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

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We need YOU as our customer! If you've never ordered from Fine Games before, we offer these very special prices on great games, new & old, as an incentive for you to place your first order with us now! You get some great deals; you get to see how easy we are to work with; and we get to count you among our newest customers, keeping our business healthy.

All you need to do here is review the catalog below, which contains **147** games. Nearly all are new & unused. About half were recently published; the balance are popular but older titles. Then, send us an email or give us a phone call at the number above with the items you wish to order and how you wish to pay for them. We'll have them off to you immediately, and you'll see them shortly after.

This gives us a chance to show you first hand how delighted you'll be with our selection, our service and our prices.

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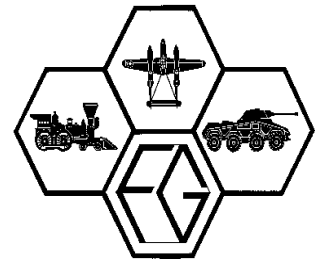
[Catalog Index](#)

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The Special Offer has a few terms & conditions:

1. **This offer currently has no expiration, but may be terminated at any time.**
2. **Normal ordering, payment, shipping, and customer care terms apply.** You get the same swift, top-notch service for this sale. And you may freely combine items from this special offer with items found in any of our other catalogs.
3. **This must be your very first purchase with us to be eligible for these prices.** Once we've shipped an order to you (or you cancel a prospective order), you're no longer eligible. **And you must quote the special price offered here.**
4. Fine Games states all its pricing on a "cash-basis," that is, where we receive 100% of the proceeds. If your payment involves any method of transmitting funds that does not provide 100% of the proceeds (such as all credit or debit card charges, and some PayPal payments, then you forego the cash-discount and pay 3.1% more in effect. See your Payment Options on our web site.
5. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. While we generally have multiple copies of items listed, stock is limited, and subject to prior sale.
6. Oh, and you gotta PLAY the games you buy. Promise?

We hope **Fine Games** can help you with your gaming hobby years into the future!

Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase	
		Condtn	Print ?	Cash-Basis Price	Cash Price (% off List Price)	
	http://www.atomagazine.com					
73355	Against the Odds Magazine(Agains) w/mag. Substantial revision of an earlier, primitive game of the air-land-sea battle for control of the eastern Mediterranean in Fall 1943, after the Italian surrender. Covers the area from Rhodes to Naxos with many small islands, as the Allies attempt to occupy them. Weekly turns, 6.5k/hex, company/btin/reg level. P.Moore'05 Also includes a small game of the battle for Narik, Norway, 1940. '05	HP	NEW	n	\$28.00	\$24.00 31%
82169	Aegean 1943 2nd / Assault on Narvik #14 Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to capture the Dardanelles by land. P.Rohrbauch'07	HP	NEW	n	\$26.00	\$23.00 34%
77892	Fatal Attraction, Gallipoli Campaign #20 w/mag. Game of the pivotal battle of Leyte Gulf, a series of battles fought over four days in October 1944, that effectively destroyed the remaining Japanese naval forces. Moderate complexity, w/ 176 ship counters & 200 air & task force counters. 6hrs/turn, 25mi/hex. Historical, what-if & campaign scenario. W/ articles on the naval battles around the Philippines; US naval losses in WW2; kamikazee use in WW2. M.Stille'06	HP	NEW	n	\$22.50	\$19.00 46%
71086	Imperial Sunset, Back to Philippines #17 w/mag. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03	HP	NEW	Y	\$25.00	\$23.00 34%
80136	Kesselschlacht #3 w/mag. Game of the last week of the Wilderness Campaign, 1864, which ended with Grant's exceptionally bloody & fruitless attempt to storm the Confed fortifications at Colc Harbor. One wrong Confed move could end the war early, but if both sides play well it makes for an exceptionally tense, high stakes, impulse-driven game. 176 counters, are move map. M.Rinella'07	HP	NEW	n	\$28.00	\$26.00 26%
90710	Not War But Murder #19 w/mag. Game of the last week of the Wilderness Campaign, 1864, which ended with Grant's exceptionally bloody & fruitless attempt to storm the Confed fortifications at Colc Harbor. One wrong Confed move could end the war early, but if both sides play well it makes for an exceptionally tense, high stakes, impulse-driven game. 176 counters, are move map. M.Rinella'07	HP	NEW	n	\$28.00	\$26.00 26%
	Pocket at Falaise #27	HP	NEW	n	\$28.00	\$26.00 26%

