used to repair, replace or upgrade aircraft. Points determine victory. Eric von Rossing'23		151234	Legion Wargames	\$55.00				New	BC			2 1
First Air Battle Over Britain #255 Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. Last copy. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.		87826	Decision Games S&T Games	\$19.00				< New	n	OoP		6
WW-1: Naval Combat & Campaigns M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Jutland, Duel of the Dreadnoughts #8 Unpunched. 1" tear repaired & several horizontal creases on mag back cover. 1" spine tear repaired. Last copy. ■ Mag & Game. w/ variant/errata counters for Nato Nukes Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10) TTW 1st (29). Squadron-lvl game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91 / ARTICLES ON: Sick Call in the Union Army; Skorzeny & the Mossad, Partners?; A Special Forces Soldier's Experience in El Salvador; Jutland, Clash of Dreadnoughts; D-Day 1994 Variant Scenario for Nato Nukes & Nazis, plus ERRATA; Variants for Operation Solace #5; Tomorrow the World 2nd Variant; Ukraine's Role in a Dying Soviet Union; Strategy for Jutland; ERRATA for Kadesh, Mississippi Banzai; I Remember...Pearl Harbor.		96750	XTR: Command Magazine	\$15.00				Mint	n	OoP		2
WORLD WAR II, 1935 -- 1945 (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST												
WW-2: Global Scale M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Cataclysm: MOUNTED MAP w/ BOX Mounted map, plus a 3" doublecase box (to replace the original 2" bookcase box), for the base Cataclysm game. No other components included. '19		148474	GMT Games	\$27.50				New	DC			8
War in Europe / War in the World Addendm 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.		77273	SPI Games	\$2.00				Excell	n	OoP	Err	8
World at War 3rd 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		150527	GMT Games	\$110.00 **				New	DC **			8
World In Flames 5th PARTS CRT & Tables chart page, one only, 5th edition. ■		6565	Australian Design Group	\$2.00				Excell	n	OoP		6
World in Flames 7th: Territories in Flms Last copy. ■ Kit containg 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18		133271	Australian Design Group	\$15.00				New	n	OoP		6
WW-2: Strategic European Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Germany, Battle for... Deluxe 4th Deluxe update of this unique game of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, simple, RECOMMENDED game for beginners & experts alike. 4th edition overhauled with mounted map that extends the playing area eastward; uses larger & thicker counters; includes both the original & revised countersets plus new supply counters; and the rules are in color. J.Dunnigan, Donald Johnson'21		150797	Decision Games	\$45.00				New	BC			6
Great European War, Europe 1941-43 #90		151098	Decision Gms World at War	\$37.50				New	n			8

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Strategic level game of World War II had Germany not invaded the Soviet Union but instead focused on an air & naval campaign against Britain along with more operations in northern Africa and the Middle East. The Soviets are neutral but could intervene at any time. Players build their forces thru mobilization. Game ends in late 1943, assuming that the West's industrial might makes things a foregone conclusion after that. Basically it depicts a land power versus a naval & air power, and assumes a US Europe-first policy. 280 counters, Corp/front level, 74.5mi/hex, 3mo/turn. Joseph Miranda'23 / ARTICLES ON: European War, 1941-3, with prewar preparations; Battle at Libyan Omar; Admiral Kimmel's Dilemma - What to Do in the Aftermath of Pearl Harbor; Barbarossa in the Baltic Sea; Salerno Airborne Assault, 1943; German Flak, pt2; Factions in the Imperial Japanese Armed Forces; Soviet Hero of the Soviet Union Award.										
WW-2: Strategic Pacific Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Centrifugal Offensive # 75	149212	Decision Gms	World at War	\$59.00		New	n	OoP	6	1
Last copy. ■ Mag & game. Solitaire, strategic-level game of the period of expansion of the Japanese empire early in World War II, 1941 to Apr-1942. Player commands the Japanese forces seeking to do better than the Japanese did historically, but greater success further brings Victory Fever & increases the need for further victories. Player pursues victories along multiple tracks radiating outwards from Japan. Each turn the player may execute a wide variety of actions, limited by the Action Points available (always few). A wide variety of unit types are available. Rgt/Brig/Div level, air regts, hundreds of km per inch, 228 counters, 1mo/turn. Joseph Miranda'20 / ARTICLES ON: the Japanese Opening Offensive in the Pacific; Operation Tidal Wave, the Raid on Ploesti, Romania, 1943; Breakthrough at Sedan, Blitzkrieg Comes of Age; Demyansk, Hitler & Goring Learn the Wrong Lessons; Hitler's 1942 Plans; Italian Air Raid on Bahrain, 1940; Hitler's Flakpanzers.										
China Incident #37	46344	WWW	Wargamer Magazine	\$15.00		New	n	OoP	6	
Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.										
China, Battle for... 4th #259	90431	Decision Games	S&T Games	\$29.00		New	n	OoP	6	
Last copy. ■ Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.										
Conquest & Consequence	151034	GMT Games		\$69.00	**	New	DC	**	6	3
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										
Empire of the Sun 4th	151254	GMT Games		\$56.00	**	New	DC	**	6	
2022 reprint of this strategic level, card driven game of the Pacific thruout WW2. Unit scale is army land units, air flotillas, & individual capital ships. Includes the Burma-China theater, and all of that on one very nicely done map. 368 counters, 165 cards. Includes a mounted map, v2 of the solitaire system rules allowing you to play either side, and also includes the South Pacific scenario from C3i #30 with a small 11x17 unmounted map. 170 cards, 1.5 countersheets, 150mi/hex, Brig/div/corp/army level, 4mo/turn. Includes yearly ('42, '43 & '44) scenarios, plus South Pacific mini-scenarios & campaign. Mark Herman'22										
Greater East Asia War # 6	89487	Decision Gms	World at War	\$40.00		New	n	OoP	6	
Last copy. ■ Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.										
When Tigers Fight #26	30087	XTR: Command Magazine		\$15.00		New	n	OoP	6	
Last copy ■ Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.										
WW-2: Pre-War Maneuvers (Czech, Austria, etc) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Czechoslovakia 1938 #24	15645	XTR: Command Magazine		\$12.50		New	n	OoP	4	
Mag & Game. W/ Smithereens errata & variant counters (10), Shogun (1), Antietam (23). What if Germany invaded the Czech Rep in 1938? Good Game of this what-if the Czech's had resisted. 142 units, 7.5mi/hex, brig/div level. P.Gryner'93 / ARTICLES ON Czech'38; the Czech Legion in the the Russian Civil War; the Growth of Rome; Fire & Shock tactics in age of musket & cannon.										
War Comes Early, Czechoslovakia 1938 #88	150745	Decision Gms	World at War	\$37.50		New	n	OoP	4	
Mag & game. Simpler game of the hypothetical situation thruout central Europe had Czechoslovakia elected to fight rather than surrender itself after the Munich Agreement in 1938. The Soviets had pledged to immediately support the Czechs had they gone to war, creating the possibility of an early start to a general World War. Covers the first 6 weeks of war. Victory is based on either an overwhelming defeat of either side, or Czechoslovakia avoiding surrender by the end of the game. German mechanized forces may ignore ZOCs & attack twice in a turn. 280 counters, corp/army level, 4days/turn, 20mi/hex. Also includes a scenario covering the historical German invasion of Poland in 1939. Ty Bomba'22 / ARTICLES ON: Czechoslovakia 1938; First Arakan Campaign in Burma, 1942-3; Bulgaria in WWII; the British Attack on German Held, Italian Aegean Islands in 1943; Opposing Amphibious Organizations in the Pacific during WW2;; Czechoslovakian Tanks; German 1st Para Div at Primosole Bridge, Sicily, 1943; Operation Beowulf II, the German capture of the Estonian Archipelago in 1941.										
WW-2: Winter & Continuation Wars in Finland M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Finnish Front, 1941-42 # 5	88450	Decision Gms	World at War	\$35.00		New	n	OoP	4	
Last copy ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.										
WW-2: Spanish Civil War at all levels M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Arriba Espana! 4th # 8	90272	Decision Gms	World at War	\$23.00		New	n	OoP	8	
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.										
Spanish Civil War Battles, v2 #219	63353	Decision Games	S&T Games	\$15.00		New	n	OoP	3	
Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan.1939. 280 counters, 1mi/hex, 1day/turn, btln/rgt/brig/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.										
WW-2: Poland 1939 at all levels M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Poland Defiant, German Invasion 1939 2nd	150953	Revolution Games		\$32.00		New	zl		4	
Updated from earlier Crown Games version. Covers the first 10 days of the German invasion of Poland, Sept 1939, as the Polish armies met the Germans in the open terrain of Poland allowing superior German mobility & firepower to do its work. The Germans have a rapid schedule, while the Poles must hold its key cities, so the game is balanced. Uses the chit activation system used in Konigsberg. 1day/turn, 280 counters, brig/div level. Stefan Ekstrom'19										
WW-2: Campaigns & Battles - Eastern Front M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
1940, What IF Germany Went East? #12	92611	Decision Gms	World at War	\$29.00		New	n	OoP	4	
Last copy. ■ Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10										
Autumn for Barbarossa Deluxe [2nd]	150454	Multi-Man Publishing,		\$28.00		New	zl		4	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stablized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play & good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21										
Barbarossa, Army Group Center 1941 2nd	151105	GMT Games		\$59.00	**	New	DC **			4
2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon & AGS) using an excellent, detailed system by a yeoman designer. Division level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. Rules have been completely rewritten, and OoB updated. RECOMMENDED for E.Front fiends. 2days/turn, 5mi/hex, Regt/Div level. Vance von Borries'22										
Black Wednesday: ERRATA COUNTERS (2)	128900	Gamers (% MMP)		\$1.00		Mint	n	OoP		3
2 errata counters from Gamers' 1995 REPL & VARIANT countersheet. No rules.										
Blitzkrieg '41, Barbarossa Campaign # 1	84570	XTR: Command Magazine		\$22.00		Mint	n	OoP		6
Last copy. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: the Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.										
Breakout, First Panzer Army #69	139216	Decision Gms World at War		\$39.00		New	n			4
Last copy. ■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.										
Budapest Campaign, Oct 44 - Feb 45 #85	150234	Decision Gms World at War		\$37.50		New	n			4
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.										
Crimean Campaign 1941-42 #89	150902	Decision Gms World at War		\$37.50		New	n			4
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.										
Death & Destruction#34	102577	XTR: Command Magazine		\$30.00		Mint	n	OoP		4
Rommel at Gazala components NOT included. 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.										
Destruction of Army Group Center 3rd # 9	145697	Decision Gms World at War		\$29.00		New	n	OoP		4
Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09										
Drive on Kursk, July 1943 #253	86307	Decision Games S&T Games		\$45.00		New	n	OoP		4
Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.										
Drive on Moscow #244	81320	Decision Games S&T Games		\$29.00		New	n	OoP		4
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07										
Duel in the North #48	131551	Decision Gms World at War		\$27.50		New	n			4
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII: Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.										
Duel on the Steppe, Operation Star #285	134123	Decision Games S&T Games		\$29.00		New	n	OoP		4
Last copy. ■ Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.										
Enemy Action, Kharkov, Feb 1943	151076	Compass Games		\$94.00	**	New	DC **	OoP		4 1
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. 7.5mi/hex, 3ays/turn, rgt/brig/div level, 3 maps, 432 counters, 110 cards. John Butterfield'22										
Escape Hell's Gate, Korsun Pocket #57	125241	Decision Gms World at War		\$20.00		New	n			4
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.										
Forgotten Axis, Fight to the Finnish#199	43211	Decision Games S&T Games		\$24.00		New	n	OoP		4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Last copy. ■ Mag & Game. 2nd game in this btn level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.											
Forgotten Axis, Romanian Campaign #206		51564	Decision Games S&T Games	\$30.00			New	n	OoP		4
Last copy. ■ Mag & Game. 3rd game in the Forgotten Axis btn level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btn/rgt level, 240 counters. M.Bennighof01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.											
Guderian's Blitzkrieg 1st: ERRATA COUNTR		128898	Gamers (% MMP)	\$1.00			Excell	n	OoP		4
1 errata counter from Gamers' 1992 REPL & VARIANT countersheet. No rules.											
Hungarian Rhapsody		151220	Multi-Man Publishing,	\$99.00 **			New	BC	**		4
Game of the 1944 Soviet drive into Hungary (including the battle of Debrecen), and the German's desperate 1945 Konrad offensive to relieve the siege of Budapest and save 50,000 troops there. Soviet forces are powerful: 3 tank armies, 5 mech corps & 3 cavalry corps, but are operating at the limits of their logistical trail. German forces include 13 panzer divisions. Uses the OCS Operational Combat game series. Regt/Div level, 3.5days/turn, 5mi/hex. Includes 2 maps, 6 countersheets, 13 scenarios using 1 or 2 maps plus grand campaign. Stephane Acquaviva, Dean Essig'20											
Iron Dream, War in Russia 1941-2 #53		145699	XTR: Command Magazine	\$9.00			New	n	OoP		6
Last copy. ■ Mag & game. Corp/army level game of bulk of the first 2 years east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.											
Kanev, Parachutes Across the Dnepr #115		130998	WWW Strategy & Tactics	\$17.50			Mint	n	OoP		4
Cherry. Last copy. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Konigsberg, Soviet Attack on E Prussia2d		150952	Revolution Games	\$35.00			New	zl			4
Game of the Soviet offensive into East Prussia in January-February 1945. Two Soviet Fronts launch a two sided offensive while the Germans put up a very stout defense, actually pushing the Soviets back at first. Uses a chit activation system. 2days/turn, 280 counters, brig/div/corp level. Stefan Elkstrom'18											
Krim #6 PARTS		128870	XTR: Command Magazine	\$4.00			Mint	n	OoP		4
Countersheet, only. ■											
Leningrad '41 #17		95215	Decision Gms World at War	\$25.00			New	n	OoP		4
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btn/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.											
Minsk, Battle of...1944 # 22		100929	Decision Gms World at War	\$30.00			New	n	OoP		4
Last copy. ■ Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Weermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12											
Moscow, Advance Army Group Center #317		150045	Decision Games S&T Games	\$37.50			New	n	OoP		4
Last copy. ■ Mag & game. Operational level game of the German drive on Moscow from October 1941 - Jan 1942 using the Leningrad 3rd game system, itself evolved from the popular PanzerGruppe Guderian system. Includes untried Soviet units, abstracted air power, weather, overrun, Soviet fortification. 30mi/hex, 1wk/turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: Moscow 1941, Turning the Tide of Barbarossa; First Sino-Japanese War, 1894; Bleeding Kansas, Kansas-Nebraska Act to Statehood; Battle of Malplaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.											
Operation Typhoon # 65		137206	Decision Gms World at War	\$29.50			New	n	OoP		4 1
Last copy. ■ Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstorer (German Ju-88 as fighters).											
Panzer Battles, 11th Panzer on the Chir		151222	Multi-Man Publishing,	\$49.00			New	BC	OoP		3
Last copy. ■ Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btn level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17											
Peaks of the Caucasus # 61		137450	Decision Gms World at War	\$32.00			New	n	OoP		4
Last copy. ■ Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.											
Second Kharkov, Strike & Counterstrk #271		96127	Decision Games S&T Games	\$35.00			New	n	OoP		4
Last copy. ■ Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Ilororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.											
Spring Awakening #73		146300	Decision Gms World at War	\$35.00			New	n	OoP		4
Mag & game. W/ 17 errata/variant counters for Peaks of the Caucasus #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lake Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of what-if additions. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost of French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.											
Stalin Moves West #58		131565	Decision Gms World at War	\$32.00			New	n	OoP		4
Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Juno Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.											
Stalingrad Pocket, 1st: VARIANT CTRS(15)		128895	Gamers (% MMP)	\$1.00			Mint	n	OoP		4
15 variant counters providing the units for the variant published in Operations Mag #6. From Gamers' 1992 REPL & VARIANT countersheet. No rules.											
Strike & Counterstrike #53		139903	Decision Gms World at War	\$35.00			New	n	OoP		4 1

