

Game Rating System Explained

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

Unpunched: NEW - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.

MINT - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".

Punched: EXCEL - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.

V.Good - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.

Good - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.

Fair - Major defects, required parts damaged or lost; playable, but not collectable.

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

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

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

AH Avalon Hill Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

ASL: Annual '92	147706	\$25.00	Excell	n	OoP	2			
64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.									
ASL: Annual '93b	147704	\$45.00	Excell	n	OoP	2			
Includes Sand & Blood, 3-island insert with 5 scenarios & a campaign game of the invasion of 3 small islands concurrent with the invasion of Guadalcanal, Aug 1942. Includes 7 other scenarios & extensive errata. ■ 48pg General-style booklet of scenarios, strategy & tactics, & variant articles on all aspects of ASL. Includes Sand & Blood, a 3-island cardstock terrain insert + 5 scenarios & campaign game of the invasion of 3 small islands near & concurrent with Guadalcanal, Aug 1942. 7 other scenarios & extensive errata. '93									
ASL:Sand & Blood Parts	148674	\$10.00	V.Good	n	OoP	2			
Rules, historical background & Scenarios CG & A3-A5. Includes 8.5x11" color lazer printed map copies. Rules & CG scenario are B&W photocopy.									
Gunslinger: Critters Variant COPY	67114	\$9.00	Mint	n	OoP	1			
Includes 2 original inserts w/ tables & counters from General, plus B&W photocopy of 2 articles. ■ Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.									
Panzer Leader: 1940 Variant COPY	100976	\$10.00	Excell	n	OoP	2			
Color photocopy of countersheet plus 17pg b&w photocopy of rules & scenarios from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940 campaign to Panzer Leader. '81									
Panzer Leader: ParaLeader Variant	146150	\$10.00	Mint	n	OoP	2			
Photocopies of scenarios are good but not great quality. ■ Paperstock counters & photocopy of rules from General 20/2. Adds 130 German & Allied airborne units & airlanding aircraft, plus 10 scenarios for airborne actions from 1940-1944.									
PBM Instructions	475	\$1.00	Mint	n	OoP	Z			
PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.									

AH 3M Reprints (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Image 2nd	88107	\$6.00	Excell	BC	OoP	A	6		
Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.									

AH Avalon Hill GENERAL Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

General Magazine 14/2	106903	\$9.00	Excell	n	OoP	Z			
Last copy. ■ ARTICLES ON: Kingmaker analysis & strategy, plus PBM rules; Kingmaker rules clarifications; new Kingmaker event cards (published separately); Alexander replay; preview of Squal Leader. '77									
General Magazine 15/2	99173	\$9.00	Excell	n	OoP	Z			
Original. Insert included. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78									
General Magazine 16/6	99234	\$8.00	Excell	n	OoP	Z			
W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80									
General Magazine 17/5	106926	\$6.00	Excell	n	OoP	Z			
w/ insert. ■ ARTICLES ON: Circus Maximus analysis; adv Richthofen's War rules for si-move & maneuvers; alternate si-move system for Squad Leader; updated variant rules for Stalingrad; Panzer Leader scenario analysis; Italian play in Third Reich; Don Greenwood reminisces about his designs; strategy & analysis in Kingmaker; Third Reich replay pt1; interview w/ Tom Shaw; Magic Realm overview. '81									
General Magazine 19/1	99255	\$8.00	Excell	n	OoP	Z			
Includes insert. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82									
General Magazine 19/1	99254	\$8.00	Excell	n	OoP	Z			
Includes insert. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82									
General Magazine 19/6	84745	\$8.00	Excell	n	OoP	Z			
No insert; ASL scen N from insert provided as photocopy. Otherws EX. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on rubble & roadblocks. '83									
General Magazine 20/1	99268	\$8.00	Excell	n	OoP	Z			
Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83									
General Magazine 20/5	65191	\$13.00	New	n	OoP	Z			
1x3 Inventory label on cover. Otherws new. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84									

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Archival? Flag	General Condition	Box Type	Out-of-Print? Incl ?	Game #-of Scale	Game #-of Plyrs
General Magazine 22/3 w/insert. Last copy. ■ Insert. ARTICLES ON: dramatized Panzerblitz scenario 11 replay; new scenarios for Panzer Leader 1940; DYO Panzer Leader scenarios; British strategy for Storm Over Arnhem variant from Gen 19/1; variants for Third Reich; Diplomacy; Civilization analysis; 4 scenarios for Up Front & Banzi; Israeli strategy in Arab-Israeli Wars scenario A-5; unit & tactics analysis in Guns of August; US strategy at Omaha Beach in Longest Day. '85		111869		\$8.00		Excell	n	OoP	Z	
General Magazine 23/2 Inserting including 2 ASL scenarios bound in mag. Last copy. ■ Insert including 2 ASL scenarios bound in mag. ARTICLES ON: ASL first impressions & armor training; SL clinic on point defense; ASL Beyond Valor scenario 8 replay; ASL scen D-E; interview with Bob mcNamara; Up Front movement options; Diplomacy options for the amoral; unit analysis of Panzer Leader. '87		99303		\$8.00		Excell	n	OoP	Z	
General Magazine 23/3 Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86		99319		\$7.00		Excell	n	OoP	Z	
General Magazine 23/5 1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87		67518		\$7.00		New	n	OoP	Z	
General Magazine 23/5 1x3 Inventory label on cover, otherw new. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87		34390		\$8.00		New	n	OoP	Z	
General Magazine 25/2 w/insert. Does not include counters included with subscriber copies. Last copy. ■ Insert. ARTICLES ON: airpower in Tac Air; Tac Air scenario 1 replay; review of southern African conflicts & nations, & 6 Firepower scenarios set there; kickoffs in Football Strategy; tactics in Platoon; PBM intro; ASL scenario K & L; 7th fleet strategy; SL mines clinic; analysis of units in Arab-Israeli Wars. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '89		122709		\$10.00		Mint	n	OoP	Z	
General Magazine 27/4 w/ Insert. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91		79258		\$5.00		Excell	n	OoP	Z	
General Magazine 27/4 1x3 Inventory label on cover. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91		64597		\$5.00		Excell	n	OoP	Z	
General Magazine 27/6 1x3 Inventory label on cover. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wrasslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitaire rules for Wooden Ships & Iron Men. '91		61844		\$8.00		Excell	n	OoP	Z	
General Magazine 28/2 1x3 Inventory label on cover. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92		71624		\$6.00		New	n	OoP	Z	
General Magazine 28/3 1x3 Inventory label on cover. Otherws new. Last copy. ■ ARTICLES ON: German first turn strategy in Russian Front; Tac air rules for Panzerblitz & Panzer Leader; New units & 6 scenarios for Panzerblitz; naval movement in Russian Campaign; variant for Statis Pro Football; Up Front analysis & 2 new scenarios; Government intervention variant for Rail Baron; Russian Front remembrances; Eastern Front variant for Air Force w/ new Hungarian aircraft cards & scenarios. '93		71639		\$6.00		New	n	OoP	Z	
General Magazine 29/2 1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94		71665		\$5.00		New	n	OoP	Z	
General Magazine 29/4 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94		71723		\$7.00		New	n	OoP	Z	
General Magazine 29/5 1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94		71735		\$3.50		New	n	OoP	Z	
General Magazine 30/2 1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95		71804		\$4.00		New	n	OoP	Z	
General Magazine 30/4 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96		71838		\$5.00		New	n	OoP	Z	
General Magazine 31/5 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97		43835		\$6.00		New	n	OoP	Z	
AH Battleline Reprints		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
Machiavelli, 1st PARTS		77224		\$5.00		Excell	n	OoP	8	M
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garrison for all players marred with paint on one side.										
Avalon Hill VICTORY Mag		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
Victory Magazine #5 [Vietnam II]		99099		\$4.00		Excell	n	OoP	Z	
ARTICLES ON: Winning in Vietnam, pt 2: hunting the VC; "diary" of an infantryman adapted from Ambush. '84										
Victory Magazine #6 [Cold War]		111914		\$3.00		Excell	n	OoP	Z	
ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84										