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	w/mag. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.Raicer'09 / Articles on: Falaise Pocket, circle of fire; Figures Don't Lie, German losses at Falaise; Maczek's Tankers, rise of 1st Polish Armored Div; Tank buster aircraft at Mortain & Falaise; Fizzling Fish, failure of early US submarine warfare; 100 battles leading to an independent S.America; Canadian Maj. D. Currie & the Victoira Cross of Faliase; Neanderthals v Humans; Belgian Brigade in WWII.					
89426	Storm Over Taierzhuang 2nd #25	HP	NEW	n	\$28.00	\$25.00 29%
	Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large chinese forces armed with a small number of AT guns & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btlm lv 1day/turn, 0.5km/hex. T.Co'09 / Articles on: Taierzhuang & the Chinese NW Army; Chinese airforce in WW2; What makes a game Epic?; Random events; Groping for the New Paradigm Revisited; the Nuremberg Defense; What makes a good game package?					
90214	There Must Be A Victory #26	HP	NEW	n	\$28.00	\$25.00 29%
	w/mag. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressivness despite being outgunned 2-1. P.Rohrbaugh'09 Articles on: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lord Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military.					
82557	Toppling the Reich, Battles for Westwall	HP	NEW	n	\$35.00	\$32.50 28%
	ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios th work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06					
77222	Vallee de la Mort, Dien Bien Phu 2nd #16	HP	NEW	n	\$28.00	\$24.00 31%
	Revision & reprint of this game of the pivitol battle of the first Vietnamese War, Dien Bein Phu 1954, at which the Viet Minh besieged and starved the heart of the French arm in Indochina. Co/btlm level. 1wk/turn (1day/impulse), 700yd/hex, 280 counters. 5 short battle scenarios plus campaign. Also includes a mini game, Illusion of Victory, Btl of Na San, covering the successful French defense of a fortified complex that made the French hopeful in the DBP campaign. P.Rohrbaugh'06					
AH Avalon Hill Game Co.(AH)						
40477	Bitter Woods, the Battle of the Bulge	BC	NEW	Y	\$21.00	\$17.50 42%
	Rgt/brig lvl game of the Btl of the Bulge in a short scenario & longer campaign game. Intended for frequent replay with lots of unit abilities but modest complexity. 300 counter and a single unmounted map. Rgt lvl. R.Heller'98					
85740	Blitzkrieg, 2nd	FB	VGood	Y	\$10.00	\$5.00 75%
	Thin box. Missing 3 units, ID included. 2 corners repaired, edges worn, price on cover. Classic we all knew in the '60s, w/ '75 rules.					
88121	Gettysburg ['88]	FB	Excell	Y	\$24.00	\$19.00 5%
	Minor ding to 1 box btm corner. Simple, div lvl gm of Gettysburg in 3 daily scenarios & 1 page of rules (!). Good beginner's game. '88					
55271	Panzerblitz	BC	VGood	Y	\$19.00	\$15.00 40%
	Rules are photocopies. Original printing. Scotch tape on boarders of all scenario cards. Outer sleeve scuffed, and end panel edge repaired on its full length with tape; back panel paint speckled. Granddaddy of tac lvl gms. Covers platoon lvl combat on the East front, '41-44. JD'71					
45572	Princess Ryan's Star Marines	LB	NEW	Y	\$42.50	\$37.50 32%
	Large, colorful card-based game for 1-6 players. Star marine teams cooperate to combat Imperial Guard troops, while only 1 player's team can win. Low complexity, hi solitai suitability.					
88313	Russian Campaign, 2nd	FB	Excell	Y	\$19.00	\$12.50 11%
	Box edges scuffed, otherws v.clean. Classic gm of the war in the East, 1941-45. A step up from Stalingrad. J.Edwards'77					
59678	Stonewall in the Valley	BC	NEW	Y	\$49.00	\$46.00
	Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in ACW series. '95					
60815	Stonewall's Last Battle	BC	NEW	Y	\$50.00	\$47.50
	Rgt/div lvl gm of the battle of Chancellorsville & the movements that led to it. 5th gm in AH's Great Campaigns of the Civil War series. 5 scenarios including a short intro one. '96					
86867	Third Reich, 1st	BC	Excell	Y	\$10.00	\$5.00 81%
	Punched but never played. Minor wrinkling on 2 corners of box cover. First of 5 iterations of this now long standing classic of WW2 in Europe at a strategic level. Includes economics, air & naval. Simple mechanics mask a system rich with possibilities. J.Prados'74					
86138	Third Reich, 4th	BC	VGood	Y	\$20.00	\$14.00 53%
	CRT on map annotated. Rules highlighted in yellow. Scenario cards photocopied; otherws game complete. Many units written on blank backside, w/ unit ID added to face of unit for PBM. Box punctured, corners split & repaired. 4th edition of this version of the great classic. Complex 2-6 player strategic level game of war in Europe & NA. Includes economics & diplomacy. 3 scenarios ('39, 42 & 44) + Campaign game. HIGHLY RECOMMENDED. J.Prados, D.Greenwood'81					
85563	Wooden Ships & Iron Men, 1st	FB	VGood	Y	\$45.00	\$35.00
	Complete. 4 box corners & several major panel splits repaired, some w/ clear packing tape. Box cover has 6" razor cut & 1/2" bare spot, plus packing tape across cover. Components EX. HIGHLY RECOMMENDED ship to ship combat in age of sail. Lots of flavor, simple, great team play. '76.					
AH Victory Games(AH-VG)						
54467	Open Fire	BC	NEW	Y	\$29.00	\$26.00 19%
	Solitaire game of armored combat in France. Player assumes command of platoon of US units opposed by unpredictable German resistance. 6 mission types w/ roll-your-owns. G.Klug'88					
Amarillo Design Group(ADB)						
					http://www.starfleetgames.com	
90961	Star Fleet Battles Captns Basic Set, 4th	BC	NEW	n	\$24.50	\$22.00 37%
	Revised & reprinted edition of the classic SFB system rules, published by the original design team. '99					
Avalanche Press, Ltd.(Avalan)						
					http://www.AvalanchePress.com	
82071	Alamein	LB	NEW	n	\$130.00	\$120.00 40% Below Our Cost !
	Large, grand tactical level game of the key portion of the Alamein battles in N.Africa, June-Nov'42. 4 maps, 1960 counters, 6 scenarios. Co/Btlm level. 6hrs/turn. B.Nipple'07					

