

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

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

Game Rating System Explained

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

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

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

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

Magazine Title	Issue #	Price	Condition	Players	Scale	Year
Fire & Movement (Dec Gms) # 75	123911	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & REVIEWS ON: detailed profile of GMT Hornet Leader; profiles of GRD Balkan Front 2nd, OMEGA Carrier War 1st; survey of 3 games of the American Revolution: SPI American Revolution, AH 1776, TSR 13 Colonies in Revolt; reviews of AH ASL Code of Bushido, Conflict in Europe PC, RHINO Legend Begins 1st, GMT Tet Offensive, COLUMBIA Mid-East Peace, CROWN High Ground, ENGELMANN Shattered States, MOOF Afghanistan, COA La B D'Auerstaedt; retro review of SPI Frederick the Great; Origins '91 report. '91						
Fire & Movement (Dec Gms) # 76	123912	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & REVIEWS ON: detailed profile of GDW Tet Offensive; reviews of TSR Sniper Special Forces; survey of Computer Games pt2, Air & Sea Battles (extensive); 2pg list of American Civil War games; short survey of games well-suited to multi-player play; brief reviews of AH Attack Sub, GDW Fall of Tobruk; retro review of SPI Chicago Chicago #21; discussion of Gaming Awards & their validity. '91						
Fire & Movement (Dec Gms) # 77	123913	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & REVIEWS ON: detaile profile of GAMERS Barren Victory; reviews of GMT GBOH Alexander, 3W Campaigns of Marlborough, AH Republic of Rome; brief reviews of PACRIM 48th Panzer Korp #3; FGA Operation Crusader; 2WOLF Silverton 1st, World in Flames 5th, 3W 2WW; retro review of SPI Thirty Years War Quad; the possibility of Case Geld, the German invasion of the US in the '40s. '91						
Fire & Movement (Dec Gms) # 78	123914	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews on: XTR Blood & Iron #21 review & strategy; Zones of Control in Simulation Design; COA Speed of Heat Game Replay; 2-Player Variant Rules for VG Tokyo Express; XTR Successors Variant Rules; Modifiedc Campaign Rules for Zeppelin #159; 12 Patton's War (US v USSR) Scenarios for Panzerblitz & Panzer Leader; Japanest Strategy in Axis & Allies. '94						
Fire & Movement (Dec Gms) # 79	123915	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: detailed review of Trajan #145; review of Defense of Rorke's Drift w/ strategy; revies of LAMBOURNE Wings Over France, 3W Star Force Terra, Chad #144; 1991 games & companies in reviews Computer Wargames in 1991. '92						
Fire & Movement (Dec Gms) # 80	123916	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
Cover of this mag shows an incorrect issue # (78). ARTICLES & REVIEWS ON: detailed profile of GDW Sands of War; reviews of VG Flashpoint Golan, GMT 1863, FRESNO Pacific War Classics, Tarawa & Saipan, including ERRATA; reviews of Boer War (part of the 3W Defense of Rorke's Drift game), GRD First to Fight 2nd; brief reviews of XTR Victory at Midway #14, AH Advanced Civilization kit, DG Italian Campaign Sicily #146, DG Holy War #147; retro review of AH Fury in the West 2nd; report on Fresno Gaming's self-destruction. '92						
Fire & Movement (Dec Gms) # 81	123917	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & REVIEWS ON: Anthology of American Civil War Games, pt 1, Strategic Games: GMT 1863, SPI American Civil War #43, TSR American Civil War #93, MB Battle Cry, VG the Civil War, TFG Grand Army of the Republic, GDW House Divided 1st & 2nd, SPI War Between the States; and pt 2, Theater Games of the ACW: 3W Army of the Potomac, 3W Army of the Tennessee, POWDER War in Virginia, COA Campaigns of Robert I Lee; reviews of FRESNO Brother Against Brother, with discussion of 'Game' versus 'simulation'; 3W Raid on Richmond, COLUMBIA East Front 1st; a revisionist's perspective of WWII eastern front games; brief reviews of DG Cropredy Bridge #148, AH D-Day '92; retro review of GROUP3 Rolling Thunder 2nd, MFG Express; Keeping them happy in Civilization PC. '92						
Fire & Movement (Dec Gms) # 82	123918	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: detailed profile of Four Battles of the Ancient World w/ designer respons & ERRATA; reviews on Wings Over France, GMT Thunderbolt Apache Leader 1st, 3W Zitadelle, PACRIM Honour Alone, 3W Royalists & Roundheads, MOORE Body Count in Laos 1971, SOCOMER Auerstaedt 1806; Anthology of American Civil War games, pt 3, Campaign Games: GUIDON Atlanta, GREEVER Atlanta Campaign, Campaign in the Valley #123, QTRDCK Grant Moves South, COA Great Invasion, WEG Killer Angels, PAC RIM Lee Invades the North #2, SPI Lee Moves North, VG Lee v Grant, COA Marching Thru Georgia & Mississippi Fortress, VG Mosby's Raiders, BL Obj Atlanta & Seven Days Blts & Shenandoah, RAND Vicksburg, SPI Wilderness Campaign; Comparison of World in Flames vs. European Theater of Operations; reviews of Omega Carrier War Expansion Kit, Franco-Prussia War #149, GDW Sands of War Expansion Kit, XTR I Am Spartacus #15, AH Adel Verpflichtet. '92						
Fire & Movement (Dec Gms) # 83	123919	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES ON: Analysis of Advanced Third Reich; Anthology of American Civil War Game series; profile of Bloody Roads South; profile of Chancellorsville, Pinnacle of Victory; profile of Black Sea Fleet and XTR's Jutland; profile of GDW's Bloody Kasserine & Race for Tunis; profile of GAMESMITH'S Total War; profile of MFG's Road to the White House & AH's Candidate; strategy in Vicroy/Columbus; reviews of: Gettysburg, Lee's Greatest Gamble; AH Midway '92; Italian Campaign Salerno #150; Vittoria Friedland #151; Playability, the Rules of Sicily & Simplicity; Point of Attack PC. '92						
Fire & Movement (Dec Gms) # 84	123920	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & REVIES ON: detaile profile of RHINO Campaign to Stalingrad; reviews of GAMERS Stalingrad Pocket 1st, COA Prelude to Disaster, MOORE Kesselschlacht, GMT GBOH SPQR, IES Cannae, MOORE Landships, XTR 1918 Storm in the West; anthology of American Civil War games, pt V, 1861: SPI Bull Run, AH Bull Run, SDI First Blood, 3W Glory Road, GDW Manassas, ICE Manassas, SPI Wilson's Creek; brief review of Planes in Flames kit for World in Flames, OMEGA Victory in Europe, 3W Tarawa, GD Case Green #152, GDW Tet '68, naval warfare in World in Flames & WWII ETO; retro reviews of SDC/MFG Battle for Hue & MOORE/TFG Operation Pegasus. '92						
Fire & Movement (Dec Gms) # 85	123921	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: detailed analysis of COA Speed of Heat (and changes from earlier Air Superiority); reviews of COLUMBIA West Front 1st, MARKHAM Crusades Quad, THUNDERHAVEN Red Christmas, XTR Berlin '45, Casus Belli; Anthology of American Civil War Games, pt 4, Early 1862 games: SDI Fort Donelson, 3W Unconditional Surrender, SPI Pea Ridge, FRESNO Pea Ridge, SPI Stonewall #67, SPARTA Shiloh, WEG Shiloh, SPI Bloody April, BL Fury in the West, BTLFLG Shiloh, SPI Shiloh, FRESNO Shilo, SDI Seven Pines, SPI Jackson at the Crossroads, SPI Road to Richmond, Baton Rouge #133; review of MOORE Operation Defen Berlin (1 of 4 games in Last Battles of the Reich), SE SIM Napoleon on the Danube, Zama/Op Felix #153, retro review of YAQ Ultimatum, FLYBUF Nuclear Proliferation. '93						
Fire & Movement (Dec Gms) # 86	123922	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: detailed review of GAMER Guderian's Blitzkrieg 1st; reviews of COA War for the Union, SPI Stonewall Jackson's Way; Anthology of American Civil War games, pt 7, Late 1862: SPI Cedar Mtn, CMND PERS Road to Washington; GAMERS August Fury, WEG South Mtn, SPI Antietam, SDI Antietam, TSR Glean of Bayonets, GAMERS In Their Quiet Fields 1st, CMND PERS Shaarpsburg, SPI Corinth, 3W Stars & Bars, SPI Fredericksburg, Stones River, SDI Dead of Winter, YAQ Murfreesboro, SDI Stones River; reviews of 3W Give Me Liberty, SMG Lords of the Sierra Madre, XTR Poland '39, Tsuchima Death Ride of a Fleet, MOORE Last Stand, 3W Black Prince & Campaigns of the Civil War. '93						
Fire & Movement (Dec Gms) # 87	123923	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: Review of games on the Winter War: SPI Winter War #33, GMT Winter War, GMT Arctic Storm ; reviews of MOORE War in the Arctic, 5th COL Buena Vista, VG Across 5 Aprils, 3W Scratch One Flat Top; 1992 Gaming in review; Top Computer Games of 1992; reviews of 3W Salvo, Salvo II, Sink the Bismarck, Russo-Turkish War #154, XTR Port Arthur #19. '93						
Fire & Movement (Dec Gms) # 88	123924	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES ON: Review & analysis of Imperator & Ancients; Profile of AH Guadalcanal '92; Profile of XTR Victory in Normandy; Profile of ADG Fatal Alliances 1st; Profile of INTERPHASE Jubile, Dieppe 1942; Part 7 of the American Civil War Game Anthology: Early 1863 games; brief reveiws & analyses of: Roman Civil War #157; 3W Age of Chivalry; XTR Cortes #20; 3W Napoleon's Later Battles; AH Deluxe Diplomacy; White Eagle Eastwa #156; AH Croix de Guerre; MOORE Op Seyavino 1942. '93						
Fire & Movement (Dec Gms) # 89	123925	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z
ARTICLES & reviews ON: detailed review of GDW Phase Line Smash; reviews of AH IDF, 3W Blood & Iron, DG Seven Days Battles, GAMERS Embrace an Angry Wind & Thunder at the Crossroads II, MOOR Motion to Sever; Anthology of American Civil War games, part 9, late 1862: SPI Cemetary Hill, OSG & AH Devil's Den, AH Gettysburg '58, 61, 64, 77, 88, PHOENIX Gettysburg High Tide, XTR Gettysburg Lee's Greatest Gamble, 3W Harvest of Death, CCC Iron Brigade, SIMCAN Lee at the Crossroads, RAND Lee v Meade, 3W Little Round Top, OSG 20th Maine / AH Little Round Top, TFG McPherson's Ridge, 3W Never Call Retreat, YAC Pickett's Charge, SPI Terrible Swift Sword, GAMERS Thunder at the Crossroads, GAMERS Barren Victory, SPI Chickamauga, WEG Chickamauga, WEG Chickamauga, PHOENIX Chickamauga, SPI Chattanooga; review of 3W Aces High 3rc DG Italian Campaign Anzio, OMEGA Ranger AO Sierra & Victor expansions, Chart Wars. '93						
Fire & Movement (Dec Gms) # 90	123926	DecGms FIRE & MOVEMENTMag \$8.00	Mint	n	OoP	Z