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Victory Magazine #8 [Index]		99105		\$3.00		Excell	n	OoP	Z	
Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85										
Game Designers Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
2300AD RPG: Deathwatch Program		122907		\$2.50		Excell	Bk	OoP	1	M
Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monterey Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90										
Basra, Battle of...		113932		\$3.00		Mint	Fo	OoP	4	
50 unit intro game of 24th Mech v Rep Gds. Colorful & detailed. Intended to use the then-current war to introduce beginners to gaming. '91										
Prague, Battle of...		6568		\$17.50		Mint	SB	OoP	2	
Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80										
Third World War: Arctic Front		130373		\$29.00		Excell	HC	OoP Err	4	
Complete. Yellow stain on 1 marker. Sml label residue on box cover. ■ Highly balanced, tense game of strategic combat in Scandanavia in the Next War between Warsaw Pact & Nato air & land forces. Includes both air & land (and airmobile) forces. Each side has two impulses to move & attack, but somewhat asymmetrically. Soviets must use their mix of forces to quickly progress down the mountainous spine of Norway. One of the best games in the 4 part Third World War series; low unit density makes this a great puzzle to solve. Can be mated to other games in series. 2 maps, 240 counters. Rgt/Brig/Div level, 1wk/turn, 45km/hex. F.Chadwick'85										
GMT Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1846, the Race for the Midwest 2nd		148471		\$45.00	**	New	DC **		A	5
2021 update. 3-5 player railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 6 countersheets of tiles, 109 cards & stock certificates, mounted map. Tom Lehmann'21										
1848, Australia		149506		\$45.00	**	New	DC **		8	6
Semi-historical, 3-6 player game of developing & operating railroads in Australia, and even more about manipulating the stock market to make a bundle even while your RRs whither. Uses the 18xx game system. 6 private & 8 public RRs, plus the Bank of England as a source of loans. Player with the most shares of a company controls its actions. Player with the most loot at the end wins. Helmut Ohley'21										
Absolute War! Russian Front 1941-5		148743		\$42.00	**	New	BC **		6	
Smaller, faster playing game of the entire War in the East during World War II, 1941-45. Streamlined game system with victory conditions based on capture of 10 objective hexes. Each side has its own 55 Event Deck used to generate special events & abilities & to resolve combat. Also models how the German army decayed & the Soviets improved during the war. 5 1-year scenarios plus the campaign game. Mounted map, 2 countersheets, 110 cards. High solitaire suitability. Carl Paradis'21										
All Bridges Burning, Finland 1917-18		149646		\$43.00	**	New	DC **		4	3
Card-based game of the civil war in Finland, 1917-18, as it gains independence from Russia while not having a clear political future and with the intervention of multiple other European nations. 10th game in the COIN (counterinsurgency) game system with three factions, presenting a new twist to the system. The Reds seek to successfully revolt and to control the major cities, while the whites (loyalists) seek to restore control, and the moderates fight for survival of parliamentary democracy. Can be played solitaire (with solitaire rules) or with 2 or 3 players. Mounted map, 64 cards, 88 wooden playing pieces, 2-6mo/turn, area move. VPJ Arponen'20										
Almoravid, Reconquista & Riposte 1085-86		149835		\$55.00	**	New	DC **		4	
The western jewel of Islam in Iberia had fractured by 1085, and the christian king Alfonso VI mustered a large army to recapture the lands from the Muslims. But the defenders sought help from north Africa, and the reconquest was anything but easy. Uses the Levy & Campaign game system from Nevsky. Shows lords' ability to muster forces, and their ability to command armies. Politics, the need for tribute will, Moor fortifications, African troops & bloodthirsty crusaders all will guide strategy. Mounted map, 177 wooden pieces, 112 cards, 3 countersheets. Volko Ruhnke'22										
Ancient Civilizations of the Inner Sea		144914		\$45.00	**	New	DC **		8	6
Abstract game of civilization development in the areas surrounding the Mediterranean. Can be played by up to six players, including solitaire, with each play possibly playing up to 3 civs. Tone of a game may be one of cooperation or of conflict & war. Natural disasters play a role, as does barbarian invasions. 2 mapboards, 412 wooden tiles, 110 cards. Excellent solitaire suitability with solitaire rules. Christopher Bruegge, Mark McLaughlin'19										
Barbarossa, Army Group Center 1941 2nd		149020		\$60.00	**	New	DC **		4	
2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon & AGS) using an excellent, detailed system by a yeoman designer. Division level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. Rules have been completely rewritten, and OoB updated. RECOMMENDED for E.Front fiends. 2days/turn, 5mi/hex, Regt/Div level. Vance von Borries'22										
Battle Line Card Game 11th		149477		\$12.00		New	SB		A	
2021 reprint of this simple, fast playing, 2 player card game of ancient tactical combat during the time of Alexander the Great. Play is directed toward capture of opponents leader (flag) cards. Revised & enlarged from German Schotten-Totten game. R.Knizia'21										
Cataclysm: MOUNTED MAP w/ BOX		148474		\$30.00		New	DC		8	
Mounted map, plus a 3" doublecase box (to replace the original 2" bookcase box), for the base Cataclysm game. No other components included. '19										
CDG Solo System Kit 2nd		149836		\$15.00		New	zl		Z	1
Kit that provides solitaire rules systems & play aids for seven of GMT's previously published card driven board games including Paths of Glory, For the People, Washington's War, Caesar, C&C Ancients, Samurai Battles. Serves the goals of adding the narrative flow of the war, increasing the fog of war, and reducing the overhead of the game system. Provides 2 card displays, a custom die, 4 markers, a rules summary & a play sheet for each covered game. Stuka Joe, Ken Kuhn'22										
Churchill 3rd		149478		\$60.00	**	New	DC **		8	3
2022 reprint. 3 player game the rivalry between the 3 major Allies in World War II to both conclude the war & shape the post-war world: Britain, US & USSR. Players must cooperate to defeat Germany, yet compete to further their individual agendas. Represents the 10 conferences among the Big 3 from 1943-45. Each of the 10 conferences is essentially a "turn," with issues being nominated for discussion at each conference (such as directed offensive, production priorities, strategic warfare, etc). Cards influence how the conference proceeds & is resolved. Includes both 2-player & solitaire rules. 2 shorter scenarios included. M.Herman'22										
Colonial Twilight, French-Algerian War		149841		\$45.00	**	New	DC **		4	1
7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17										
Combat Commander, Pacific 2nd		148549		\$55.00	**	New	DC **		2	
Reprint/update of this game in the CC series depicting tactical combat in the Pacific in WW2. '20										
Combat Commander: New Guinea Kit 2nd		149301		\$17.00		New	Fo		2	
Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20										