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86369	Alsace 1945 Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hr bitn/rgt/brig level, 140 countrs. '05	SC	NEW	n	\$15.00 \$13.00 35%
86368	Defiant Russia Small, simpler, fast playing strategic level game of the German attack on the USSR, targeted at beginners. Essentially the Stalingrad game of the 2000s. W/ 140 counters. W.Sariego'04	SB	NEW	n	\$15.00 \$12.50 38%
80159	Gazala 1942 Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05	SC	NEW	n	\$15.00 \$13.00 35%
84281	Great War at Sea, v.12: Jutland 1914-18 Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06	BC	NEW	n	\$47.50 \$42.50 35%
70468	Panzer Grenadiers, Afrika Korps Platoon level tactical combat using the Pzr Grenadier system, set N.African desert. Stand-alone game. Includes 50 scenarios of the armored battles of 1940-1. Includes 737 counters, 3 maps. 200m/hex, 30min/turn. '02	BC	NEW	n	\$47.00 \$41.00 37%
86375	Panzer Grenadiers, Beyond Normandy Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the days after D-Day near Caen in the British sector. 3 historical maps, 583 counters, 44 scenarios. '05	BC	NEW	n	\$47.50 \$42.00 35%
77559	Panzer Grenadiers, Eastern Front Revision & expansion of the original PG game, now with 112 scenarios, 8 maps & 660 2/3" counters. Platoon level tactical combat from WW2 East Front 1941-2 using an impulse movement system. Components are nothing sort of gorgeous all around. 200m/hex, '05	BC	NEW	Y	\$65.00 \$60.00 20%
86376	Panzer Grenadiers, Road to Berlin Stand-alone game using the PG system of platoon level combat. This game covers the fierce, chaotic battles near or in Berlin in Apr-May 1945. Lots of Tiger & Stalin heavy tanks, SS troops, Hungarians, etc. 8 maps, 660 counters, 75 scenarios. '06	BC	NEW	n	\$52.00 \$49.00 35%
80202	Red God of War, Operations Mars 1942 Game of the Soviet Mars offensive in late 1942, in which the Soviets attacked the German lines closest to Moscow. The Germans achieved a defensive victory. Uses the America Triumphant/Alsace game system. Fast playing, 280 counters, 5mi/hex, rgt/div level. '05	HC	NEW	n	\$21.00 \$18.00 40%
80171	Red Vengeance, Defeat of Nazi Germany Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06	SC	NEW	n	\$14.00 \$12.50 38%
86528	Second WW at Sea, Bismarck Commerce raiding & naval combat in the North Atlantic early in WW2, including both the Bismarck's foray. 280 counters, 3 maps, 12+ scenarios. '06	HC	NEW	Y	\$52.50 \$50.00 17%
79841	Second WW at Sea, Eastern Fleet 2nd 2nd is a simple reprint with pictures instead of illustrations on box cover. Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '07	HC	NEW	n	\$48.00 \$45.00
91037	Second WW at Sea, Midway 2nd Reprinted in a HC box. Large game of the battle of Midway at both operational and tactical level, with 490 counters, 2 maps, and many what-if scenarios of naval combat in the central Pacific. '02	HC	NEW	n	\$39.00 \$35.00 36%
82997	Third Reich, 6th "3rd Ed" in Avalanche's count. Updated rules & a new cover of this great classic game of WW2 in Europe & N.Africa. Complex 2-6 player strategic level game of war in Europe & NA. Includes economics & diplomacy. 3 hardbound maps, 840 counters, 3 scenarios ('39, 42 & 44) + Campaign game. HIGHLY RECOMMENDED. J.Prados'07	BC	NEW	O	\$45.00 \$40.00 38%
Avalon Hill GENERAL Mag(AH Gen)					
79273	General Magazine 30/1 30/1. Insert & pgs 31-34 (w/ 2 ASL scenarios) missing. Articles include: 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 the 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	n	Excell	Y	\$7.50 \$5.00
79274	General Magazine 30/2 30/2. Insert & pgs 31-34 (w/ ASL scenarios) removed. Articles include: 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	n	Excell	Y	\$7.50 \$5.00
71873	General Magazine 31/5 31/5. w/ inserts. 2pgs with 2 ASL scenarios removed. This issue contains 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	n	NEW	Y	\$9.00 \$5.00
Bill Cobb Productions Inc(Cobb)					
81980	Berzerkerbirdz Extreme Sports Arena Game Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07	LB	NEW	n	\$26.00 \$20.00 50%
Clash of Arms(CofA) http://www.clashofarms.com					
80808	Command at Sea: Rising Sun 3rd [ZL] No box or dice, otherws the same big bundle. Huge minatures-oriented gm system recreating air & naval combat in the Pacific, '41-3, in 50 scenarios & excell scenario generator. Gorgeous, detailed counters provided for ships & aircraft. Slick system. Significant revisions to all most components. L.Bond, C.Carlson, E.Kettler'94	zl	NEW	Y	\$65.00 \$52.50 11%
89781	Harpoon, 4th Highly popular, minatures style table top gm of modern air-naval tac combat w/ highly detailed rules & data. Includes data on planes & ships of 14 nations. L.Bond'97	BC	Mint	n	\$49.00 \$44.00 33%

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Columbia Games(ColumG) http://www.columbiagames.com					
82278	East Front II	BC	NEW	n	\$85.00 \$79.00 21%
Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasus, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06					
Critical Hit(Cri) http://www.criticalhit.com					
80026	ATS: Arnheim, Defiant Stand	BC	NEW	n	\$50.00 \$42.50 39%
FREE copy of 2nd ed map (which makes this a 2nd ed game) upon request. Boxed game using the Advanced Tobruk system 2nd edition, an ASL look alike. The British 1st Airborne (Red Devils) defend Arnheim and its key bridge against determined and well prepared assaults by a variety of Germany's best troops. 2 maps, large number of counters. '03					
90852	ATS: Basic Game 1a [2nd]	zl	NEW	n	\$18.00 \$16.00 36%
Reprinted. Complete game intended as an introduction to the Advanced Tobruk game system. Includes 3 counter sheets (316 counters), one map, German & British units. Scenarios are the ATS version of the Action at Carentan (ASL) kit. '05					
84830	ATS: Basic Game 2, Streets of Stalingrad	zl	NEW	n	\$21.00 \$19.00 37%
Adv Tobruk system game intended to provide an easy avenue into the ATS game system, while providing lots of new toys all within the inferno of the Battle of Stalingrad during the fall of 1942. Includes a full sized color map of historical terrain, 4 scenarios, counters. '05					
81986	ATS: Parker's Crossroad	Fo	NEW	n	\$20.00 \$15.00 50%
Historical ATS scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection near Bastogne against repeated attacks by 2nd Panzer & infantry units during the Battle for the Bulge. Contains 85 units, historical maps & 12 scenarios. '07					
Days of Wonder(DayWon) http://www.daysof wonder.com					
90933	Colosseum	FB	NEW	n	\$28.00 \$17.50 65%
Elaborate Euro-style game in which players are Roman VIPs seeking to gather the greatest crowd by putting on spectacles each in their own colosseum. W.Kramer, M.Lubke'07					
90137	Memoir '44	FB	NEW	n	\$39.00 \$37.50 25%
Somewhat abstracted, grand tactical level game of the D-Day invasions with customizable mapboard (that is, hex tiles) and 180 plastic minis that correspond to each sides' weapons. 15 scenarios, simpler & fast playing game using the BattleCry! system. which is partly card-driven. R.Bord'04					
90959	Memoir '44: Sword of Stalingrad BATTLEMAP	Fo	NEW	n	\$16.00 \$13.00 35%
Expansion kit for Memoir'44 that focuses on the bitter battles for Stalingrad and includes maps of Stalingrad, 2 large-scale scenarios, 2 standard scenarios, a new combat deck designed for urban warfare, plus Summary Cards for previous Battle Maps & the Med Theater exp. '09					
Decision Games S&T Games(DecS T) http://www.decisiongames.com					
90918	Black Prince, Crecy & Navarrete #260	n	NEW	n	\$19.25 \$17.50 30%
w/mag. 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					
90437	China, Battle for... 4th #259	n	NEW	n	\$19.25 \$17.50 30%
w/mag. 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.					
89170	Chosin, X Corp Escapes the Trap #257	n	NEW	n	\$20.75 \$18.50 29%
w/mag. 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 WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.					
87840	First Air Battle Over Britain #255	n	NEW	n	\$19.00 \$16.50 34%
w/mag. 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 in Sand Creek & Franklin; the Colombian battalion in the Korean War.					
85480	Forgotten Napoleonic Campaigns #249	n	NEW	n	\$18.25 \$16.00 33%
w/mag. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btl/n/rgt level. J.Miranda'08					
85908	Holy Roman Empire #247	n	NEW	Y	\$21.00 \$20.00 17%
w/mag. Roman Empire under the Hapsburgs take on the new nation-states of Europe: 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 Warsaw. 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.					
83018	Manila '45, Stalingrad of Pacific #246	n	NEW	n	\$17.50 \$15.00 38%
w/mag. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btl level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07					
88443	Marlborough's Btles, Ramillies etc #256	n	NEW	n	\$19.00 \$17.00 32%
w/mag. 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.					
80747	Sealords, Vietnam War in the Mekong#243	n	NEW	n	\$18.25 \$16.50 31%

