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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

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 **66** 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.

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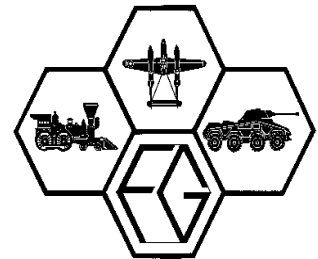
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The Special Offer has a few terms & conditions:

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 As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice.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				
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 aggressiveness 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.				
77222	Vallee de la Mort, Dien Bien Phu 2nd #16	HP	NEW	Y	\$35.00 \$24.00 31%
	Revision & reprint of this game of the pivotal battle of the first Vietnamese War, Dien Bein Phu 1954, at which the Viet Minh besieged and starved the heart of the French army in Indochina. Co/btlr 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				
93096	Verdun, a Generation Lost	HP	NEW	n	\$34.00 \$29.00 36%
	ATO 2009 Annual (yeah, published in 2010 - this is wargaming). Operational level game of the battle that France couldn't afford to fight nor avoid. Includes intro of new weapons: gas, aircraft, massed artillery, intentional attrition. 1 map, 264 counters. 6 smaller scenarios + campaign. R.Nord'10 / Also includes An Loc, a bitter battle for a town on the key hiway to Saigon during the 1972 northern Vietnamese offensive between 3 NVA divisions & the badly needed ARVN reserves. 100 counters, 11x17 map. A.Velicogna'10 / Includes a page of 3 variant scenarios for either Fortress Berlin or On to Berlin, plus a FB CRT play aid.				
45572	Princess Ryan's Star Marines	LB	NEW	Y	\$40.00 \$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 solitaire suitability.				

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AH Avalon Hill GENERAL Ma(AH Gen)					
79273	General Magazine 30/1	n	Excell	Y	\$7.50 \$5.00
	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 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95				
79274	General Magazine 30/2	n	Excell	Y	\$7.50 \$5.00
	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				
71873	General Magazine 31/5	n	Mint	Y	\$9.00 \$5.00
	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				
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					
93188	Star Fleet Battles: Captain's Log #41	Bk	NEW	n	\$14.00 \$12.00 40%
	120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10				
Avalanche Press, Ltd.(Avalan) http://www.AvalanchePress.com					
86369	Alsace 1945	SC	NEW	n	\$18.00 \$13.00 48%
	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/hex, btln/rgt/brig level, 140 counters. '05				
80159	Gazala 1942	SC	NEW	n	\$18.00 \$13.00 48%
	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				
80171	Red Vengeance, Defeat of Nazi Germany	SC	NEW	n	\$18.00 \$12.50 50%
	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				
86528	Second WW at Sea, Bismarck	HC	NEW	Y	\$59.00 \$50.00 17%
	Commerce raiding & naval combat in the North Atlantic early in WW2, including both the Bismarck's forray. 280 counters, 3 maps, 12+ scenarios. '06				
79841	Second WW at Sea, Eastern Fleet 2nd	HC	NEW	n	\$36.00 \$45.00
	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				
91037	Second WW at Sea, Midway 2nd	HC	NEW	n	\$43.00 \$35.00 36%
	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				
Bill Cobb Productions Inc(Cobb)					
81980	Berzerkerbirdz Extreme Sports Arena Game	LB	NEW	Y	\$25.00 \$20.00 50%
	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				
Clash of Arms(CofA) http://www.clashofarms.com					
80808	Command at Sea: Rising Sun 3rd [ZL]	zl	NEW	Y	\$59.00 \$52.50 11%
	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				
Critical Hit(Cri) http://www.criticalhit.com					
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 aga ATS scenario pack attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. Contains 85 units, historical maps & 12 scenarios. '07				
Days of Wonder(DayWon) http://www.daysofwonder.com					
93983	Memoir '44	FB	NEW	n	\$37.00 \$33.50 33%