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. ■ Mag & game. Includes variant counters for Night Fight #44 (14), plus a 2pg scenario. Solitaire game of the Soviet counteroffensive against the German Army Group Center between Dec 1941 (with the Germans at the gates of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance. 20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.													
Struggle for Stalingrad #47		13954	WWW Wargamer Magazine	\$15.00				New	n			OoP	4
Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov/42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battleground, TSR's Monty's D-Day, WEG's Air Cav.													
Sunrise of Victory, 1942-3 # 2 PARTS		128867	XTR: Command Magazine	\$5.00				Mint	n			OoP	6
Countersheet, only. ■													
Victory Awaits, Operation Barbarossa '41		151223	Multi-Man Publishing,	\$54.67				New	BC				6
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 players. 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													
Warsaw Rising #107		11934	TSR S&T Games	\$20.00				New	n			OoP	2
Last copy. ■ Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-house fighting. 200 counters, btl/regt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Gleam of Bayonet.													
Watch on the Oder, January 1945 #82		150900	Decision Gms World at War	\$37.50				New	n				4
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 Consensus on the Battle of Midway in Literature.													
Winterstorm, Relief of Stalingrad'42 #36		134117	Decision Gms World at War	\$29.00				New	n				4
Last copy. ■ Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forces encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btl/regt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.													
WW-2: Campaigns & Battles - Western Front, 1939-40													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
France Fights On #39		134814	Decision Gms World at War	\$25.00				New	n				4
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.													
Manstein's War, Decision in West #84		149357	Decision Gms World at War	\$37.50				New	n				4
Mag & game. Game of the German attack into France & Belgium in May-Jun 1940. Uses a version of the They Died w/ Boots On game system which uses chits to activate army-level commands & in some cases altering rules to the player's advantage. Corp/army level, 176 counters, 12hr/turn, 25mi/hex, army/corp level. Joseph Miranda'22 / ARTICLES ON: Strategy & Operations in the West, 1940; Odessa 1941; B-17s Over Java early in WWII; Nazi Deception Propaganda; Macau in WWII; Soviet Air Raids on Berlin, 1941; German Sonars & Hydrophones; Project Pigeon,													
Paratroop #77		116460	SPI S&T Magazine Games	\$15.00				Mint	n			OoP	Err 2
Last copy. ■ Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.													
Sedan 1940, Decisive Btl for France #24		114919	Decision Gms World at War	\$39.00				New	n			OoP	4
Last copy. ■ Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.													
WW-2: Campaigns & Battles - Western Front, 1941-45													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
1944, Second Front		132644	Worldwide Wargamer (3W)	\$13.00				Mint	BC			OoP	4
No countertray, otherwise unpunched & complete. Sml amount of yellow highlighting on 2pgs of rules; 2 penciled annotations on table of contents on cover of rules. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.													
Arnhem, the Farthest Bridge 2nd		151168	Decision Games	\$19.00				New	Fo				4
Reprint. Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the battle for Arnhem & its crucial bridge across the Rhine defended by the British 1st Para against SS panzers. Btl level. '23													
Bastogne Solitaire #56		151180	Decision Gms World at War	\$37.50				New	n				3 1
Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btl level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.													
Bastogne, A Desperate Defense 2nd		151169	Decision Games	\$19.00				New	Fo				3
Reprint. Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the btl for the key crossroads at Bastogne during the Btl for the Bulge, Dec'44. '23													
Bulge, Battle of the... [65] Bulge '40		88162	AH Avalon Hill Game Co.	\$2.00				Excell	n			OoP	4
Clean photocopy w/ color copy of counters ■ Photocopy of rules & color counters from General allowing play of the 1940 drive thru the Ardennes using AH's Battle of the Bulge '65. J.Angiolillo'74													
Celles, the Ardennes, 23-27 Dec 1944 2nd		151271	Revolution Games	\$25.00				New	zl				4
Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'17													
Cobra, the Normandy Campaign 3rd #251		85305	Decision Games S&T Games	\$37.00				New	n			OoP	4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

See page 1 for an explanation of the various codes & column data used in this catalog.

Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy, D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.	73001	Decision Games S&T Games	\$19.00	New	n	OoP	4
Dagger Thrusts, Patton & Montgomery #233							
Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separately a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrust, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air & land OoBs.	150664	Revolution Games	\$55.00	New	BC	4	
Deadly Woods, the Battle of the Bulge							
Packaged in a bookcase box. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.	150016	Revolution Games	\$42.00	New	zl	4	
Deadly Woods, the Battle of the Bulge ZL							
Packaged in a ziplock. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.	151096	Decision Gms World at War	\$37.50	New	n	OoP	4
Eisenhower's War # 60							
Last copy. ■ Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.	88556	Worldwide Wargamer (3W)	\$0.25	Excell	n	OoP Err	4
Hitler's Last Gamble ERRATA [3/90]							
3/90 version. ■ 3/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90	88555	Worldwide Wargamer (3W)	\$0.50	Excell	n	OoP Err	4
Hitler's Last Gamble ERRATA [6/90]							
6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90	150912	GMT Games	\$35.00	New	BC	2	
Last Hundred Yards 2nd							
2023 reprint. Innovative game of small unit, tactical combat in western Europe after the D-Day landings. The systmes for initiative & reaction try to model how units actually behaved, with events happening more simultaneously than sequentially, and opposing player given a reaction cycle during which defenders MIGHT be able to react if attackers are seen. Victory is determined by achieving objectives. Modest complexity & solitaire suitability. 6 dbl-sided geomorphic maps, 4 countersheets. Mike Denson'23	149553	Multi-Man Publishing,	\$39.00	New	BC	3	
Monty's Gamble, Market-Garden 2nd							
Last copy. ■ Update of this game of battle for "Hell's Hiway" during Market Garden, from Eindhoven to Arnhem, based on the Storm Over Arnhem game system. Btl/rgt level, daily turns. Each turn brings tough choices to both sides. 2 countersheets. 1.5mi/inch, btl/rgt/brig level. High solitaire suitability. 2nd ed is graphically updated, and includes a Fortress Holland 1940 variant with 100 counters (reprinted from Ops Special Mag #2). 469 counters, 1 map. M.Rinella'19	149355	Decision Gms World at War	\$37.50	New	n	OoP	4
Munich War #74							
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.	3021	Worldwide Wargamer (3W)	\$14.00	Mint	HC	OoP Err	4
Operation Condor, Liberation of Spain 2d							
Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Box cover edges worn, all corners repaired; 2/3" price tag removal mar, plus 2 sml mars, on cover. Others unpunched & unused. ■ Reprinted in boxed format. 2 scenario, div-level game of 1942-3 invasions of Spain, either by Germany to gain control of Gibraltar or by Allies to secure peninsula. 1wk/turn, 30km/hex. K.Broadhurst'78	131172	SPI S&T Magazine Games	\$9.00	Mint	n	OoP	4
Operation Grenade #84							
Mag cover v.mildly scuffed, others cherry. Last copy. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	148652	Decision Gms World at War	\$39.00	New	n	OoP	4
Operation Jupiter, Norway 1942 #76							
Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div level. 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Batle of the Kiev Salient 1943; Hollandia, New Guinea, April 1944; Anzio & Cassino 1944; Sinking the Japanese carrier Shinano; Royal Navy's 2-pounder AA Gun; General der Panzertruppen Ludwig Cruwell.	150721	Multi-Man Publishing,	\$107.00	New	DC	3	
Race for Bastogne, Seven Roads to Hell							
Game of the German 47th Corp's attack in the Ardennes from the Our that led to its siege of Bastogne, Dec 1944, using the Grand Tactical (GTS) game system. Begins with their attack across the Our River against the 110th Inf Reg on 15 Dec, includes engagements with 9/CCR and 10/CCB armored brigades. Extends thru 25 December. Includes 3 maps, 8 countersheets, 6 scenarios plus campaign (5 using 1 map). Company level, 2 maps, 8 countersheets, 500m/hex, 2hr/turn. Joseph Chacon'22	140172	Decision Gms World at War	\$45.00	Mint	n	OoP	4
Rampage / Stalingrad Cauldron #40							
Rules separated. Last copy. ■ Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. The player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGE is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allied forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destruction of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.	151178	Decision Games S&T Games	\$37.50	New	n	2	1
Rangers Lead the Way! Pointe du Hoc #323							

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normandy beachhead on D-Day thru the following day, 6-7 June 1944. Player must do better than the rangers did historically to win. Scenarios allow fighting with planned forces and landing areas rather than what happened historically. Includes the chaotic approach from the sea as well as the land battle. Area move, point-point map (1"=1/4mi), fire team & squad level, 280 counters. John Heim'20 / ARTICLES ON: Ranges at Ponte du Hoc at D-Day; Battle of Stony Point 1779; Battle of Chalons, 451AD; Battle of Tczew 1627; the Truly Great Killer, the Spanish Flu; Viking Raids; HMS Nancy in the War of 1812; Soviet Stormovik Tank Buster to Brawny Jet aircraft; UC-58 in Tagga Bay, Spy Sub 1917.											
Revanche! Btl of Dompair, Sept 1944		68581	Schutze Games	\$9.00			New	n	OoP		3
Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompair. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01											
Time for Trumpets, the Btl of the Bulge		150200	GMT Games	\$82.00	**		New	DC	**		3
Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20											
Twilight War		140737	TSR Games	\$5.00			V.Good	BC		OoP	6
Substantially complete: missing 6 counters, ID included; No counter tray. Otherwise clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.											
Wave of Terror, Battle of the Bulge #41		22269	XTR: Command Magazine	\$15.00			New	n		OoP	4
Mag & Game. Large, simpler (in the XTR style), btn-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! And maps cover a larger territory than most, giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944; Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943.											
Wave of Terror, Battle of the Bulge #41	GmOnly	129712	XTR: Command Magazine	\$12.50			Mint	n		OoP	4
Unpunched. Rules have several diagonal creases. Last game-only copy. ■ GameOnly. Large, simpler (in the XTR style), btn-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! Maps cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97											
West Wall #35		12369	WWW Wargamer Magazine	\$13.00			New	n		OoP	6
Last copy. ■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Sp4'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.											
WW-2: Campaigns & Battles - Mediterranean, Balkan & North African Fronts											
			M.Dean@FineGames.com			h 866-690-7878		10am - 9pm		P	
Afrikkorps, Decision in the Desert #11		127550	Decision Gms World at War	\$32.50			New	n		OoP	4
Last copy. ■ Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikkorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.											
Air Assault on Crete VARIANT COPY		150280	AH Avalon Hill Game Co.	\$0.75			Excell	n		OoP	2
Color photocopy of article & counters. ■ Kit with color photocopy of 52 counters & b&w photocopy of rules from Gen 15/3 providing various what-if OoB additions for the battles on Crete & Malta such a convoyed forces, more paratroopers, Greek irregulars & more. V.Von Borries'78											
Anzio Beachhead 2nd [90] #134		131017	WWW Strategy & Tactics	\$20.00			Mint	n		OoP	4
Cherry. Last copy. ■ Mag & Game. Operational, btn/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90											
Balkan Gambit, 1943-45 #298		139963	Decision Games S&T Games	\$25.50			New	n		OoP	6
Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit, Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.											
Balkans 1944 #81		148657	Decision Gms World at War	\$37.50			New	n			4
Last copy. ■ Mag & game. Game of the Soviet offensive into the Balkans in mid to late 1944, together with the ongoing Yugoslav guerrilla war thruout the Balkans. The Balkans were critical to the German economy thru their resources. Soviets must secure as much territory as quickly as possible, while the Axis player (with German, Hungarian & Croation forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resources that aid attacks. British & German special forces are available. Political events are reflected via event chits. Victory is determined by besting historical results. 176 counters, Brig/Div/Corp level, 30mi/hex, 10days/turn. '22 / ARTICLES ON: the Balkans, Aug-Nov 1944; War Plans of the Japanese Imperial Navy, 1922-41; Mexican & Brazilian Air Forces in World War II; US Mechanized Cavalry in World War II; Indian National Army in Service of German Army in World War II; Malta Mayhem; Proximity Fuses on Bombs; German 150mm AA Gun.											
Duel in the Desert #51		6405	WWW Wargamer Magazine	\$10.00			Mint	n		OoP	6
Last copy. ■ Mag & Game. Btn/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.											
Gazala 1942, the Clash of Armor		1588	Peoples' Wargames	\$30.00			Mint	FB		OoP	2
Cherry. ■ Comprehensive, operational level game of the Gazala battles of May-June 1942 before Tobruk. Uses an alternating unit activation system that allows all units with one activated formation to move at a time, with less than certain activation. Includes a focus on unit integrity, logistics & intelligence. 1day/turn, btn/rgt level, 5 scenarios including an intro. D.Bolt'83											
Italian Campaign, Sicily #146		131164	Decision Games S&T Games	\$15.00			Mint	n		OoP	4
Cherry. ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btn/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.											
Italian Campaign, Sicily #146		116781	Decision Games S&T Games	\$15.00			Mint	n		OoP	4
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btn/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.											
Keren 1941, East Africa # 25		118929	Decision Gms World at War	\$22.50			New	n		OoP	3
Last copy. ■ Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btn level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.											
Lion of Ethiopia #4 PARTS		128869	XTR: Command Magazine	\$4.00			Mint	n		OoP	4
Countersheet, only. ■											
North Africa, Afrika Korps v Desert Rats		151221	Multi-Man Publishing,	\$60.00			New	BC			4
Game of the war in North Africa, 1941-42, using the SCS Standard Combat System; essentially, a reworked & condensed DAK. Covers the war from Operation Compass (1940) to the final battles at El Alamein (1942). Uses a unique activation system tied to supply units in a supply-scarce environment. 4 maps, 560 counters, 10 scenarios (2 using 1 map, 3 using 2 maps). Dean Essig'21											
Panzer Grenadiers: Armata Romana Kit		142009	Avalanche Press, Ltd.	\$14.00			New	zl		OoP	2
Last copy. ■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18											
Patton Goes to War #112		105663	WWW Strategy & Tactics	\$9.00			Mint	n		OoP	2

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Rules separated. Very clean. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87													
Patton Goes to War #112		131007	WWW Strategy & Tactics	\$10.00				Mint	n			OoP	2
Cherry. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87													
Race for Tunis #57		12726	WWW Wargamer Magazine	\$8.00				New	n			OoP	2
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btln level, 1day/turn, using the BtIs for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.													
Raging Storm: Errata Counters (43)		128884	Gamers (% MMP)	\$1.00				Mint	n			OoP	3
43 errata counters from the Gamers' 1998 Repl & Variant countersheet. No rules.													
Raging Storm: Errata Counters (9)		128881	Gamers (% MMP)	\$0.50				Excell	n			OoP	3
Believed to be missing 2 artillery fire markers of the 9 counters. ■ 9 errata counters from the Gamers' 1999 Repl & Variant countersheet. No rules.													
Rommel @ Gazala / Death & Destruction#34		113626	XTR: Command Magazine	\$18.00				Mint	n			OoP	4
Mag cover, esp rear, has several vertical accordion creases due to poor storage. Interior of mag & all game components very clean. Last copy. ■ Mag & 2 games. W/ errata counters for Proud Monstr (2) & Budapest'45 (1). ROMMEL AT GAZALA is a sml brg/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend the earlier Proud Monster game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.													
Rommel in the Desert 4th		150615	Columbia Games	\$59.00	**			New	BC	**			4
Reprint with a complete cosmetic overhaul. Remastered, larger map is now mounted, Rommel cards are printed on playing-card stock, even the box is better (printed rather than sleeved). Mechanics are the same. Simple, challenging and long a popular block system game of the entire war in N.Africa, Spt'40-Nov'42, at rgt lvl. 7 Scenarios using the block system to provide fog-of-war and logistical limits. Includes the 1940 Italian campaign, 1941 & 1942 scenarios, 1941-42 campaign, Crusader & Gazala & El Alamein battles. 113 wooden blocks 42 cards map. RECOMMENDED. C.Besinque'23													
Ruweisat Ridge #105		97461	TSR S&T Games	\$12.50				Mint	n			OoP	4
Cherry. Last copy. ■ Mag & Game. Grand tactical game of btIs near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.													
Shingle, the Anzio Beachhead # 33		102840	Decision Gms World at War	\$44.00				New	n			OoP	4
Last copy. ■ Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp," Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.													
Soft Underbelly, Southern Italy 1943 #15		94446	Decision Gms World at War	\$20.00				New	n			OoP	4
Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10													
Tito & His Partisan Army, Yugoslavia #81		105650	SPI S&T Magazine Games	\$7.50				Mint	n			OoP	6
Rules separated. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81		101278	SPI S&T Magazine Games	\$8.00				Mint	n			OoP	6
Clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81		140216	SPI S&T Magazine Games	\$9.00				Mint	n			OoP	6
Unpunched, rules separated. Sml amt of spotting on rules cover front & back plus sml dog ear to rules. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81		GmOnly 35944	SPI S&T Magazine Games	\$3.00				Mint	n			OoP	6
GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80													
Tobruk, Battles for...		10812	Balboa Game Co.	\$22.00				Mint	zl			OoP	4
Unpunched & clean. ■ 4 scenario game of battles in the area around Tobruk, Apr-May'41, at btln lvl. Well researched. B.Commido'75													
Trail of the Fox #97		117283	TSR S&T Games	\$13.00				Mint	n			OoP	4
Rules separated. ■ Mag & Game. Btln-regt level game of the Tunisian campaign, Nov42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btln/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.													
Trail of the Fox #97		122720	TSR S&T Games	\$15.00				Mint	n			OoP	4
Includes errata & variant rules. ■ Mag & Game. Btln-regt level game of the Tunisian campaign, Nov42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btln/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.													