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
ARTICLES & REVIEWS ON: GMT Crisis Korea 1995; XTR Smithereens; DG Napoleon's First Battles; Distant Seas; AH Mustangs; DG Antietam; Zeppelins #159; XTR Blood & Iron #21; Interview with Frank Chadwick; Hobby News; Retrospective Comparison of Computer Simulations including High Command & Clash of Steel, War in Russia & Second Front. '93										
Fire & Movement (Dec Gms) # 91		123927	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: 3W Blitzkrieg in the South (with Q&A & optional rules); COA To Make George Howl; PRP Troina '43; AH Civilization & History of the World; Short reviews of: AH Storm Over Amhem, PRP Kestenga, MOORE Stalingrad Corridor; Computer Tank Simulations Comparison. '94										
Fire & Movement (Dec Gms) # 92		123928	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of COA Lee Takes Command & Autumn of Glory; reviews of COA La B Mont St. Jean, COA Bobby Lee, 3W SS Amerika, 3W Crossbows & Cannon II, DG Empires at War, Velikiye Luki PC. '94										
Fire & Movement (Dec Gms) # 93		123929	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: GAM AUsterlitz & Tac Combat Series v3 series, Grossdeutschland 1940, Matanikau, Afrika 1st; AH Breakout Normandy; DG Red Sun Red Star #158, Successors #161; 3W Campaigns of Frederick the Great; XTR Czechoslovakia '83 #24, Gettysburg #17; AH Diplomacy Gamers Guide; Interview with Dean Essig. '94										
Fire & Movement (Dec Gms) # 94		123930	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: GMT Victory in the West; AH We the People; XTR When Eagles Fight #25; 3W Army Group Center; PRP Blood & Iron, Taman '42; 1993 Year in Review. '94										
Fire & Movement (Dec Gms) # 95		123931	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: XTR Proud Monster #27, Back to Iraq 1st, When Tigers Fight #26; MOORE Iran-Iraq War; DG Italian Campaign: Med War #160; 3W Lawrence of Arabia; AH Roadkill. '94										
Fire & Movement (Dec Gms) # 96		123932	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: DG War of Rebellion; GMT Operation Mercury; Korea '95 #4; American Civil War Anthology; Anthology of Civil War PC Games. '96										
Fire & Movement (Dec Gms) # 97		123933	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of MIH Triumphant Fox; reviews of AH ASL Kampfgruppe Peiper I, GMT GBOH Lion of the North, DG Saipan & Clontarf #162, GAMERS Ardennes; brief reviews of XTR Shogun Triumphant; 3W Henry V, MOORE Americans at War, XTR Like Lions They Fought #28; 3 additional scenarios for DG Balkan Wars #164; optional rules for Napoleon's First Battles; replay of DG Savage Station #166. '94										
Fire & Movement (Dec Gms) # 98		123934	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of 3W The Last Blitzkrieg including ERRATA; reviews of SIMTAC Sagunto, THUNDERHAVEN Alexander at Tyre; COLUMBIA MedFront & VolgaFront, Bastogne or Bust 1st; analysis of Africa in Flames (for World in Flames) CRT; variant for Panzer Arme Afrika 2nd assuming the fall of Malta; GAMERS Ardennes variants; Variant rules for Republic of Rome, Napoleon on the Danube; review of COA Kolin. '95										
Fire & Movement (Dec Gms) # 99		123935	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES ON: Review of DG Leningrad 2nd, Battle for Germany 3rd, World War I 3rd, Btl for Ardennes 3rd (with errata for all); GAM Enemy at the Gates; APL Avalanche, Invasion of Italy; 3W Sword & Shield; TIMJIM Suzerain; 12 O'Clock High; Analysis of Operation Shock Troop #168; XTR Seven Seas to Victory; Hobby News for the year; Replay of Across the Potomac; Contemporary Battles using GDW Battlefield Europe; XTR Poland '39 variants; GTM Arctic Storm strategy. '95										
Fire & Movement (Dec Gms) #100		123936	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of COLUMBIA Dixie collectable card game; 1994 year in review, games & game companies; F&M Article Index by game or article title (issues 1-100); reviews of MIH Ring of Fire, retro review of GDW Pearl Harbor 2nd. '95										
Fire & Movement (Dec Gms) #101		123937	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: GameFix Magazine issues #1-5; SPEARHEAD Bodyguard-Overlord; XTR 1914 Glory's End 1st; 3W Crusades II; XTR Fateful Lightning; 2 VG Pacific War Strategic Scenarios; House Rules for VG Pacific War '95										
Fire & Movement (Dec Gms) #102		123938	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: GMT Battles of Waterloo; COA 1807, Eagles Turn East; OMEGA War to the Death 2nd; RHINO Decision in France; AH Roads to Gettysburg; TIMJIM Age of Exploration; Playing MBT on Squa Leader boards w/ 4 scenarios; Game Mastered Napoleon at Bay with total hidden movement; hobby news. '95										
Fire & Movement (Dec Gms) #103		123939	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of COA Borodino '41 including ERRATA; reviews of 3W Barbarians, APL MacArthur's Return, COA Command at Sea 3rd, PACRIM SHENANDOAH Valley of Fire, AH Maharaja, GMT Rise of the Luftwaffe, XTR Across the Potomac; At Dawn We Fought variant scenario for AH Midway '92 & Guadalcanal '92 (assumes an alert US at Pearl Harbor; variant scenarios for AH Breakout Normandy; review of XTR Bunker Hill. '95										
Fire & Movement (Dec Gms) #104		123940	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of GAMERS Yom Kippur & GMT Crisis Sinai 1973; reviews of GAMERS Hunters from the Sky, MIH A Famous Victory, COA Achtung! Spitfire, DG Molotov's War, PACRIM Chosin w/ ERRATA, 3W Ironsides, w/ Optional rules, GPG Rebel Yell 1st. '95										
Fire & Movement (Dec Gms) #105		123941	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: GAM Black Wednesday; AH Stonewall in the Valley; Geronimo; GMT Great BtIs of Julius Caesar & Dictator; DG Alamo; MOORE Operation Dovecote; XTR Budapest '45; 3W Chinese Civil War 3W Last Battles East Prussia 2nd & Aachen; By Force of Arms; MIH Piercing the Reich; ONE Big One; Playtest checklist. '96										
Fire & Movement (Dec Gms) #106		123942	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES ON: Reviews of COA La Bataille d'Espagnol-Talavera & SIMTAC La Bataille Los Arapiles; Eagles of Empire Borodino & Friedland; Interview with Franck Chadwick; SIMWRK Operation Dragon Rouge; SPEARHEAD Bloodiest Day Antietam. '96										
Fire & Movement (Dec Gms) #107		123943	DecGms FIRE & MOVEMENTMag	\$8.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detail profile on AH Empire of the Rising Sun; reviews of GMT Typhoon, GMT 3 Days of Gettysburg w/ comparisons to earlier Terrible Swift Sword, DG Thirty Years War, XTR Budapest '45, I Emperor's First Battles. '96										
Moves Magazine (DecGms) # 65		115138	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES & REVIEWS ON: Evolution of Simulation Design; Problem of Perspective in Games; GRD Balkan Front, State of the Art in Gaming; Replay of WEG Soldiers; Review of Fight on the Beaches #40; Preview & Examples of Play from SPI Sicily; Scenarios for WWW SS Amerika; Variant for AH MBT; Campaign rules for Iron Cross #132; Revised Aircraft Capabilities for AH Richtofen's War; 1943 Scenario for AH Third Reich; Variant for WWW Tomorrow the World; Playtest of Trajan #145; Variant Scenario options for SPI Panzer Battles; Variant for Read Beach One #142; Stalingrad Syndrome in GRD's Europa Games; CSR Awards for 1987-1990. '91										
Moves Magazine (DecGms) # 66		115139	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: PRP's Just Plain Wargames series with brief reviews of Last Elephant Offensive, Bastogne Crossroads of Death, Demiansk Pocket, Salla 1941; Replay of Bastogne Crossroads of Death; review of Air Brit to Victory; strategy in Kaiser's Battle #83, Hougoumont #11 & COA La Bataille Auserstadt 3rd; review of Hornet Leader; scenarios for Tank Leader Eastern Front (including a solitaire scenario & some solitaire play aids; scenario for TSR Red Storm Rising; official Trajan #145 optional rules & strategy. '91										
Moves Magazine (DecGms) # 67		115140	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: COL's East Front 1st review, with replay & errata; replay of AH's Battle of the Bulge '91; review of High Ground; review of TSR's Battle of Britain; Napoleonic Tour of 1991 by Kevin Zucker; Fire in the East/Scorched Earth/Torch variant where the US intervenes to save the USSR in 1941; Gideon Force variant for Africa Orientale #128; variant for AH's Russian Front; 7 scenarios for GDW's Test of Arms; Black October variant for TSR's Red October; variant rules (w/ new counters as text) for Trajan #145. '92										
Moves Magazine (DecGms) # 70		115143	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: replay of GMT 1863 Fredericksburg II scenario; discussion of various command & control mechanisms; XTR Desert Storm #13 strategy; strategy in AH Republic of Rome; analysis of ADG Days of Decision strategy in Holy War Afghanistan #147, WWW Okinawa #55, Italian Campaign: Sicily #146; MB Conquest of the Empire variant; scenario for TSR Hunt for Red October & Tannenberg/Grunwald scenario for Men at Arms #137; Non-player players for AH New World; corrections to Desert Storm RE 3rd ACR; strategy for GDW Battle for Basra; updating TFG's Warsaw Pact to the late 80s; variant rules for WWW Okinawa #55. '92										
Moves Magazine (DecGms) # 71		115160	DecGms MOVES Mag	\$4.00		Excell	n	OoP		Z
All components for Manuever game removed & not included. Mag others EX. ■ All components for Manuever game removed & not included.										
Moves Magazine (DecGms) # 72		115144	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: The CRT in Land Wargames; analysis of & strategy for Franco-Prussian War #149; key elements in a Napoleonic game: Friedland #151; review of GMT Thunderbolt-Apache Leader w/ replay; improving old Napoleonic Brig-Div level games (like Nap Last Battles Quad); the invention of the Higgins Boat & LVT; overview of PRP 48th Panzerkorps, with 2 small scenarios; variants for Honour Alone & TSR Europe Aflame. '92										
Moves Magazine (DecGms) # 73		115145	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: Case Green reply & analysis; Sands of War; I am Spartacus analysis; Russo-Turkish War analysis & optional rules; variant rules for GDW's Great Patriotic War; Battlefield Europe 1994 scenarios; Doomed Victory 7 Sept scenario. '92										
Moves Magazine (DecGms) # 74		115146	DecGms MOVES Mag	\$6.00		Mint	n	OoP		Z
ARTICLES ON: Replay of GDW Race for Tunis & Bloody Kasserine; Replay of GAM Stalingrad Pocket 1st; Reviews of: XTR 1918 Storm in the West, VG Flashpoint Golan; Role of Wargame Clubs in Game Development; Anglo-Dutch scenarios for Wooden Ships & Iron Men; Scenarios for WWW Modern Naval Battles 1st; Variant rules & scenarios for DG Boer War (found in Defense of Rorkes Drift). '93										

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Moves Magazine (DecGms) # 75 LA Lawless game NOT included. ARTICLES ON: Guderian's Blitzkrieg 1st replay; variants for COL East Front 1st; replay of the Arbela game within Four Battles of teh Ancient World; variants for XTR Berlin '45; Updates fo Arabian Nightmare, the Kuwait War; Goeben Variant for The Far Seas #125; Special Ops rules for Nicaragua #120; strategy in Tarawa, Red Beach One #142. '92		115147	DecGms MOVES Mag	\$6.00			Mint	n	OoP		Z
Moves Magazine (DecGms) # 76 ARTICLES ON: design notes & optional rules for & replay of Napoleon's First Battles; review of GAMERS Embracing an Angry Wind & Perryville; review & strategy of Columbus Kit for TFG Viceroy; anaysis of Bank Robbery scenario in Gunslinger; pt.2 of article on the design process for a tactical Port Stanley game by Mark Walker; errata for LA Lawless #75. '93		115148	DecGms MOVES Mag	\$6.00			Mint	n	OoP		Z
Moves Magazine (DecGms) # 78 ARTICLES & review on: Review & analysis of XTR Blood & Iron #21; Zones of Control in Simulation Design; COA Speed of Heat Replay; 2-Player Rules Variant for VG Tokyo Express; Variant rules for Successors #161; Modified Campaign Rules for Zeppelin #159; 12 Patton's War (US v USSR) Scenarios for AH Panzerblitz & Panzer Leader; Japanese Strategy for Axis & Allies. '94		115150	DecGms MOVES Mag	\$6.00			Mint	n	OoP		Z
Moves Magazine (DecGms) # 86 ARTICLES & reviews on: Replays of Two Games from Battles of the DG Ancient World v.2; Replay of DG Antietam; the development of Game Systems & Series; Designing DG Emperor's First Battles; Deployment Options in Indo-Pakistani Wars #174; Parthian War scenario for WEG Imperium Romanum II; Variant scenarios for Holy War #147; Rommel's Forward Placement scenario for SPI Atlantic Wall. '96		115158	DecGms MOVES Mag	\$6.00			Mint	n	OoP		Z
Moves Magazine (DecGms) # 87 ARTICLES & reviews on: Review of Lords of the Sierra Madre, with brief replay; Oct 96 Errata for Lords of Sierra Madre; Designing Bastogne or Bust; More on Games Systems & Series; Analysis & Strategy for Blood on th Tigris #176; Ultimate plan for YAQ Ultimatum; Variant for XTR Victory at Midway putting the Shokaku & Zuikaku at Midway. '96		115159	DecGms MOVES Mag	\$6.00			Mint	n	OoP		Z
Moves Magazine (DecGms) #104 ARTICLES ON: reviews of HB-AH Cosmic Encounter, with strategy & analysis; GMT Galaxy the Dark Ages; CHEAPASS Great Brain Robbery, RIO Tally Ho!, RIO Elfenland, RIO Hare & Tortoise, TILSET Thieves of Bagda & Tales of Ulysse, Button Men Fantasy. '01		88782	DecGms MOVES Mag	\$6.00			Excell	n	OoP		Z
Wargamer (Decision Games) v2 # 3 ARTICLES ON: M-B Shogun review: Aesthetics, function & history in wargame graphics by RB MacGowan et al w/ check list [a must read]; 2 reviews of AH Britannia; review of GDW Scorched Earth w/ Siege of Sevastopol scneario & house rules; reviews of Bard's Tale PC & Russia, the Great War in East 1941-5 PC; novice v veteran gaming tips; 2-map campaign game for TSR Eckmuhl & Abensberg; tactics in WWW Napoleon & Archduke Charles; reviews of VG Omaha Beachhead, CoA Last Victory; WWW Battle Cry! errata. '87		98751	DecGms WARGAMER v2 Mag	\$3.00			Excell	n	OoP		Z
ANCIENT, GREEK & ROMAN Era, ?? BC -- 500 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
ANCIENT: Greek & Macedonian Dominance (600 - 400 BC) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Marathon & Granicus #214 Rear mag cover mildly crinkled w/ 3 creases due to poor storage; others new & unused. ■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer Wa Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.		59375	Decision Games S&T Games	\$32.00			V.Good	n	OoP		3
Marathon & Granicus #214 Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first batt of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.		59376	Decision Games S&T Games	\$37.00			New	n	OoP		3
Sparta vs. Athens #286 Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and tl unit, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1*/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Chai of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.		105996	Decision Games S&T Games	\$25.50			New	n			6
Successors #161 Mag & Game. 2-4 player game of the wars of succession, 320-205BC, which began after the death of Alex the Great. Each player seeks to create the dominant empire in the chaos following the collapse of Alexander's empire. Emphasis on random events, control & economics. Variable time/turn, 240 counters, area move. G&N.Graber'93 / ARTICLES ON: Alexander's Successors; the B-29 & Rise of American Strategic Airpower; Bonapa in Italy & Egypt; the German 164th Light 'Afrika' Division; the First Stormtroops; 18th Century French Warships; ERRATA for Zeppelins #159, Red Sun/Red Star #158, Italian Campaign series #146, 150, 155); JFC Fuller profile.		32383	Decision Games S&T Games	\$35.00			New	n	OoP		6
ANCIENT: Romans & the Barbarians (400 BC - 600 AD) M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Agricola #306 Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).		124255	Decision Games S&T Games	\$25.50			New	n			4
Belisarius's War, Reconquest of Africa Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & event Sml map, 40 counters, 18 cards. J.Miranda'13		120617	Decision Games	\$9.00			New	Fo			6
Caesar's War, the Conquest of Gaul Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13		124231	Decision Games	\$9.00			New	Fo			6
Germania, Rome Beyond the Rhine #175 Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhne, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Ligh Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.		54744	Decision Games S&T Games	\$53.00			New	n	OoP		6
Hannibal, 2nd Punic War #141 Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Shield OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).		97473	Decision Games S&T Games	\$24.00			Mint	n	OoP		6
Hannibal's War #254 Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, Ju 1941.		87270	Decision Games S&T Games	\$20.00			New	n	OoP		6
Julian, Triumph Before the Storm #266 Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based o They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON Emperor Julian; Lessons from bitl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10		95889	Decision Games S&T Games	\$29.00			New	n	OoP		6
Lest Darkness Fall, Rome in Crisis #234 Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.		90445	Decision Games S&T Games	\$21.00			New	n	OoP		6
Trajan #145 Rules separated; very clean. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Rom: Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.		105440	Decision Games S&T Games	\$75.00			Mint	n	OoP		4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Trajan #145		92495	Decision Games S&T Games	\$65.00		Excell	n	OoP		4
Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.										
MEDIEVAL Era, 500 -- 1400 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
MEDEIVAL: Period Generally M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Empires of the Middle Ages 2nd		122299	Decision Games	\$149.00 **		New	LB **	OoP		8
Very sadly, this game is now out of print. Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple scenarios for 1-6 players. One of J.Dunnigan's most gifted designs now given new life with the beauty of modern graphics. 2nd edition adds army & fleet counters, 114 new cards, & civilization symbols (ideas adapted from Civ the PC game). J.Dunnigan, J.Miranda'04										
Khan, Rise of the Mongol Empire #229		71060	Decision Games S&T Games	\$29.00		New	n	OoP		6
Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.										
Reconquista, Struggle for Iberia #279		104165	Decision Games S&T Games	\$22.50		New	n	Going		6
Mag & game. Game of the conflict between Christians & Moslems in Iberia, 850-1250AD. Map depicts what is now Spain & Portugal & a bit of France using areas. Basically a 2-player game but can be played by multiple players as factions rise & fall. 25yrs/turn, 228 countrs. J.Romero'13 / ARTICLES ON: The Reconquista, Christian conquest of Spain; Taiwan invade, 1661 & 1683; a Chinese Navy Aircraft Carrier; Analysis of the battle for Peleliu, 1944; Analysis of the T-55 tank; first commander of the Alamo; Operation Matterhorn, bombing Japan from China; Putin's strategy for Russia; Confederate spies in Tennessee; 1869 Telegrafo affair, the last of the Caribbean pirates.										
MEDEIVAL: Britain M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
1066, End of the Dark Ages #240		78294	Decision Games S&T Games	\$32.00		New	n	OoP		6 4
Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turnin Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.										
MEDEIVAL: the Crusades M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Acre, the Third Crusade Opens		126676	Decision Games	\$15.00		New	Fo			4
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12										
Arsuf, Lionheart v Saladin		123108	Decision Games	\$15.00		New	Fo			4
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers Saladin's 1191 attack on the Crusader army led by Richard the Lionhearted, with hopes of repeating his victory of 4 years prior. The Crusaders have a stronger army for sustained fighting; the Muslims are quick & light, with lots of archers. 100 counters. C.Perello'12										
First Crusade #299		119576	Decision Games S&T Games	\$59.00		New	n	OoP		4 1
Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christensom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: The First Crusade, 1097-1099; Wings over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.										
MEDIEVAL: Tactical Battles M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Great Medieval Battles #197		38208	Decision Games S&T Games	\$39.00		New	n	OoP		3
Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Gre Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.										
GUNPOWDER Era, 1401 -- 1799 AD (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
GUNPOWDER: the Ottoman Empire M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Gates of Vienna, Europe 1683 #295		111039	Decision Games S&T Games	\$55.00		New	n	OoP		4
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Bausant; India v pirates.										
Lepanto, Battle of... #272		96145	Decision Games S&T Games	\$35.00		New	n	OoP		4
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WWI; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.										
Ottomans, Rise of the Turkish Empire#222		68801	Decision Games S&T Games	\$32.00		New	n	OoP		6
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors); diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.										
GUNPOWDER: the Russian Empire M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Catherine the Great #232		105226	Decision Games S&T Games	\$25.00		New	n	Going		6 1
Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russ other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccabeean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushiashi, 1584-164										
On to Moscow, Swed v Russia 1700-21#171		16925	Decision Games S&T Games	\$36.00		New	n	OoP		6
Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracks v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.										
GUNPOWDER: 30 Years' War M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Breitenfeld, Enter the Lion of the North		117384	Decision Games	\$15.00		New	Fo			4
Folio game using the new Pike & Shot game system. Covers the first major battle involving Gustavus Adolphus who uses smaller, thinner formations allowing greater flexibility & speed than the Imperial units of musket ring pikemen he fought. System intends that inf & artil breakup the enemy lines such that cavalry can destroy it. Regt level, 200yd/hex. '13										
Thirty Years War Quad, 2nd		109235	Decision Games	\$32.00		New	HC	Going		2
Graphic update of popular quad gm, w/ the one poor game (Freiberg) replaced by White Mtn. Lutzen, 1632; Nordlingen, 1634; Rocroi, 1643; White Mtn, 1620. '95										
Thirty Years War, Great War 1618-48 #173		104301	Decision Games S&T Games	\$79.00		Mint	n	OoP		2 4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Strategic, area-move game of this devastating war throuout all of Europe, 1618-48, for 2-4 players. Each player attempts to gain dominance over all of Europe. Each force must complete its move before another and the system forces use of diplomacy & finances to sustain any gains. 1yr/turn, 3 Tercios/Ortas/Rgts per strength pt. 2 scenarios (Bohemia 1618-25, Sweden 1630-34) & campaign; 280 counters. Map is bland. J.Miranda'95 / ARTICLES ON: The Thirty Years War, the Great War; Battle in the La Drang Valley 1965; Evolution of the Airmobile concept; battles of the American Revolution. '95											