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)
78859	Twilight of the Ottomans #241 w/mag. 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. Contains 280 counters, square grid map. Units co to div level; 6.2mi/hex; 7-30days/turn. J.Miranda'07	n	NEW	n	\$18.25 \$17.50 27%
	w/Mag. 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 attack 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' in Italy, 1799. J.Miranda'07				
Decision Games(DecGms) http://www.decisiongames.com					
89098	USN Deluxe [2nd] Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 12/41-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the th Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04	BC	NEW	n	\$62.00 \$55.00 31%
Decision Gms World at War(DecWaW) http://www.decisiongames.com					
90274	Arriba Espana! 4th # 8 4th edition of this small game of the Spanish Civil War, 1936-9, played on an 11x17 color, area map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Packaged in a metal tin. B.Train'09	n	NEW	n	\$19.25 \$17.50 30%
91057	Coral Sea Solitaire #10 w/mag. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player control the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / Articles on: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1943; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensive in the Med 1943; Operations research in WW2.	n	NEW	n	\$22.50 \$21.00 30%
90781	Destruction of Army Group Center 2nd # 9 w/mag. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes th 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	n	NEW	n	\$19.25 \$18.00 28%
89840	Greek Tragedy, Italian Inv of Greece # 7 w/mag. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / Articles on: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945; Assaulting Eben Emael.	n	NEW	n	\$19.25 \$16.50 34%
Dinner Party Games(Dinner)					
77415	Honky Tonk Homicide Role Playing Game A LARP (live action role playing) game of an investigation of a murder that occurred during Karaoke Night at Bubba's Bar in a small Texas town. Discover the dirty secrets, double lives, affairs and alien abduction claims hidden in the community. Plays in 2-3 hours, for 8-10 players; just add real BBQ for a memorable party. '06	SC	NEW	n	\$19.00 \$17.50 42%
Eagle Games(EGLE) http://www.eaglegames.net					
82493	Alexandra Kosteniuk's Chess Chess set w/ wood game pieces together w/ a color, 16pg tutorial booklet written by chess master (& fashion model) Alexandra Kosteniuk. '05	FB	NEW	n	\$14.00 \$10.00 60% Below Our Cost !
90162	Attack! Large 2-4 player game of WW2-era combat w/ hundreds of plastic minis of tanks, planes, artillery & infantry, plus colorful cards for naval & economic resources. Map covers the Americas, Africa & Europe. '03	LB	NEW	n	\$18.00 \$15.00 63%
82480	Conquest of the Empire 2nd Updated, more colorized & graphically current revision of this longtime favorite, redesigned by the original designer. Strategic area-move game of empire building & conflict, with economics, during the Roman era. '05	LB	NEW	n	\$33.00 \$33.00 45%
86992	Railroad Tycoon: Rails of Europe Kit 3-5 player kit adding components necessary to play the RR Tycoon game on a map of Europe, with new rail barons, new cards, and a system that brings players into swift contact. For 3-5 players. '08	LB	NEW	n	\$27.50 \$24.00 20%
Euro Games / Descartes(EuroG) http://www.descartes-editeur.com/english.htm					
69273	Civilisation [French Edition] French printing (with English translated rules & card explanations) of this HIGHLY RECOMMEND 2-7 player game of cultural development & migration thruout Europe, Eurasia & N.Africa. Simple mechanics that reward cooperation & negotiation. Can be long. '01	LB	NEW	Y	\$52.00 \$47.50 27%
Excalibre Games(Excal)					
78513	Panzer, 2nd Reprint of this detailed, colorful game of tactical armored combat in the east, 41-45. Sister game to 88 & Armor.	BC	NEW	n	\$30.00 \$27.00 33%
88898	Wings, 2nd Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93	BC	NEW	n	\$29.00 \$26.00 35%
Fantasy Flight Games(FFG) http://www.rpg.net/ffg					
78195	Arkham Horror 2nd 18th Anniv edition of this board game of Cthulhu. 1-8 players investigate mysterious & horrific events, attempting to close magical gates & save the space-time continuum. Based on HP Lovecraft stories. R.Launius, L.Willis, C.Krank'05	LB	NEW	n	\$45.00 \$35.00 30%
86521	Britannia, 3rd Revision of AH's HIGHLY RECOMMENDED, simple, FUN 3-5 player game of ethnic migration & conflict in Britain between 43-1066AD. Primary change is a massive graphic overhaul. Inspired later Maharaji game. L.Pulsipher'05	FB	NEW	n	\$37.00 \$34.00 32%
90166	Talisman 5th	FB	NEW	n	\$47.00 \$43.00 28%