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Combat Commander: Normandy Kit 2nd		149647		\$25.00		New	Fo			2
Battle Pack #3. Reprint of this kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '20										
Combat Commander: Paratroopers Kit 3rd		148745		\$10.00		New	Fo			2
Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20										
Combat Commander: Sea Lion Kit 2nd		145906		\$13.00		New	Fo			2
Battle Pack #6. Reprint of this kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '20										
Combat Commander: Stalingrad Kit 3rd		147100		\$29.00		New	Fo	OoP		2
Battle Pack #2. 2nd Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '20										
Commands & Colors, Ancients 7th		148747		\$45.00	**	New	DC	**		3
2021 reprint of base game with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimenus 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Ilipa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borgi'21										
Conquest & Consequence		149022		\$69.00	**	New	DC	**		6 3
Companion game to (and mateagble with) Triumph & Tragedy, covering the Pacific Theater from 1936-45 at a strategic level. Designed for 3 players giving it a unique dynamic. Begins with the militaristic government in power in Japan tho resource poor yet newly in control of Manchuria. Easier to learn, with cards included in play. Mounted map, 228 blocks, 2 countersheets, 110 cards. Craig Besinque'22										
Conquest of Gaul: Caratacus Kit PARTS		115368		\$4.00		New	n	OoP		2
Countersheet, only.										
Counter Sheet, Blank 1/2" Colored (140)		149648		\$2.50		New	n			Z
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01										
Counter Sheet, Blank 1/2" White (280)		144080		\$3.00		New	n			Z
Full sheet (280) of 1/2" counters, all white with no printing.										
Counter Sheet, Blank 9/16" White (114)		146625		\$2.00		New	n			Z
114 blank counters, all white, 9/16". No printing at all. '13										
Counter Sheets, Blank 1/2" Wht (280) 5Pk		149481		\$20.00		New	n			Z
Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.										
Counter Sheets, Blank 9/16" Wht (114) 5pk		149654		\$10.00		New	n			Z
Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13										
Dominant Species 6th		148550		\$65.00	**	New	DC	**		A
5th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'21										
Empire of the Sun 4th		149844		\$56.00	**	New	DC	**		6
2022 reprint of this strategic level, card driven game of the Pacific thruout WW2. Unit scale is army land units, air flotillas, & individual capital ships. Includes the Burma-China theater, and all of that on one very nicely done map. 368 counters, 165 cards. Includes a mounted map, v2 of the solitaire system rules allowing you to play either side, and also includes the South Pacific scenario from C3i #30 with a small 11x17 unmounted map. 170 cards, 1.5 countersheets, 150mi/hex, Brig/div/corp/army level, 4mo/turn. Includes yearly ('42, '43 & '44) scenarios, plus South Pacific mini-scenarios & campaign. Mark Herman'22										
Falling Sky: Ariovistus Kit		148121		\$22.00		New	zl			6 4
Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rules. Also includes rules updates. '18										
Fields of Fire 2, 5th Marines WW2-Vietnam		149023		\$59.00	**	New	BC	**		3 1
Solitaire game following the US 5th Marine divisions exploits in World War II, the Korean War and in Vietnam. Designed as a solitaire game but has a 2-player option. Terrain is generated randomly via cards. Game puts the player in the position of company commander conducting a mission against a largely unknown enemy. Popular game, now with greatly revised (cleaned up) series rules. Includes terrain decks for Normandy, Korea, Vietnam; 55 card Action deck, 5 countersheets; 10-100m2 per terrain tile, squad/team level, 15-20mi/turn. Ben Hull'19										
Fire in the Lake: Fall of Saigon Kit		149847		\$33.00		New	BC			6 1
Boxed kit for the base game. Covers the period between 1973 and the final collapse of southern Vietnam in 1975. Includes the Paris Peace Talks, US Antiwar Movement, NVA War Weariness, and new armor units. Adds 3 scenarios allowing solitaire to 4-players to extend the war thru the final 3 years (beginning as early as the Tet Offensive in 1968). Includes 104 cards, 21 wooden pieces, 1 countersheet. Mark Herman, Volka Ruhnke'22										
Fire in the Lake: Tru'ng Bot Kit		148552		\$18.00		New	zl			6 1
Kit for the base game that entirely replaces the rules, cards, player aids & charts for non-player forces. Includes a small rules set, a larger reference booklet and a deck of cards. '21										
Flashpoint South China Sea		149867		\$31.00		New	BC			6
Strategic level game of the complex geopolitical conflict between China & other nations led by the US in the South China Sea. Features a card-driven system with cards featuring events taken from recent headlines. Each side seeks to secure territorial claims and improve their political standing. Game does not cover overt military conflict, but focuses on the nuanced application of political, economic & military resources. The US side must assure freedom of navigation while the Chinese can develop atolls to assert control, while both sides must manage the tension level and seek support of the other nations in the area. 1 mounted map, 35 wood cubes, 63 cards. Includes full solitaire rules. Harold Buchanan'22										
Flying Colors Deluxe [3rd]		149851		\$53.00	**	New	DC	**		1
Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, several additional scenarios, as well as a bigger box, and Trafalgar & battles of the 7 Years War previously published in C3i, with more counters so that each unique vessel is represented by its own counter. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes hundreds of individually named ships, 840 counters, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. Mike Nagel'20										
Guilford Saratoga Brandwine TriPak [2nd]		148486		\$37.00	**	New	DC	**		3
Reprint in one package of 3 games previously published separately. Each game includes some updated. Games include Guilford Courthouse, Saratoga and Brandywine. Includes 2 double-sided mounted maps, thicker counters, replacement counters retrofitting all 8 previously published games. Mark Miklos'17										
Hex Map Sheet, Blank, 16 or 19mm, L or S		62635		\$2.50		New	n			Z
Hex Map Sheet, Blank, 16mm Long Grain		148130		\$3.50		New	n			Z
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99										
Hex Map Sheets, 16mm LONG Grain 7pak		149311		\$22.99		New	n			Z
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99										