GUNPOWDER: 100 Years' War, 1337-1453 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Black Prince, Crecy & Navarette #260	90895	Decision Games S&T Games	\$21.00	New	n	OoP	3
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & the Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09							

Hundred Years War, 1337-1453 #177	97666	Decision Games S&T Games	\$89.00	Mint	n	OoP	6
Cherry. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95							

GUNPOWDER: English Civil Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

'45, the Jacobite Rebellion of 1745	126131	Decision Games	\$28.00	New	HC	OoP	6
Intriguing gm of a rgt-lvl, area move gm of Bonnie Prince Charlie's attempt to retore the Stuart line to the throne of England. Covers all of England & Scotland. 6 scenarios & campaign. '95							

Cropredy Bridge, A Fleeting Victory #148	117321	Decision Games S&T Games	\$15.00	Mint	n	OoP	2
Mag & Game. Tactical battle between Royalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenari M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533- contemporary reorganization of the British Army; Trajan references for article in #145.							

Cropredy Bridge, A Fleeting Victory #148	16845	Decision Games S&T Games	\$20.00	New	n	OoP	2
Mag & Game. Tactical battle between Royalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenari M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533- contemporary reorganization of the British Army; Trajan references for article in #145.							

Cropredy Bridge, A Fleeting Victory #148	91680	Decision Games S&T Games	\$14.00	Mint	n	OoP	2
Rules separated. ■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.							

GUNPOWDER: 7 Years' War & Frederick the Great M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Frederick's War, Austrian Suceesion #262	94516	Decision Games S&T Games	\$22.50	New	n	OoP	6
Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbi in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.							

Seven Years World War #221	64494	Decision Games S&T Games	\$32.00	New	n	OoP	8
Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04							

GUNPOWDER: War of Spanish Suceesion, 1701-14 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Marlborough, War Spanish Suceesion #238	77073	Decision Games S&T Games	\$24.00	New	n	OoP	6
Mag & Game. Moderate complexity, strategic level game of the War of Spanish Suceesion and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.							

Marlborough's BtIs, Ramillies etc #256	88428	Decision Games S&T Games	\$21.00	New	n	OoP	3
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Suceesion. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Suceesion, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osar bin Ladin; book reviews, & lots of ads.							

GUNPOWDER: War of Austrian Suceesion, 1740-8 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Austrian Suceesion, War of the... #289	114880	Decision Games S&T Games	\$22.50	New	n	Going	4
Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Suceesion involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Aurtrian Suceesion; America's Road to Civil W: analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916 CDAARadio Triangulation Systems after WW2.							

GUNPOWDER: Reformation Period Wars, 1517-55 M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Holy Roman Empire #247	82309	Decision Games S&T Games	\$35.00	New	n	OoP	8
Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLE ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.							

GUNPOWDER: Other Pre-Modern Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Jenkins' Ear, War of... 1739-48 #308	125858	Decision Games S&T Games	\$25.50	New	n	OoP	6
Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual sl of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle of Carrahae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.							

When Lions Sailed #268	94969	Decision Games S&T Games	\$22.50	New	n	OoP	6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11							

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

Pavia, Climax of the Italian Wars	126493	Decision Games	\$15.00	New	Fo	OoP	4
Folio game using the new Pike & Shot game system. Covers the climactic battle of the Italian Wars as France & the Hapsburgs vie for control of Italy near the town of Pvia. Both sides field transitional armies with feudal knights, firearms, mercenaries, pikemen & tercios; the battle occurs in broken woods. Rgt level, 200yd/hex, simpler system. J.Miranda'13							

REVOLUTIONARY AMERICA, 1759 -- 1815 in North America (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

REVOLUTIONARY AMERICA: French & Indian Wars M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

French & Indian War #231	72404	Decision Games S&T Games	\$64.00	New	n	OoP	6
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978 Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.							

