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

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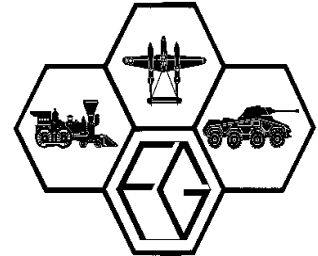
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6. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. While we generally have multiple copies of items listed, stock is limited, and subject to prior sale.
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We hope *Fine Games* can help you with your gaming hobby years into the future! Michael Dean, Mr Fine Games

Part#	Game Title & Edition	Box	Out of	List	Our Normal	1st Purchase	(% off)
		Condtn	Print ?	Price	Cash-Basis Price	Cash Price	List Price)
<b>AH Avalon Hill GENERAL Mag (AH Gen)</b>							
43851	General Magazine 31/5	n	Almost New	Y	\$5.00	\$4.43	12% Savings
Cover beginning to tear at staples along spine. 1x3 Inventory label on cover. Otherws new. ■ 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							
<b>Alea Magazine (Ludopress) (Alea)</b> <a href="http://www.SimTacLudoPress.net">http://www.SimTacLudoPress.net</a>							
109101	Kursk 1943, La Pinza Sur pt 2 # 33	n	Almost New	n	\$25.00	\$22.13	-11% Savings
Sml, 1/2" tear from edge of rear mag cover. Otherws new. ■ Mag + Game. w/52pg mag. Pt 2 of 2 parts of game; 1st half printed in #31. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Also include LA SOMBRA DEL AGUILA, a game of 2 Napoleonic btls set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes Englished translated rules to Kursk, & translation avail at <a href="http://www.Grognard.com">www.Grognard.com</a> . '09							
128085	La Guerra de Africa 1859-60 #28	n	Almost New	n	\$25.00	\$22.13	-23% Savings
Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherws new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btl/nr/rt level. All magazine & game rules in Spanish. '03							

<b>Part#</b>	<b>Game Title &amp; Edition</b>	<b>Box</b>	<b>Out of</b>	<b>Condtn</b>	<b>Print ?</b>	<u>List Price</u>	<u>Our Normal Cash-Basis Price</u>	<b>1st Purchase Cash Price</b>	<b>(% off List Price)</b>
<b>132874</b>	<b>Tercios 1490-1690 #30</b>	n	Almost	New	n		\$24.00	<b>\$21.24</b>	-18% Savings
Sml dog ear to btm of mag cover; otherws new. ■ Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunes 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.									
<b>Critical Hit (CRI)</b>		<a href="http://www.criticalhit.com">http://www.criticalhit.com</a>							
<b>132298</b>	<b>ASL:Ordeal Before Shuri, Btl of Okinawa</b>	Fo	Almost	New	Y		\$33.00	<b>\$29.21</b>	3% Savings
Slight 1" dog-ear on folio cover. Otherws new & shrinkwrapped, & right out of the time warp. Last copy. ■ Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99									
<b>Decision Games (DecGms)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
<b>143781</b>	<b>D-Day at Peleliu 2nd</b>	BC	Almost	New	n	\$80.00	\$55.00	<b>\$50.60</b>	37% Savings
Modest corner ding to one box cover corner, and a slight ding to another. Otherws new & shrinkwrapped. ■ 2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18									
<b>143415</b>	<b>D-Day at Tarawa 2nd</b>	BC	Almost	New	n	\$80.00	\$55.00	<b>\$51.43</b>	36% Savings
Box btm has very minor, almost unnoticeable abrasions & indentations as several places on box btm. Components new & unused. ■ 2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17									
<b>144158</b>	<b>D-Dav Quad Deluxe [2nd]</b>	BC	NEW		n	\$65.00	\$48.00	<b>\$43.68</b>	33% Savings
Deluxe update & reprint of four games previously published separately as folios, now packaged as a single quadragame with mounted board. Together, the games cover the whole of the D-Day landings using a simpler, folio-style game system. Includes Gold & Juno Beaches, Omaha Beach, Sword Beach, & Utah Beah. Includes scenarios for each of the separate beaches, then two for the American & the British beaches, and the full 4-game campaign. 400 counters, mounted map, btl/regt/brig level.'20									
<b>144152</b>	<b>D-Day Quad Deluxe [2nd]</b>	BC	Almost	New	n	\$65.00	\$45.00	<b>\$39.83</b>	39% Savings