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year				Price	EA	Condition	Type	Print?	Incl ?	Scale	Plys
Hex Map Sheets, 16mm SHORT Grain 7pak		149853		\$19.00		New	n			Z	
SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension, and each hex is numbered. '99											
Imperial Struggle, 2d Hundred YearsWar2d		148554		\$40.00	**	New	DC	**		6	
2nd printing. 2-player game of thw 2nd Hundred Years of War, the fierce competition between England & France, 1697-1789, beginning with the War of Spanish Succession and ending with the French Revolution, a period that encompassed 4 major wars. Simpler, fast playing game system loosely based on Twilight Struggle. Goal is to build the bases of colonial wealth & prestige across much of the globe. 2nd edition incorporates a few minor errata. 4 countersheets, 67 cards, global scale, 4-17yrs/turn. Anada Gupta, Jason Matthew'21											
Into the Woods, Battle of Shiloh 1862		149313		\$39.00	**	New	DC	**		3	
8th installment of GMT's line of Great Battles of the American Civil War (GBACW) begun with SPI's Terrible Swift Swords. Shows the 1862 battle of Shiloh, as the Confederates under Johnson surprise Grant's forces along the Mississippi. Uses chits to activate higher units. Includes 10 scenarios, from single divisions on each side to the full 2-day campaign. Includes the effect of the Confederate surprise attack, the green quality of many of units, and the unique role the Confederate general Johnson played. High solitaire suitability. 1hr/turn, 110yd/hex, 50men/strength point, 1120 counters, 2 double-sided maps. Richard Berg, Dick Whitaker'22											
Labyrinth, War on Terror 4th		147112		\$44.00	**	New	DC	**		8	
2019 reprint. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '19											
Labyrinth: Forever War 2015 - ? Kit		148555		\$20.00		New	zl			8	
2nd kit for Labyrinth. Continues where The Awakening Kit left off, adding new rules & event cards to cover the events from 2015-2020, including Trump becoming president with his own style of warfare. '20											
Last Hundred Yards, Airborne Over Europe		148753		\$39.00	**	New	BC	**		2	
Complete game extending this game series of tactical combat in Europe during World War II to include airborne troops & drops. System focuses on modeling small unit behavior in combat in a brisk system. This game includes missions from two Allied airborne campaigns: the initial drops in Normandy and later at Market Garden, both by the 82nd & 101st airborne. Platoon/Company level with individual guns & AFVs, 50yds/hex, 2-5min/turn, 6 dbl-sided geomorphic maps, 4.5 countersheets, 10 missions. Mike Denson'21											
Last Hundred Yards, Solomon Islands		149315		\$40.00	**	New	BC	**		2	
Complete game extending this game series of tactical combat into the Pacific. Focuses on campaigns in the Solomon Islands of Guadalcanal, Bougainville & New Georgia, Fall 1942-43. Includes US 1st & 3rd Marines and 25th Inf divisions. Will be the base game for Pacific modules. Adds infiltration, nigh attacks, fanaticism & jungle rules. Platoon & company level, 4 dbl-sided geomorphic maps, 1.5 countersheets. Mike Denson'22											
Manoeuvre: Distant Lands Kit		149854		\$15.00		New	zl			3	
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17											
Next War, Korea 3rd		149116		\$50.00	**	New	BC	**		4	
Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. Bthn/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20											
Next War, Vietnam		146331		\$55.00	**	New	DC	**		4	
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, btlm/brig/div level. Mitchell Land'20											
Next War, Vietnam		148161		\$52.00	**	< New	DC	**		4	
Solid ding to one box corner courtesy of the people in brown. Otherws new & shrinkwrapped. ■ 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, btlm/brig/div level. Mitchell Land'20											
Next War: Supplement #2 Kit		146268		\$14.46		New	zl			4	
Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20											
Next War: Supplement #2 Kit		146269		\$15.00		New	zl			4	
Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20											
No Retreat! Polish & French Fronts		146051		\$36.00		New	BC			4	
Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18											
Normandy '44, June 6th-June 27th 3rd		149025		\$42.00		New	BC			4	
2022 reprint of this 2-3 player game of the D-Day landings & the crucial 3-week period of establishing a firm beachhead, June 1944. Uses a simplified Ardennes 1944 system with movement, combat & reserve movement, and a key quality rating. 1day/turn, 2.3mi/hex, btlm/rgt/brig level, 2 scenarios & campaign. M.Simonitch'22											
Pacific War, Struggle Against Japan 2nd		148942		\$69.00	**	New	HB	**		6	
MUST SHIP UPS DUE TO SIZE & WGT; SHIPPING WILL BE QUOTED. Major update of this complex game, but perhaps THE best game on Pacific theater of WWII. Includes 2 mounted maps covering the entire Pacific, 2340 counters, 27 scenarios of varying complexity & scope, from battles to campaigns to the entire war, a streamlined logistics system, & fully integrated air ground & naval operations. Land units vary from btlm to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). Highly recommended. Mark Herman'22											
Panzer 3rd: Expansion Kit #4		149855		\$46.00	**	New	BC	**		1	
Expansion focused on the France 1940 campaign. Kit with two historical maps (and 8 maps total) of the area around Stonne, France, and scenarios with major forces from the campaign in France, 1940. Requires only the base game to play. Adds an emphasis to leadership w/ extra large counters. Includes distince solitaire game rules. 12 scenarios (2 of which are solitaire), 424 counters, 4 dbl-sided maps, 21 data cards for AFVs. James Day, Fernando Ramos'19											
Panzer 5th		149321		\$60.00	**	New	BC	**		1	
2021 reworking of this detailed, colorful game of tactical armored combat on the Eastern Front, 1941-45, integrating elements from miniature & contemporary wargames, and evolved from the Yaquinto trio of tactical games (including 88 & Armor). Covers small unit actions (platoon to btlm sized), with individual AFVs at 100m/hex, 30+sec/turn. Base game has 10 scenarios (including intros) plus all the TO&E to design your own, 296 counters (rather stunning ones). Oh, & don't miss the Panzerblitz-like box cover. James Day'21											
Panzer 5th: Expansion Kit #1 2nd		149424		\$47.00	**	New	BC	**		1	
2021 Update. Kit adding addition tank actions 1943-45. Adds 4 dbl-sided geomorphic mounted maps (1" hexes), 2 countersheets, 38 dbl-sided unit data sheets, TO&E booklets for 4 German Divs & a Soviet brigade at Kursk & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. James Day'21											
Panzer 5th: Expansion Kit #2 2nd		148166		\$26.00		New	BC			1	
2021 update. Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dbl-sided geomorphic maps, 2 countersheets, 24 data cards. James Day'21											