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	Aka 'revised 4th ed.' Update of the '07 SabreTooth version of this highly popular & sought after, simpler, fun & RECOMMENDED 2-6 player board game of fantasy adventuring. Players choose a character (each with unique abilities) & a corresponding, detailed plastic mini, then move around a board encountering adventures and accumulating \$ and abilities, eventually seeking to win by defeating the Dragon King in the center of the board. This version adds new rules, all new graphics, new plastic minis, stackable markers, and tweaks the box art. R.Harris'08				
91230	Wings of War, Famous Aces	FB	NEW	n	\$25.00 \$23.00 34%
	2-4 player game. First of an intended game series that uses both a board & cards to cover air combat in WW-1. Can be combined with later games (or with other copies of same game) to allow larger battles or more platers. Includes 23 plane types (5 models of Spad XIII, Albatros D Va, Sopwith Camel, Fokker Dr1, Sopwith Triplane). Includes rules for ace pilots. Multi-lingual rules. A.Angiolino, P.Paglia/Nexus Games'04				
81078	Wings of War, Watch Your Back	FB	NEW	n	\$22.00 \$20.00 33%
	Game that can mate with first in the series, Famous Aces. 2-4 player game series that uses both a board & cards to cover air combat in WW-1. Multiple sets can be used to allow larger battles or more platers. Includes 18 plane types (5 models of Nieuport 11, Hanriot HD.1, Halberstadt D.iii, DH4, Ufag C.1). Includes rules for ace pilots. '05				
Fiery Dragon Productions(Fiery)					
72132	China, Battle for..., Revised 2nd	SC	NEW	n	\$13.00 \$12.50 38%
	2nd ed & further revision of this small game of Japan's attempt to conquer China, 1937-41, using an 11x17 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'04				
Fire Fight Games(FireFi) http://www.FireFight-Games.com					
85076	Eastern Operatn, Jap.Conquest of Hawaii	Fo	NEW	n	\$15.00 \$13.50 16%
	Interesting game of what of one of the great hypothetical opportunities of WW2, a Japanese invasion of Oahu in the Hawaiian Islands as a follow up to the raid on Pearl Harbor. Includes 2 maps, one operational & one tactical; air, naval & ground units included. P.Rohrbauch, P.Moore'06				
Flying Buffalo(FlvBuf) http://www.flyingbuffalo.com					
79732	Nuclear War '02]	HC	NEW	n	\$21.00 \$18.00 40%
	This edition sports new card graphics plus 2 new cards. Great, HIGHLY RECOMMENDED card game of nuclear exchanges between 3-6 players. '02				
Flying Frog Productions(FlvFrg)					
82500	Last Night on Earth, the Zombie Game	LB	NEW	n	\$36.00 \$32.00 36%
	Fast playing, 2-6 player game in which players are either humans trying to survive the night, or zombies trying to eat the humans. Choose from 8 heroes each with unique qualities, and multiple scenarios. Includes 22 28mm minis, a CD soundtrack w/ zombie music. '07				
84189	Last Night on Earth: Growing Hunger Kit	FB	NEW	n	\$25.00 \$22.00 45%
	Kit adding new game mechanics & 3 new scenarios plus a 2-player mini game. Also adds 4 new heroes & 7 new red zombies, new game boards & new cards. '08				
GMT Games(GMT) http://www.gmtgames.com					
82891	Combat Commander, Europe	DC	NEW	Y	\$65.00 \$62.50 21%
	Card-driven game of tactical combat in Europe. This first game in the CC series covers Germany, the US & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 doublesided mapsheets, 492 counters. 100ft/hex. '06				
78322	Europe Engulfed 2nd	LB	NEW	n	\$55.00 \$54.00 45%
	Complete 1st ed but includes insert with ALL 2nd ed updates (so 2 sets rules & counters). 2nd ed adds a few more markers & incorporates errata in rules, only. Reprint of the simpler game of WW2 thruout Europe and N.Africa using a variation of Columbia's Block system and an emphasis on playability. Land units are wooden blocks providing a degree of hidden movement. Special actions add additional movement phases or combat, amphibious or airborne assaults, even actions during opponent's turn. 283 wooden blocks, 244 counts, 2 maps & 24! dice. Includes production & strategic warefare, special actions, air & naval assets, forts, etc. For 2-3 players. R.Yount, J.Evans'06				
80187	Paths of Glory, First World War: DLX MAP	n	NEW	n	\$15.00 \$14.00 30%
	Cardboard-mounted map (rather than paper only), with an updated copy of the PoG rules. '05				
76859	Savannah	BC	NEW	n	\$39.00 \$25.00 58% Below Our Cost !
	4th game in the Am Rev War series. Covers the combined French & American assault on British-held Savannah, Sept-Oct 1779. Enlarges the tactical game system to cover month's time, and adds a 55-card deck of random events. Brits are outnumbered 2:1, but outgun the allies 2:1 as well. 3rd player can play French. 200yd/hex, 1hr/turn tactics 1-3days/turn strategic, btln/rgt level. M.Miklos'05				
GMT C3i Magazine(GMTC3i) http://www.gmtgames.com					
91128	C3i Magazine #22	n	NEW	n	\$14.00 \$12.50 38%
	A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). Articles on: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadians variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55B scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; Pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09				
91138	C3i Magazine #23	n	NEW	n	\$14.00 \$12.50 38%
	w/mag. 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 Colors; Red Winter preview; history of the Peloponnesian War; history of the Mauryan Empire & Chandragupta; Elusive Victory additional rules & what-if scenarios. '09				
Hasbro: New Avalon Hill(HB-AH) http://www.avalonhill.com					
73288	Axis & Allies Miniatures Booster Set 1	SB	NEW	n	\$9.00 \$5.00 50% Below Our Cost !
	Booster kit containing 9 random 15mm minis plus stat cards from the 48 mini base set universe. '05				
73296	Axis & Allies Miniatures Booster Set 2	SB	NEW	n	\$9.00 \$5.00 50% Below Our Cost !
	Booster kit containing 9 new minis from a 45-mini universe from the Eastern Front, including 3 new unit types (snipers, paratroopers & cavalry), as well as 3 new nations (China, Poland & Rumania), plus 4 new tanks (King Tiger, Joseph Stalin II, Nashorn, T34-85). 15mm. '05				