Has 2" creases extending from 2 box btm corners. Otherws new & shrinkwrapped. ■ Deluxe update & reprint of four games previously published separately as folios, now packaged as a single quadragame with mounted board. Together, the games cover the whole of the D-Day landings using a simpler, folio-style game system. Includes Gold & Juno Beaches, Omaha Beach, Sword Beach, & Utah Beah. Includes scenarios for each of the separate beaches, then two for the American & the British beaches, and the full 4-game campaign. 400 counters, mounted map, btl/regt/brig level.'20									
<b>136070</b>	<b>Forgotten War, Korea 2nd</b>	BC	Almost	New	G	\$50.00	\$37.00	<b>\$32.75</b>	35% Savings
New & shrinkwrapped. Box's manufacture caused cosmetic tears in the laminated box cover material resulting in narrow white tears at all corners of 2 end panels plus some minor box btm wear. All of publisher's remaining copies have same flaw. Otherws new & straight from the publisher. ■ Most boxes show minor seam tears & other flaws due to flimsy material used by publisher. 2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipyeong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97									
<b>145018</b>	<b>Germany, Battle for... Deluxe 4th</b>	BC	NEW		n	\$60.00	\$45.00	<b>\$40.95</b>	32% Savings
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									
<b>144690</b>	<b>Lucky Forward!, Patton's 3rd Army 1944</b>	LB	NEW		n	\$220.00	\$159.00	<b>\$146.28</b>	34% Savings
Fourth game in the Grand Operational game series. Covers Patton's fall 1944 campaign in the Lorraine area of France, Sept-Dec, that were abandoned once the Battle of the Bulge erupted to the north. Three scenarios for each of Sept, Nov & Dec, plus a campaign. Another hypothetical shows the situation had Patton, rather than Montgomery, been allocated the bulk of supplies & the three airborne divisions used for Market-Garden in Sept. Includes the major events & objectives in each, including battles for Metz fortifications, crossing of the Meuse, mud & flood. 5 maps, 3360 countersheets, 5 scenarios & campaign. '20									
<b>Decision Games S&amp;T Games (DecS T)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
<b>144003</b>	<b>Fight the Fall #324</b>	n	NEW		n	\$39.99	\$29.50	<b>\$26.85</b>	33% Savings
Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game sysem 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-Joip Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukranian Underground Army 1943.									
<b>144007</b>	<b>Italian-Ottoman War 1911-12 #325</b>	n	NEW		n	\$39.99	\$29.50	<b>\$26.85</b>	33% Savings
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 a 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, btl/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.									
<b>88426</b>	<b>Marlborough's Btles, Ramillies etc #256</b>	n	Almost	New	G	\$25.00	\$18.00	<b>\$16.56</b>	34% Savings
Crease near spine on mag cover due to poor storage. ■ 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.									

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Part#	Game Title & Edition	Box	Out of	List	Our Normal	1st Purchase	(% off)
		Condn	Print ?	Price	Cash-Basis Price	Cash Price	List Price)
<b>145032</b>	<b>Mukden, Russo-Japanese War 1904-5 #326</b>	n	NEW	n	<del>\$39.99</del>	\$29.50	<b>\$26.85</b> 33% Savings
Mag & game. Game covers the climatic land battles of the Russo-Japanese War in the area near Mukden, Korea, 1905. Predominantly an infantry battle, the Japanese must wear down the Russians, breaking their defensive lines. A successful assault can allow advances and additional combat to roll up a defensive line. Brig/Div level, 228 counters, 3mi/hex, 2days/turn. Ty Bomba'2021 / ARTICLES ON: Battle of Mukden 1905; Battle of Mycale, 479BC; Wavell at Bay, Feb-June 1941; Poland's November 1830 Insurrection; German Saboteurs in America during WWI; Cataphracts v Clibanarii; Wavell's Officers; Death of Bishop Polk & the Army of the Tennessee, 1864; Nagashino Reimagined, 1575; Hitler's Haltebefeh & Dec 1941 Command Decisions.							