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Archie's War, Battle for Guadalcanal		151182	Worthington Games	\$50.00				New	BC				4
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													
D-Day at Iwo Jima		151058	Decision Games	\$70.00	**			New	BC	**			3 1
Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day at game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters, 55 event cards. Joe Youst, John Butterfield. '18													
D-Day at Peleliu 2nd [Ziplock]		150789	Decision Games	\$55.00	**			New	zl	**		OoP	4 1
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 & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18													
D-Day at Saipan		151079	Decision Games	\$74.00	**			New	BC	**			3 1

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Fifth game in the D-Day At... solitary game series. This game covers the first 5 days of the invasion of Saipan, June 1944. 20,000 US troops landed on the first day (suffering 10% casualties) and pushed toward a key airfield & Japanese concentrations. The island later became the primary US B-29 base. Player controls US forces in a no-dice combat system that rewards combined arms tactics. New rules include Japanese infiltration & Japanese tanks. 3 scenarios covering the 1st day (15 June), 2nd & 3rd days, and 4th & 5th days, plus campaign. 528 counters, mounted map, 55 cards. Joe Youst'23											
Downfall, If the US Invaded Japan #230		72155	Decision Games S&T Games	\$25.00			New	n	OoP		4
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by none other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.											
Forgotten Pacific Battles #71		151068	Decision Gms World at War	\$37.50			New	n			6
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guam, Tinian & Angaur. Player directs US forces in each invasion and must beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Co/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. Eric Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.											
Green Hell, Burma 1943-4 # 28		103955	Decision Gms World at War	\$24.00			New	n	OoP		4
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.											
Last Battle, Ie Shima 1945		149688	Revolution Games	\$21.00			New	zl			4
Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15											
Last Hundred Yards, Solomon Islands		151045	GMT Games	\$38.00	**		New	BC	**		2
Complete game extending this game series of tactical combat into the Pacific. Focuses on campaigns in the Solomon Islands of Guadalcanal, Bougainville & New Georgia, Fall 1942-43. Includes US 1st & 3rd Marines and 25th Inf divisions. Will be the base game for Pacific modules. Adds infiltration, night attacks, fanaticism & jungle rules. Platoon & company level, 4 dbl-sided geomorphic maps, 1.5 countersheets. Mike Denson'22											
MacArthur, Road to Bataan #44		13831	WWW Wargamer Magazine	\$12.00			New	n	OoP	Err	4
Last new copy. ■ Mag & Game. Btlm/rgt lvl gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must seize control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btlm/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.											
Operation Causeway, Formosa #83		150365	Decision Gms World at War	\$37.50			New	n			4
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.											
Operations Olympic & Coronet 2nd		150984	Decision Games	\$37.50			New	zl			4 1
Reprint in stand-alone game format of this major update of the long-popular, and first, solitary 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 solitary or 2 player. J.Dunnigan, J.Miranda'18											
Pacific Battles, Shanghai #42		132370	Decision Gms World at War	\$25.50			New	n	OoP		4
Last copy. ■ Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [& weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.											
Paratrooper, Palembang & Primsole #72		149745	Decision Gms World at War	\$37.50			New	n			6
Last copy. ■ Mag & game. Second in a game series descended from SPI's Paratrooper in S&T 77. Covers key airborne assaults of the 20th-21st century. Games in this edition cover the Japanese paratroop at Palembang, Sumatra, Feb 1942, and the British airdrop in Sicily, July 1943. 176 counters, platoon/company level, 8hrs/turn. Joseph Miranda'20 / ARTICLES ON: Palembang, Japanese Air Assault on Sumatra, Feb 1942; Primsole Bridge, Clash of Airborne on Sicily, July 1943; Soviet Naval Operations on the Black Sea during World War II; Operation Crusader, 1941; Battle at Busa River, New Guinea, 1943; ALSIB, the Alaska-Siberian Lend-Lease Route; Axis Intervention in the Balkans, 1940; SPAM, Unlikely American Hero.											
Singapore, Fall of Malaya #96		97415	TSR S&T Games	\$18.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules & counter images.											
Stalin's First Victory/Taierzhuang #91		151100	Decision Gms World at War	\$37.50			New	n			3
Mag & game. Pair of separate, simpler games covering the battle that decided the 1929 Sino-Soviet War, and also the climactic battle of the first Japanese offensive into China in 1938, Taierzhuang. Victory is based on geographic control of key objectives. Both allow a choice of move-fight OR fight-move. 176 counters, 1 map, co/regt level, 0.25-1.25mi/hex, 1-2 days/turn. Ty Bomba'23 / ARTICLES ON: Battle of Taierzhuang, China's Stalingrad 1938; Stalin's First Victory, 1929; Hitler's Final Panzer Offensive in the Ruhr Area, 1945; Combat in the Baltic 1942-3; USN Organization 1919-45; 1944 Hungarian Revolution; Genesis of US Airborne Forces; Use of Lumber by the US Military in WWII.											
Tarawa 1943		151181	Worthington Games	\$49.00	**		New	BC	**		3 1
Simpler, fast playing, card-driven, solitary game of the US marine invasion of the Japanese-held island of Tarawa, 1943, showing the US military how difficult it would be to wrest islands from the Japanese. Each turn involves activating a single US battalion of the 2nd Marine Div, allowing it to move, attack and regroup, but after activation it loses cohesion. Japanese actions are guided by the game system. Marines invade at their historical locations or an alternative south beach. '22											
What IF, Invasion Pearl Harbor #14		151095	Decision Gms World at War	\$34.00			New	n	OoP		4
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.											
WW-2: Tactical Combat, European Theater											
ASL: PARTS		133876	Heat of Battle	\$5.00			New	n	OoP		1
Reverse printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■											
ASL:Beyond the Beachhead 2 [3rd]		150687	Bounding Fire Productions	\$50.00			New	Fo			2
2023 reprint. Scenario pack including 4 maps & 5 overlays covering 16 scenarios in the bocage country of Normandy, 1944. Reqs multiple ASL kits to play. This is a superset of the 1st ed BtB kit. '23											
ASL:Beyond Valor 5th		151205	Multi-Man Publishing,	\$105.00	**		New	DC	**		2
2021 revision of the first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '21											
ASL: Croix de Guerre 2nd		151207	Multi-Man Publishing,	\$144.00	**		New	DC	**	OoP	1

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Large update of ASL Module 10, which includes the complete 1939-40 French OoB, as well as equipment the Free French used later in the war. Includes maps 42 & 43, Chp A rules & Chp H historical notes, 41 scenarios total involving the French both in France and North Africa and the middle east, and also adds counters & scenarios involving the Vichy French in French African colonies. Now includes 11 countersheets. Also includes Dinant, Rommel at the Meuse historical ASL campaign game with 11 scenarios. A top-to-bottom revision. '20											
ASL:Crucible of Steel 2 [2nd]		151025	Bounding Fire Productions	\$110.00			New	Fo			2
2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countersheets (less than included in first edition). C.Smith, S.Swann'17											
ASL:Drop Zone, Sainte-Mere-Eglise		151208	Multi-Man Publishing,	\$64.00			< New	DC			2
One box corner has a minor ding/deformation; otherwise shrinkwrapped & new. ■ 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 Bln of Georgians, the 709th Division, Panzer Grenadier Regt 1058, plus Luftwaffe's 91st Div, all supported by a Sturm Bln & 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											
ASL:Euro-Pack II, Btl of the Bulge		74327	Critical Hit	\$5.50			New	n	OoP		2
Last copy. ■ Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98											
ASL:Hakkaa Paalle 2nd		151210	Multi-Man Publishing,	\$95.00			New	BC			2
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 & guns & early war Soviet vehicles, plus 4 chapter dividers, overlays & 17 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 & T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs & guns. '22											
ASL:Heat of Battle Waffen SS Update Kit		136842	Heat of Battle	\$25.00			New	Fo	OoP		2
Last copy. ■ 14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07											
ASL:King of the Hill/Berlin Red Veng ERR		87019	Heat of Battle	\$0.25			New	n	OoP		2
1 page of errata to HOB King of the Hill and Berlin Red Vengeance.											
ASL:Objective Schmidt		151230	Bounding Fire Productions	\$99.00			New	FO			2
Large ASL kit focused on the bitter battles in the Hurtgen Forest, November 1944, as the US 28th Inf approached the German towns of Schmidt, Kommerscheidt & Vossenack. Includes 17 scenarios with a campaign game covering the battle for Kommerscheidt, 576 1/2" and 88 5/8" counters, a total of 6 full-sized maps (2 for Vossenack & 4 for Schmidt & Kommerscheidt), an article on Slopes in ASL. Reqs Beyond Valor, Yanks & of course the ASL rules to play. '17											
ASL:Onslaught to Orsha 2nd		151231	Bounding Fire Productions	\$99.00			New	LZ			2
Update of this large kit now including 32 scenarios (2 solitaire) covering the reinforced Soviet 16th Guard Inf's attack on the German 78th Sturm inf in a heavily fortified area south of the Minsk-Moscow Hiway, during Operation Bagration, June-July 1944. Includes a focus on river & bridgeheads & very mobile actions. Includes three color maps, new rules, new player aid, 370 1/2" & 296 5/8" color counters. Chas Smith'20											
ASL:Operation Cobra 2nd		150688	Bounding Fire Productions	\$45.00			New	Fo			2
2023 reprint. Scenario pack w/ 88 new counters, 12 scenarios & a bocage overlay covering actions during the US Cobra offensive that began the breakout from Normandy. Reqs many ASL kits to play all scenarios. '23											
ASL:Operation Neptune		151233	Bounding Fire Productions	\$49.00			New	zl			2
Scenario kit for ASL Advanced Squad Leader containing 10 scenarios plus campaign game covering the British crossing of the Seine River at Vernon, France, in August 1944. Also includes an historical map, 122 counters & special rules. Requires either Poland in Flames or Onslaught to Orsha 2nd, and Beyond Valor & either For King & Country or West of Alamein, plus boards 81 & 83 (Forgotten War) 1b & 4b (AP#8) & 7a (AP#9). '22											
ASL:Poland in Flames		151232	Bounding Fire Productions	\$119.00 **			New	FO **			2
Large ASL kit focused on many clashes during the German invasion of Poland, 1939. Includes 6 boards, 1280 countersheets, and 45 scenarios -- its a BIG game. Reqs components from many game to play all scenarios: boards 3,5,6,10,13,17,18,21,32,34,36,38,40,42,44,45,46,52,57,59,62,63,64,65, 1a,2a,3a,5a,6a,7a/b, Beyond Valor, Armies of Oblivion, Into the Rubble, High Ground 2, Blood & Jungle, Crucible of Steel. '16											
ASL:Red Factories		151212	Multi-Man Publishing,	\$135.00 **			New	DC **			2
HASL (historical ASL) module that combines an update of Red Barricades with a newly created parallel kit, Red October. Red Barricades' maps were recreated, and separately published materials including a 4th campaign game are incorporated. Includes 4 maps, 8 countersheets, 4 chapter dividers, Chapter O, and 7 campaign games and a total of 21 scenarios. 2min/turn, 40m/hex, complex due to unit density & urban terrain '19											
ASL:Rising Sun 2nd		151213	Multi-Man Publishing,	\$189.00 **			New	DC **			2
2021 update that now includes map & scenarios for Hell's Corner scenario previously published in Ops SE #3. ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '21											
ASL:Rivers to the Reich Scenario Pack		151214	Multi-Man Publishing,	\$18.00			New	n			2
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											
ASL:Roma 2020		151215	Multi-Man Publishing,	\$10.00			New	Fo			2
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											
ASL:Starter Kit #2 4th		151216	Multi-Man Publishing,	\$24.00			< New	BC			2
One box corner has a minor ding/slight deformation. Structurally intact, shrinkwrapped & otherwise new. ■ 2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '22											
ASL:Starter Kit #3, Tanks 4th		150708	Multi-Man Publishing,	\$32.00			New	BC			2
2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordnance. '22											
ASL:Starter Kit Expansion Pack #1 3rd		151218	Multi-Man Publishing,	\$34.00			New	Fo			2
2017 2nd printing. ■ Updated reprint of this scenario kit adding 12 scenarios, new counters, 4 maps (P,Q,R,S) & rules; requires Starter Kits #1, 2 & 3 to play all scenarios. Also designed to supplement each of the first 3 starter kits. 8 scenarios set in Poland'39, Finland'42, Sicily'43, France'44, Germany'44, and includes the Poles, Slovaks, Soviets, US, Italians, Free French. Labeled "2nd edition" but is actually 3rd printing. '21											
ASL:Winter Offensive # 7 2016 Bonus Pack		150320	Multi-Man Publishing,	\$17.50			New	Fo	OoP		2
2016 Winter Offensive kit. Includes 3 new scenarios plus two new geomorphic maps (74, 75). Scenarios cover actions in Poland, 1945 and two in New Georgia 1943. '16											
ASL:Winter Offensive # 9 2018 Bonus Pack		134962	Multi-Man Publishing,	\$22.50			New	Fo	OoP		2
ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18											
Combat Commander: Normandy Kit 2nd		150965	GMT Games	\$21.00			New	Fo			2
Battle Pack #3. Reprint of this kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '20											
Combat Commander: Paratroopers Kit 3rd		150252	GMT Games	\$14.00			New	Fo	OoP		2
Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20											
Commandos, Europe Solitaire #55		150803	Decision Gms World at War	\$37.50			New	n			2 1