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76217	Axis & Allies, D-DAY 2-3 player, simpler game using a variant of the A&A system but focused on the battle for the D-Day beachheads and a longtment on the continent. W/ 3 players, the Allies are divided between US & Britian. Includes 240 plastic pieces (infantry, artillery, tanks, forts, fighters & bombers). '04	LB	NEW	n	\$34.00 \$30.00 45%
86353	Axis & Allies, GUADALCANAL New Axis & Allies system game covering the Guadalcanal campaign in the South Pacific, 1942-3. Includes key factors of the campaign, including air strip construction, troop supply transport. Includes 172 plastic inf, artil, AA, aircraft & ship minis. Covers the area of "the slot" between Bougainville & Guadalcanal. L.Harris'07	LB	NEW	G	\$40.00 \$36.00 28%
83588	Diplomacy 4th Fourth edition of this simple, classic game of diplomacy, negotiation and back stabbing set around the pre-WW1 situation. HIGHLY RECOMMENDED if you have 7 crafty players & a full evening. '08	BC	NEW	n	\$21.00 \$21.00 30%
78657	Monsters Menace America Fast playing, 2-4 player game of mayhem as players in the form of giant monsters (think Godzilla), as well as allied military units, fight other monsters as well as trample gree American cities. Last monster standing wins. Includes 6 plastic Giant Monsters minis, 44 plastic military units (aircraft, ships, tanks, etc), Monster mutation & military research cards, large map of the whole of continental US. Revised from AH's Monsters Ravage America. '05	FB	NEW	G	\$33.00 \$30.00 33%
Heat of Battle(HOB) http://www.heatofbattle.com					
90676	ASL:Kreta, Operation Merkur Scenario kit covering the battles for control of the key Maleme airfield during the para assault on Crete, May 1941. Includes 56x40 historical map, 120 counters, Chp OM, 8 scenarios, 10 geomorphic map sections. '08	Fo	NEW	n	\$58.00 \$54.00 25%
Hiatt & Hiatt Enterprises(Hiatt)					
84201	Settlers of Catan, 5th: YuCatan Kit Kit adding a custom board expansion to the 2007 version (5th ed) of Settlers of Catan. '08	Fo	NEW	n	\$18.00 \$13.50 46%
L2 Design Group(L2DG) http://www.l2designgroup.com					
80080	Bitter Woods, 4th: Expansion Kit Must ship as boxed item due to size. Kit w/ new rules & additional map for this game. '04	Fo	NEW	n	\$21.00 \$20.00 20%
90168	Bitter Woods, the Battle of the Bulge 4t 4th ed includes an overly big box, and further graphical updates. Counters are now 5/8", the map mounted, and the rules revised with new scenarios. But \$70 list? Rgt/brig Iv game of the Btl of the Bulge in a short scenario & longer campaign gm. Intended as a most historical simulation of this oft-gamed offensive. R.Heller'03	LB	NEW	n	\$66.00 \$62.50 11%
88940	Russia Besieged Nicely produced corp/army level game of the war in the east, 1941-5. Includes production and step reduction. 420 1/2" counters. A.Lupinacci'04	LB	NEW	n	\$66.00 \$60.00 20%
90457	War at Sea 4th Large, colorful reprint of this very simple, quite fun game of the naval war in Atlantic & Med during WW2. Revised & seriously upgraded from the earlier Jedko & AH versions adding such nicities as admirals & mines, refueling at sea, etc. J.Edwards'07	LB	NEW	n	\$55.00 \$52.00 13%
Matrix Games(Matrix) http://www.MatrixGames.com					
81236	Band of Heroes 1st Very low level tactical combat between US 82nd & 101st Airborne and various German units during D-Day & the immediate aftermath near the Normandy beachhead in 16 scenarios. 480 counters, 6 geomorphic boards. 50m/hex, sqd level. 2-5min/turn. Uses the Lock'n'Load system with stunning graphics all around. M.Walker'05	BC	NEW	n	\$38.00 \$33.00 53%
Mavfair Games(Mavfr) http://www.coolgames.com					
89916	Martian Rails Empire Builder game system applied to the planet Mars, as known by both science & popular fiction. Includes 8-legged Throats, warring natives, blue beer, rayguns & more fun. For 2-6 players. R.Stribula'09	DC	NEW	n	\$35.00 \$32.00 24%
66232	Modern Art, 3rd Minor ding to side panel w/ crease along box btm. edge. Revision w/ improved components of this Americanized version of the German game. Buy & sell collectable art work at auction. R.Knizia'04	SC	NEW	n	\$18.00 \$14.00 44%
83634	Settlers of Catan, 5th Revision & graphic overhaul of this incredibly popular, appealing game w/ different colored pieces allowing 5-8 players using 2 copies of the game. Americanized version of game named German Gm of the Year in '95 (die Siedlers). Players compete for control & development of an island created with tiled terrain. '07	DC	NEW	n	\$34.00 \$31.00 26%
83595	Settlers of Catan, 5th: Pre-2007 Adapter Small kit that serves 2 purposes: (1) allows retrofitting editions of Settlers of Catan base game prior to the 2007 5th ed to the 2007 version of Seafarers; and (2) provides a frame to hold the 19 hexes of Island Catan, including the 5-6 player kit, and harbor pieces that allow varying its location. '08	Fo	NEW	n	\$9.00 \$7.50 25%
64890	Settlers of Catan: Cities & Knights 5-6P Add-on kit allowing 5 or 6 players to play Cities & Knights version of Settlers of Catan. Adds more commodities, more progress cards, more knights, city walls, & rules. Req Cities & Knights, Settlers, & Settlers 5-6 Player kit to play. '00	SB	NEW	n	\$12.50 \$7.50 63% Below Our Cost !
87638	Tigris & Euphrates 4th 2nd revised, all-English version. 4th ed includes new 2 sided board, 4 civ bldgs & an advanced scenario. Simple, ahistorical game of civilization development & trading for 3- players. Fairly abstract, with emphasis on player interaction. '08	DC	NEW	n	\$42.00 \$37.50 32%
Milton-Bradlev(Milton)					
87952	Axis & Allies, 2nd About 15 pieces fallen from tree but game obviously not used & otherws mint. 1 corner repaired. 2-5 player, fast moving, fun game of WW2 w/ productn and diplomacy. Recommended. Going out-print (again). L.Harris'86	LB	Mint	Y	\$15.00 \$10.00 78%
69770	Candyland V.simple roll-the-die-&-move board game. It was *my* first game...a classic children's first game that teaches color matching & the flow of board gaming. '04	LB	NEW	n	\$13.00 \$10.00 33%
Mings Enterprises(Ming)					