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	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				
90846	Memor '44: Vercors Campaign Kit	Bk	NEW	Y	\$7.50 \$6.00
	Short booklet providing 5 scenarios that link together to form a campaign. '09				
Decision Games S&T Games(DecS T)		http://www.decisiongames.com			
90918	Black Prince, Crecy & Navarette #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. Navarette 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				
93137	Cold War Battles II #263	n	NEW	n	\$22.50 \$20.00 33%
	w/mag. 2 additional grand tactical battles from the cold war era. KABUL '79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation in 1979. 250m/hex, 2days/turn, Btl/nrgt level. J.Miranda '10 / WURZBURG PENTOMIC covers the Soviets v. NATO forces near Wurzburg in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 Both games use an untried unit system and include air power & transport, and nukes. / Articles on: the initial Soviet invasion of Afghanistan & the battle for Kabul, 1979; the what-if of a Soviet offensive into Germany in the 1950s and the NATO countermeasures including tactical nukes; Caesar at Munda, Spain, 45BC; naval gunnery & victory in the War of 1812; Revolt of US Navy after WW2; Newspaper War over Jefferson Davis in Am Civil War; Options & plans for Dealing w/ England in 1940; Brawner's Farm & the battle of Second Manassas, 1862.				
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 of 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/nrgt level. J.Miranda'08				
92103	Frederick's War, Austrian Succession #262	n	NEW	n	\$22.50 \$20.00 33%
	w/mag. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / Articles on: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.				
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.				
91819	Kaiser's War, 1918-19 #261	n	NEW	n	\$22.50 \$20.00 31%
	W/mag. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / Articles on: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.				
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 status3days/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	Y	\$19.00 \$16.50 31%
	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				
93497	Shiloh, Bloody April 1862 #264	n	NEW	n	\$22.50 \$20.00 33%
	w/mag. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign. P.Koenig'10 / Articles on: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.				
78859	Twilight of the Ottomans #241	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 Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campagin 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			
83415	Lightning War, D-Day	SC	NEW	n	\$15.00 \$13.50 33%

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	Simple, fast playing card game of the struggle for control of the 5 key beaches at Normandy. Cards represent division level units as well as special weapons & actions. '04				
89838	Lightning War, Poland	SC	NEW	n \$18.00	\$16.00 30%
	V.Simple, fast playing card game of the German invasion of Poland in 1939. '08				
Decision Gms World at War(DecWaW)		http://www.decisiongames.com			
90274	Arriba Espana! 4th # 8	n	NEW	n \$19.25	\$17.50 30%
	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				
90781	Destruction of Army Group Center 2nd # 9	n	NEW	Y \$25.00	\$18.00 28%
	w/mag. Substantial redesign of this early SPI, multiscenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / Articles on: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09				
93606	What IF, Invasion Pearl Harbor #14	n	NEW	n \$22.50	\$20.00 33%
	w/mag. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / Articles on: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.				
Dinner Party Games(Dinner)					
77415	Honky Tonk Homicide Role Playing Game	SC	NEW	n \$17.50	\$17.50 42%
	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				
Excalibre Games(Excal)					
78513	Panzer, 2nd	BC	NEW	n \$38.00	\$27.00 46%
	Reprint of this detailed, colorful game of tactical armored combat in the east, 41-45. Sister game to 88 & Armor.				
88898	Wings, 2nd	BC	NEW	n \$38.00	\$26.00 48%
	Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93				
Fantasy Flight Games(FFG)		http://www.rpg.net/ffg			
90166	Talisman 5th	FB	NEW	n \$47.00	\$43.00 28%
	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				
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				
Flying Buffalo(FlyBuf)		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				
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	Y \$59.00	\$54.00 45%
	Complete 1st ed AND 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 this 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 movment. Special actions add additional movement phases or combat, amphibious or airborne assaults, even actions during opponent's turn. 283 wooden blocks, 244 countes, 2 maps & 24! dice. Includes production & strategic warefare, special actions, air & naval assets, forts, etc. For 2-3 players. R.Yount, J.Evans'06				
94094	Flying Colors 2nd	BC	NEW	n \$42.00	\$39.00 35%
	Reprint; main diff is a higher price & thicker counters. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes 300 individually named ships, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. M.Nagel'10				
92935	Normandy, Battle For...	DC	NEW	n \$109.00	\$102.50 31%
	Massive game of the battle for the Normandy beaches & beyond at a grand tactical level. Detailed system covering naval & air support, mulberry's para drops, artiller, beach assaults, etc. 1250yd/hex, 6hrs/turn, btln level. Includes 4 1-map scenarios + campaign game. 5 maps, 2520 counters. Good for team playD.Holte'10				
80187	Paths of Glory, First World War: DLX MAP	n	NEW	n \$15.00	\$14.00 30%