<b>93829</b>	<b>Operation Jubilee, Dieppe 1942 #265</b>	n	Almost New	Y		<del>\$89.00</del>	<b>\$78.77</b>
Crease close to & paralleling spine on mag cover front & back due to poor storage. Otherws new & unused. ■ Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.							
<b>58597</b>	<b>Rough &amp; Ready #212</b>	n	Almost New	Y	<del>\$20.00</del>	<del>\$11.50</del>	<b>\$10.47</b> 48% Savings
Vertical crease 1" from spine on rear cover from poor storage; otherws new & unused. ■ 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.							
<b>58032</b>	<b>Rough &amp; Ready #212</b>	n	Almost New	Y	<del>\$20.00</del>	<del>\$11.50</del>	<b>\$11.04</b> 45% Savings
Series of creases in the 1" next to spine on rear mag cover due to poor storage; otherws new & unused. ■ 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.							
<b>74814</b>	<b>They Died with Their Boots On, v1 #236</b>	n	Almost New	Y		<del>\$28.00</del>	<b>\$24.78</b>
Crease on rear mag cover along spine due to poor storage; otherws new, used. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.							
<b>52085</b>	<b>Vietnam Battles: Hue / Op Pegasus #196</b>	n	Almost New	Y		<del>\$55.00</del>	<b>\$48.68</b>
Mild vertical bend in mag due to poor storage; no creases or wrinkles, just a decided wave that will flatten if pressed flat for some time. Otherws new. ■ Mag & Game. Grand tac, btl-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.							
<b>Decision Games S&amp;T Quarterly (DecSTQ)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
<b>143803</b>	<b>Strategy &amp; Tactics Quarterly #11 30YrWar</b>	n	NEW	n	<del>\$15.99</del>	\$12.00	<b>\$10.92</b> 32% Savings
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the Thirty Years War. '20							
<b>144746</b>	<b>Strategy &amp; Tactics Quarterly #12 Dreadnt</b>	n	NEW	n	<del>\$15.99</del>	\$12.00	<b>\$10.92</b> 32% Savings
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the rise & fall of the dreadnought-style battleship. '20							
<b>Decision Gms Modern War Mag (Dec MW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					
<b>144619</b>	<b>Putin Moves East # 50</b>	n	NEW	n	<del>\$39.99</del>	\$29.50	<b>\$26.85</b> 33% Savings
Mag & game. Third game in the Putin series. This game covers the Russian drive into Mongolia & Manchuria, opposed by local forces and the Chinese after a collapse of Russo-Sino relations. Corp level, with special forces, airpower & cyberwar. Victory determined by geographic possession & eliminating units. 6 scenarios of varying focus from Mongolia to Korea. Includes air, electronic, special forces & weapons of mass destruction. 176 counters, 100km/hex, 3-14days/turn. Joseph Miranda'20 / ARTICLES ON: Conflict on the Chinese-Eurasian Frontier; Surface-to-Air Missiles & Strike Fighters; Israeli Nave, 1967-73; Syrian Arab Air Force; Russian Anti-Satellite Weapons Test; India in the New Cold War; Iranian Navy Goes Asymmetric; US Navy P6M Nuclear Strike Seaplane; Marines at Chosin Reservoir 1950.							