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Last copy. ■ Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to do the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.

Fields of Fire: Bulge Kit	150634	GMT Games		\$14.00			New	zl			3
Kit adding details of the Battle of the Bulge to the base game. US 9th Reg of 2nd Inf Div faced nearly a month of intense combat; this kit models that. Requires any edition of the original Fields of Fire game. 55 cards, 176 counters. Ben Hull'22											
Heroes of Telemark, Commando Raid Norway	151176	Decision Games		\$11.50			New	Fo			2 1
Solitaire game of the British SOE (special forces) to sabotage the German heavy water (atomic) weapon program in Norway during World War II. You recruit SAS teams, then execute a sabotage mission. Sml map, 40 counters, 18 cards. '19											
Last Hundred Yards: Mission Pack #1 Kit	151044	GMT Games		\$11.00			New	zl			3
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											
Night Fight Solitaire #44	126147	Decision Gms World at War		\$49.00			New	n	OoP		2 1
Last copy. ■ Mag & game. Solitaire game in which the player commands a German kampfguppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.											
Panzer 5th: Expansion Kit #3 2nd	151128	GMT Games		\$55.00	**		New	BC	**		1
2021 Update. Drive to the Rhine, the 3rd expansion to GMT's Panzer. Adds the major US & British forces that saw the war thru till the end, plus some additional Germans as well. Adds 4 dbl-sided maps covering the bocage of Normandy & other terrain closer to Germany. 176 5/8" & 352 7/8" counters. Data cards for 64 AFVs (include 12 versions of the Sherman), 36pg TO&E booklet, 10 scenarios, 4 geomorphic mounted maps. Reqs only base game to play. James Day'21											
Panzer Grenadiers: First Axis Kit	121760	Avalanche Press, Ltd.		\$12.00			New	Bk	OoP		2
Last copy. ■ Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08											
Panzer Grenadiers: Romanian Soil Kit	95508	Avalanche Press, Ltd.		\$2.50			New	Bk	OoP		2
Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09											
Panzer Leader: ParaLeader Variant	146150	AH Avalon Hill Game Co.		\$2.00			Mint	n	OoP		2
Photocopies of scenarios are good but not great quality. ■ Paperstock counters & photocopy of rules from General 20/2. Adds 130 German & Allied airborne units & airlanding aircraft, plus 10 scenarios for airborne actions from 1940-1944.											
Tank! #44	99121	SPI S&T Magazine Games		\$15.00			Mint	n	OoP		1
Slight sun discoloration to rules cover page. Unpunched. Last copy. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.											
WW-2: Tactical Combat, North Africa 1940-43 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Panzer Grenadiers: La Campagne Tunisie	137983	Avalanche Press, Ltd.		\$14.00			New	zl	OoP		2
Last copy. ■ Scenario kit providing 12 scenarios of the French experience in northern Africa between the time of the Torch landings (Nov 1942) and the Axis surrender in Tunisia (May 1943). '17											
WW-2: Tactical Combat, Pacific Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
ASL:Blood & Jungle 2 [2nd]	151228	Bounding Fire Productions		\$115.00			New	Fo			2
Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whopping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17											
ASL:Kakazu Ridge #2 2nd	148672	Multi-Man Publishing,		\$15.00			Excell	n	OoP		2
Incomplete campaign game insert bundle. Includes Kakazu Chp Z special rules (1pg), 1pg play aid, 6 scenarios (J13-18,64), and remnants of 2 countersheets (including most but not all forts, all German & US satchel counters; all US infantry & all Japanese counters NOT included. KR map available separately. ■											
ASL:Leatherneck Campaign Pack 3	147709	Critical Hit		\$7.50			Mint	zl	OoP		2
Scenario kit providing 8 scenarios involving US Army units together with US marines in battles across the pacific theater. '99											
ASL:Sand & Blood Parts	148674	AH Avalon Hill Game Co.		\$10.00			V.Good	n	OoP		2
Rules, historical background & Scenarios CG & A3-A5. Includes 8.5x11" color lazer printed map copies. Rules & CG scenario are B&W photocopy. ■											
ASL:Sword & Fire, Manila	149546	Multi-Man Publishing,		\$105.00	**		New	DC	**		2
ASL module of the US conquest of the Phillipine capital of Manila in 1945 during the course of a month. The Japanese planned only to fight to the death, tenaciously contesting every building, using all their resources including veteran army & naval units as well as untrained conscripts. Adds new terrain types, and provides 25 scenarios & 5 campaigns. 6 maps, 4 countersheets. '22											
Combat Commander: New Guinea Kit 2nd	151141	GMT Games		\$18.00			New	Fo			2
Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20											
WW-2: Tactical Combat, Multiple Theaters M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
ASL / SL BOARDS	95272	AH Avalon Hill Game Co.		CALL			Excell or Mint	n	OoP		2
Individual CARDSTOCK, MOUNTED or UNMOUNTED (paper) BOARDS available; see our online catalogs or inquire by phone or email. Order by board # & format. Prices & condition vary. ■											
ASL: Annual '92	147706	AH Avalon Hill Game Co.		\$19.00			Excell	n	OoP		2
64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.											
ASL: Board BF SET 2, Cardstock LAMINATED	147737	Bounding Fire Productions		\$15.00	**		Excell	LB	**	OoP	2
MUST SHIP SEPARATELY AT ADDTL COST. ■ MUST SHIP FLAT. Set of 4 1st edition Bounding Fire mpas; boards are a deeper green than current MMP style. Includes 4 maps DW-1a, -1b, B & G. ~22.25x8.25"											
ASL: Board BF SET, Cardstock LAMINATED	147736	Bounding Fire Productions		\$15.00	**		Excell	LB	**	OoP	2
MUST SHIP SEPARATELY AT ADDTL COST. ■ MUST SHIP FLAT. Set of 3 2nd edition Bounding Fire maps using the revised graphics to mimic current MMP style. Includes maps DW-1a, -1b, & G. ~22.25x8.25"											
ASL: Board SET 2, Cardstock LAMINATED	147735	Multi-Man Publishing,		\$30.00	**		Excell	LB	**	OoP	2
MUST SHIP FLAT. ■ Set of 6 double-sided, cardstock version, starter kit maps, each professionally laminated. Includes 4a/b, 5a/b, 6a/b, 7a/b, 8a/b, 9a/b. 16.5x11.5" rectangles.											
ASL: Board SET, Cardstock LAMINATED	147733	Multi-Man Publishing,		\$75.00	**		Excell	GB	**	OoP	2
MUST SHIP FLAT. ■ Set of maps #1-55, 60-63, 73, q - z (70 maps total, each 22.25x8.25".											
ASL:Firefights Kit #2	126963	Heat of Battle		\$22.00			New	Fo	Going		2
Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05											
ASL:For King & Country 3rd	151209	Multi-Man Publishing,		\$104.99	**		New	DC	**		1
3rd edition incorporates errata. Modules is a consolidation of earlier West of Alamein & FK&C modules into an revised ASL package. Includes entire British OoB in 8 countersheets, 8 mapboards (6,7,10,12,13,14,15,32), 20 updated scenarios, and incorporates all existing errata - and a much bigger price! '21											
ASL:Friendly Fire Scenario Bundle	148671	Friendly Fire		\$0.50			Excell	n	OoP		2
2 stray scenarios believed to be from Friendly Fire, FF7 Plow Factory and FF8 Gray Waves. Includes a scenario page and an 8.5x11" map for each, neatly color lazer copied. ■											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
ASL:High Ground 2 [3rd] 2023 update. Scenario pack that includes 8 scenarios from all fronts & 2 mounted geomorphic maps, all of which focus on hilly or mountainous terrain (or valleys). 2nd edition revises 7 of the 8 scenarios and adds 9 more, plus a half-board castle overlay. '23		150690	Bounding Fire Productions	\$56.00		New	Fo			2
ASL:Hollow Legions 3rd Overhaul of this module including the entire Italian OoB plus the desert components from West of Alamein (which were not printed in King & Country), plus components from Soldiers of the Negus (Ethiopia, 1935-6). Revised mix of 53 scenarios from previously published modules, action packs, magazines & Negus kit. Includes 5 countersheets, 8 boards (25-31, 25e), & all desert overlays. A core module for actions set in the North African desert or involving the Italians. '22		151211	Multi-Man Publishing,	\$138.00 **		New	DC **			2
ASL:Into the Rubble 2 [2nd] Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fire #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16		151229	Bounding Fire Productions	\$74.00		New	n			2
ASL:Overlay Bundle Bundle that includes & reprints all ASL overlays published previously, printed on 37 cardstock sheets (with the exceptions of overlays from MMP's Red Factories & Deluxe ASL, and AH's Annual 93b (found in Rising Sun) & E1 escarpment from West of Alamein (found in Hollow Legions 3rd). '22		150932	Multi-Man Publishing,	\$37.50		New	zl			2
ASL:Rout Pak III Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98		77411	Critical Hit	\$7.50		New	zl	OoP		2
ASL:Scenario Bundle MISC Miscellaneous bundle of scenarios from various publishers. Includes scenarios E,85,139,140, Tac19, AP35, CH81a, CH83a. All are color photocopies. ■ Miscellaneous bundle of scenarios from various publishers. Includes scenarios E,85,139,140, Tac19, AP35, CH81a, CH83a. All are color photocopies.		148678	Miscellaneous Publishers	\$0.50		Excell	n	OoP		2
ASL:Starter Kit Expansion Pack #2 Expansion kit with additional rules, counters, maps & scenarios for the Starter Kit series of games (#1-4).Includes 8 scenarios & 2 maps covering actions between Japanese army & naval forces and Australian, Indian, Filipino, Dutch & Chinese opponents on mainland Asia & on Pacific Islands, 1937-45. Rules introduce the use of regular & fanatical Chinese squads, overlays, vehicles & ordinance. Includes additional Dutch vehicles & other nationalities previously available in only token amounts. Includes map k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20		150944	Multi-Man Publishing,	\$28.00		New	Fo			2
ASL:Winter Offensive #10 2019 Bonus Pack 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		150153	Multi-Man Publishing,	\$29.00		New	Fo			2
ASL:Winter Offensive #11 2020 Bonus Pack Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20		148914	Multi-Man Publishing,	\$23.00		New	Fo			2
ASL:Winter Offensive #12 2021 Bonus Pack 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		150152	Multi-Man Publishing,	\$23.00		New	Fo			2
ASL:Winter Offensive #13 2022 Bonus Pack Last copy. ■ Tournament scenario pack including 3 new maps (m,n & o) and 4 scenarios (WO39-42). '22		150321	Multi-Man Publishing,	\$34.00		New	Fo			2
SL: Squad Leader Board # 4 UNMtd # 4 Unmounted map board.		149754	AH Avalon Hill Game Co.	\$2.00		Mint	n	OoP		2
SL: Squad Leader, SCENARIO BUNDLE 8 SL & 2 ASL scenarios from the General & Wargamer & F&M: Scen E,F,G,H,I, WG1, WG2; ASL scen G6, 2000 (Stalingrad mega scenario), 1 other. ■		95751	Miscellaneous MAG Pubshr	\$0.50		Excell	n	OoP		2
WW-2: Air Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
B-29 Superfortress, Bombers Ovr Japan 3d 3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16		151235	Legion Wargames	\$44.00		New	HC			1 1
Down in Flames, Guns Blazing ExtraCards Deck of 63 aircraft cards. ■		142902	Dan Verssen Games	\$2.50		New	n	OoP		1
Interceptor Ace v2, Last Days Luftwaffe 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		151162	Compass Games	\$69.00 **		New	BC **			1 1
Interceptor Ace, Air Defense ovr Germany 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		151073	Compass Games	\$77.00		New	BC			1 1
Target For Today, Bombers Over the Reich Last copy. ■ Update of a game previously published as a print-it-yourself game. Solitaire game of the US daylight strategic bombing campaign in Europe late in World War II. Update & enlargement of earlier B-17, Queen of the Sky game, with revisions to make it as historical as possible. Player manages the crew of a B-17F or G, or a B-24D or J, bomber thru individual missions & over the course of a 30-mission tour of duty. Multiple manuals, 232 counters of varying sizes. Steve Dixon'17		151004	Legion Wargames	\$89.00 **		New	BC **	OoP		2 1
Target for Tonight 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		151240	Legion Wargames	\$65.00 **		New	BC **			1 1
Wing Leader, Supremacy 1943-45 2nd 2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers the period in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmcombe-Wood'22		148516	GMT Games	\$53.00 **		New	DC **			2
WW-2: Naval Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Bismarck [78]: Graf Spee Variant COPY 2 color photocopied maps including counters, plus photocopied rules from General 16/2 ■ 2 color copied maps including counters, plus photocopied rules from General. Search for Graf Spee in S. Atlantic, '39 using Bismarck search & combat system.		150296	AH Avalon Hill Game Co.	\$4.00		Excell	n	OoP		4
Command at Sea Cherry. ■ Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 battles of Savo Island around Guadalcanal, 1942-43. Includes 24 ship counters, 20 ship data sheets. Counters printed on thin cardstock & must be cut apart to play. G.Preston & J.Gibson'81		16091	Metagaming	\$15.00		Mint	SC	OoP		1
Loups Gris en Atlantique #90 Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & special events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10		93814	VAE VICTUS Magazine	\$12.00		New	n	OoP		6 1
Midway Solitaire 2nd		150893	Decision Games	\$52.00		New	DC			6 1