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82433	Texas Revolution, 3rd 2nd ed added Spanish language rules & new scenarios; 3rd ed included revised rules. Mexico under Gen. Santa Anna attacks a rebellious Texas, supported by the US, 1830 Good game. D.Mings'91	LB	NEW	G \$25.00	\$20.00 20%
Miscellaneous Publishers(Misc)					
77721	Chess-Checkers-Backgmn Magnetic Trvl Set Backgammon parts used once. 3-in-1 Magnetic Travel Combo set including chess, checkers & backgammon. Includes simplified rules for backgammon (only).	FB	Excell	Y \$8.00	\$5.00
87639	Drinking Suddz Finally, a drinking game involving strategy (however minimal). Designed by a bar owner & playable with 2+ players. '08	FB	NEW	Y \$16.00	\$12.50 38%
77719	Poker Chip Rack w/2 Card Decks Deluxe Poker Chip Rack spinner w/ 200 chips in 4 colors, 2 decks of cards, & black plastic rack.	FB	NEW	Y \$8.00	\$5.00
Multi-Man Publishing.(MMP) http://www.advancedsqadleader.com					
90473	ASL: Journal #7 Includes cardstock board A; ASL 3rd & AOO errata; articles on: Croation 1st Lt Inf Para Btltn; Op Veritable scen 26 analysis; Hidden initial placement; 12 scenarios; British para units, pt. 2. Magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios, & errata. '06	n	NEW	n \$20.00	\$19.00 21%
90183	ASL:Starter Kit #1 Complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans. Includes 280 counters, 2 maps, along with tutorial style rules. '04	BC	NEW	Y \$25.00	\$22.50 6%
88907	Panzerblitz, Hill of Death 2nd Complete modernization of this classic game of platoon level tactical armored combat focused on one area of Normandy near Tourmaville, summer 1944. Includes one mapsheet with 8 historical maplets for each of 8 historical battles, large & small. System now uses a chit activation system making for fluid actions, fog of war. 15min/turn, 250m/hex, pltn level. '09	BC	NEW	n \$30.00	\$28.00 26%
87972	Storm Over Stalingrad Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btltn level. T.Nakamura'08	BC	NEW	n \$36.00	\$34.00 23%
Omega Gms PAPER WARS Mag(OmePPW)					
89602	Paper Wars Magazine #63 50pg magazine containing thoughtful reviews of: Columbia's Gettysburg; Histogames' Friedrich; ATO's the Big Push; SPI's Prestags; Alea's Libertadores; Vae Victis's Jours de Gloire; ADG's 7 Ages; PacRim's Korea 1995/2005; GMT's Grt Btltns of Alex & Tyrant; Malycky's Kyivan Rus; MMP's 3 Btltns of Manassa; Schutze March on Rome; DG's 7 Years World War #221; Sunset Games' Sakhalin 1945. '06	n	Mint	Y \$4.00	\$2.50 58%
Osprey Military Books(Osprey) http://www.OspreyPublishing.com					
83744	Osprey Books: GRAPHIC HISTORY Series Hell Broke Loose, Battle of Gettysburg. Proof copy. 48pg comic book style history of the battle of Gettysburg. '06	Bk	NEW	n \$5.00	\$2.00 80%
Paizo Publishing(Paizo)					
82441	Kill Doctor Lucky 3rd 2nd reprint of this simple, humorous card game for 3-7 players. This edition is entirely colored w/ components like Euro games. Akin to clue, except that players try to gather a weapon, find Dr. Lucky, & try to be the first to knock him off. '06	BC	NEW	n \$26.00	\$22.00 37%
Phalanx Games(Phalanx)					
86241	House Divided, American Civil War 3rd Simple, RECOMMENDED game of the American Civil War using a simple area move system of the US. Long a classic game, this edition sports a new & very pleasing map as well as colorful counters. Well suited to beginners and tournament play; games can be completed in as little as an hour. 160 counters, 1 map, 3 standup leaders. F.Chadwick'03	LB	NEW	n \$35.00	\$32.00 29%
Prism Games (aka TimJim)(TimJim)					
69790	2038, Tycoons of the Asteroid Belt 3-6 rival corporations compete in the asteroid belt for \$. Manipulate stock, explore & mine. Many novel twists in this innovative 18x series game. J.Hlavaty, T.Lehmann'95	BC	NEW	Y \$36.00	\$32.50 35%
Rio Grande Games(RIO) http://www.riograndegames.com					
86352	Carcassonne Includes the Rivers expansion kit. Players develop the area surrounding Carcassonne, France, using a tile system w/ varying terrain. Players maneuver followers on the terrain in the form of thieves, farmers, knights & monks to score points for the value of the terrain. A simple 2-5 player game. CJ Wrede'01	BC	NEW	n \$21.00	\$18.00 40%
68979	Carcassonne: the Count Expansion Small expansion kit adds 12 new tiles representing the city of Carcassonne, a wood figure for the Count, and a procedure where players gain followers when they help others score points. '04	SB	NEW	n \$4.00	\$2.50 58% Below Our Cost !
SPI Games(SPI)					
38823	Arena of Death Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80	HC	NEW	Y \$9.00	\$5.00 50%
44440	World Killer Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80	HC	NEW	Y \$7.50	\$5.00 38%
Steve Jackson Games(SJG) http://www.sjgames.com					
79214	Munchkin Card Game	SB	NEW	n \$18.00	\$15.00 40%