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Ticonderoga, Btls for Lake George #277	122310	Decision Games	S&T Games	\$22.50		New	n			3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey '12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.										
REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
American Revolution #270	95599	Decision Games	S&T Games	\$84.00		New	n	OoP		6
Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.										
American Revolution 2nd	123677	Decision Games		\$25.00		New	zl			6
2017 reprint in ziplock format. ■ Reprint of this complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn 1775-78 scenario, 228 counters. T.Bomba'17										
REVOLUTIONARY AMERICA: American Revolutionary War - Tactical Level										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
First Saratoga, Sept 1777	126266	Decision Games		\$8.00		New	Fo			3
Small folio game of British forces under Burgoyne attacking fortified American forces in dense woods near Saratoga, 19 Sept 1777. Winning depends upon maneuver, keeping reserves, and concentration at key points. 40 counters, small map, Btl/brig level, 352yd/hex. '16										
Germantown, Washington Strikes, Oct 1777	125835	Decision Games		\$8.00		New	Fo			3
Folio game of Washington's Continentals attack on separated British forces near Germantown, Pennsylvania in Oct 1777. The attack failed in dense fog, but could have threatened the British hold on eastern PA. '15										
Rebels & Redcoats I	126736	Decision Games		\$35.00		New	HC	Going		3
Set of 4 lo complexity gms from the Revolutionary War: Bunker Hill 6/1775, Brandwine 9/1777, Germantown 10/1777, Monmouth 6/1778. '95										
Rebels & Redcoats II	125854	Decision Games		\$37.00		New	HC	Going		3
Set of 8 lo complexity gms from the Revolutionary War: Bennington 8/1777, Freeman's Farm 9/1777, Bemis Heights 10/1777, Camden 8/1780, Cowpens 1/1781, Guilford Courthouse 3/1781, Hobkirk's Hills 4/1781, Eutaw Springs 9/1781. '95										
REVOLUTIONARY AMERICA: War of 1812										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Twilight's Last Gleaming, War 1812 #184	116783	Decision Games	S&T Games	\$59.00		Mint	n	OoP		3
Sml discoloration on ad on rear cover from label removal; otherws mint. ■ Mag & Game. Three tactical lvl, decisive battles from late in the War of 1812: Bladensburg (Aug 1814), North Point (Spt 1814), New Orleans (Jan 1815), 240 counters, 100yd/hex, 15min/turn. C.Diamond'97 / ARTICLES ON: the War of 1812, Operations & Battles; History of the Chinese People's Liberation Army; Caesar's treachery in Gaul 58BC; First British Commando Raid, on Guernsey Is. 1940; Modern Artillery; the last Emperor of China; Aspects of the German campaign in the USSR, 1941; KG200, the Luftwaffe's Special Force; Strategy & Tactics Mag, past & future.										
Twilight's Last Gleaming, War v2 #225	68542	Decision Games	S&T Games	\$33.00		New	n	OoP		3
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.										
NAPOLEONIC WARS, 1796 -- 1815										
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
NAPOLEONIC: 1797-1805 Campaigns										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Marengo, Morning Defeat-Afternoon Victory	123692	Decision Games		\$15.00		New	Fo			3
Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. Btl/rgt lvl. '10										
NAPOLEONIC: 1813 Campaigns										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Leipzig, Napoleon Encircled	125824	Decision Games		\$20.00		New	Fo			4
Update of SPI folio game. Napoleon is on the ropes in 1813, at war with all of Europe converging on his position in eastern Germany. 280 counters. '10										
NAPOLEONIC: 1815 Campaigns										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Napoleon at Waterloo 4th	126132	Decision Games		\$22.00		New	HC			4
Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. DI level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14										
Napoleon's Last Battles Quad 6th	126697	Decision Games		\$45.00		New	BC			4
2015 reprint with minor tweaks, larger box & 90 added variant counters. One of the best of SPI's games, set of mateable 4 games on individual battles at Waterloo can be combined for a 3-day campaign game. One of the most popular games SPI produced, and both a simple & elegant set covering Napoleon's last chance at Waterloo. Has been out of print for more than a decade. Includes all the original & 1995 scenarios, plus more units reflection OoB research & possible variants, plus new optional rules. 480m/hex, brig level, 400 counters. K.Zucker'15										
Wellington's Victory 3rd	126738	Decision Games		\$120.00	**	New	LB	**		2
Colorized & revised update of this grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. System streamlined to require only one die roll to resolve fire combat & disorder. Originally, game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougoumont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btl/rgt level, 110yd/hex, 15min turns. F Davis'15										
NAPOLEONIC: Various Battles of the Napoleonic Era										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Forgotten Napoleonic Campaigns #249	83705	Decision Games	S&T Games	\$19.00		New	n	OoP		4
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btl/rgt level. J.Miranda'08 / ARTICLES ON: Wars of the French First Coalition, 1792-97; Napoleon in Egypt; Sweden v Russia, 1808-9; First Roman-Persian War; The yacht America in the Am Civil War; Somalia the unfinished war; European military orders during the Crusades.										
Friedland 1807 / Vittoria 1813 #151	40553	Decision Games	S&T Games	\$15.00		Mint	n	OoP	Err	2
Mag & 2Games. VITTORIA covers the June 1813 battle between the French & Anglo-Allies in Spain, representing the final French defeat in the Peninsula. Relatively simple with 100 counters. 45min/turn. V.Von Borries'92. FRIEDLAND covers Nap's decisive defeat of Russians in Prussia during a dense snow storm in winter. Brig/div level, and a relatively complex game. 1hr/turn. J.Miranda'92 / ARTICLES ON: the Napoleonic Revolution in Battle, with the battles of Friedland 1807 & Vittoria 1813; Raphia & the Military of Alexander's Successors; Battalion supply during Desert Storm; Financing the Spanish-American War; British Harrier Losses in the Falklands War 1982;										
AMERICAN CIVIL WAR, 1861 -- 1865										
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
AMERICAN CIVIL WAR: Strategic Level										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Sea Devils, ACW on the High Seas #191	98229	Decision Games	S&T Games	\$69.00		Mint	n	OoP		6
Cherry. ■ Mag & Game. Strategic level, 100 counter game of Confederate merchant raiding around the world during the American Civil War, 1861-5. 4 scenarios & entire campaign. Confeds attempt to disrupt & sink Union shipping; Union attempts to locate & sink Confed raiders. [Original game (here) was underdeveloped; revised rules, map & counter set & included in issue S&T#194 (w/ Forgotten War) making it a good game.] T.Garland'97 ARTICLES ON: First Indochina War 1946-54; the American Civil War on the High Seas; Cardinal Mazarin as Grand Strategist during the 30 Years War; Anglo-French Invasion of China 1860; Canadian Armed Forces Today w/ OoB; the Light Carrier Alternative; Resistance to Roman Invasion of Britain 46BC; Trench Mining in WWI; British ant-mine Fire Ant device; Death of the German Airborne force due to lack of transport.										
AMERICAN CIVIL WAR: Campaigns of 1861-2										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
Chantilly, Jackson's Missed Opportunity	120622	Decision Games		\$8.00		New	Fo			3
Folio game of Stonewall Jackson's attempt to take his command around the Union forces after Second Bull Run in an attempt to trap & destroy them, Sept. 1862. A scratch Union force together with weather delayed him enough that the Union forces slipped away. But the possibility was a Union...or a Confederate...disaster. Brigade level, with 40 counters. '13										
Civil War in the Far West 1862 #252	85875	Decision Games	S&T Games	\$20.00		New	n	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862; 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.													
Frayser's Farm, Wasted Opportunity		123105	Decision Games	\$15.00				New	Fo				4
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10													
Pea Ridge, St Louis then Huzzah!		127149	Decision Games	\$15.99				New	Fo				3
Folio game using the Muskett & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. Btlm/brig level, 352yd/hex. '12													
Rio Grande, the Battle of Valverde #143		29094	Decision Games S&T Games	\$19.00				Mint	n	OoP			2
Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights comt between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederican Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecucoli, Forgotten Military Genius.													
Shenandoah, Jackson's 1862 Campaign #284		119024	Decision Games S&T Games	\$22.50				New	n				4
Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300m/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qadafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochín China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.													
Shiloh, Bloody April 1862 #264		93492	Decision Games S&T Games	\$22.50				New	n				4
Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.													
Shiloh, Grant Surprised		126102	Decision Games	\$14.99				New	Fo				4
Update of SPI folio game. Confeds launch a surprise attack at the Union encampment near Shiloh, but are beaten back in a confused battle. '10													
Stones River, Turning Point in Tennessee		126103	Decision Games	\$16.49				New	Fo				3
Update of SPI folio on the subject. Focuses on the Confed surprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10													
Wilson's Creek, Opening Round in West		126693	Decision Games	\$6.99				New	Fo				4
Small folio game of the first battle in the west (Missouri) during the American Civil War, Wilson's Creek, August 1861. Outnumbered by well trained Union forces attack scattered Confederate camps, but the battle devolves into a prolonged firefight giving the Confeds the advantage. Uses event cards and a small number of counters. Regt/brig level, 352yd/hex. '16													
AMERICAN CIVIL WAR: Campaigns of 1863										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
1863, Turning Point in the Civil War#297		114950	Decision Games S&T Games	\$25.50				New	n	OoP			6
Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point c the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.													
Chancellorsville & Plevna #218		62950	Decision Games S&T Games	\$24.00				New	n	OoP			3
Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turk War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots int eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.													
Chickamauga, River of Death		126489	Decision Games	\$15.00				New	Fo				4
Update of SPI folio game. Bragg's Confed Army of Tennessee outnumbered dispersed Union forces, and sought to destroy the Union along the Chickamauga River. '10													
Salem Church, East of Chancellorsville		124471	Decision Games	\$8.00				New	Fo				3
Folio game of the Union attempt at Chancellorsville, May 1863, to slip a full corp behind the Confederates. The attempt had to cross a single key bridge at Salem Church, and a see-saw battle developed and the Confederates eventually flanked the Union force, forcing them to retreat. 40 counters, brigade level, 352yd/hex. '14													
AMERICAN CIVIL WAR: Campaigns of 1864-5										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
Atlanta Campaign: Bald Hill & EzraC #170		97659	Decision Games S&T Games	\$49.00				Mint	n	OoP			3
Cherry. ■ Mag & Game. Includes 40 revised Ulustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the Btl's of Am Civ War series (Blue & Grey 2nd to covers the two btl's of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.													
Atlanta Campaign: Peachtree & Jones #169		33440	Decision Games S&T Games	\$39.00				New	n	OoP			3
Mag & Game. Btl's of Am Civ War series (Blue & Grey 2nd). Covers btl's of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.													
AMERICAN CIVIL WAR: Various Battles										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
Mansfield, Crisis in the Pine Barrens		116601	Decision Games	\$9.00				New	Fo				3
Small folio game of the Battle of Mansfield, Louisiana, April 1864, as two Union armies converge on Shreveport. Confederate forces attack each column in turn, the first being that under Banks, resulting in a piecemeal rout Union forces. Brig level, 440yds/hex, 40 counters. '16													
Savage Station / Olustee #166		117332	Decision Games S&T Games	\$45.00				Mint	n	OoP			2
2x4" area on rear cover page (only) mildly moisture warped; otherws mint. ■ Mag & 2Games. 2 gms with a total of 120 counters using Seven Days (Blue & Gray) Battles system. SS covers the battle before Richmond, Jun '62, during the Peninsula Campaign. Game can be linked with the Seven Days Battles game for a campaign game. R.Markham'94 / Olustee covers the decisive battle for control of Florida, Feb'64, and dashed hopes of a quick Union victory there. C.Diamond'94 / ARTICLES ON: Seven Days Battles; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162 (extensive), Successors #161, Zeppelin #159, Red Sun Red Star #158 White Eagle Eastward #156; Urban Guerilla Warfare in the 1960s & 70s.													
OTHER 19th CENTURY CONFLICTS, 1800 -- 1899										(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST			
19TH CENTURY: Strategic Level										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
Lords of the Sierra Madre, 3rd		123680	Decision Games	\$38.00				New	BC				4
2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96													
19th CENTURY: American-Indian Wars										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
Custer's Final Campaign		125833	Decision Games	\$9.00				New	Fo				4
Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards the create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12													
Warpath #291		108853	Decision Games S&T Games	\$25.50				New	n				4
Mag & game. Includes 24 trench markers for Hindenburg's War. Game covers the campaign for control of Indian Territory during the American Civil War, and for the tribes' 5 capitals in particular. Players draw chits enabling limited amount of movement of one force, or recruiting or fortification. Two tribes can be used & will switch sides with a chit pull. 6mo turn, 228 counters, btlm-level point-point map centered on what is now Oklahoma & Arkansas. J.Miranda'15 / ARTICLES ON: Indian Territory in the Am Civil War; Rudolf Witzig, the Eagle of Eben Emael; China's Six Dynasty Period; Modernizing China's Navy; Llewelyn, Last Welsh Prince of Wales; French Foreign Legion Forts; CIA Operations in Guatemala.													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
19th CENTURY: Mexican-American War & the Texas Revolution											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Molino Del Rey, Gateway to Mexico City	116951	Decision Games		\$8.00			New	Fo			3
Folio game of the August 1847 American attack on a small city outside Mexico City. As both sides paused to negotiate before an American assault on the Mexican capital, the Americans learn that the Mexicans are building cannons in this town (which was at heart not true), and so resolve to take it. '14											
Pedregal, Santa Anna at Bay	120993	Decision Games		\$15.00			New	Fo			3
Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a w. turn. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352y/hex. '12											
Rough & Ready #212	64269	Decision Games S&T Games		\$20.00			New	n	OoP		3
Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Cove Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the 4 Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.											
19th CENTURY: Spanish-American War											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Santiago Campaign, 1898 #258	89878	Decision Games S&T Games		\$21.00			New	n			4
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/nr/rt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09											
19th CENTURY: Wars of the British Empire											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Asia Crossroads, Great Game #216	70450	Decision Games S&T Games		\$26.00			New	n	OoP		6
Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Venral Defenses for Bombers; Weaponization of Plague; Barbarian Army Sizes; 19th Century Cold War in Asia.											
Boer War #205	50771	Decision Games S&T Games		\$64.00			New	n	OoP		4
Mag & Game. Operational, brig/div level game of the Second Boer War, 1899-1902, in South Africa. 280 counters & a very nice map covering S.Africa to Rhodesia at 30k/hex. Comprehensive game with emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. Monthly turns, 280 counters. J.Miranda'01 / ARTICLES ON: Boer War 1899-1902; US Army's Force XXI; MacArthur's First Philippine Campaign 1941-2; Battle of Crecy, Edward III's 1346 Campaign.											
First Afghan War, 1839-42 #179	52969	Decision Games S&T Games		\$42.00			New	n	OoP		4
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that dooms the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.											
Khyber Rifles, Britannia in Afghanistan	122290	Decision Games		\$9.00			New	Fo			6
Small game in the Mini game series. Covers the year 1842 as the British lose an entire army in Afghanistan, then launched two more offensives into the country that didn't stick. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12											
Sun Never Sets, Brit.Colonial Wars #274	103061	Decision Games S&T Games		\$42.00			New	n	OoP		3
Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarmn VII & the campaign of 1177-78AD; the Brusilov Offensive, June-Sept 1916; Telescopic rifle sights in the Am Rev War; Did Buell Save Grant at Shiloh?; How Spanish Conquistadors conquered so much with so few; US v Canada, Wars & War Plans.											
19th CENTURY: Central & South American Revolutions											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Pacific, War Of the..., 1879-1883 #282	101913	Decision Games S&T Games		\$22.50			New	n			4
Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btl/nr/rt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampfgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13											
19th CENTURY: Austro-Prussian War											
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Austro-Prussian War, 1866 #167	24177	Decision Games S&T Games		\$62.00			New	n	OoP		4
Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn, J.Miranda'94 / ARTICLE ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabaul; Exploits of HL Huntley submarine; CIA's buyback program for Stinger AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.											
Koniggratz, Austria v Prussia 1866 #275	97931	Decision Games S&T Games		\$22.50			New	n			3
Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendancy. Uses the Musket & Saber system from DG's folios. Superic Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozef Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in 18th Century Appalachian Warfare; End of British Empire in the Middle East.											
19th CENTURY: Franco-Prussian War											
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Franco-Prussian War #149	104278	Decision Games S&T Games		\$54.00			Mint	n	OoP		4
Cherry. Our last copy. ■ Mag & Game. Strategic lvl game of the 1870-1 war between France & Prussia (allied with the German states) that allowed Germany to unify as a nation. Elegant system. Limited intelligence & unit quality play a role. 5 scenarios include 2 hypothetical. Brig/div level, Weekly turns, 200 counters. J.Miranda'92 / ARTICLES ON: the Franco-Prussian War; Consolidation of the Raj, British India 1760-1818; British Reparation for Munitions Fired at Germans during WWI; Reconstituting a Polish Army during WWI; American Women in Uniform in WW2; Evolving Proportions among the Arms in French Army, 1914-18; the world's submarine fleets & aircraft inventories in 1990.											
Sedan Campaign, 1870 #224	67460	Decision Games S&T Games		\$26.00			New	n	OoP		4
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenoph (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.											
19th CENTURY: Russo-Turkish War											
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Russo-Turkish War, 1870-71 #154	33393	Decision Games S&T Games		\$34.00			New	n	OoP		6
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRAT for Case Green #152.											
Russo-Turkish War, 1870-71 #154	104270	Decision Games S&T Games		\$30.00			Mint	n	OoP		6
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRAT for Case Green #152.											
19th CENTURY: Crimean War											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Crimean War #193	32176	Decision Games S&T Games		\$68.00			New	n	OoP		4
Mag & Game. Strategic & operational level game of the entire Crimean War, 1854-55, at brig/div level w/ weekly turns, 5km/hex, 280 counters. Scenarios for Balaclava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balaclava; Siege of Exeter early in the British Civil War; Baylors capture of Texas for the Confederacy in 1861; ad hoc armored cars in 1914; an Indian aircraft carrier; Tragedy of Roman leader Quintus Seronius; Revolt in the Congo 1964-5; Nelson v Bonaparte in Egypt, 1798; profile of Napoleon.											
Crimean War Battles #201	45306	Decision Games S&T Games		\$35.00			New	n	OoP		3

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & Game. Includes errata counters for Vietnam BtIs (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.											
19th CENTURY: Various Wars & Battles											
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Triple Alliance War #245	81295	Decision Games S&T Games	\$20.00	New	n	OoP	6				
Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Ar of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.											
WORLD WAR I, 1912 -- 1920											
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
WW-1: Strategic Level, All Fronts											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Der Weltkrieg: Grand Campaign Kit	118902	Schroeder Publ & Wargamng	\$59.00	New	BC		6				
Kit that links all the prior 12 games focused on individual fronts into a grand campaign covering all of World War I in Europe & the Middle East. Adds rules for production & economic warfare; new tanks, neutral nations & invasions, air & sea assets, & more. Includes 840 counters, 2 full & 2 half-sized maps, scenario book, charts & tables. D.Schroeder '13											
Kaiser's War, 1918-19 #261	91431	Decision Games S&T Games	\$22.50	New	n		6				
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina Spt 1863.											
Storm of Steel 2nd	112072	Decision Games	\$119.00 **	New	LB **		6				
Revised & updated 2nd edition. ■ Revised & updated 2nd edition of this strategic level, comprehensive 3-map game of WW-1 in Europe from the Spanish border to the Middle East, including land air & naval units. Quarter turns, corp or naval squadron level. Includes production and a card driven system. 3 maps, 1400 counters, 22 scenarios. Good for team play. '14											
World War I 3rd #294	110505	Decision Games S&T Games	\$125.00	New	n	OoP	6				
Last copy. ■ Mag & Game. 3rd edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 234 counters, 36mi/hex. J.Miranda, J.Dunnigan'15 / ARTICLES ON: World War I; Desert Storm G2, Marine Corps Intelligence Operations; Third System (post War of 1812) Forts in the American Civil War; Muslim Conquest of Syria, 629-37; Englis Settlement of Normandy, 1417-53; Korean Admiral Yi Sun-sin & His Turtle Ships; Review of Battles of the Ancient World smartphone app.											
WW-1: Various Individual Battles, any front											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Old Contemptibles, Battle of Mons #228	72425	Decision Games S&T Games	\$20.00	New	n	OoP	4				
Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.											
Over the Top! 2nd	124897	Decision Games	\$49.00	New	HC	OoP	4				
Simpler set of 4 brigade, operational lvi battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'0											
Over the Top: Lemberg & Verdun #198	41583	Decision Games S&T Games	\$75.00	New	n	OoP	4				
Mag & Game. Pair of brigade lvi games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemberg, Spt 1914. 2 counters, 1 map, daily turns. J.Miranda'00											
WW-1: Western Front											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
1918, Imperial Germany's Last Chance#223	69131	Decision Games S&T Games	\$22.00	New	n	OoP	6				
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.											
Der Weltkrieg, Italian Front 1915-18 2nd	126729	Schroeder Publ & Wargamng	\$39.00	New	BC		6				
Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvi gms of wars in Europe at brig/div lvi. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporetto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13											
Der Weltkrieg, Western Front 2nd	126874	Schroeder Publ & Wargamng	\$50.00	New	BC		6				
Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvi gms of wars in Europe at brig/div lvi. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13											
First Blood, Second Marne 1918 #248	89980	Decision Games S&T Games	\$20.00	New	n		3				
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.											
Great Northern War #302	120971	Decision Games S&T Games	\$25.50	New	n		4				
Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Ever chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/h J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.											
Hindenburg's War #288	115650	Decision Games S&T Games	\$37.50	New	n		4				
Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in Novembe 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedro War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.											
Kaiser's War in the East 1914-18 #301	119585	Decision Games S&T Games	\$25.50	New	n		4				
Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles ir Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteriam 425BC; Soviet Pre-WWII Breakthru Tanks.											
Loos 1915, the Big Push	101123	Decision Games	\$15.00	New	Fo		4				
Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrus which can only be exploited by specially designated reserve the Brits must move fast. 100 counters. '13											
Loos 1915, the Big Push	124357	Decision Games	\$14.00	Mint	Fo		4				
Unpunched. ■ Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrus which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13											
Lost Battalion #217	62162	Decision Games S&T Games	\$27.00	New	n	OoP	4	1			
Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvi, 3days/turn, 1mi/hex. Solitaire version is fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.											
Meuse Argonne, the Final Offensive	121147	Decision Games	\$15.00	New	Fo		4				
Folio game using the Fire & Movement game system. Covers the Sept-Nov 1918 American-led, Allied offensive in the Meuse-Argonne Forest area of France. While the Allies had ambitious plans, German prepared defens & determined resistance meant slow going unless the Americans could break into the open beyond the dense forests of the Argonne. Allies had over 500 aircraft & 300 tanks. Its a delicate balance between time & casuality '13											
Over the Top: Mons & the Marne 1914 #186	22771	Decision Games S&T Games	\$55.00	New	n	OoP	4				