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

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

North Cape, Arctic Convoy Battles #292 116911 Decision Games S&T Games \$45.00 New n OoP 4 1

Last copy. ■ Mag & game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the destruction of PQ-17. Player commands the German air & naval forces seeking to destroy as many ships as possible on their way to the USSR. 20-25 aircraft/counter, individ large ships or sml #s of DDs per counter. 3 scenarios. 280 counters. E.Harvey'15 / ARTICLES ON: Battles in the Arctic, 1941-5; Mercenary Warfare in the Congo, 1960s; the Battle of Waterloo, 1815; the First Punic War, Rome's Rise to Imperium; Clergymen Warriors of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army' Howtars, a mortar in a howitzer cradle.

Pacific Fury, Guadalcanal 1942 2nd 151158 Revolution Games \$22.00 New zl 4

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

Schnell Boats 150819 Compass Games \$49.00 ** New BC ** 1 1

Solitaire game of tactical naval combat between German Schnell Boats (akin to US PT boats) in the English Channel, June 1943 to June 1944. Player leads a squad of 4 Schnell boats (or experimental hydrofoil boats) based in Cherbourg on missions against allied shipping or occasionally a special mission such as mine laying or pilot rescue. Players track up to 14 crew members as well as each boats' equipment and weaponry. Player's goal is to survive the full 12 months while also destroying as much Allied shipping as they can. Patrols can be completed in about 30 minutes. Moderate complexity, 10 missions/month, 2 countersheets, 1 mounted board. Follows in the long line of solitaire games begun with B-17 and the later Target for Today/Tonight. Joe Carter'23

POST WORLD WAR II HOT WARS, 1945 -- Present (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

POST WW2 CONFLICTS: WW-3 in Europe M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Group of Soviet Forces Germany #220 67427 Decision Games S&T Games \$49.00 New n OoP 4

Last copy. ■ Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO v the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire; Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.

Next War Errata [9/79] 77299 SPI Games \$0.25 Excell n OoP 6

Photocopy of 4pgs of comprehensive errata published 9/79.

Objective Hamburg #55 147432 Decision Gms Modern War M \$99.00 New n OoP 4

Mag & game. Final issue of Modern War Magazine. 5th & final installment of this series of games on WWII in Europe in the mid-80s. Covers the first 4 days of a Soviet attack thru the northern German plain around Hamburg & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are geographical & the other is exiting off the west edge. 2.5mi/hex, 360 counters, BtlN/Regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: War in Europe in the 1980s, the North; Operation Game Warden, the Mekong Delta, 1965-8; Indonesian Malasian Confrontation, 1963-6; the Second Chechen War, 1999; US Army in the Artic; Chad Repels an Invasion; Syrian Exports; USS Newport News, Last Big Gun Heavy Cruiser; the 1974 Turkish Invasion of Cyprus; The Argentine San Luis submarine patrol during the 1982 Falklands War; Missles & Geese.

Objective Kassel #53 145874 Decision Gms Modern War M \$99.00 New n OoP 4

Last copy. ■ Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btlN/regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UAE; War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.

Objective Munich #49 144016 Decision Gms Modern War M \$99.00 New n OoP 4

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

Operation Unthinkable, Elbe to Oder #333 148820 Decision Games S&T Games \$37.50 New n 4

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.

POST WW2 CONFLICTS: WW-3 in Asia M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Dragon vs Bear, China v Russia #12 150355 Decision Gms Modern War M \$37.50 New n 4

Last copy. ■ Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.

POST WW2 CONFLICTS: the Cold War 1945-89 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Twilight Struggle, Cold War 1945-89 11th 150917 GMT Games \$40.00 ** New BC ** 8

Deluxe edition; 2021 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'21

Twilight Struggle, Red Sea 150878 GMT Games \$22.00 New BC 4

Standalone game using the extremely popular Twilight Struggle game system. Covers conflict around the Red Sea & Horn of Africa in 1974. Conflict breaks out as a key American ally in Ethiopia becomes dictatorial, provoking a coup that upset the balance of power in the entire region, prompting a Cold War competition for the area. Designed as a 2-player game, but includes a full solitaire game driven by a bot. Cards from Twilight Struggle can be used with this game to add additional cold war events & vice versa. Mounted map, 51 cards, 1 counterseheet. Jason Matthews'23

POST WW2 CONFLICTS: Contemporary Political & Economic Conflicts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Among Nations #9 10815 Game Publicatns GAME FIX \$3.00 Mint n OoP A 6

Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.