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Cardboard-mounted map (rather than paper only), with an updated copy of the PoG rules. '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 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09					
Hasbro: New Avalon Hill(HB-AH) http://www.avalonhill.com					
78657	Monsters Menace America	FB	NEW	Y	\$35.00 \$30.00 33%
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 great 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					
L2 Design Group(L2DG) http://www.l2designgroup.com					
88940	Russia Besieged	LB	NEW	n	\$66.00 \$60.00 20%
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					
Matrix Games(Matrix) http://www.MatrixGames.com					
81236	Band of Heroes 1st	BC	NEW	n	\$35.00 \$33.00 53%
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					
Mayfair Games(Mavfr) http://www.coolgames.com					
83595	Settlers of Catan, 5th: Pre-2007 Adapter	Fo	NEW	n	\$8.00 \$7.50 25%
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					
Mings Enterprises(Ming)					
82433	Texas Revolution, 3rd	LB	NEW	G	\$25.00 \$20.00 20%
2nd ed added Spanish language rules & new scenarios; 3rd ed included revised rules. Mexico under Gen. Santa Anna attacks a rebellious Texas in an effort to subdue the rebellion, while the Texans supported by the US, 1836. Texans must fight a delaying action to allow time for militia & US aide to muster. Good game. D.Mings'91					
Miscellaneous Publishers(Misc)					
77719	Poker Chip Rack w/2 Card Decks	FB	NEW	Y	\$8.00 \$5.00
Deluxe Poker Chip Rack spinner w/ 200 chips in 4 colors, 2 decks of cards, & black plastic rack.					
Multi-Man Publishing(MMP) http://www.advancedsqadleader.com					
87972	Storm Over Stalingrad	BC	NEW	n	\$36.00 \$34.00 23%
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, btln level. T.Nakamura'08					
Multi-Man ASL JOURNAL(MMP J) http://www.advancedsqadleader.com					
90473	ASL: Journal # 7	n	NEW	Y	\$40.00 \$19.00 21%
Includes cardstock board A; ASL 3rd & AOO errata; articles on: Croation 1st Lt Inf Para Btln; 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					
Omega Gms PAPER WARS Mag(OmePPW)					
89602	Paper Wars Magazine #63	n	Mint	Y	\$4.00 \$2.50 58%
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 Btlns of Alex & Tyrant; Malycky's Kyivan Rus; MMP's 3 Btlns of Manassa; Schutze March on Rome; DG's 7 Years World War #221; Sunset Games' Sakhalin 1945. '06					
Rio Grande Games(RIO) http://www.riograndegames.com					
68979	Carcassonne: the Count Expansion	SB	NEW	n	\$4.00 \$2.50 58% Below Our Cost !
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					
Twilight Creations(Twilig)					
78681	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					

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Udo Grebe COMMAND & STRAT(UGG CS) http://www.UGG.de					
91156	Blitzkrieg 1940 2nd # 7 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 editon of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10	HC	NEW n	\$33.00	\$30.00 33%
Wargames4Sale.com(Warg4S) http://www.Wargames4sale.com					
77964	Internet Wargames Catalog 5th 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	Bk	NEW Y	\$5.00	\$5.00 67% Below Our Cost !
Z-Man Games(Z-Man) http://www.ZManGames.com					
91313	1960: Campaign Manager 2008 Kit 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	BC	NEW n	\$20.00	\$19.00 37%
89027	Ideology, War of Ideas 2nd Update w/ nicer graphics & addtl rules. Abstract boardgame in which players "play" one of history's dominant economic ideologies (Capitalism, Facisim, Communism, Imperialism and Fundementalism) and various cultural, economic and military influence to control countries of the world. '09	FB	NEW n	\$37.50	\$32.50 35%

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