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #18. First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.											
Over the Top: Mons & the Marne 1914 #186		104296	Decision Games S&T Games	\$50.00			Mint	n	OoP		4
Marne TRC creased (folded) 6 times; others cherry. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 2 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.											
Reinforce the Right, W.Front 1914 #180		18136	Decision Games S&T Games	\$50.00			New	n	OoP		4
Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.											
Vimy Ridge, Arras Diversion		117231	Decision Games	\$15.00			New	Fo			4
Folio game using the Fire & Movement game system. Covers the 1917 Allied attempt to capture Vimy Ridge, a keystone of the northern German flank of their lines in France. Extensive training & huge concentrations of artillery allowed the Canadians to succeed, but not exploit their success. '14											
WW-1: Eastern Front (including Russian Revolution & Russo-Polish War)											
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Der Weltkrieg, Eastern Front		126730	Schroeder Publ & Wargamng	\$90.00			New	BC			6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn brig/div level, 1680 counters, 4 full & 2 half maps. D.Schroeder'13											
Masuria, Winter Battle 1915		119551	Decision Games	\$15.00			New	Fo			4
Folio game of the German surprise 1915 attack on the East Prussian frontier against the open flank of a Russian army that destroyed a sacrificial corp & nearly the entire Russian army. Uses the Fire & Movement game system with hidden movement & fire support at time of combat. 4mi/hex, Brig level, 100 counters. '14											
Operation Elope #211		72068	Decision Games S&T Games	\$24.00			New	n	OoP		4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
Operation Elope #211		57310	Decision Games S&T Games	\$25.00			New	n	OoP		4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
Reichswehr & Freikorps, Europe 1920 #273		112089	Decision Games S&T Games	\$22.50			New	n			6
Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12											
Russian Civil War 2nd #267		94618	Decision Games S&T Games	\$42.00			New	n			6 M
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politburo, purges, assassinations, a wide variety of random events: armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS WC 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11											
Tannenberg, East Prussia August 1914		122845	Decision Games	\$15.00			New	Fo			4
Folio game of the opening moves on the eastern front in World War I. Germany's small eastern army is able to take advantage of their interior lines & railroads to mass quickly and thus defeat in detail 2 lumbering Russian armies. This game focuses on action on the southern portion of East Prussia. Uses the Fire & Movement game system with hidden movement & fire support at time of combat. Artillery support is depicted as inflexible, and must be supplied to be used. 3mi/hex, Brig level, 100 counters. '14											
White Eagle Eastward #156		24999	Decision Games S&T Games	\$26.00			New	n	OoP		4
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151 Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.											
WW-1: Balkans & Near Eastern Fronts											
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Blood on the Tigris #176		45062	Decision Games S&T Games	\$25.00			New	n	OoP		6
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Gr War [WWII]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.											
Der Weltkrieg, Tannenberg 2nd		126516	Schroeder Publ & Wargamng	\$15.00			New	zl			6
Update of this game in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first months of WW-1 in the east on the E.Prussian front. 140 brig/div lvl counters and 1 modest sized map. Now serves as an intro to the more expansive games in this system. D.Schroeder'15											
Gaza 1917, Gateway to Jerusalem		116947	Decision Games	\$15.00			New	Fo			4
Folio game of the Allied offensive in Palestine in April 1917. Attacking the Ottoman defensive line at Gaza a second time, the well-supplied Allies aimed to break thru to Jerusalem & Damascus. The Allies have the numbers the Turks have the defensive terrain & better leadership. Uses the Fire & Movement game system with hidden movement, exploitation movement, and fire support at time of combat. 0.75mi/hex, BtlN-Rgt-Brig level, 100 counters. '14											
No Prisoners! Lawrence of Arabia #237		76793	Decision Games S&T Games	\$20.00			New	n			6
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion Indian Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.											
Suez 1916, Ottoman Strike		114089	Decision Games	\$15.00			New	Fo			4
Folio game of the Ottoman attempt to breach & capture the Suez Canal, a vital lifeline to the British Empire, in August 1916. The Ottoman force, stiffened with German & Austro-Hungarian units, attained tactical surprise by attacking at night. Uses the Fire & Movement game system which includes artillery & air support added at the time of combat. 0.6mi/hex, BtlN/regt/brig level. '14											
Turkish Liberation, War of... #309		126710	Decision Games S&T Games	\$29.00			New	n			4
Mag & Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules & 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, in the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan & Georgia with British, Italian & French support) attempt to dismember Turkey per the Sevres Treaty, opposed by Bolsheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.											
Twilight of the Ottomans #241		78856	Decision Games S&T Games	\$26.00			New	n	OoP		6
Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.											
WW-1: African Front											
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Lettow-Verbeck, East Africa 1914-18		121907	Decision Games	\$9.00			New	Fo			4

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

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

Small folio game of the campaign in German East Africa, 1914-8. German player must execute a smart, mobile, guerilla war to tie down & confound the massive Allied forces arrayed against them. Uses the Hand of Destiny game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15

WW-1: Tactical Level Land Games, all fronts	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Soldiers, Decision in the Trenches #280	120826	Decision Games S&T Games	\$22.50	New	n		2
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Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8th Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.

WW-1: Air Combat	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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First Air Battle Over Britain #255	87831	Decision Games S&T Games	\$20.00	New	n		6
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Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mc or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.

Zeppelin, First Btl Over Britain #159	45559	Decision Games S&T Games	\$29.00	Mint	n	OoP	2
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Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.

WW-1: Naval Combat	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Nine Navies War	124594	Decision Games	\$39.25	New	BC		6
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Strategic level game of the naval war during an alternate world beginning in 1915 after Germany has overrun France. There are essentially 2 fronts, the Med and the Atlantic. Includes all ships existing during the WWI era. Uses a variation of the simple War at Sea system. 492 counters. '07

WORLD WAR II, 1935 -- 1945	(541) 756-4711	10am-9pm PST	For Ordering (866) 690-7879	10am - 9pm PST
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WW-2: Strategic European Theater	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Advanced European Theatre of Operatns	125122	Decision Games	\$239.00	** Mint	LB **	OoP	6
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Small stain on back of one chart. Some lite scuffs & minor creases on box. Components unpunched & otherwise cherry. ■ Thoroughly revised, reworked & enhanced game of WW2 thruout Europe at a strategic scale but now with extensive detail. Includes 2 full sized maps of Europe, Africa & the Middle East, 2240 counters including counters for every capital ship & most aircraft types, more detailed production model, and many scenarios. Corp/army level. Mates with Adv Pacific Theater of Op. '02

Europe, War in... v3.0 [PC CD-ROM]	126093	Decision Games	\$49.00	New	Fo		8
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CD-ROM & 68pg, well documented rules manual. Third, Windows XP/Vista/7 version of this PC version of the grand old SPI monster game of war thruout Europe. Has many qualities paralleling the original: simple yet functional systems & graphics, fun, with lots of potential for fun. Elaborates on various areas w/ 20 new options, and is a full game system including scenario editor. Requires 2-3 human players; no AI included. Can be play by email. K.Lean'09

Hinge of Fate, Poland & France 1939 # 30	101597	Decision Gms World at War	\$33.00	New	n	OoP	4
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Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partisans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.

Krieg! World War II in Europe 1st	120050	Decision Games	\$42.00	Mint	BC	OoP Err	6
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Includes 20 errata counters but not errata text. ■ 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96

Krieg! World War II in Europe 1st	16116	Decision Games	\$49.00	Mint	BC	OoP	6
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1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96

Rhineland War, 1936-37 #21	96015	Decision Gms World at War	\$99.00	New	n	OoP	4
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Last copy. ■ Mag & Game. 2 player game covering the hypothetical events if the French & Brits intervened as Germany attempted to militarize the Rhineland in 1936, precipitating an early war thruout Europe, from Spain to the USSR, at a time when no nation was prepared for such a war. Modeled as a balance between territorial expansion to maximize the chance of gaining allies, and internal political collapse. Corp/army level, 62mi/hex, 1mo/turn. J.Miranda'11 / ARTICLES ON: the Rhineland War of 1936; Rhineland designer's notes; Fall of the Chinese Soviet, and the Long March; RAF Bomber Commands drift toward carpet bombing; Merrill's Marauders the China-Burma-India theater, 1944; the Franco-Italian Front in May of 1940; Hawker Typhoon & Tempest aircraft; Vichy Gabon during WW2; Doenitz in April 1945; ghost fleet at Suisun Bay, Calif.

Totaler Krieg! [Krieg 3rd] 2nd	119941	Decision Games	\$90.00	** New	LB **		6
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Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11

WW-2: Strategic Pacific Theater	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Africa Orientale Italiana	112872	Decision Games	\$29.00	New	zl		6
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Kit for both Adv Euro & Adv Pacific Theatre of Operations. Begins with Italian invasion of Ethiopia in 1935 and continues thru the Middle East into WW2. Includes a map of India & the India Ocean so as to mate with APTO, a map of Spain & the Atlantic to mate with AETO. 280 counters (including an AETO upgrade to aircraft). '09

China, Battle for... 4th #259	90420	Decision Games S&T Games	\$20.00	New	n		6
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Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.

Dai Senso!	118164	Decision Games	\$90.00	** New	LB **		6
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Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11

Greater East Asia War # 6	89488	Decision Gms World at War	\$35.00	New	n	OoP	6
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Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.

Pacific, War in the... 2nd	122305	Decision Games	\$325.00	** New	HB **		6
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HUGE & heavily revised & graphically updated simulation of the War in the Pacific using monthly turns. Still perhaps the best sim on the subject. Now sporting 8960 counters, 150 tactical maps showing detailed maps of individual islands at 0.5-10mi/hex, 128 pgs of rules + 300pgs of charts in 6 booklets, 7 strat maps. Focus is balanced between supply & operations, both HQ-based activities. Multiple scenarios + campaign. All worth the mc expensive game ever. J. Dunnigan et al, '06

Pacific, War in the... 2nd: Extension Kt	114874	Decision Games	\$32.50	New	zl		6
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Kit allowing the war to extend into late 1945 & 1946. Adds 5 countersheets with aircraft & ships appearing after Aug'45, 2 new tactical island maps, plus additional rules & charts to extend the war. K.Kiff'08

USN Deluxe [2nd]	112881	Decision Games	\$99.00	New	BC	OoP	6
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Last copy. ■ Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 1241-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04