Among Nations #9 22921 Game Publicatns GAME FIX \$3.00 New n OoP A 6

Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
POST WW2 CONFLICTS: Iran & Iraq 1980s to present										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Back to Iraq 2nd / Warmastr Chess v2 #50	48873	XTR: Command Magazine	\$7.50	New	n	OoP	4			
Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for...!); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.										
Decision Iraq # 6	105882	Decision Gms Modern War M	\$20.00	New	n		4			
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC. Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.										
Desert One War, Persian Gulf 1979-81 #44	150805	Decision Gms Modern War M	\$37.50	New	n		4			
Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers a NATO invasion to sieze Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models aire land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.										
Fallujah 2004, City Fighting in Iraq #23	127792	Decision Gms Modern War M	\$20.00	New	n	OoP	3	1		
Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.										
Oil War, Iran Strikes 2nd # 2	137530	Decision Gms Modern War M	\$27.50	New	n		6			
2014 reprint. Last copy. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocoon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
Saddam Moves South #339	150829	Decision Games S&T Games	\$37.50	New	n		4			
Last copy. ■ Mag & game. Game of the hypothetical situation in August 1990 had the unexpected Iraqi invasion of Kuwait continued into Saudi Arabia. The US then must lead a coalition to retake the oil fields of Arabia. Based on a distorted understanding of Iraq's motivations at the time, but poses the situation where the US-led coalition had to build up its forces in the face of a fait accompli occupation of Saudi Arabia and a large part of the world's oil. Based on the Desert One War game series covering land, air & amphibious ops. 3-10days/turn, rgt/brig/div level, 224 counters, 22mi/hex. Joseph Miranda'22 / ARTICLES ON: What If Saddam Continued South in 1990?; Operation Roundup (D-Day in 1943) Reconsidered; US Navy's Yangtze River Patrol in the early 1900s; Pompey v the Pirate, 1st Century AD; WWI Railway Guns; HIMARS in Ukraine; Middle East Naval Power; Rwandan Interventions; Japan's Counter-Strike Capabilities; Curious Case of Benjamin Pole; Belgian Expansionism in 1839-1945; The Man Assyria Feared.										
Target Iran #10	142480	Decision Gms Modern War M	\$27.50	New	n	OoP	4	1		
Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.										
POST WW2 CONFLICTS: Afghanistan, 1982-present										
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Enduring Freedom, Afghanistan 2001-2 #30	150357	Decision Gms Modern War M	\$34.00	New	n		4	1		
Last copy. ■ Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscript; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.										
Holy War, Afghanistan #147	131163	Decision Games S&T Games	\$14.00	Mint	n	OoP	4			
Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).										
Operation Anaconda, Afghanistan 2002 #276	136132	Decision Games S&T Games	\$27.50	New	n	OoP	3			
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghanis Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.										
POST WW2 CONFLICTS: Israel & the Middle East 1948 to present										
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Force Eagle's War: ERRATA COUNTERS (3)	128899	Gamers (% MMP)	\$1.00	Excell	n	OoP	2			
3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.										
Holy Land, Next Arab-Israeli War # 8	150572	Decision Gms Modern War M	\$52.00	New	n		4			
NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israel's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.										
Suez '56, Anglo-French Intervention	150350	Decision Games	\$11.50	New	Fo	OoP	4	1		
Solitaire folio game of the British, French & Israeli attempt to regain control of the Suez Canal from Egypt. Goal is to seize the canal or depose Nasser while avoiding the political disaster of the original event. Uses the Cold War Blitz game system. Player controls the allies' actions, while a card deck controls the Egyptians. You control the length of the game with judicious card play. '15										
POST WW2 CONFLICTS: Russia & Eastern Europe										
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Axis of Evil, Conflict in Mid-East # 39	150798	Decision Gms Modern War M	\$37.50	New	n		4			

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

Last copy. ■ Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to the Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, air & special forces to win based on geographic objective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Plateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.

Chechen War, 1994-96 # 40 150989 Decision Gms Modern War M \$37.50 New n 4

Last copy. ■ Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechen independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, BtlInrgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.

Next War, Poland 2nd 150545 GMT Games \$55.00 New BC 4

2023 update. 4th game in the Next War series. This game covers what might happen if war breaks out on the western Russian border with Poland (a NATO member). Key question is whether the qualitative superiority of NATO/US forces will buy sufficient time for reinforcements to arrive to save the day from massed Russian forces. 1 map, 4 countersheets, btlIn/brig level, 3-5days/turn, 7.5mi/hex. Mitchell Land'23

Next War: Supplement #3 Kit 151125 GMT Games \$18.00 New Fo 4

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

Soyuz '81 # 38 136151 Decision Gms Modern War M \$25.00 New n 4

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

Suwalki Gap, the Baltic 2023 #327 151087 Decision Games S&T Games \$39.00 New n 4

Mag & game. Game covers a hypothetical Russian attack on the Baltic States & Poland between 2023-25, and is focused on the Suwalki Gap, a 65km section of the Polish-Lithuanian border between Belarus & Kaliningrad which the Russians may use to attempt to encircle the Baltic States. Victory depends on the Russians surrounding all NATO-controlled units as well as geographic objectives. Considers the multi-dimensional modern battlefield. 28km/hex, 1day/turn, btlgr level, 280 counters. Nicholas Edwards'21 / ARTICLES ON: A Future Russian Attack on the Baltic States; Battle of White Plains 1776; Battles of Hannut & Gembloux, May 1940; Naval Dimension of Roman Imperial Power; Radios in the Invasion of France 1914; YB-49, US's Flying Wing; Battle of Wagon Box, 1867; First Israelite Campaign in Canaan, c1400BC; General Stilwell's Art of War; CSS Colonel Lovel & the Mississippi Defense Fleet.

Visegrad 4, the Coming War in Europe #16 150356 Decision Gms Modern War M \$37.50 New n OoP 4

Last copy. ■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Signma '64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.

POST WW2 CONFLICTS: India & Pakistan 1960s to present

M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Cold Start, Next India-Pakistan War #36 151084 Decision Gms Modern War M \$37.50 New n 4 1

Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.

Fire Next Time / WarMaster III #51 53050 XTR: Command Magazine \$7.50 New n OoP 4

Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.

Fire Next Time / WarMaster III #51 GmOnly 55085 XTR: Command Magazine \$5.00 New n OoP 4

GameOnly. A timely look at the possibility of renewed hot war between two feuding 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

Indo-Pakistani Wars #174 117312 Decision Games S&T Games \$29.00 Mint n OoP 4

Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95

Indo-Pakistani Wars #174 99043 Decision Games S&T Games \$22.00 Mint n OoP 4

Cherry; unpunched, unused, very clean. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95

POST WW2 CONFLICTS: Viet Nam 1950-1975

M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Cold War Hot Armor: Vietnam #307 130457 Decision Games S&T Games \$25.50 New n OoP 2

Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.

Dien Bien Phu #17 148159 Decision Gms Modern War M \$35.00 New n OoP 4 1

Last copy. ■ Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btl level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

See page 1 for an explanation of the various codes & column data used in this catalog.

Dien Bien Phu, the Final Gamble 2nd	150755	Legion Wargames	\$45.00	New	HC			3	
2019 reprint. Game of the decisive, 1954 campaign that destroyed the elite, mobile forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on artillery being hauled into the area. And the Viet Minh were committing half of their total forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters, 4 scenarios. K.Kanger'19									
Fire in the Lake 3rd	151256	GMT Games	\$62.50 **	New	DC **			8	
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									
Fire in the Lake: Fall of Saigon Kit	150676	GMT Games	\$29.00	New	BC			6 1	
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									
Fire in the Lake: Tru'ng Bot Kit	151188	GMT Games	\$18.00	New	zl			6 1	
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									
Hearts & Minds, Vietnam 1965-75 3rd	151055	Compass Games	\$50.00 **	New	BC **			6	
Third iteration of this strategic level game of the US war in Vietnam, 1965-75. Includes 8 scenarios beginning at different stages of the war, allowing the player to begin play in almost any year. Includes mechanics covering guerilla warfare, political turmoil, and the advantage of veteran troops. Area movement, abstract scale, 3 countersheets, 80 cards. Fast playing. John Poniske'19									
In Country, the Vietnam War #281	127549	Decision Games S&T Games	\$69.00	New	n	OoP		4	
Last copy. ■ Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.									
LZ Albany #24	149344	Decision Gms Modern War M	\$37.50	New	n			3	
Last copy. ■ Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.									
Sealords, Vietnam War in the Mekong#243	80332	Decision Games S&T Games	\$59.00	New	n	OoP		4	
Last copy. ■ Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 280 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.									
Silver Bayonets 1st	1224	GMT Games	\$15.00	Excell	BC	OoP	Err	2	
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the Ia Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the disparate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90									
Skyhawk, Rolling Thunder 1966	151238	Legion Wargames	\$55.00	New	BC			1 1	
Solitaire game putting the player in command of an A-4E Skyhawk during the early days of Operation Rolling Thunder, the mass bombing campaign over northern Vietnam in 1966. Player is based on the USS Roosevelt at Yankee Station. Your goal is to successfully carry out missions -- which includes return alive. Player loads out their aircraft with munitions as needed, with occasional political meddling, then faces determined Vietnamese opposition in the form of small arms fire, AAA, SAMs and a rare MiG. Three campaigns (composed of multiple missions) are included: First Tour of Duty (Aug-Sept 1966), Second (Oct-Dec) and the third covers the complete 5 month period. Fast playing & engaging, with systems descended from B-17, B-29, Target for Today & Tonight. Mounted battle board, 284 counters. Steve Dixon, Bob Best'23									
Vietnam 1965-75 2nd	150779	GMT Games	\$52.50 **	New	DC **			4	
Update of this well-regarded, complex 3-map, 6 countersheets, Btln-lvl game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btln/regt level. NickKarp'22									
Vietnam Battles: Hue / Op Pegasus #196	57328	Decision Games S&T Games	\$40.00	New	n	OoP		4	
Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurm anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.									
Vietnam Battles: Iron Triangle # 7	105874	Decision Gms Modern War M	\$35.00	New	n	OoP		4	
Mag & game. Game of two campaigns by US forces in Vietnam. The first converts a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s; Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.									
Winged Horse, War in Vietnam 1965-6 #239	78727	Decision Games S&T Games	\$35.00	New	n	OoP		6	
Last copy. ■ Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.									
POST WW2 CONFLICTS: Korea 1950 to present			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P			
Chosin, X Corp Escapes the Trap #257	89163	Decision Games S&T Games	\$29.00	New	n	OoP		4	
Mag & Game. w/ errata & errata counters for Guantlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Guantlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WWI; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.									
Dragon & the Hermit Kingdom #45	150799	Decision Gms Modern War M	\$37.50	New	n			4	
Last copy. ■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.									
Drive on Pyongyang # 5	148812	Decision Gms Modern War M	\$29.00	New	n	OoP		4	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl? Scale	Plyrs
Last copy. ■ Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioning the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.									
Gauntlet, Battle of Chongchon 1950 #190	32403	Decision Games S&T Games	\$49.00	New	n	OoP	4		
Last copy. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.									
Inchon #9 PARTS	128872	XTR: Command Magazine	\$4.00	Mint	n	OoP	4		
Countersheet, only. ■									
Korean War Battles #296	115035	Decision Games S&T Games	\$35.00	New	n	OoP	4		
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement game system. Btl/n/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kiev Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Caribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.									
Paratrooper, Great Airborne Assaults#321	145840	Decision Games S&T Games	\$37.50	New	n	OoP	3		
Last copy. ■ Mag & game. Grand tactical game of 2 key airborne assaults in Korea during the Korean War. Sukchon-Sunchon covers the Oct 1950 in which the US 187th Airborne Regt dropped behind North Korean lines to block the forces retreating north. Op Tomahawk covers the airborne assault again by the 187th as a small part of a general offensive in March 1951 that recaptured Seoul and ended at the 38th Parallel. Key dynamic is command points, which constrains what a player can do in deploying drop zones, coordinating fire & air support, and intelligence operations, with US advantaged in day & the Chinese at night. Reinforcements are generally uncertain. 600m/hex, 8hrs/turn, 176 counters. Joseph Miranda'20 / ARTICLES ON: Korean War Paratroopers; Muslim Attempts to Conquer the Mediterranean; Italian Cavalry in World War I; Bloodbath at Fort Pillow 1864; Caesar & the 10th Legion; British Intervention in Jordan 1958.									
Redline Korea #6	91256	Game Publicatns GAME FIX	\$8.00	Mint	n	OoP	6		
Last copy. ■ Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.									
POST WW2 CONFLICTS: China & Taiwan									
Flashpoint South China Sea	150911	GMT Games	\$31.00	New	BC	OoP	6		
Strategic level game of the complex geopolitical conflict between China & other nations led by the US in the South China Sea. Features a card-driven system with cards featuring events taken from recent headlines. Each side seeks to secure territorial claims and improve their political standing. Game does not cover overt military conflict, but focuses on the nuanced application of political, economic & military resources. The US side must assure freedom of navigation while the Chinese can develop atolls to assert control, while both sides must manage the tension level and seek support of the other nations in the area. 1 mounted map, 35 wood cubes, 63 cards. Includes full solitaire rules. Harold Buchanan'22									
POST WW2 CONFLICTS: Cuban Revolution & the Cuban Missile Crisis 1957-1962									
Cuba Libre, Castro's Insurgency 4th	151186	GMT Games	\$45.00	**	New	DC	**	8	4
2022 reprint. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitair or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'22									
POST WW2 CONFLICTS: Falklands, 1982									
Falklands Showdown, 1982 #269	95207	Decision Games S&T Games	\$59.00	New	n	OoP	4		
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.									
POST WW2 CONFLICTS: Other Post-WW2 Conflicts Around the World									
Next War: Supplement #2 Kit	151126	GMT Games	\$15.00	New	zl		4		
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									
POST WW2 CONFLICTS: Contemporary Land Tactical Combat									
Cold War Battles II #263	109423	Decision Games S&T Games	\$22.50	New	n	OoP	3		
Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.									
Cold War Battles, Budapest & Angola #235	74575	Decision Games S&T Games	\$25.00	New	n	OoP	4		
Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket, Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.									
Combat Veteran #31	137409	Decision Gms Modern War M	\$37.50	New	n	OoP	1		
Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.									
Combined Arms, Combat Ops 1935-70 #46	130955	SPI S&T Magazine Games	\$20.00	Mint	n	OoP	2		
Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.									
Combined Arms, Combat Ops 1935-70 #46	92835	SPI S&T Magazine Games	\$18.00	Mint	n	OoP	2		
Unpunched. 2 mag center pgs have metal discoloration near spine. Others clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.									
Combined Arms, Combat Ops 1935-70 2nd	108537	SPI Games	\$14.00	Excell	FT	OoP	2		
Complete. Packaged in a Flattray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Others clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.									
Combined Arms, Combat Ops 1935-70 2nd	108536	SPI Games	\$15.00	Excell	FT	OoP	2		