<b>145044</b>	<b>World War Africa, the Congo, '98-'01 #52</b>	n	NEW	n	<del>\$39.99</del>	\$29.50	<b>\$26.85</b> 33% Savings
Mag & game. 2 player game of the war in the Congo between 1998-2001 that drew in multiple African nations into a multi-nation conflict. The rebels are supported by Rwanda, Uganda & Burundi; the Congolese under dictator Kabila are supported by Angola, Zimbabwe and Chad. Roughly 5mil people died during the bitter war. Uses activation chit draws by faction, plus random events & political events. Movement is problematic due to poor infrastructure. 176 counters, 100km/hex, 3mo/turn, Btl/regt/brig level, 176 counters. Javier Romero'21 / ARTICLES ON: World War Africa 1998-01; the Israeli Navy in the 1948 War; Battle for Fire Support Base Illingworth; Future of Drones & Autonomous Weapons; Green Water War, Colombia; Britain's Armed Forces' Future; Military Implications of China's One Child Policy; Syria, North & South; Anti-Communist Easter Euro Uprisings in the 1950s; Iraqi Warplans in Oman, 1980; Ulyanovsk, the Soviet Navy's Dream Aircraft Carrier; Warmongering view of Iran's nuclear ambitions.							
<b>Decision Gms World at War Mag (DecWaW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>					

Part#	Game Title & Edition	Box	Out of Condtn	Print ?	List Price	Our Normal Cash-Basis Price	1st Purchase Cash Price	(% off List Price)
<b>116636</b>	<b>1940, What IF Germany Went East? #12</b>	n	Almost	New Y		\$32.00	<b>\$28.32</b>	
	Vertical wrinkle down the front cover; otherws new. ■ 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; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelnia (Smolensk), first turning point in WW2 in the East. '10							
<b>144757</b>	<b>Centrifugal Offensive # 75</b>	n	NEW	n		\$44.00	<b>\$38.94</b>	3% Savings
	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.							
<b>144752</b>	<b>Munich War #74</b>	n	NEW	n	<del>\$30.00</del>	\$29.50	<b>\$26.85</b>	33% Savings
	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.							
<b>145036</b>	<b>Operation Jupiter, Norway 1942 #76</b>	n	NEW	n	<del>\$30.00</del>	\$29.50	<b>\$26.85</b>	33% Savings
	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. Rgt/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 Crwell.							
<b>94443</b>	<b>Soft Underbelly, Southern Italy 1943 #15</b>	n	Almost	New Y	<del>\$30.00</del>	\$21.00	<b>\$19.32</b>	36% Savings
	Mag rear cover has a couple of vertical creases, and entire mag, map have a mild wave (non-creased fold) due to poor storage. Otherws new, unpunched, clean. ■ 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							
<b>Gamers (% MMP) (Gamers)</b>		<a href="http://www.multimanpublishing.com">http://www.multimanpublishing.com</a>						
<b>42546</b>	<b>Gamers Repl Counters 1992</b>	n	Almost	New Y		<del>\$3.50</del>	<b>\$3.36</b>	58% Savings
	Sml mar to 1 Soviet unit; values evident. Otherws new & unpunched. ■ 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							
<b>GMT Games (GMT)</b>		<a href="http://www.gmtgames.com">http://www.gmtgames.com</a>						
<b>144465</b>	<b>1918/1919, Storm in the West 2nd</b>	BC	NEW	n	<del>\$49.00</del>	\$35.00	<b>\$30.98</b>	37% Savings
	Update of 1918, Storm in the West previously published in Command Magazine, and its 1919 variant. Strategic-level game of the of 1918 on the Western Front during World War I, with a second scenario depicting what the war would have looked like had it continued into 1919. High solitaire suitability. 2-side map, 1.5 countersheets, 2weeks/turn, 8mi/hex, div/corp level. Ted Racier'20							
<b>144913</b>	<b>1989, Dawn of Freedom 2nd</b>	BC	NEW	n	<del>\$65.00</del>	\$44.00	<b>\$40.04</b>	38% Savings