WW-2: Winter & Continuation Wars in Finland	M.Dean@FineGames.com	h 866-690-7878	10am - 9pm	P
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Finnish Front, 1941-42 # 5	88094	Decision Gms World at War	\$42.00	New	n	OoP	4
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Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
WW-2: Spanish Civil War at all levels											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
Arriba Espana! 4th # 8	90260	Decision Gms	World at War	\$20.00	New	n	OoP	8			
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 ta crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.											
Spanish Civil War Battles, v1 #213	58650	Decision Games	S&T Games	\$36.00	New	n	OoP	4			
Mag & Game. First of an intended series of operational, btn/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. 1mi/hex, 1day/turn, btn/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.											
Spanish Civil War Battles, v2 #219	63005	Decision Games	S&T Games	\$22.00	New	n	OoP	3			
Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan.1939. 280 counters, 1mi/hex, 1day/turn btn/rgt/brig/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845											
WW-2: Campaigns & Battles - Eastern Front											
						M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
1940, What IF Germany Went East? #12	113321	Decision Gms	World at War	\$22.50	New	n	OoP	4			
Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1939; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10											
Army Group South, Kiev & Rostov #188	117314	Decision Games	S&T Games	\$69.00	Mint	n	OoP	4			
Cherry. ■ Mag & Game. Essentially a graphical update to 2 games previously published by SPI in the Army Group South quad, each a version of the Panzer Gruppe Guderian game system at rgt/div level. KIEV covers the Kiev Encirclement and Rostov, Aug-Spt 1941, the largest encirclement in history as 665,000 Soviets are captured. 2days/turn, 8km/hex. J.Angiolillo'97 / ROSTOV is a game of the first Soviet offensive, Oct-Nov 1941, as the Germans approach Rostove & the Donets Basis. 5day/turn, 17km/hex. J.Butterfield'97 / ARTICLES ON: the Army Group South experience in the East; China's Civil Wars, 1927-49; a list of all 47 US battleships built; the development of German defensive doctrine, 1918-42; Anvil-Dragoon, the second D-Day; errata for Over the Top: Mons & Marne, and Risorgimento. '07											
Barbarossa Deluxe, Russo-German War [2d]	120613	Decision Games		\$48.00	New	zl		4			
Update & enhancement of the game originally published in World at War mag #1 covering the Barbarossa campaign in the USSR, 1941-5, at corp/army level. Based loosely on Dunnigan's game by the same name from 1971. 280 counters, 55mi/hex, 1-2mo/turn, 6 scenarios starting in 1941-3, 2 maps. T.Bomba'16 / Also includes a well-written & richly illustrated 190pg historical booklet detailing the progression of the War in the East in WW											
Cherkassy Pocket, Encirclement at Korsun	125229	Decision Games		\$37.00	New	HC		4			
Btln/brig level game of the bitter battle of Korsun Pocket, winter 1944. A fast moving slugfest covering 23 days using the Berlin '45/Wave of Terror game system by the same designer. 4 scenarios, 1.25mi/hex, 24hr/turn, 52 counters. J.Desch'01											
Counterattack in Ukraine, Dubno '41 # 31	102833	Decision Gms	World at War	\$22.50	New	n	Going	4			
Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were large impervious to most of the German's weapons lead to several days of mobile battles to in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btn/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowski [Polish soldier in WWI, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australia Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 1937-45; Japanese Planning for the											
Destruction of Army Group Center 3rd # 9	104204	Decision Gms	World at War	\$44.00	New	n	OoP	4			
Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AC Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09											
Drive on Kursk, July 1943 #253	86309	Decision Games	S&T Games	\$65.00	New	n	OoP	4			
Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front in the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.											
Drive on Moscow #244	80901	Decision Games	S&T Games	\$62.00	New	n	OoP	4			
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07											
Drive on Stalingrad, 3rd	114866	Decision Games		\$65.00	New	BC	OoP	4			
Reprint w/ graphic upgrade of the German Summer'42 drive on Stalingrad & Caucases using the PzrGrp Guderian system. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn. B.Hess'02											
Duel in the North #48	117848	Decision Gms	World at War	\$25.50	New	n		4			
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WW Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.											
Duel on the Steppe, Operation Star #285	103817	Decision Games	S&T Games	\$22.50	New	n		4			
Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the ar between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Due the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.											
Escape Hell's Gate, Korsun Pocket #57	125237	Decision Gms	World at War	\$25.50	New	n		4			
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, in specific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaboratnist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.											
Forgotten Axis, Fight to the Finnish#199	43212	Decision Games	S&T Games	\$28.00	New	n	OoP	4			
Mag & Game. 2nd game in this btn level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.											
Forgotten Axis, Fight to the Finnish#199	98236	Decision Games	S&T Games	\$27.00	Mint	n	OoP	4			
Cherry. ■ Mag & Game. 2nd game in this btn level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Us an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 194' Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.											
Forgotten Axis, Murmansk 1941 #194	34677	Decision Games	S&T Games	\$49.00	New	n	OoP	4			
Mag & Game. Btln-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Atta on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.											
Forgotten Axis, Murmansk 1941 #194	91614	Decision Games	S&T Games	\$48.00	Mint	n	OoP	4			
Rules separated. ■ Mag & Game. Btln-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Attack on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Forgotten Axis, Murmansk 1941 #194		92631	Decision Games S&T Games	\$39.00		Excell	n	OoP Err 4
Mag & Game. Btln-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland99 / ARTICLES ON: Op Platinum Fox, Atta on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.								
Forgotten Axis, Romanian Campaign #206		51554	Decision Games S&T Games	\$42.00		New	n	OoP 4
Mag & Game. 3rd game in the Forgotten Axis btln level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btln/rgt level, 240 counters. M.Bennighof01 / ARTICLES ON: Romania on the Eastern Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.								
Gaunts Tank, Battle of Prochorovka #13		93342	Decision Gms World at War	\$99.00		New	n	OoP 3
Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btln/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.								
Leningrad 2nd		89119	Decision Games	\$20.00		Mint	HC	OoP 4
Earlier 2nd edition. ■ Graphic update of this smlr gm of Army Group N's drive on Leningrad from 22 June - 13 Spt '41. '93								
Leningrad 3rd		124860	Decision Games	\$19.00		New	HC	4
Further update & reprint of this smaller game of the German Army Group North's drive on Leningrad from the initial invasion of the USSR thru the summer, 22 June - 13 Sept 1941. Originally an SPI design, here reprinted, updated & colorized a second time. Uses a form of the popular Panzergruppe Guderian game system, with untried Soviet units. Div level, 20mi/hex, simpler & a good game for beginners. '14								
Leningrad '41 #17		94807	Decision Gms World at War	\$22.50		New	n	4
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btln/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.								
Minsk, Battle of...1944 # 22		101138	Decision Gms World at War	\$45.00		New	n	OoP 4
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wehrmacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '11								
Molotov's War #172		53926	Decision Games S&T Games	\$35.00		New	n	OoP 4
Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginnings of the F Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.								
Molotov's War #172		117311	Decision Games S&T Games	\$33.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginnings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.								
Panzers East Solitaire #45		112888	Decision Gms World at War	\$25.50		New	n	Going 4 1
Mag & game. Solitaire game of the German Army Group Center's attack on the USSR early in Operation Barbarossa, June-Aug 1941. You must seize key cities per a schedule to win (or lose if you fail). Do especially well, and Hitler may allow an immediate assault on Moscow instead of detouring into the Ukraine. 10days/turn, Div level, 16mi/hex, 280 counters. T.Bomba'15 / ARTICLES ON: US M26 Pershing Tank in WWII; Pappy Boyington the Marine's Black Sheep Fighter Squadron; CVEs, Workhorses of US Naval Aviation; Blockade Running to Supply Bataan, 1942; Finnish Lapland Front, 1944-5; Polish Pilots in the Battle of Britain; Axis Platoon Mortar Weapons; Norwegian Telemark Commando Team that partially destroyed the German Heavy Water research facility in Norway, 1943.								
Second Kharkov, Strike & Counterstrike #271		96129	Decision Games S&T Games	\$49.00		New	n	OoP 4
Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, fail planning; Second Kharkov designers notes; Battle of Ilororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; U 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.								
Stalin Moves West #58		126731	Decision Gms World at War	\$30.00		New	n	4
Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Ju Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.								
Strike & Counterstrike #53		120248	Decision Gms World at War	\$25.50		New	n	4 1
Mag & game. Includes variant counters for Night Fight #44 (14), plus a 2pg scenario. Solitaire game of the Soviet counteroffensive against the German Army Group Center between Dec 1941 (with the Germans at the gate of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance. 20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.								
Winterstorm, Relief of Stalingrad'42 #36		104180	Decision Gms World at War	\$22.50		New	n	4
Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forces encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control, btln/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.								
Zhukov's War #50		117408	Decision Gms World at War	\$45.00		New	n	4
Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Engineer & Amphibious vehicles; US 34th Nation Guard Div in WWII								
WW-2: Campaigns & Battles - Western Front, 1939-40			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P		
France Fights On #39		110364	Decision Gms World at War	\$22.50		New	n	4
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sough evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.								
Ghost Division #38		114902	Decision Gms World at War	\$22.50		New	n	Going 4 1
Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/bt level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating Gerr Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.								
Norway 1940 # 29		103520	Decision Gms World at War	\$22.50		New	n	OoP 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 19. Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjager v 1st Airborne at Primrose Bridge.													
Sealion, German Invasion of England #52		124605	Decision Gms World at War	\$25.50				New	n				4
Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 280 counters. E.Harvey, C.Webber '16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomasz Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the Solomons; Battle of the River Plate, 1939; Italian Marst Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.													
Sedan 1940, Decisive Btl for France #24		98600	Decision Gms World at War	\$48.00				New	n		OoP		4
Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk unlucky USS Wm Porter; review of TSWW Balkan Fury.													
WW-2: Campaigns & Battles - Western Front, 1941-45													
Aachen, First to Fall		124566	Decision Games	\$19.99				New	Fo				4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for the first German city to be assaulted by advancing Allied forces, Oct'44. Btl/rgrt lvl. '10													
Bastogne Solitaire #56		123268	Decision Gms World at War	\$25.50				New	n				3 1
Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthru from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btl level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.													
Bastogne, A Desperate Defense		127146	Decision Games	\$15.00				New	Fo				3
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the btl for the key crossroads at Bastogne during the Btl for the Bulge, Dec'44. '10													
Bulge, the Battle of the Bulge 2nd # 3		86570	Decision Gms World at War	\$99.00				New	n		OoP		4
Last copy. ■ Mag & Game. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, div level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944. 17 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.													
Cobra, the Normandy Campaign 3rd #251		85306	Decision Games S&T Games	\$94.00				New	n		OoP		4
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (140); Twilight of the Ottomans #241 (43). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.													
Dagger Thrusts, Patton & Montgomery #233		73717	Decision Games S&T Games	\$37.00				New	n		OoP		4
Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separately map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrust, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air land OoBs.													
D-Day at Omaha Beach 2nd [PC CD-ROM]		126089	Decision Games	\$23.99				New	JC				4 1
CD-ROM, req Windows 2k+, DirX, 512mb RAM, min VGA. Computerized port of this popular solitaire game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. Combat system emphasizes using the right weapons & tactics. Also playable by two players cooperatively, each controlling one of the two US divisions. Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 15-30min/turn, company level, 275yd/hex. J.Butterfield'15													
D-Day at Omaha Beach 3rd UPDATE Kit		126502	Decision Games	\$25.00				New	zl				4 1
Update kit containing 3rd edition (2017) map & rulebook intended to bring 1st or 2nd edition games up to current printing. '17													
Guards Armour Division # 34		103957	Decision Gms World at War	\$37.50				New	zl				3
Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Comba is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.													
Highway to the Reich 3rd		122841	Decision Games	\$127.50 **				New	LB **				3
3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept.1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08													
Hurtgen, Hell's Forest		126130	Decision Games	\$90.00 **				New	LB **				3
Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12													
Mortain Counterattack, Drv to Avranches		125825	Decision Games	\$15.00				New	Fo				4
Folio game of the key German attack aimed at cutting of the thin supply line to the Allied breakout near Avranches south of Normandy. The Germans mass 4 panzer divisions near Mortain, attacking the US 30th Inf which is tasked with buying time. Emphasis on special units' abilities, and support by artillery & aircraft. 100 counters, small map, btl level, 0.5mi/hex. '16													
Nuts! Battle of the Bulge Card Gm: SET		124343	Decision Games	\$25.00				< New	SC				4
North & South set. Boxes creased with minor corner dings due to flimsy boxes. Others new in shrinkwrap. ■ Set of NORTH & SOUTH decks of 150 cards ea. Game of the Bulge played using cards for terrain, combat unit leaders & special events. Something akin to Up Front, but at a larger scale. Both N & S decks are complete & playable separately, but can be combined for the complete campaign. '98													
Patton's Third Army #43		111279	Decision Gms World at War	\$49.00				New	n		OoP		4 1
Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear track elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulins des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skills & Cultural Awareness in the US Military.													
Race to the Reichstag, 1945 # 26		98599	Decision Gms World at War	\$79.00				New	n		OoP		3
Mag & Game. Game focused on the battle for Berlin, April 1945, and akin to Battle for Germany where each player commands one of two Soviet Fronts (army groups) and German forces facing the other player. Each area competes for reinforcements & to be the first to capture the Reichstag in the center of Berlin. 0.5mi/hex, btl/rgrt/div level, 1day/turn, 228 counters. J.Miranda'12 / ARTICLES ON: the Battle of Berlin 1945; the Heinkel HE_17 & the Fate of the Luftwaffe; Turning Point in China: Battle of Kunlun Pass, Dec. 1939; German Surface Raider Strategy in WWII; Tech Sgt. Richard Grange; SS destruction of French village Oradour Sur Glane in June 1944 the Weasel AFV; Italian Disasters of 1940; Iraq in 1941.													
Rampage / Stalingrad Cauldron #40		107137	Decision Gms World at War	\$42.00				New	n		OoP		4 1
Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. The player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGI is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allied forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destruction of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Scheldt, Battle of..., Devil's Moat		119017	Decision Games	\$15.00		New	Fo			4
Folio game of the battles between the Canadian 1st Army & German 15th Army in late 1944. The allies needed to clear the Scheldt Delta in order to utilize Antwerp's port facilities. The German's realized this and delayed it inevitable with pre-sited artillery, snipers & mines to break up Allied advances before they even met the main German lines. '14										
Wacht am Rhein, Battle of the Bulge 3rd		121158	Decision Games	\$124.00 **		New	LB **			3
Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. BtlN level, 4 maps, 2240 counters. J.Dunnigan,J.Youst '12										
WW-2: Campaigns & Battles - Mediterranean & N.African Front										
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Afrikkorps, Decision in the Desert #11		91777	Decision Gms World at War	\$50.00		New	n	OoP		4
Mag & Game. Includes 40 errata counters for Coral Sea & players aid card (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON Campaign in the Desert, 1940-2; Afrikkorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.										
Balkan Gambit, 1943-45 #298		114119	Decision Games S&T Games	\$25.50		New	n	OoP		6
Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.										
Cauldron, Battle for Gazala		126095	Decision Games	\$15.00		New	Fo			4
Update of SPI folio game. Rommel does an end run around the Gazala defenses, culminating in a large armored battle at The Cauldron. '10										
Crete 1941 #47		118586	Decision Gms World at War	\$109.00		New	n	OoP		4
Mag & Game. Operational level, solitaire, point-point game of the German airborne invasion of Crete in May 1941. Player controls the Germans, attempting to both capture the island quickly while minimizing casualties. Suitable for cooperative play by 2 players. BtlN level, 12-72 hours/turn, 176 counters. J.Miranda'16 / ARTICLES ON: Battle for Crete 1941; Defense of Bataan, 1941; Zhukov's Greatest Defeat, Operation Mars; Hitler's Greatest Mistake, the Survival of Britain; German Col General Herman Hoth, 1885-1971; USS Rasher, Venomous Vixen; Three Odd Weapons to Save Britain; Utah Beach v Omaha Beach.										
Crusader, Battle for Tobruk		126096	Decision Games	\$15.00		New	Fo			3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. BtlN/rgt/brig level. '10										
El Alamein, Rommel at Alam El Halfa		121885	Decision Games	\$15.00		New	Fo			4
Folio game of Rommel's attack at Alam El Halfa, immediately after his victory at Gazala, August 1942. Attempting another sweeping attack, Montgomery awaits with concentrated armored and antitank forces forewarned by Ultra intercepts. Uses the Fire & Movement game system, making support elements important. 100 counters, btlN/rgt/brig level, 1.5mi hex. '16										
Greek Tragedy, Italian Inv of Greece # 7		89479	Decision Gms World at War	\$20.00		New	n	OoP		4 1
Mag & Game. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / ARTICLES ON: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945; Assaulting Eben Emael.										
Italian Campaign, Med War Addendum #160		97649	Decision Games S&T Games	\$27.00		Mint	n	OoP		4
Cherry. ■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.										
Italian Campaign, Sicily #146		20836	Decision Games S&T Games	\$24.00		Mint	n	OoP		4
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smoothe the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btlN/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: The Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.										
Kasserine, Baptism of Fire 3rd		123691	Decision Games	\$15.00		New	Fo			3
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisia Feb 1943. '10										
Keren 1941, East Africa # 25		98038	Decision Gms World at War	\$22.50		New	n			3
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btlN level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanese v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.										
Long Range Desert Group		126685	Decision Games	\$8.99		New	Fo			4 1
Small solitaire game of the Allied special operations against Axis forces in North Africa, including attempts to kill or capture Rommel, 1941-2. Player must complete 1 of 4 missions to win a scenario, or complete all 4 mission to win the campaign. Co/btlN level, area move, 75mi/inch, fast playing, simpler. '16										
Mare Nostrum, War in the Mediterrann #41		112090	Decision Gms World at War	\$75.00		New	n	OoP		6
Mag & game, special edition. Game is a strategic level simulation of the air, land & naval war in the Mediterranean, 1941-43, using an area-move map. Played in 4 scenarios. Units represent divisions, 6-12 aircraft squadrons, & small squadrons of capital ships. Map covers the entire Med from Gibraltar to the Basra, divided into areas. Based on the Red Dragon Rising game system. 2 maps, 560 counters. 3 scenarios including the W in N.Africa, Capture of N.Africa, and the time where the Axis could have invaded Malta, plus campaign. J.Miranda'15 / ARTICLES ON: WWII in the Mediterranean Sea; the German Gestapo; Battle of Tengxian between the Chinese & Japanese, March 1938; Air War on the East Front in 1941; Jed commando teams at Normandy; Bob Spiny & the Japanese Surrenders in Indo-China 1945; Luxembourg in WWII; Germany's semi-automatic rifles WWII; Polish PZL P.11 Fighter.										
Objective, Tunis #140		45086	Decision Games S&T Games	\$15.00		New	n	OoP		3
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btlN lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenaries, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.										
Operation Gertrud #49		117240	Decision Gms World at War	\$25.50		New	n	Going		4
Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippin in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Exercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII Italian Manned Torpedos.										
Partizan! War in Yugoslavia 1941-44 #16		94460	Decision Gms World at War	\$22.50		New	n			4
Mag & Game. Minor printing mar along map's center fold line affecting all copies. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / ARTICLES ON: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 tha destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11										
Shingle, the Anzio Beachhead # 33		107132	Decision Gms World at War	\$29.00		New	n	OoP		4
Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp," Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.										
Soft Underbelly, Southern Italy 1943 #15		94692	Decision Gms World at War	\$22.50		New	n	OoP		4
Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as k elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI- & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10										
Tobruk, Operation Crusader 1941 #278		99725	Decision Games S&T Games	\$22.50		New	n	OoP		3

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

Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex. btlm/rqt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.