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Specific Condition, Subject, Designer, Year				Price EA	Flug	Condition	Type	Print?Incl ?	Scale	Plyrs
Pericles, the Peloponnesian Wars		149322		\$50.00	**	New	BC	**		8 4
4-player game (with 1-3 player rules) of the Greek Peloponnesian Wars using elements of the Churchill game system to depict the extension of politics thru other means. Two teams compete for dominance in 5th century BC Greece. Uses a unique issue preplanning system. Victory based on conquest & honor points. Includes 190 wood blocks, 88 cards, mounted map, 23 scenarios. Mark Herman'17										
Plains Indian Wars		149325		\$39.00	**	New	DC	**		4 4
1-4 player (best as simple 2 player) game of the cultural & military conflict between the surge of white settlers across what is now the central United States, consuming & taking Indian resources, while being defended by US cavalry. Can be played solitaire with dedicated rules. Easy to learn & relatively fast playing; fun fast & exciting. Offers the Indians the opportunity to unite earlier than they did historically. 1 mounted map, 60 cards, 190 colored cubes. John Poniske'22										
Rhode Island, Battle for...		148144		\$35.00	**	New	BC	**		3
Game of two battles from Rhode Island in 1778. In the first, the British pursue the retreating Continentals as they abandon their siege of Newport. Small number of units, and action tends to follow along the roads. Includes 26 opportunity cards that influence events and combat. Also includes a hypothetical assault on the fortified city of Newport that assumes that the French fleet stuck around and participated. 176 counters, 68 cards, double-sided map. Mark Miklos'20										
Salerno '43, Allied Invasion of Italy		149428		\$30.00		New	BC			4
Rgt/brigade level game of the initial Allied invasion of the Italian mainland at Salerno, Sept 1943. Three Allied division invade the area defended by a full strength panzer division, soon reinforced by 5 other German mechanized units. For 8 days the beachhead's survival was in doubt, causing the Allies to reinforce with the 82nd Airborne. Only the approach of Allied forces overland from the south ended the German threat. Invasion scenario plus campaign game. 1 map, 1 countersheet, moderate solitaire suitability. Mark Simonich'22										
Silver Bayonets 1st		1224		\$15.00		Excell	BC		OoP Err	2
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the Ia Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90										
Simple Grt Btls of History Playbook 3rd		149856		\$13.00		New	zl			3
2017 3rd ed reprint. Kit providing streamlined, fast playing series rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their modules, now with other games published since the 2nd edition.. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'17										
SpaceCorp 2025-2300AD 2nd		148762		\$60.00	**	New	DC	**		6 4
2021 reprint of this fast playing 1-4 player game of capitalistic exploitation of space in 3 separate eras of the future. Played on 3 space maps printed on 2 mounted maps. Play options provide high replay value. Can be played solitaire. John Butterfield'21										
SpaceCorp 2025-2300AD: Ventures Kit		147121		\$20.00	**	New	BC	**		A 4
Expansion kit bringing the number of competing corporations in space up to 14, and offering new ways to play & win. Also provides advanced AI for solitaire play by 10 of the 14 corporations. 14 dbl-sided HQ boards, 12 cards, 2 rule books; For 1-4 players. John Butterfield'21										
Storm Above the Reich		148506		\$50.00	**	New	DC	**		2 1
Solitaire game in which the player manages a German Focke-Wolf FW-190 fighter squadron in the face of endless American B-24 bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min, and campaigns consisting of 6-60 missions. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Sister game to Skies Above the Reich, and can be mated to that game. 4 dbl-sided mounted maps of various sizes, 2 countersheets, 60 blocks, 96 cards. Jerry White & Mark Aasted'21										
Time for Trumpets, the Btl of the Bulge		149035		\$81.00	**	New	DC	**		3
Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20										
Triumph & Tragedy 3rd		149857		\$62.50	**	New	DC	**		8 3
2022 update. Geopolitical game for 2-3 players in the World War II era, 1935-45, between the advocates of Capitalism, Communism & Facism. Played on diplomatic, economic, technological and military spheres, with a map covering Eruope to India, and 208 wooden block units, 110 cards. Players can win economically, technologically or thru military conquest. Fast moving, interactive game. Area move, strategic level, armies/fleets, 1yr/turn. 1 countersheet, 110 cards. C.Besinque'22										
Twilight Struggle, Cold War 1945-89 11th		149667		\$37.43	**	New	BC	**		8
Deluxe edition; 2021 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'21										
U.S. Civil War 2nd		149858		\$79.99	**	New	DC	**		6
2022 reprint. Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men per point, plus ships, forts, etc. Scenarios for each of the first 3 years of the war, and the grand campaign. Without the naval rules, rules length is 21pgs. RECOMMENDED GAME. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonich'22										
Versailles 1919		149327		\$48.76	**	New	DC	**		A 4
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										
Vietnam 1965-75 2nd		149100		\$60.00	**	New	DC	**		4
Update of this well-regarded, complex 3-map, 6 countersheets, BtlN-lvl game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btlN/regt level. NickKarp'22										
Wilderness War, French & Indian War 3rd		149432		\$40.00	**	New	BC	**		4
2015 update & reprint of this card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers an area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. BtlN/regt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards. V.Ruhnke'15										
Wing Leader, Supremacy 1943-45 2nd		148516		\$55.00	**	New	DC	**		2
2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers theperiod in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmicombe-Wood'22										
World at War 3rd		149861		\$114.00	**	New	DC	**		8
2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18										

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Specific Condition, Subject, Designer, Year				Price EA	Flag	Condition	Type	Print?	Incl ?	Scale	Plyrs
GMT C3i Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
C3i # 2		128913		\$45.00		Mint	n	OoP		Z	
Does NOT include 40-counter insert. Otherw's cherry. Last copy. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strategy for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thunderbolt & Apache-Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93											
C3i # 5		49681		\$18.00		New	n	OoP		Z	
50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, Btl's of Waterloo scenario, errata for Alex Deluxe, Btl's Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95											
C3i # 6		51753		\$12.50		New	n	OoP		Z	
w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96											
C3i # 8		53660		\$39.00		New	n	OoP		Z	
Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97											
C3i # 9		50994		\$35.00		New	n	OoP		Z	
w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99											
C3i #12		53239		\$69.00		New	n	OoP		Z	
w/ 140 counters (Btl's N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00											
C3i #14		58532		\$59.00		New	n	OoP		Z	
Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wilderness War, Simple GBOH. 52pgs. '02											
C3i #15		63942		\$25.00		New	n	OoP		Z	
w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16)). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04											
C3i #16		70953		\$30.00		New	n	OoP		Z	
With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR sceario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05											
C3i #17		74157		\$50.00		New	n	OoP		Z	
48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Dntown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. ARTICLES ON: Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Dntown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06											
C3i Magazine #20		103729		\$72.00		New	n	OoP		Z	
Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08											
C3i Magazine #21		88598		\$99.00		New	n	OoP		Z	
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09											
C3i Magazine #23		95348		\$55.00		New	n	OoP		Z	
Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.;Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col											
C3i Magazine #24		95018		\$79.00		New	n	OoP		Z	
W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10											

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

Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year				Price	EA	Condition	Type	Print?	Incl ?	Scale	Plys
C3i Magazine #27		112631		\$109.00		New	n	OoP		A	1
Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Levloff'13 / w/ 2 Combat Commander scenario cards with 4 scenarios#117-120; SPQR Dertosa 215BC scenarios, Iron & Oak insert with 2 scenarios plus 2 map inserts. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat in Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; new scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Reds!; Dertosa, 215BC scenario for SPQR Deluxe.											
C3i Magazine #28		113399		\$109.00		New	n	OoP		Z	
Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoplite (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map, 80 counters. S.Vasta'15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Combat Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview with S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoplite scenario.											
SPI Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Combined Arms, Combat Ops 1935-70 2nd		108536		\$24.00		Excell	FT	OoP		2	
20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.											
Commando, Combat Adventure Game		1861		\$29.00		Mint	BC	OoP	Err	1	
Cherry aside from rules staple rust & lite Spotting to generic box btm. Unpunched. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79											
Mech War II		2007		\$130.00 **		Mint	DC **	OoP	Err	2	
w/ 2 counter trays. Box has tape remanents on 2 side panels & btm. Several creases, corner dings, wear & scuffs on box. Components cherry. ■ Large two game pkg: update of Red Star/White Star (mech combat in central Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79											
Patrol, Man-Man Combat in 20th Century		122696		\$25.00		Mint	FT	OoP		1	
Missing 10 blanks, otherws mint. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74											
Scrimmage 2nd		107383		\$20.00		Mint	FT	OoP		1	
Packaged in a flat tray. Unpunched & unused. ■ 2nd edt is a reprint in boxed format of the game originally appearing in S&T37. Workable, but never popular, game of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73											
Tank! (w/ Expansion Kit) 2nd		122692		\$38.00		Mint	FT	OoP		1	
Base game with expansion kit in a flat tray. Expansion rules have several penciled notes written on cover, otherws unpunched & mint. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T#44. Game of individual tank-tank combat w/ AT guns & infantry, during WW2. Box game includes the Expansion Kit that greatly elaborates on the base game (with 200 additional counters & additional rules & scenarios). 300 counters total. Simove. J.Dunnigan'74											
SPI S&T Magazine Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Armada, 1st #72		123227		\$16.00		Mint	n	OoP	Err	4	
Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.											
Armada, 1st #72		107569		\$20.00		Mint	n	OoP		4	
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.											
Armada, 1st #72		131180		\$25.00		Mint	n	OoP	Err	4	
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.											
Breitenfeld #55		105453		\$23.00		Mint	n	OoP		2	
Very clean. ■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.											
Breitenfeld #55		99128		\$24.00		Mint	n	OoP		2	
Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.											
Cedar Mountain #86		56968		\$15.00		New	n	OoP		2	
Mag & Game. GBACV v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.											
Combined Arms, Combat Ops 1935-70 #46		130955		\$35.00		Mint	n	OoP		2	
Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.											
Combined Arms, Combat Ops 1935-70 #46		92835		\$30.00		Mint	n	OoP		2	
Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.											
Crusades #70		147202		\$32.00		Excell	n	OoP		6	
Last copy. ■ Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).											