	2020 2nd edition. ■ 2-player game simulating the political, social & economic aspects of the period about 1989 when democratic change brought about the collapse of the Soviet Union. One player represents the USSR, and attempts to prop up the Warsaw Pact governments with things other than tanks in the streets as social pressures force change. The other player represents the western nations, the so called forces of democracy, who seek to create discontent & change which hurts the Soviet cause. 2 countersheets, 162 cards, 1 map, 2-8wks/turn. 2nd edition simply integrates errata into the rules. Ted Torgerson, Jason Matthews'20							
<b>143819</b>	<b>All Bridges Burning, Finland 1917-18</b>	DC	NEW	n	<del>\$72.00</del>	\$50.00	<b>\$44.25</b>	39% Savings
	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							
<b>144653</b>	<b>Caesar, Rome vs Gaul</b>	BC	NEW	n	<del>\$60.00</del>	\$42.00	<b>\$37.17</b>	38% Savings
	Colorful, card-driven game of Caesar's Gallic Wars, 57-52BC, as he tries to bring Gaul under Roman control while the Gauls are slow to recongize the threat and to rebel in a unified way. Legion & tribe level, 1yr/turn. Uses the Hannibal, Rome v Carthage game system. Point-point board, 55 action cards, 2 countersheets, 1yr/turn. Mark Simonitch'20							
<b>142724</b>	<b>Commands &amp; Colors: Greeks &amp; E.Kngdms 3rd</b>	DC	Almost	New n	<del>\$60.00</del>	\$49.00	<b>\$43.37</b>	28% Savings
	Box has minor dings to to corners at one side, and a 1.5" flattened spot at btm edge of box cover. Otherws new & shrinkwrapped. ■ 2019 Reprint of this 1st expansion kit covering Greece & the eastern Kingdoms. Includes a 2nd ed. rulebook w/ 5 additional scenarios (now 21 total). R.Borg'19							
<b>143625</b>	<b>Doolittle Raid, Tokyo 1942</b>	BC	Almost	New n	<del>\$60.00</del>	\$40.00	<b>\$36.40</b>	39% Savings
	Minor damage in the form of a 1/2" flat ding on btm box cover edge, and 2 sml abraisions on top box cover edge. Otherwise new & shrinkwrapped. ■ Game using the Enemy Coast Ahead system to depict the morale-raising US raid on Tokyo early in 1942. Using B-25 bombers launched from carriers, the US strikes the capital of Japan. Playable both as a 2-player game and solitaire. '17							
<b>144984</b>	<b>Next War, Vietnam</b>	DC	NEW	n	<del>\$89.00</del>	\$60.00	<b>\$54.60</b>	39% Savings
	5th game in the Next War series depicting an attempt by China to crush Vietnam and their challenge in the South China Sea. Includes air, land & naval combat, including that in mountainous jungles of Vietnam. Simpler & advanced rules sets. Can mate with earlier Next War Taiwan & Korea for a monster World War 3 scenario. 7.5mi/hex, 4 countersheets, btl/brig/div level. Mitchell Land'20							

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Part#	Game Title & Edition	Box	Condtn	Out of Print ?	List Price	Our Normal Cash-Basis Price	1st Purchase Cash Price	(% off List Price)
<b>144368</b>	<b>Normandy '44: MOUNTED MAP</b> Kit containing a mounted map for this game of the Normandy campaign in 1944. '20	zl	NEW	n	<del>\$20.00</del>	\$15.00	<b>\$13.28</b>	34% Savings
<b>144518</b>	<b>Storm Over Asia, Prequel to World at War</b> Prequel to GMT's World at War game, and paralleling previously published Gathering Storm game. Covers the years prior to World War II in the Pacific that built up to war. 2-4 players each try to improve their nation's preparations for war in the military, economic, political, diplomatic & technological spheres. A complete game on it own, but can also be play in tandem with Gathering Storm and also sets the scene for a varied World at War game. Provides great flexibility in strategy, varying Japanese production focus on military or civilian goods, naval forces, diplomacy, new or better military units, activation of reserves, etc. 840 counters, 93 various cards. Modest complexity, 3mo/turn, 2-4 players, div/corp level, individ capital ships. Bruce Harper'20	BC	NEW	n	<del>\$105.00</del>	\$72.00	<b>\$65.52</b>	38% Savings