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Part#	Game Title & Edition	Box	Out of	Our Normal	Special 1st Purchase
		Condn	Print ?	Cash-Basis Price	Cash Price (% off List Price)
	Simpler, humorous and FUN multiplayer card game that spoofs D&D-style role playing. All you have to do is KILL KILL KILL everything you meet & grab the magic loot (such as the Horney Helmet or the Chainsaw of Bloody Dismemberment). '01				
81177	Munchkin Cthulhu Card Game	SC	NEW	n \$17.00	\$15.00 40%
	Stand-alone, matable card game in the Munchkin series. This time the game lampoons Lovecraft's classic Mythos & the horror gaming genre. Adds 4 new classes, including the cultist, and many monsters from beyond our reality. Can be combined with any of the other Munchkin system games. '07				
87900	Munchkin Quest 2: Looking for TroubleKit	FB	NEW	n \$26.00	\$21.00 40%
	Kit for Munchkin Quest that adds traps, weapons, 18 new rooms including the Tomb Room & others each with special powers. New scrolls & potions, curses etc. '09				
86687	Munchkin Quest, the Munchkin Boardgame	FB	NEW	n \$35.00	\$27.50 45%
	A board game version of Munchkin, using a board formed with geomorphic tiles to create a dungeon, and with the same tongue in cheek humor of the Munchkin card games S.Jackson'08				
Twilight Creations(Twilig)					
83917	Innsmouth Escape	FB	NEW	n \$22.50	\$12.50 69% Below Our Cost !
	2-5 player Cthulhu-themed game in which Miskatonic U students on a field trip are kidnapped; one escapes & must rescue the others from the Deep Ones played by other players, who seek to trap the student. '08				
74680	Zombies!!! 3rd	FB	NEW	n \$21.00	\$20.00 29%
	Revision of this boardgame playing off the movie. 3rd ed adds new rules, updates the graphics for greater effect, and enlarges the box to store all those zombies. A blood & guts thriller. Includes 100 plastic figures & played on a tile map. Origins award for graphic presentation in '01. This version enlarges the box for added storage, updates the art, provides expansions & revised/update rules, plus a brand new female zombie figure. '06				
74681	Zombies!!!: Not Dead Yet! Kit	SB	NEW	n \$8.00	\$5.00 50% Below Our Cost !
	Expansion kit providing 50 new event cards plus rules for custom event decks. '03				
80730	Zombies!!!: School's Out Forever Kit	SB	NEW	n \$8.00	\$9.50 37%
	Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06				
74684	Zombies!!!: Zombie Corps(e) Kit	SB	NEW	n \$10.50	\$7.50 50% Below Our Cost !
	Expansion kit proving 15 new map tiles, 30 event cards, & 6 invaluable glow in the dark Zombie figures. '02				
Udo Grebe COMMAND & STRAT(UGG CS) http://www.UGG.de					
91156	Blitzkrieg 1940 2nd # 7	HC	NEW	n \$33.00	\$30.00 33%
	w/mag. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10				
Udo Grebe Game Design Co.(UGG) http://www.UGG.de					
67379	Empires of Apocalypse: Morsecode 2nd	DC	NEW	n \$33.00	\$31.00 47%
	2nd ed rulebook included w/ a lower price. First of a planned series of mating Op-Strategic lvl WW2 games. This one covers the Western Fronts including France, England & Italy thruout WW2 at corp level with single, colorful but stylized map. Monthly turns, 25mi/hex. 7 theatre scenarios plus the grand campaign. U.Grebe'99				
Valley Games(Valley)					
89019	Hannibal, Rome v Carthage 2nd	DC	NEW	n \$49.00	\$46.00 29%
	Update of this RECOMMENDED, strategic lvl gm of the 2nd Punic War, 218-203BC, using a modified We the People system. Card play allows limited actions such as movin leaders, levying new troops, reinforcing existing armies, gaining polical control, moving, etc. M.Simonitch'07				
86613	Titan 2nd	LB	NEW	n \$50.00	\$42.50 39%
	Revision & graphic update of this highly popular fight to death among 2-6 players in a magical land & mythological units, served up in a ton-of-bricks box. All boards now mounted, making for the weighty box. Components have been upgraded graphically. '08				
Wargames4Sale.com(Warg4S) http://www.Wargames4sale.com					
77964	Internet Wargames Catalog 5th	Bk	NEW	Y \$6.50	\$5.00 67% Below Our Cost !
	54pg, 8.5x14" sized, booklet (w/ small print) covering 3500+ collectable quality boardgames and wargames from the 50s to current. Provides basic game details (year published, publisher, period, designer); gives HI, LO & AVG prices based on eBay final sales prices (and also provides data for 4th edition). Very useful for pricing games either when selling or for insurance documentation. R.Steinberg'05				
West End Games (D6 Legnd)(WEG)					
82966	Junta, 3rd	BC	NEW	n \$35.00	\$29.00 36%
	Revision of this longtime classic game w/ new artwork. Simple & wild 2-7 player game of power politics within a banana republic, with elaborations. If your faction isn't receive a big enough cut of graft from El Presidente, then collude with others to delcare a coup & shake things up so you do get your share. V.Tsao, B.Grossman, E.Goldberg'05				
Xeno Games(Xeno) http://www.xenogames.com					
88283	Pacific at War	LB	NEW	G \$50.00	\$42.50 29%
	Stand-alone sequel to Europe at War, an Axis & Allies clone variation. Covers the War in the Pacific during WW2 at a strategic scale, w/ a single large color map & 395 plastic military pieces. 2-4 players. G.Selkirk'03				
Z-Man Games(Z-Man) http://www.ZManGames.com					
91313	1960: Campaign Manager 2008 Kit	BC	NEW	n \$22.00	\$19.00 37%
	Kit for this 2008 Intl Gamers Award winner. Adds material to this base game to re-fight the 2008 presidential election in 20 key states between 2 players & the Obama & McCain camps. '10				
89027	Ideology, War of Ideas 2nd	FB	NEW	n \$37.50	\$16.00 68% Below Our Cost !
	Update w/ nicer graphics & addtl rules. Abstract boardgame in which players "play" one of history's dominant economic ideologies (Capitalism, Facisim, Communism, Imperialism and Fundamentalism) and various cultural, economic and military influence to control countries of the world. '09				

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