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Armies of the White Sun #305	124597	Decision Games S&T Games	\$25.50	New	n		6	1			
Mag & game. Includes 5 errata counters for Desert Fox Deluxe 2nd #300. Solitaire game covering the battle for China from the Marco Polo Bridge Incident to the planned Operation GO-GO aimed at ending Chinese resistance in 1943. Player commands Japanese forces. Includes random events, and uses untried units for Chinese. Victory is geographically based. 18-24months/turn, 37mi/hex, 280 counters, Div/Corp/Army level. Ty Bomba'17 / ARTICLES ON: The War in China, 1937-45; Belisarius & the Reconquest of Africa; Pyrrhic Victory, the Lava Beds War, 1872-73 [near Tule Lake CA]; Vicksburg, Grant's Masterpiece; Opportunities to Win World War I; First Medal of Honor; John Riley, US Traitor & Mexican Hero; U-Boats in the Far East.											
D-Day at Peleliu 2nd: UPDATE Kit	126090	Decision Games	\$25.00	New	zl		4	1			
2018 2nd edition update kit with revised map & rules intended to bring a 1st edition game up to 2nd edition standards. '17											
D-Day at Tarawa 2nd	123126	Decision Games	\$55.00	**	New	BC	**	4	1		
2017 2nd edition with mounted map. ■ 2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17											
D-Day at Tarawa 2nd: Update Kit	126091	Decision Games	\$25.00	New	zl		4	1			
2017 2nd edition update kit, with revised map & rules, intended to bring 1st edition copies up to current standards. '17											
Downfall, If the US Invaded Japan #230	71521	Decision Games S&T Games	\$42.00	New	n	OoP	4				
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by no other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.											
First Blood, Battle for Guadalcanal #178	104336	Decision Games S&T Games	\$34.00	Mint	n	OoP	2				
Slight tearing at staples on 2 centermost pages (ads & feedback only). ■ Mag & Game. Sml, btlm-level game of the land campaign for Guadalcanal, Sp42-Jan'43 in weekly turns. 120 counters, 600yd/hex, 1/2mo/turn. C.Hendrix'96 / ARTICLES ON: Guadalcanal, Island of Death; the Boer War of 1899-1902; Japanes Grand Strategy, 1850-1942; German General Staff & the High Tide of Military Wargaming; The German's Largest Dive Bomber, the He-177; Nuclear Weapons in the Korean War.											
Green Hell, Burma 1943-4 # 28	103516	Decision Gms World at War	\$22.50	New	n		4				
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HC against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.											
Iwo, Bloodbath in the Bonins	126490	Decision Games	\$15.00	New	Fo		4	1			
Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btlm level. '13											
Manila '45, Stalingrad of Pacific #246	81718	Decision Games S&T Games	\$20.00	New	n	Going	4				
Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btlm level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07											
Merrill's Marauders, Commandos in Burma	125840	Decision Games	\$9.49	New	Fo		4	1			
Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btlm level, 17mi/inch, fast playing, simpler. '16											
Operations Olympic & Coronet # 27	GmOnly 112885	Decision Gms World at War	\$89.00	New	n	OoP	4	1			
Games Only. ■ Game Only. Major update of the long-popular solitaire game, SPI's Operation Olympic, plus a second companion game. OLYMPIC covers the what-if the US had elected to invade the southern-most Japanese island, Kyushu, in 1945 and is updated based on new info. CORONET is a new game using the same system depicting the planned, March 1946 invasion of the open plain around Tokyo. Rgt level, 4mi/hex, 1wk/turn, 2 ma 560 counters. Both games can be played as solitaire or 2 player. J.Miranda'12											
Pacific Battles v1: The Rising Sun	105604	Decision Games	\$37.00	New	HC		4				
A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/btlm/rqt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02											
Pacific Battles, Guadalcanal # 23	96666	Decision Gms World at War	\$35.00	New	n	OoP	3				
Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artillery, etc. 2mi/hex (covering the entire island), btlm level. J.Miranda'12 / ARTICLES ON: Guadalcanal, the battles & the material disparity; Pacific Battles Design notes; D-Day on Sword Beach, a British command failure; the Stal Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolf Hess & his flight to England; German heavy AA; Italian partisan attach near Rome & the Ardeatine Caves reprisal, 1944; Indochina during WW2 17th SS Panzer Grenadier Division.											
Pacific Battles, Malaya #51	119593	Decision Gms World at War	\$25.50	New	n		4				
Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btlm/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.											
Pacific Battles, Nomonhan, 1939 # 32	102181	Decision Gms World at War	\$22.50	New	n	Going	4				
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Comman in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.											
Pacific Battles, Shanghai #42	111272	Decision Gms World at War	\$25.50	New	n		4				
Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [? & weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.											
Red Sun/Red Star, Nomonhan Campaign #158	104293	Decision Games S&T Games	\$40.00	Mint	n	OoP	4				
Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the rest of WWII scenarios depicting the initial Japanese attack, the Soviet counterattack, and a Japanese dream option balancing the August scenario. 0.75mi/hex, 1day/turn. 240 counters. M.Stille'93 / ARTICLES ON: the Nomonhan Campaign in Manchuria, 1939; Inside Desert Shield & Desert Storm; Da Vinci & the Renaissance Military; Operation Leonard, Axis Conques of Leros, Nov. 1943; errata for White Eagle Eastward #156 including counter corrections.											
Saipan, Conquest of the Mariannas	127153	Decision Games	\$12.75	New	Fo		4				
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,000 well entrenched Japanese defend against 3 US divisions. '10											
Saipan, June 1944 / Clontarf #162	104405	Decision Games S&T Games	\$19.00	V.Good	n	OoP	2	1			
Saipan unpunched; Clontarf punched & missing 1 unit (ID & copy of countersheet included). Includes 21 errata counters to other games; 3 of these have duct tape residue on them. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl (1), 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July 44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.											
Shanghai Incident, Jan - March 1932	119563	Decision Games	\$15.00	New	Fo		4				
Folio game of an early attempt by Japan to seize Shanghai in 1932. They won tactically, but lost in casualties, politically and in confidence. Uses the Fire & Movement game system that emphasizes motorized & specialist units. Rgt level, 1km/hex, 100 counters. '16											

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Solomons Campaign 2nd # 2 Last copy. ■ Mag & Game. Major update of the SPI game of this name, a low complexity, hi excitement game of air-land-sea combat for Guadalcanal, Aug 1942-Feb 1943. 100mi/hex, 2wks/turn operational, 12hrs/turn tactical. 280 counters, J.Dunnigan, J.Miranda'08 / ARTICLES ON: Warfare in the South Pacific, 8/42-2/43; Bodenplatte 1945, Goering's raid on British airbases; Battle for Gdynia & the Polish Corridor 1939; Strasbourg 1945, First Act of the Cold War.		85702	Decision Gms World at War	\$119.00			New	n	OoP			4
South Seas Campaign 1942-3 #18 Mag & Game. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: The South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.		95284	Decision Gms World at War	\$38.00			New	n	OoP			4
Strike North #35 Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory.. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longstree & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks: light projectors as weapons in WWII.		103844	Decision Gms World at War	\$22.50			New	n				4
Vinegar Joe's War #227 Mag & Game. Game of the struggle for SE Asia, Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05 / ARTICLES ON: the Flyin' Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.		70340	Decision Games S&T Games	\$40.00			New	n	OoP			4
What IF, Invasion Pearl Harbor #14 Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.		93599	Decision Gms World at War	\$22.50			New	n				4
WW-2: Tactical Combat, European Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Commandos, Europe Solitaire #55 Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense o Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in Franc 1940.		124048	Decision Gms World at War	\$25.50			New	n				2 1
Grossdeutschland Panzer Division #20 Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by a event chit drawn for each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.		95810	Decision Gms World at War	\$82.00			New	n	OoP			3
Night Fight Solitaire #44 Mag & game. Solitaire game in which the player commands a German kampffgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.		113323	Decision Gms World at War	\$25.50			New	n	Going			2 1
Operation Jubilee, Dieppe 1942 #265 Mag & Game. Grand tactical, solitaire game of the disasterous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 186		93829	Decision Games S&T Games	\$85.00			New	n	OoP			3 1
WW-2: Tactical Combat, Pacific Theater M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Bloody Ridge, Guadalcanal Sept 1942 # 37 Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit ft American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).		105013	Decision Gms World at War	\$25.00			New	n	OoP			3 1
Tarawa, Red Beach One #142 Mag & Game. Solitaire game of the bloody Nov. 1943 invasion of Tarawa Island by the US 2nd Marine Div against 3500 Japanese. Includes rules for 2 players. Co lvl, 100yd/hex, 6hrs/turn. M.Joslyn'91 / ARTICLES ON: th Battle for Tarawa 1943; ERRATA for Objective Tunis #140; von Clausewitz & the Rise of Modern Warfare; German Merchant U-Boats in WWI; First Air Battle between Balloons 1808; Allied Campaign Against Danube Rive Traffic in WWII; Soviet (Russian) withdrawal from German in the early 1990s; The Two Key Factors in Wargame Design (Miranda).		30720	Decision Games S&T Games	\$25.00			Mint	n	OoP			2 1
WW-2: Air Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Cactus Air Force, Air War Over Solomons Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13		124230	Decision Games	\$9.00			New	Fo				4
Eagle Day, the Battle of Britain Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counter 18 cards, group/wing scale. J.Miranda'13		124024	Decision Games	\$9.00			New	Fo				4
Luftwaffe 3rd Reworking of AH's Luftwaffe game of the US strategic bombing campaign over Europe. Turns are now quarterly, production can be influenced, and there are many new rules for radar, aces, target complexes, diversion to support ground war, advanced fighter & bomber development, new targets, etc. '07		121055	Decision Games	\$38.00			New	BC				4
RAF, Lion PC PC-ROM, Windows XP or later. Partial PC game port of this popular solitaire game of the Battle of Britain; Player controls the RAF, the Luftwaffe is played by artificial intelligence (2 player version not included, also). Multiple scenarios ranging from a single one-day raid thru the full campaign game. '16		118927	Decision Games	\$16.00			New	JC				4 1
RAF, Lion v Eagle 4th Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13		126699	Decision Games	\$59.00			New	BC				4 1
USAAF, US Strategic Bombing 1944 # 4 Mag & Game. Game of the US strategic bombing campaign over Germany in WW2. US player must shorten the war thru successful bombing actions to win. Germans can manage their production; US can target specific industries. Grp/wing, 1mo/turn, 54km/hex. Based loosely on SPI's Flying Fortress. C.Cummins, T.Bomba, J.Miranda'09 / ARTICLES ON: History of Strategic airpower; SAS commando missions in N.Afrika & Germany; the Thai-French War of 1941; Moselle River crossing, Nov 1944; intelligence failures prior to Munich Crisis of 1938; battle for Wake Island, 1941; final battle of the Polish campaign, 1939.		87881	Decision Gms World at War	\$89.00			New	n	OoP			6
WW-2: Naval Combat M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
Coral Sea Solitaire #10 Mag & Game. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player controls the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / ARTICLES ON: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1943; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensiv in the Med 1943; Operations research in WW2.		91046	Decision Gms World at War	\$79.00			New	n	OoP			4 1
Midway Solitaire #54		125863	Decision Gms World at War	\$49.00			New	n	OoP			6 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Solitaire game of the grander situation in the Pacific during the spring-summer of 1942 which culminated in the Battle of Midway but also including Coral Sea & the invasion of the Aleutian Islands. Player assumes command of US forces, and must defeat multiple Japanese forces and lines of attack with inferior numbers. Relatively complex as it mixes solitaire structures with both a strategic & operation game of naval operations in the Pacific (with a fog of war). 176 counter, variable time frame (1-7 days), 1-4 ships/counter. Joseph Miranda, Eric Harvey'17 / ARTICLES ON: Grand Strategy in the Pacific, Coral Sea & Midway 1942; Escape of Jan Baalsrud, Norwegian Commando, 1943; Cossacks of the Third Reich; Rommel in Egypt & the Middle East; Germany's Type XXI Walter U-Boat; Below the Blitz, London's Firefighters; Adventures of Mad Jack Churchill.											
North Cape, Arctic Convoy Battles #292	110916	Decision Games S&T Games	\$25.50	New	n	n	4	1			
Mag & game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the destruct of PQ-17. Player commands the German air & naval forces seeking to destroy as many ships as possible on their way to the USSR. 20-25 aircraft/counter, individ large ships or sml #s of DDs per counter. 3 scenarios. 280 counters. E.Harvey'15 / ARTICLES ON: Battles in the Arctic, 1941-5; Mercenary Warfare in the Congo, 1960s; the Battle of Waterloo, 1815; the First Punic War, Rome's Rise to Imperium; Clergymen Warriors of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army Howtars, a mortar in a howitzer cradle.											
Wolf Pack [PC]	126854	Decision Games	\$16.00	New	Fo	n	2	1			
Win9x/ME/NT/XP, on CD-R. Computerized version of the long-popular solitaire game of u-boat attacks on Allied convoys, Spring 1943. Faithful port to PC from of the SPI game in S&T 47. '02											
Yamato Unleashed, Battle Off Samar #46	114924	Decision Gms World at War	\$25.50	New	n	n	Going	2			
Mag & Game. Game covers the pivotal moment of the battle at Leyte Gulf as the main Japanese surface fleet encounters two task forces of American escort carriers defending the transports behind them. The US carriers light craft must delay & prevent the Japanese surface fleet from exiting the map (and thus destroying the transports). Historically, the Japanese refused battle, but here they can dive thru the carriers to attack the transports ship or a air squadron/counter, 1nm/hex, 12min/turn, 228 counters. Fast moving 2-person game system. C.Perello'15 / ARTICLES ON: Battle off Samar, 25 Oct 1944; Biological Warfare & the Battle of Stalingrad, 1942; Hitler's Alpine Redoubt, Myth or Reality?; Chasing Shadows, a Reassessment of the Royal Navy in the Mediterranean Sea 1940-43; the French Dewoitine 520 Fighter; Japanese Carriers of the Pearl Harbor Strike; German Heinkel 280 Jet Fighter Prototype; the Soviet Massacre of Polish Soldiers at Katyn Forest, 1940.											
POST WORLD WAR II HOT WARS, 1945 -- Present (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
POST WW2 HOT WARS: MODERN Era Political & Economic Conflicts M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Greek Civil War #11	104174	Decision Gms Modern War M	\$22.50	New	n	n	8				
Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area mov B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.											
POST WW2 HOT WARS: WW-3 Strategic Level Games M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Fail Safe, Strategic Air Command #283	103600	Decision Games S&T Games	\$34.00	New	n	Going	8				
Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13											
POST WW2 HOT WARS: WW-3 in Europe M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Group of Soviet Forces Germany #220	64106	Decision Games S&T Games	\$39.00	New	n	OoP	4				
Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.											
Red Tide West #15	110289	Decision Gms Modern War M	\$37.50	New	n	n	4				
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few week 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btlm/rgt/div level. E.Harvey'14 / ARTICLES ON: the Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crockett Nuclear Recoiless Launcher; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 2002; Khrushchev in the Cold War.											
Visegrad 4, the Coming War in Europe #16	112343	Decision Gms Modern War M	\$25.50	New	n	n	4				
Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigma '64, Ignored Vietnams Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.											
POST WW2 HOT WARS: WW-3 in Asia M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Carrier Battle Group Solitaire #14	107964	Decision Gms Modern War M	\$139.00	New	n	OoP	4	1			
Mag & Game. Solitaire game of operating a US carrier battle group in the North Atlantic against the Soviets in the 1980s. Mission is generated randomly for each game, and determines victory. Incident chits present Soviet ships & aircraft, as well as target opportunities. You manage the aircraft carrier in great detail (ala Goeben 1914). 228 counters & a lush map centered on the Norwegian Sea. 12hrs/turn, 60mi from pt-to-pt, squadron level aircraft. J.Miranda'14 / ARTICLES ON: US Carrier Battlegroups During & Since the 1980s; Battle of Khe Sahn 1968; Battle of Grozny in Chechnya 1994-5; Kopassus, Indonesian Special Forces; Cold War Flying Wings Aircraft; Modernizing the Chinese People's Liberation Army; Ontos, the US Marine's Anti-Tank Weapon; US Navy Laser Weapon Systems.											
Dragon vs Bear, China v Russia #12	105904	Decision Gms Modern War M	\$22.50	New	n	n	4				
Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hypervar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brig/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mal Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.											
POST WW2 HOT WARS: Iran, Iraq & Afghanistan M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
Back to Iraq 3rd #208	55699	Decision Games S&T Games	\$42.00	New	n	OoP	4				
Mag & Game. 2nd revision & upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led wargamers do? This version adds advanced rules, detailed airstrikes, command control, additional units. 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02 / ARTICLES ON: Back to Iraq, a Strategic Analysis & Update for 2002 w/ OoB; Update Afghanistan; British Wars in Afghanistan; Turmoil in Afghanistan since the withdrawal of the Soviets; US Special Ops forces; US B-1B Bomber; US 10th Mountain Div; Soviet Hind Helicopters; Afghanistan Civil War 2001 variant for Holy War #147; Pearl Harbor, 1941; Soviet War in Afghanistan 1979-89 w/ OoB.											
Decision Iraq # 6	105892	Decision Gms Modern War M	\$22.50	New	n	OoP	4				
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003 Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decisor Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.											
Enduring Freedom, Afghanistan 2001-2 #30	123149	Decision Gms Modern War M	\$25.50	New	n	n	4	1			
Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.											
Fallujah 2004, City Fighting in Iraq #23	116980	Decision Gms Modern War M	\$25.50	New	n	n	3	1			
Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.											
Invasion Afghanistan #26	125274	Decision Gms Modern War M	\$25.50	New	n	n	4				