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Archival Flag	General Condition	Box Type	Out-of-Print? Incl ?	Errata	Game #-of Scale	Game #-of Plyrs
Desert Fox #87		105428		\$29.99		Mint	n	OoP		4	
Rules separated. Single large dog ear crease on mag cover. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the game into Tunisia & 1943. R Berg'81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.											
Dixie #54		131189		\$20.00		Mint	n	OoP		6	
Cherry. Last copy. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.											
Fifth Corps #82		131174		\$55.00		Mint	n	OoP		2	
Cherry. Last copy. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btln lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.											
Fighting Sail #85		111854		\$29.00		Mint	n	OoP		1	
Last copy. ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.											
Frederick the Great #49		98782		\$33.00		Mint	n	OoP		6	
19 units loose in strips from tree. V.clean. Last copy. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegent system rewards a war of manuever. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.											
Kaiser's Battle #83		101471		\$12.00		Mint	n	OoP		4	
Cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's Battle #83		98798		\$18.00		Mint	n	OoP		4	
Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kaiser's Battle #83		131173		\$12.50		Mint	n	OoP		4	
Sml dog ear to corner of map, otherws cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.											
Kampfpanzer, Armored Combat 1937-40 #41	GmOnly	131325		\$22.00		Mint	n	OoP		2	
Cherry. Last copy. ■ GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73											
Oil War #52		140337		\$25.00		Excell	n	OoP		4	
Complete. Rules & a few pgs of mag litely dog-eared. Otherws EX. Last copy. ■ Mag & Game. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.											
Operation Grenade #84		107462		\$10.00		Mint	n	OoP		4	
A few fingerprint mars on mag cover. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
Operation Grenade #84		91180		\$10.00		Mint	n	OoP		4	
Mag cover finger print marred. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
Operation Grenade #84		131172		\$12.00		Mint	n	OoP		4	
Mag cover v.mildly scuffed, otherws cherry. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.											
Operation Olympic #45	GmOnly	122687		\$22.00		Mint	n	OoP		4	1
Sml price tag remnant on rules cover, otherws mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. J.Dunnigan'74											
Panzer Battles #73		131179		\$27.50		Mint	n	OoP		2	
Cherry mint. Last copy. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.											
Paratroop #77		116460		\$25.00		Mint	n	OoP	Err	2	
Last copy. ■ Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.											
Patton's 3rd Army #78		123229		\$13.00		Mint	n	OoP		4	
Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christianity in 16th Century.											
Patton's 3rd Army #78		107488		\$16.00		Mint	n	OoP		4	
Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christianity in 16th Century.											
Patton's 3rd Army #78		140209		\$16.00		Mint	n	OoP		4	
Unpunched. Mag cover shows slight wear. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christianity in 16th Century.											
Plot to Assassinate Hitler #59 PARTS	GmOnly	116118		\$19.00		< New	n	OoP		A	
Game-only. Rules stapled twice at spine, otherws clean. Unpunched & complete. 2" portion of map mildly soiled.											
Revolt in the East #56		98779		\$18.00		Mint	n	OoP		6	
Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).											
Revolt in the East #56		105452		\$19.00		Mint	n	OoP		6	
Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).											

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price	EA ^{Ship} Flag	General Condition	Box Type	Out-of-Print? Incl ?	Errata	Game #-of Scale	Plays
Scrimmage #37		101054		\$20.00		Mint	n	OoP		1	
1 mag center pg litely discolored by exposure to counters. Some yellowing to rules eye & map seam; otherws cherry. Last copy. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.											
Siege of Constantinople #66		140215		\$34.00		Mint	n	OoP		4	
Last copy. ■ Mag & Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg'78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.											
South Africa, Vestige of Colonialism #62		107485		\$22.00		Mint	n	OoP		6	
Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.											
South Africa, Vestige of Colonialism #62		105652		\$20.00		Mint	n	OoP		6	
Sml dog on upper corner of mag cover, otherws very clean. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.											
Stonewall in the Shenandoah #67		131182		\$20.00		Mint	n	OoP		4	
Cherry. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman'78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.											
Stonewall in the Shenandoah #67		104396		\$19.00		Mint	n	OoP		4	
Rules separated. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman'78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.											
Strategy & Tactics (SPI) # 34		92942		\$11.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.											
Strategy & Tactics (SPI) # 38		107734		\$8.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.											
Strategy & Tactics (SPI) # 41		107736		\$8.00		Excell	n	OoP		Z	
Soiling of mag edges. ■ Mag only; no rules. ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.											
Strategy & Tactics (SPI) # 46		107741		\$7.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Combined Arms Combat Operations in the 20th Century; Modern Infantry Tactics, 1914-74; Players Notes for StarForce Alpha Centauri (w/strategy hints).											
Strategy & Tactics (SPI) # 52		107747		\$5.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.											
Strategy & Tactics (SPI) # 52		113914		\$5.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.											
Strategy & Tactics (SPI) # 63		92259		\$5.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.											
Strategy & Tactics (SPI) # 70		107619		\$5.00		Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).											
Strategy & Tactics (SPI) Book I		115432		\$25.00		Mint	n	OoP		Z	
Few isolated spots on cover. ■ First of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #1-6. Index of this booklets content included on back cover together with an essay from original publisher, Chris Wagner, describing each issue. A must for collectors. '70											
Strategy & Tactics (SPI) Book II		106832		\$24.00		Mint	n	OoP		Z	
Last copy. ■ Second of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #7-12. Index of this booklets content included on back cover describing each issue. Includes a preface by Christopher Wagner, original publisher of S&T, detailing the story behind these issues. A must for collectors. '70											
Strategy & Tactics (SPI) BOOK IV		115433		\$34.00		Mint	n	OoP		Z	
Includes Crete game components & rules within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#16-18 in this issue). Includes preface by Christopher Wagner, original publisher of S&T, detailing the background story on this issues. 98pg+errata sheet. '70											
Tank! #44		130951		\$25.00		Mint	n	OoP		1	
Unpunched, clean. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.											
Tank! #44		99121		\$22.00		Mint	n	OoP		1	
Slight sun discoloration to rules cover page. Unpunched. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.											
Tito & His Partisan Army, Yugoslavia #81		105650		\$9.00		Mint	n	OoP		6	
Rules separated. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.											
Tito & His Partisan Army, Yugoslavia #81		123226		\$10.00		Mint	n	OoP		6	
Cherry. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.											
Tito & His Partisan Army, Yugoslavia #81		101278		\$10.00		Mint	n	OoP		6	
Clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.											
Tito & His Partisan Army, Yugoslavia #81		GmOnly 35944		\$5.00		Mint	n	OoP		6	
GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80											
Wilson's Creek #80		141291		\$19.00		V.Good	n	OoP		3	
Complete. Some moisture spots on cover of std rules. Mag scuffed & stained thru use. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.											