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs

20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.

Commando, Combat Adventure Game 1861 SPI Games \$25.00 Mint BC OoP Err 1
Cherry aside from rules staple rust & lite Spotting to generic box btm. Unpunched. Last copy. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79

MBT [Main Battle Tank] 3rd 151124 GMT Games \$63.00 ** New BC ** 2
"Main Btl Tank." 2022 reprint of GMT's 2016 update of AH's detailed armored combat between Warsaw Pact & Nato forces, circa 1987. Highly detailed combat system, with each unit type has dozens of rated qualities. 5 double-sided geomorphic mounted maps, 6 countersheets, 28 tankcards. Individual AFVs & guns, half & full squad inf units, 15sec-15min/turn, 100m/hex. J.Day'22

Superiority 3562 Yaquinto \$13.00 Mint AL OoP 2
Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Others clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81

POST WW2 CONFLICTS: Insurgencies & Civil Wars Around the World M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Angola, Cold War in Africa #290 134096 Decision Games S&T Games \$39.00 New n 4
Last copy. ■ Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzkert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposte; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.

British Way, Counterinsurgency End Empire 151246 GMT Games \$52.00 ** New DC ** 8 2
Bundle of 4 separate games sharing the theme of how the British dealt with insurgencies during the collapse of their empire after World War II. Includes communists in Malaya, nationalists in Kenya, and smaller insurgencies in Palestine & Cyprus. All use the Counterinsurgency COIN game system. Improves the 2-player game sequence. Accessible games, with small boards & faster play. 2 dbl-sided mountd boards, 54 wooden pieces, 8 pawns, 1 countersheet. Stephen Rangazas'23

Colonial Twilight, French-Algerian War 151109 GMT Games \$53.00 ** New DC ** 4 1
7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17

Greek Civil War #11 110279 Decision Gms Modern War M \$20.00 New n OoP 8
Last copy. ■ Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.

South Africa, Vestige of Colonialism #62 107485 SPI S&T Magazine Games \$17.50 Mint n OoP 6
Last copy. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.

OTHER 20th CENTURY CONFLICTS, 1900 -- Present (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

OTHER 20th CENTURY: Chaco War M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Chaco War #12 PARTS 128873 XTR: Command Magazine \$5.00 Mint n OoP 4
Countersheet, only. ■

RAILROAD Games, All Eras (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

RAILROAD: Empire Builder Series RR Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Empire Builder, 3rd: Laminated Board 95853 Mayfair Games \$10.00 New TB OoP 6
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).

EuroRails: Laminated Map 3928 Mayfair Games \$9.00 New TB OoP 6
Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.

RAILROAD: Other RR Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Rails Thru Rockies: Rocky Mntn Rails Kit 16124 Winsome Games \$15.00 Mint zl OoP A
Kit to simplify & enhance the base game, earlier Rails Thru the Rockies game (and Tracks to Telluride before that). Provides complete, substitute rules, events, contracts & \$. J.Bohrer'95

Rails thru the Rockies 43 Adventure Games \$25.00 Mint HC OoP Err A M
Money & event cards have been separated but game never played (as evidenced by an unmarked map). Some very lite spots in rules. ■ More detailed, 2-6 player game of railroad building in Colorado in the late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, natural disasters, track guage options, & income-generating opportunities. Players should laminate map before use, or use a plexiglas overlay to preserve map. J.Luecke'81

Rails thru the Rockies PARTS 77518 Adventure Games \$1.00 Excell n OoP A M
Photocopy of rules, only. ■

MULTIPLE or INDEFINITE ERA Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

VARIOUS ERAS: MULTI-ERA Multi-Player Games Spanning Eras M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Civilization, the Boardgame 134825 Eagle Games \$29.99 ** Good GB ** OoP 8
Substantially complete: missing a small number of each of most generic unit types (eg Galley, Howitzer), and ~5 city cards. All coin counters lost & replaced by square, mounted color photocopy replacement counters; blank Tech cards removed & not included. Box has noticeable shelf wear, corner abrasions; 3 corners reinforced w/ clear packing tape. Very servicable copy. ■ 2-6 player board game that loosely ports the classic computer game (my only addiction) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02

VARIOUS ERAS: Multiple Games Spanning Multiple Eras in One Package M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

They Died with Their Boots On, v2 #242 126704 Decision Games S&T Games \$27.50 New n OoP 3
Last copy. ■ Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btln/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.

SCIENCE FICTION and FANTASY Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

SCI FI: Space Diplomacy, Trading & Economics M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Shadowlord! Struggle for Ultimate Prize 140956 Parker Brothers \$9.00 ** V.Good LB ** OoP A 4
Substantially complete: missing several of the mix of 3 character counters plus parts all provided in abundance, most ID'd. Moderate wear & used, but structurally intact & generally in good shape. Quite servicable. ■ 2-4 players compete for master of the universe after the death of the great Starlord, with a Shadowlord played by each player against all of them. Players use force (by way of numbers) and very simple forms of diplomacy & bribery, to build their power. '83

SCI FI: Space Tactical Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Dark Horizon, Escape 113806 Advance Primate Entertnmn \$8.00 Mint BC OoP 1
Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96

SCI FI: Terrestrial Tactical & Strategic Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Part#	Publisher Name	Price EA	General	Box	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?				Conditn	Type	Print? Incl ?	Scale Plyrs
Ceres, Operation Stolen Base		151062	Decision Games	\$11.00	New	Fo		4 1
Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the largest source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16								
Phobos Rising! Insurgency on Mars		151063	Decision Games	\$11.50	New	Fo		4 1
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								
SCI FI / FANTASY: Zombies & the Walking Dead M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Zombies of the World Field Guide		98369	Slang Design	\$7.00	New	Bk	OoP	A
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12								
FAMILY-ORIENTED, Simpler Games (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST								
FAMILY-ORIENTED: Classics (Risk, Chess, Checkers, etc) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Backgammon Set in Attache Case		18964	Miscellaneous Publishers	\$15.00 **	Excell	LB **	OoP	A
Slight rust to closures & various other signs of light use. Opens to an 18x23.5x1" board in browns & white. Includes rules. ■ Full backgammon set including rules in a attache sized case. Opens to an 18x23.5x1" board in browns & white. Includes rules.								
FAMILY-ORIENTED: Abstract Board Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Dominant Species: Marine Species Kit 2nd		150772	GMT Games	\$49.00 **	New	DC **		A
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								
Image 2nd		88107	AH 3M Reprints	\$5.00	Excell	BC	OoP	A 6
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.								
FAMILY-ORIENTED: Politics & Political Contests Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Junta, 2nd		123015	West End Games (D6 Legnd)	\$9.00	V.Good	BC	OoP	A M
Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. Otherws complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02								
FAMILY-ORIENTED: Card Games (Non-Collectable) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Munchkin Promo Bundle of 135 Items		151276	Steve Jackson Games	\$25.00	New	n	OoP	A
Bundle of 135 Munchkin & Munchkin Cthulu cards & bookmarks, all new. See www.FineGames.com/text/munchkin_stuff_finegames.pdf for complete list. Available for a buy-now price of \$25, or best offer received by Thanksgiving, 23 Nov. ■ Bundle of 135 Munchkin & Munchkin Cthulu cards & bookmarks, all new. See www.FineGames.com/text/munchkin_stuff_finegames.pdf for complete list. Available for a buy-now price of \$25, or best offer received by Thanksgiving, 23 Nov.								
FAMILY-ORIENTED: Dice Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P								
Dirty Words		1432	Miscellaneous Publishers	\$4.00	Excell	SB	OoP	A
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								

612 items are listed here. See anything you'd like? To order, email us at M.Dean@FineGames.com, FAX (702) 926-5205 us anytime, or call (541) 756-4711 between 10am & 9pm PST. You may write us at 2078 Madrona St., North Bend, OR 97459-2143. You may also call toll-free (866) 690-7879 between 10am & 9pm PST if you wish to place an order (only).

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