<b>144676</b>	<b>Time for Trumpets, the Btl of the Bulge</b> 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/hex/5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20	DC	NEW	n	<del>\$149.00</del>	\$94.00	<b>\$85.54</b>	43% Savings
<b>144290</b>	<b>Versailles 1919</b> 1-4 player game of the big 4 Entente leaders deciding upon the future of the world in the aftermath of World War I. Each has national goals, and must field the growing nationalism around the globe. Uses a card bidding system to determine your influence in settling issues in a way aligned to your goals while maintaining domestic supporters, all while facing regional crises. Once you gain control of one of the 53 issues, you have choices of what course to take, which influences the world even today. And the world reacts to the choices made with long-term consequences. 120 cards, mounted map, 1 countersheet. Includes solitaire rules module. Mark Herman, Geoff Engelstein'20	DC	NEW	n	<del>\$89.00</del>	\$65.00	<b>\$57.53</b>	35% Savings
<b>Legion Wargames (Legion)</b>		<a href="http://www.LegionWargames.com">http://www.LegionWargames.com</a>						
<b>144348</b>	<b>Splendid Little War, Santiago 1898 2nd</b> 2nd edition update of this grand tactical game of the Battle of Santiago, the key battle in the American conquest of Cuba, July 1898. Scenarios include the btl for El Caney, Rough Riders at San Juan Hill, a combination of the two, plus the 14 day campaign. Btl/Reg level, 350yd/hex, 6hrs/turn. 352 counters. Med-High solitaire suitability. A.Nunez'20	BC	NEW	n	<del>\$60.00</del>	\$42.00	<b>\$38.22</b>	36% Savings
<b>Metagaming (Meta)</b>								
<b>142577</b>	<b>Fantasy Trip: Dragons of Underearth</b> One side panel has a horizontal crease across it; otherwise new. ■ Complete Fantasy Role Playing game, part of Underearth system, expanding the character generation system. Compatible w/ Fantasy Trip. Great for beginners in the world of FRP, and also those seeking a fast playing game. '81	SC	Almost New	Y	<del>\$17.95</del>	\$15.00	<b>\$13.28</b>	26% Savings
<b>Multi-Man Publishing, (MMP)</b>		<a href="http://www.advancedsqleader.com">http://www.advancedsqleader.com</a>						
<b>144806</b>	<b>ASL:Best of Friends 2 Scenario Kit</b> New scenario pack with new map #85, plus 12 scenarios, all of which were used in the Swedish Friendly Fire Tournament. Includes a variety of actions thruout WWII in Europe (with one in the Pacific between Russian & Japanese forces). '10	Fo	NEW	n	<del>\$24.00</del>	\$20.00	<b>\$18.20</b>	24% Savings
<b>145049</b>	<b>ASL:For King and Country 3rd</b> 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	DC	NEW	n	<del>\$120.00</del>	\$96.00	<b>\$88.32</b>	26% Savings
<b>144213</b>	<b>ASL:Roma 2020</b> Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zeland & US forces. Scenarios occur in Greece & Italy, 1940-44. '20	Fo	NEW	n	<del>\$12.00</del>	\$11.00	<b>\$10.01</b>	17% Savings
<b>145052</b>	<b>ASL:Starter Kit Expansion Pack #1 3rd</b> Updated reprint of this scenario kit adding 2 sheets of new counters, 3 maps (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	Fo	NEW	n	<del>\$42.00</del>	\$34.00	<b>\$30.94</b>	26% Savings
<b>123394</b>	<b>GD'42</b> One box corner has a minor ding to one box btm corner with a little rippling on btm, plus minor concaving of box btm along end panel. Otherws new & shrinkwrapped. ■ Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09	BC	Almost New	Y	<del>\$70.00</del>	\$55.00	<b>\$48.68</b>	30% Savings
<b>138109</b>	<b>Guadalajara</b> Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btl level, 280 counters, 1 map. E.Sassot'06	BC	Almost New	n	<del>\$32.00</del>	\$21.00	<b>\$18.59</b>	42% Savings