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

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Price EA	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year				Price EA	Condition	Type	Print?	Incl ?	Scale	Plays
Third Millenia BATTLEFLAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Battleflag Magazine #24		3585		\$2.50	Mint	n	OoP		Z	
Mag & game. Feb'73, w/ Gen Patton sketch cover. Final issue of this early 70s wargaming magazine out of the south. / ARTICLES ON: Old Contemptables, BEF in WWI; Review of Starlord, Interstellar Game of Future; survey of recent game releases; Breakout Designer's Notes; Phalangeal Tactics pt.2; Napoleonic Army Organization in Portugal; Wargaming's Decline.										
First Indochina War #27		148581		\$20.00	Mint	n	OoP		6	
Map creased at fold intersections. and corner edge wear, due to odd length of map relative to mag. Others clean & unused. ■ Mag & Game. Simpler, early 70s game of the First Indochina War between the Vietminh v French in Laos & Vietnam, 1950-2. The Vietminh are not strong enough to challenge the French (who were lavishly supplied by the US) in open combat, but thru quick attacks & guerilla war prevented the French from restoring their colonial control of Indochina. Simple game; rules cover the de Lattre fortification line, militia, airborne operations, bombardment, guerilla war, etc. Brigade-level, 154 counters, 1 map. Guy Hail'74										
TSR Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Counter Tray, TSR Style Bookcase Tray		140739		\$2.00	Excell	n	OoP		Z	
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.										
Counter Tray, TSR Style Bookcase Tray		140738		\$2.00	Excell	n	OoP		Z	
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.										
Counter Tray, TSR Style Bookcase Tray		140420		\$2.00	Excell	n	OoP		Z	
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.										
TSR S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
13: Colonies in Revolt #104		131200		\$20.00	Mint	n	OoP		6	
Cherry. Last copy. ■ Mag & Game. Operational level game covering the entire Revolutionary War, 1775-81, from Maine to George & the Great Lakes. Onus is on the British to conquer the continent. 200 counters, 26mi/hex, 2mo/turn, Rgt+ level. R.Berg'85. / ARTICLES ON: Roman Honorific Titles; 34 Campaigns for which the US Army awarded participation medals; Siege of Khe Sahn 1968; the Southern Campaigns during the Am Revolutionary War, 1778-81; Duel in the Desert variants for TSR Sirocco; New variants & Mediterranean scenarios for TSR WWII European Theater of Operations 2nd, with ERRATA; Berg's review of games: GDW Arctic Front, TSR Twilight War; VG Pax Britannica; 3W East Wind Rain, HISTCON Marengo, AH Firepower; ERRATA for Monty's D-Day #102; Pluses for the Game Hobby; Previews of TSR TSS 2nd, Barbarossa; Strategy for Monty's D-Day #102.										
American Civil War ['83] #93		131211		\$24.00	Mint	n	OoP		6	
Cherry. Last copy. ■ Mag & game. Game covering all of the American Civil War at strategic level with 200 cnts. Includes riverine forces & a greater emphasis on leaders & supply than prior efforts. 35mi/hex, generic strength units. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWII: Motorized & Panzer Grenadier Divs; von Luchins & the Voyage of teh German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Remember Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, Iwo Jima #92.										
Central Command #98		131206		\$22.00	Mint	n	OoP		2	
Cherry. ■ Mag & Game. Game of air-land combat between elite, airborne formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btln/rgt level. Co/btln level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Blem of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.										
Central Command #98		101462		\$22.00	Mint	n	OoP		2	
Cherry. ■ Mag & Game. Game of air-land combat between elite, airborne formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btln/rgt level. Co/btln level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Blem of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.										
Iwo Jima #92		131212		\$49.00	Mint	n	OoP		4	1
Cherry. ■ Mag & Game. Well-regarded solitaire game of the US invasion by 3 Marine divs of this fortress island defended by 21,000 fortified Japanese, Feb-Mar '45. Company level. Players takes US side. Goal is to clear the island a quickly as possible with minimum casualties. 200 counters, 250m/hex, 1day/turn, 2 short scenarios plus full campaign. D.Rohde, G.Gillete'83 / ARTICLES ON: German Panzer Div mobilization in WWII; Berg's Review of Games: Trenchfoot, Carrier Strike #16, Richard the Lionhearted; Iwo Jima, Feb-Mar 1945; Rise & Fall of the British Empire, 1583-1983; Afghan Wars; Sepoy Rebellion; Boer War; Opium & Boxer War.										
Monmouth #90		107457		\$24.00	Mint	n	OoP		2	
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.										
Monmouth #90		107385		\$22.00	Mint	n	OoP		2	
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.										
Monty's D-Day #102		107213		\$32.00	Mint	n	OoP		4	
Cherry. ■ Mag & Game. Co/Btln level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.										
Monty's D-Day #102		131202		\$34.00	Mint	n	OoP		4	
Cherry. ■ Mag & Game. Co/Btln level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.										
Monty's D-Day #102	GmOnly	91168		\$12.50	Mint	n	OoP		4	
GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btln level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85										
Pleasant Hill, Battle of... #106		131198		\$20.00	Mint	n	OoP		2	
Cherry. Last copy. ■ Mag & Game. Volume 7 in the Grt Battles of the Am Civil War series. Taylor's Confederate forces attack Bank's prepared position in Louisiana, Apr'64, forestalling further Union threats to Texas. 200 counters, 20min/turn, 120yd/hex, 100men/strength pt, regt level. Martin & Millman'86 / ARTICLES ON: Battle of Mazikert, Armenia, 1071; Red River Campaign of 1864; Military Wargame Excersises; Berg's review of: AH Russian Front, 3W Rise of the House of Sa'ud, MOORE Operation Thunderclap, TSR Julius Caesar; Additional Southern Campaign scenario for 13 Colonies in Revolt #104; Command & Design, a Perspective (K Zucker).										

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Archival Flag	General Condition	Box Type	Out-of-Print? Incl?	Errata Scale	Game #-of Plyrs
Rapid Deployment Force RDF #91		131213		\$18.00		Mint	n	OoP		2
Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.										
Rapid Deployment Force RDF #91		140204		\$16.00		Mint	n	OoP		2
Unpunched & unplayed. Mag has been read and is worn & modestly wrinkled with several small spot stains & a few sml tears. ■ Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.										
Road to Vicksburg #103		131201		\$20.00		Mint	n	OoP		4
Cherry. Last copy. ■ Mag & Game. Decisive btl of Champion Hill, May 1863, that decided the Vicksburg campaign and gave the Union control of the Mississippi River. Uses the Blue & Gray game system. Rgt/brig level, 100 counters, 300m/hex, 45min/turn, 125-300men/strength point. R.Land'85. / ARTICLES ON: POWs in the US; Roman Emperor as Warrior; Ukraine Insurgent Army 1942-9; Future of the Carrier; Vicksburg Campaign, Grant's Masterpiece; Battle at Champion Hill; 10 Year Retrospective on Napoleon's Last Battles Quad; Unexpected War in the Falklands; New Mortain & Falaise Pocket scenarios for TSR Cobra 2nd, plus OoB variants & ERRATA; Berg's Reviews of: VG Cold War, Thunder at Luetzen #99, MB Conquest of the Empire, AH B-17 2nd; Choosing a Wargame Topic; Cromwell's Victory after-action report, plus variants & ERRATA.										
Ruweisat Ridge #105		97461		\$20.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Grand tactical game of btls near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.										
Singapore, Fall of Malaya #96		117282		\$27.00		Mint	n	OoP		4
Rules separated. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
Singapore, Fall of Malaya #96		97415		\$28.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
Singapore, Fall of Malaya #96		131208		\$29.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
Soldiers of the Queen #95		107482		\$23.00		Mint	n	OoP		2
Cherry. ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perververance & Capital; American Civil War #93 variant rules.										
Soldiers of the Queen #95		131209		\$24.00		Mint	n	OoP		2
Cherry. ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perververance & Capital; American Civil War #93 variant rules.										
Superpowers at War #100		131204		\$25.00		Mint	n	OoP		4
Cherry. Last copy. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt-lvl game of operational combat in western Germany during the opening days of World War III. 2 scenarios: Drive on Munich & Across the Rhine. Double impulse game emphasizing mobility. 4km/hex, 24hr/turn, btl/rgt level. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98.										
Trail of the Fox #97		131207		\$27.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/n/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.										
Trail of the Fox #97		122720		\$28.00		Mint	n	OoP		4
Includes errata & variant rules. ■ Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/n/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.										
Warsaw Rising #107		11934		\$39.00		New	n	OoP		2
Last copy. ■ Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-house fighting. 200 counters, btl/n-regt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Gleam of Bayonet.										