<b>144234</b>	<b>Iron Curtain, Central Europe 1945-89</b> Game of potential wars between NATO & Warsaw Pact forces in central Europe at 5 points spanning the length of the Cold War. War can erupt in 1945, 1962, 1975, 1983 or 1989. Uses the Standard Combat (SCS) game system. Includes 3 scenarios in which NATO invades the east (including Churchill's 1945 plan. Units generally begin in a peacetime footing, and have variable amounts of time to ramp up to the harsh reality. Includes nuclear & chemical warfare, air & air mobile forces, Includes 1 map, 1120 counters, 8 scenarios. Carl Fung'20	BC	NEW	n	<del>\$85.00</del>	\$64.00	<b>\$58.24</b>	31% Savings
<b>144836</b>	<b>Last Stand, Battle for Moscow 1941-2</b> 3 scenario game of the climatic part of the 1941 invasion of the USSR, beginning in October, as German struggles to sustain its initiative & capture Moscow during a severe winter. Features untried Soviet units, variable victory conditions, Soviet morale, German supply, and winter! Most of all, both sides have variable victory conditions that are uncertain for part of the game. 560 counters, 1 map, 3 scenarios. M.Yamazaki'17	BC	NEW	n	<del>\$49.00</del>	\$39.00	<b>\$35.88</b>	27% Savings

Part#	Game Title & Edition	Box	Out of	List	Our Normal	1st Purchase	(% off	
		Condn	Print ?	Price	Cash-Basis Price	Cash Price	List Price)	
<b>144845</b>	<b>Rostov '41, Race to the Don</b>	BC	NEW	n	\$44.00	\$30.00	<b>\$27.30</b> 38% Savings	
<p>Game of the daring dash by Army Group South to capture Rostov in the fall of 1941, using the Standard Combat System (SCS) game series. While the Germans succeeded, it set the stage for the Soviet's first coordinated counterattack. The Germans have limited forces stretched thin, and must move fast. The Soviets must conserve their forces for the right time to counterstrike. Low unit density &amp; open plains can make for some wild swings in the action. Includes 4 scenarios, 280 counters, 1 map. 2.5mi/hex, 3-6days/turn. Dean Essig, Lee Forester, Ray Weiss'20</p>								
<b>Osprey Military Books (Osprey)</b>		<a href="http://www.OspreyPublishing.com">http://www.OspreyPublishing.com</a>						
<b>123561</b>	<b>Black Ops, Tactical Espionage Wargaming</b>	Bk	Almost New	Y	\$47.95	\$12.00	<b>\$10.62</b>	
<p>Has 'Demo Copy' imprint on first page. Otherws new. ■ Skirmish level miniatures game of tactical espionage &amp; special forces actions (think the Bond &amp; Bourne movies). Fast playing with high player involvement thruout. Players form their team from all sorts of people with special skills, and can choose to affiliate with organizations that may provide advantage but also limits in unpredicted circumstance. '17</p>								
<b>123558</b>	<b>Broken Legions</b>	Bk	Almost New	Y	\$47.95	\$12.00	<b>\$10.62</b>	
<p>Has 'Demo Copy' imprint on first page. Otherws new. ■ Fantasy miniatures rules set set in the Roman era. The empire's power is secured by divine artifacts. A small, secretive cadre of warriors scouts secrete hidden labyrinths to secure more such artifacts. '17</p>								
<b>123556</b>	<b>Frostgrave, Fantasy RPG in Frozen City</b>	Bk	Almost New	Y	\$30.00	\$15.00	<b>\$13.28</b> 56% Savings	
<p>Has 'Demo Copy' imprint on first, blank page. Otherws new. ■ Hardbound book with detailed rules of fantasy miniature campaigns in a frozen city. Includes magic. Can be played within a couple of hours.</p>								
<b>SPI S&amp;T Magazine Games (SPIS T)</b>								
<b>24094</b>	<b>Sicily, Race for Messina #89</b>	n	Almost New	Y		\$20.00	<b>\$17.70</b>	
<p>Remnant copy. 2nd half-sized countersheet replaced by color copy, front &amp; back. ■ Mag &amp; game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, bthn/rgt level, 300 counters. D.rustin'81 / 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.</p>								