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Strategy & Tactics (Wag) # 3 REPRINT	115419	\$5.00	V.Good	n	OoP	Z
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.3; Earth Destroyed by Nuclear Blast; Miniatures Warfare; Deceptive Manuevers in Postal Games; Vertical Envelopment; Soviet Army Order of Battle, June 1941; Remagen Bridge boardgame, pt.3. '67						

Strategy & Tactics (Wag) # 4 REPRINT	115420	\$5.00	V.Good	n	OoP	Z
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.4; Review of Gamescience's Vietnam; Miniatures Wargame Terrain; Northern Strategy in AH Stalingrad; Soviet Army OoB July 1941-Oct 1942; Surface Combat Probability in AH Midway; Remagen Bridge boardgame, pt.4. '67						

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Specific Condition, Subject, Designer, Year				Price	EA	Condition	Type	Print?	Incl ?	Scale	Plys
Strategy & Tactics (Wag) # 14 REPRINT		115430		\$8.00		Excell	n	OoP		Z	
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: The 1914 Project; Wargamer's Notebook; Grand Fleet at Jutland pt.4; GMSCI Battle of Britain; George Lord's Rules for Naval Wargames (cont); Strategy of Static Defense, the Maginot Line; Intro to Napoleonics; Thoughts on Combat Factor; Diplomcy. '68											
WWW Strategy & Tactics (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Afrika Orientale #128		130981		\$25.00		Mint	n	OoP		4	
Last copy. ■ Mag & Game. Rgt/Brig/div level, Europa system game of the Allied invasion of Italian East Africa (Somoliland, Sudan, Kenya), Dec'40-41. 32mi/hex, 2wks/turn, 200 counters. J.Brown'89 / ARTICLES ON: The End of Italian East Africa; the First Golden Era of Gaming (by Balkoski, Isby & Nofi; Rush to Glory errata.											
Anzio Beachhead 2nd ['90] #134		131017		\$32.00		Mint	n	OoP		4	
Cherry. Last copy. ■ Mag & Game. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90											
Baton Rouge #133		131018		\$23.00		Mint	n	OoP		2	
Cherry. Last copy. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.											
Beirut '82, Arab Stalingrad #126		130997		\$19.00		Mint	n	OoP	Err	4	
Cherry. Last copy. ■ Mag & Game. Includes 18 counters for the 3rd Reich Ethiopia variant in Battleplan #8. Game covers the Israeli drive to capture first southern Lebanon then Beirut & clear the area of Palestinian opposition. Determined, guerilla-like Palestinian resistance together with diplomatic pressure ended further Israeli efforts. 2000ft/hex, 3days/turn, widely varying units. T.Kane'89 / ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.											
Campaigns in the Valley #123		24106		\$18.00		New	n	OoP		4	
Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.											
Campaigns in the Valley #123		88963		\$16.00		Mint	n	OoP		4	
Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.											
Campaigns in the Valley #123		97477		\$16.00		Mint	n	OoP		4	
Cherry. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.											
Eckmuhl, Battle of... #114		130999		\$15.00		Mint	n	OoP		2	
Cherry. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
Eckmuhl, Battle of... #114		105737		\$12.50		Mint	n	OoP		2	
Rules separated. Otherws unpunched, unplayed, clean. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
Horse Soldiers, Forrest at Bay #119		131003		\$28.00		Mint	n	OoP		2	
Cherry. Includes both Tupelo AND Brice's Crossroad games. Last copy. ■ Mag & 2 Games: Tupelo AND Brice's Crossroad. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great BtIs of the Am Civil War system. 300 counters total, btl/rgt level, 115 or 160yd/hex, 1hr/turn. R.Berg'88 / ARTICLES ON: Armies with the highest proportion outside their borders; German Army Personnel Policies; Caesar's Legions; Third World Ballistic Missiles; Forrest at Bay, Summer 1864.											
Iron Cross #132		131019		\$20.00		Mint	n	OoP		1	
Cherry. Last copy. ■ Mag & Game. Detailed, 6 scenario game of man-man combat in the USSR 1941-2 w/ a few tanks & AT guns too. 10m/hex, 2min/turn, 200 counters. M.Sprock'90 / ARTICLES ON: Generals in the Waterloo Campaign; the 39th New York Rgt in the Am Civil War; Intro of Firearms into Japan; the Proliferation of WMDs in the Third World; Infantry Battle at Khristische, USSR, Jan 1942; Gladiators in Rome; New & Variant Rules for Beirut '82 #126.											
Kanev, Parachutes Across the Dnepr #115		100253		\$20.00		Mint	n	OoP		4	
Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidfy their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Kanev, Parachutes Across the Dnepr #115		97436		\$22.00		Mint	n	OoP		4	
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidfy their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Kanev, Parachutes Across the Dnepr #115		130998		\$22.00		Mint	n	OoP		4	
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidfy their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.											
Korea, the Mobile War #111		97437		\$22.50		Mint	n	OoP		4	
Slight discoloration to 2 units; otherws cherry. Unpunched. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.											

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Korea, the Mobile War #111		105722		\$25.00			Mint	n	OoP	4
Rules separated. Sml lite spot on mag cover. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.										
Men At Arms #137		131014		\$25.00			Mint	n	OoP	2
Cherry mint. ■ Mag & Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest & main men. 200 counters. J.Dunnigan & A.Nofi'90 / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.										
Patton Goes to War #112		105663		\$16.00			Mint	n	OoP	2
Rules separated. Very clean. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87										
Sideshow, German East Africa 1914-8 #135		131016		\$25.00			Mint	n	OoP	6
Cherry. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force-in-being in the face of massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btln level, 1mo/turn, 200 counters. R.Berg'90 / ARTICLES ON: Georgia & the Defense of Colonial America 1733-47; Abner Doublday, Hero & Myth; Assault at Odessa 1941; World War I in East Africa; Quality Factors at Arracourt 1944; Artillery & the 20th Century Wargame; Doing Right by Ancient Armies in Games.										
Tigers are Burning #118		98796		\$24.00			Mint	n	OoP	6
Cherry. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.										
Tigers are Burning #118		131004		\$25.00			Mint	n	OoP	6
Cherry. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.										
Tsushima, May 1905, Btl of... #130		130979		\$25.00			Mint	n	OoP	1
Cherry. Last copy. ■ Mag & Game. Tactical level, ship-ship naval combat at 2 engagements, Ulsan & Tsushima during the Russo-Japanese War of 1904-5. Tsushima is the climactic, large battleship contest that destroyed the Russian fleet & effectively ended the war. Good detail from a yeoman naval designer. 100 counters, 1km/hex, 7.5min/turn. J.Greene'89 / ARTICLES ON: Military Participation Rates around the world; Civil War Babies & the White House; Sweden & the Barbary Pirates; Strategically Important Epidemics; Life Under the Missiles in Tehran; the Russo-Japanese War at Sea, 1904-5; the Battle of Tsushima 1905; Extensive ERRATA for 3W Hitler's Last Gamble.										

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