<b>Udo Grebe Game Design Co. (UGG)</b>		<a href="http://www.UGG.de">http://www.UGG.de</a>						
<b>132872</b>	<b>Blitzkrieg General 2nd</b>	BC	Almost New	Y		\$42.50	<b>\$37.61</b> -30% Savings	
<p>Mild box corner ding at upper cover. Otherw new &amp; shrinkwrapped. ■ 2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, &amp; a deck of cards. Area movement, w/ 2 scenarios for 1939 &amp; 1941. U.Grebe'01</p>								
<b>VAE VICTUS Magazine (VaeVic)</b>		<a href="http://vaevictis.histoireetcollections.com/en/home.html">http://vaevictis.histoireetcollections.com/en/home.html</a>						
<b>128102</b>	<b>Alamo 1836 #97</b>	n	Almost New	Y		\$19.00	<b>\$16.82</b> 1% Savings	
<p>Mag cover mildly scuffed, with a price tag. Otherws new ■ Mag &amp; Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut apart (&amp; optionally mounted) before play. French magazine with all elements printed in French; English rules may be available for download on the internet. '11</p>								
<b>Vento Nuovo Games (VenNuo)</b>		<a href="http://www.VentoNuovo.net">http://www.VentoNuovo.net</a>						
<b>103815</b>	<b>Blocks in the West, the Western Campaign</b>	GB	Almost New	Y	\$149.99	\$85.00	<b>\$79.48</b> 34% Savings	
<p>New but box not shrinkwrapped, with 2 isolated sml nicks on box edge &amp; 3" crease on another edge, otherwise new &amp; unused. Direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood &amp; plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (&amp; is even bigger than) the earlier Blocks in the East. '13</p>								
<b>Worthington Games (Worthi)</b>		<a href="http://www.worthingtongames.com">http://www.worthingtongames.com</a>						
<b>142985</b>	<b>Napoleon Returns 1815</b>	FB	Almost New	n	\$70.00	\$49.00	<b>\$44.59</b> 36% Savings	
<p>Ding to one box cover corner; otherws new &amp; shrinkwrapped. ■ 2-3 player, block-style, strategic-evel game of the 1815 campaign that ended at Waterloo. Units are corps that consist of varying mixes of inf, cav &amp; artil, and varying degrees of fatigue. Very low unit density makes for a fast moving, more accessible game. Uses concepts from prior Napoleon &amp; We the People game series. Includes mounted map, wooden blocks, cards. For 2-3 players. '20</p>								
<b>WWW Wargamer Magazine (WWWmag)</b>								
<b>12829</b>	<b>Never Call Retreat #25</b>	n	Almost New	Y	\$12.00	\$10.00	<b>\$8.85</b> 26% Savings	
<p>Unit IDs partially or completely offset onto other counters on backside (only) of about 10 units. Otherws new &amp; unused. ■ Mag &amp; Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground &amp; thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.</p>								
<b>12827</b>	<b>Never Call Retreat #25</b>	n	Almost New	Y		\$15.00	<b>\$13.28</b> -11% Savings	
<p>Unit IDs partially cutoff on backside (only) of 2 units. ■ Mag &amp; Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground &amp; thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.</p>								
<b>XTR: Command Magazine (XTRCmd)</b>								
<b>53098</b>	<b>Mason-Dixon / Balkan Hell #35</b>	Game Only	n	Almost New	Y	\$35.00	\$19.00	<b>\$16.82</b> 52% Savings
<p>1x3" Inventory label on rules cover; otherws new. ■ GameOnly. GmsOnly. Another huge, 2 gm set. w/errata counters for Blood &amp; Iron (2), Fateful Lightning (10). MD assumes the South won the Am Civ War &amp; both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air &amp; naval units. 2 scenarios, 1940s &amp; 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovina during 1995 assuming that Bosnia &amp; Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parello'95 / T.Bomba'95</p>								

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		<b>Condtn</b>	<b>Print ?</b>	<b>Price</b>	<b>Cash-Basis Price</b>	<b>Cash Price</b>	<b>List Price)</b>

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