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 starting in 1979 & in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-2 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.											
Kandahar, Spcl Forces In Afghanistan #21		124267	Decision Gms Modern War M	\$25.50			New	n			2 1
Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.											
Oil War, Iran Strikes # 2		99733	Decision Gms Modern War M	\$25.00			New	n	OoP		6
1st printing copy. ■ Mag & game. Game is a reworking of the theme of an earlier game by this title with a Neocoon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.											
Oil War, Iran Strikes 2nd # 2		118211	Decision Gms Modern War M	\$22.50			New	n			6
2014 reprint. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocoon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.											
Operation Anaconda, Afghanistan 2002 #276		109437	Decision Games S&T Games	\$22.50			New	n			3
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Plato level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters where Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.											
Race to Baghdad, 2003 #20		122327	Decision Gms Modern War M	\$25.50			New	n			4 1
Mag & game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraqi Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines of attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive c Baghdad, Iraqi Freedom 2003 [sic]; the War in Nicaragua, 1979 & the later Contra War; Indo-Pakistani Air Wars, 1965 & 1971; Operation Tomahawk, Korean War Airborne Assault, March 1951; Soviet T-54/55 Tank; China DF-21D East Wind Anti-Ship Ballistic Missile.											
Target Iran #10		111290	Decision Gms Modern War M	\$22.50			New	n			4 1
Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.											
POST WW2 HOT WARS: India & Pakistan			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P					
Indo-Pakistani Wars #174		99043	Decision Games S&T Games	\$75.00			Mint	n	OoP		4
Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95											
Shutdown, the Coming Indo-Pakistani War		122482	Decision Games	\$16.50			New	Fo			4
New design using the DG folio system. Uses a step reduction system with support assets like airpower & artillery - and possibly nuclear weapons. Depicts what might happen should India & Pakistan once again go to war, and do so without reservation. Div level. '10											
POST WW2 HOT WARS: Korea			M.Dean@FineGames.com			h 866-690-7878 10am - 9pm P					
Chosin, X Corp Escapes the Trap #257		89150	Decision Games S&T Games	\$22.00			New	n			4
Mag & Game. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950 Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.											
DMZ, the Next Korean War		125822	Decision Games	\$15.00			New	Fo			4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. Depicts what might happen should northern Korea again attack southern Korea. Brig/Div/Corp level. '10											
Drive on Pyongyang # 5		103524	Decision Gms Modern War M	\$22.50			New	n			4
Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envision the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selo Scouts: Rhodosian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.											
Forgotten War, Korea 2nd		108290	Decision Games	\$37.00			< New	BC	Going		3
New game still in complete shrinkwrap, but 2 box corners have a 1" seam split, and one has a 2" split, meaning the top & side surfaces have split showing white box paper, due to box quality. New in all other respects. (Publisher says this is the best they have remaining in stock.) ■ 2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipyeong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97											
Gauntlet, Battle of Chongchon 1950 #190		32404	Decision Games S&T Games	\$62.00			New	n	OoP		4
Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
Gauntlet, Battle of Chongchon 1950 #190		96736	Decision Games S&T Games	\$54.00			Mint	n	OoP		4
Several small mars on mag cover & 1" tear repaired. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
Korean War Battles #296		111737	Decision Games S&T Games	\$35.00			New	n	OoP		4
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement gam system. Btin/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Caribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.											
MiG Alley, Air War Over Korea 1951		124587	Decision Games	\$9.00			New	Fo			1
Small folio game covering the air battles over Korea in 1951. Communist MiG-15 jet fighters (piloted by Russian pilots) take on B-29s & other bombers over northern Korea, seeking to maximize US aircraft losses. Uses Air Wars game system. 40 countrs, 18 cards, air group level, 23.5mi/square. '15											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Naktong Bulge, Breaking the Perimeter		119924	Decision Games	\$15.00			New	Fo				4
New design using the DG folio system. Covers the desperate defense late in 1950 as all available US units in the Pusan perimeter defend against 3 NK inf divs attempting to force the Naktong Bulge. Co/Btn/Brig lvl. '10												
POST WW2 HOT WARS: Viet Nam 1950-1975												
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Cold War Hot Armor: Vietnam #307		123711	Decision Games S&T Games	\$25.50			New	n				2
Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of La to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afgha War 1839; Leyte Gulf.												
Dien Bien Phu #17		111752	Decision Gms Modern War M	\$25.50			New	n				4 1
Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map, Viet Minh forces must work their way up 4 separate tracks with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btn level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.												
Green Beret, Vietnam Solitaire #18		114968	Decision Gms Modern War M	\$65.00			New	n		OoP		2 1
Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlo & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.												
In Country, the Vietnam War #281		110627	Decision Games S&T Games	\$47.50			New	n		OoP		4
Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.												
Khe Sanh '68, Marines Under Siege		124858	Decision Games	\$9.00			New	Fo				3 1
Solitaire folio game of the marine corp's defense of Khe Sanh just prior & during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '15												
LZ Albany #24		115483	Decision Gms Modern War M	\$25.50			New	n				3
Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.												
Sealords, Vietnam War in the Mekong#243		80321	Decision Games S&T Games	\$52.00			New	n		OoP		4
Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 28 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.												
Vietnam Battles: Hue / Op Pegasus #196		46093	Decision Games S&T Games	\$49.00			New	n		OoP		4
Mag & Game. Grand tac, btl-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurmfire anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fe of the Luftwaffe; Hannibal, a Stark Appraisal.												
Vietnam Battles: Iron Triangle # 7		102195	Decision Gms Modern War M	\$22.50			New	n				4
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Traing Center in the 1980s, Forge of Victory; LRASMS, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.												
Winged Horse, War in Vietnam 1965-6 #239		79305	Decision Games S&T Games	\$44.00			New	n		OoP		6
Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Muskets on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.												
POST WW2 HOT WARS: Middle East												
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First Arab-Israeli War, 1947-9 #185		20583	Decision Games S&T Games	\$89.00			New	n		OoP		4
Counters reverse printed. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israel expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brl lvl game of the Israeli war of independence. 7.5km/hex, btl level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.												
Golan, the Syrian Offensive		127147	Decision Games	\$15.00			New	Fo				4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippor War, defended by Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btln/brig level. '10												
Holy Land, Next Arab-Israeli War # 8		105837	Decision Gms Modern War M	\$37.50			New	n				4
NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israeli's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.												
Lebanon '82, Operation Peace for Galilee		110271	Decision Games	\$15.00			New	Fo				4
Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet gov of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12												
Middle East Battles, '56 & '67 #226		70040	Decision Games S&T Games	\$22.00			New	n		OoP		4
Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btl level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.												
Next War in Lebanon #13		106009	Decision Gms Modern War M	\$22.50			New	n				4
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Comb; Russia's T-90 Tank.												
October War, Arab-Israeli War 1973 # 25		126169	Decision Gms Modern War M	\$45.00			New	n				4

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

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

Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btl/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.

Operation Musketeer #32 124058 Decision Gms Modern War M \$25.50 New n 4

Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.

Operation Shock Troops, Drv Damascus#168 20612 Decision Games S&T Games \$29.00 Mint n OoP 4

Mag & Game. Btl-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 2 counters, 1.5mi/hex, 1-2days/turn, co/btl level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mita Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.

Six Day War, 1967 #4 102191 Decision Gms Modern War M \$22.50 New n 4

Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu i Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.

Suez '56, Anglo-French Intervention 126127 Decision Games \$9.00 New Fo 4 1

Solitaire folio game of the British, French & Israeli attempt to regain control of the Suez Canal from Egypt. Goal is to seize the canal or depose Nassar while avoiding the political disaster of the original event. Uses the Cold War Blitz game system. Player controls the allies' actions, while a card deck controls the Egyptians. You control the length of the game with judicious card play. '15

POST WW2 HOT WARS: Balkans M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

American Revolution in the South #304 124038 Decision Games S&T Games \$25.50 New n 4

Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.

War Returns to Europe, Yugoslavia #303 119960 Decision Games S&T Games \$25.50 New n 4

Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fall Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1745 Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.

POST WW2 HOT WARS: Insurgencies Around the World M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

Angola, Cold War in Africa #290 126134 Decision Games S&T Games \$22.50 New n Going 4

Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level. 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald Roman reposit; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.

Border War, Angola Raiders 124485 Decision Games \$9.00 New Fo 4 1

Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border raids the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12

Chad, the Toyota Wars #144 125706 Decision Games S&T Games \$42.00 Mint n OoP 4

Very clean. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US Org of African Unity play a key part. Co/btl/ guerrilla level. 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapi Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality

Cold War Battles II #263 108938 Decision Games S&T Games \$22.50 New n 3

Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.

Cold War Battles, Budapest & Angola #235 74705 Decision Games S&T Games \$27.00 New n OoP 4

Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S. African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.

Congo Merc, the Congo, 1964 126111 Decision Games \$9.00 New Fo 4 1

Small game in the Mini game series. Solitaire game in which you guide a sml elite unit to intervene to your benefit in the newly independent nation of Congo. Organize the unit, enter the country, then try to make your way to the objective & secure it, and leave safely. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. pltn/co level. J.Miranda'12

Holy War, Afghanistan #147 53913 Decision Games S&T Games \$25.00 New n OoP 4

Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; them of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn. J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).

Holy War, Afghanistan #147 104280 Decision Games S&T Games \$23.00 Mint n OoP 4

Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn. J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).

Holy War, Afghanistan #147 122722 Decision Games S&T Games \$27.00 Mint n OoP Err 4

Includes 5 errata counters & errata, and 3 articles with variant rules. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn. J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).

Isis War, Next Middle East War # 33 125873 Decision Gms Modern War M \$25.50 New n 4

Mag & game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities & intent). Kurds declare their indepedence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet & Russian Involvement i the Middle East & Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admir Felix Budwell Stump; Special Operations in Vietnam.

Opaque War, Ukraine 2014 # 34 126863 Decision Gms Modern War M \$30.00 New n 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian govt's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btln/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air CComan in the Vietn War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.											
Somali Pirates # 3	103610	Decision Gms	Modern War M	\$22.50			New	n			6
Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlord: Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level, J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.											
POST WW2 HOT WARS: Falklands, 1982											
Falklands Showdown, 1982 #269	95412	Decision Games	S&T Games	\$79.00			New	n	OoP		4
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of Utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.											
POST WW2 HOT WARS: China & Taiwan											
Red Dragon / Green Crescent # 1	100938	Decision Gms	Modern War M	\$80.00			New	n	OoP		4
Mag & game. Premiere issue of this new mag with a game in each issue. Game is a strategic level, more complex game of the possible hot wars in SE Asia in the next decade. Game is in part an update of Red Dragon from S&T250. T.Bomba '12 / Premier issue of this mag focused on cold war & recent conflicts in the last 50 years. ARTICLES ON: Hybrid land, air & naval warfare in the western Pacific & Indian Oceans; bio of Gen. Norman Schwartzkopf; 1972 NVA offensive; Seal Team 6 & the killing of Bin Laden; Russia's military organization; Beretta v Colt; Cyber warfare.											
Red Dragon Falling #19	112340	Decision Gms	Modern War M	\$25.50			New	n	Going		4
Mag & game. Game assumes an observed cycle of development, power & chaos in China's history, and projects that into the near future in the form of a new Chinese civil war set in the 2020s. Any of many social factors provoke a crisis & conflict. Map covers western half of China from north of Korea to Vietnam, including Taiwan. 2mo/turn, 80mi/hex, brig/div/army level, 176 counters. J.Miranda'15 / ARTICLES ON: the Coming Chinese Civ War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 & BMD-4; US Navy's New Railgun; Islami Revolutionary Guards Corp Air & Space Forces.											
Red Dragon Rising #250	84660	Decision Games	S&T Games	\$74.00			New	n	OoP		6
Mag & Game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, the Philippines, Singapore the UK & of course the US. Brig/corpl/air wing/task force level. 100mi/inch, 176 counters. B.Costello '08. ARTICLES ON: China as a rising power in the 21st century; Battles of Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.											
Taipei, Invasion of Taiwan 2000 #202	49797	Decision Games	S&T Games	\$59.00			New	n	OoP		4
Mag & Game. Operational level game of a hypothetical Chinese invasion of Taiwan in the immediate future. Brig/div level with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) w lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes. Good game of the complexities of modern combat environment. 10k/hex, 3.5days/turn. J.Miranda'00 / ARTICLES ON: Emerging Conflict with China w/ Chinese & US OoB; Korsun-Shevchenkovsky Operation, 24 Jan-17 Feb 1944; British Campaign in Egypt 1882; Montrose, the Living & Dying of a Master Tactician.											
POST WW2 HOT WARS: Other Post-WW Conflicts											
Modern Battles, Kaliningrad & Mosul # 27	120664	Decision Gms	Modern War M	\$25.50			New	n			4
Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces o Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btln/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the SOuth China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; No Korean Cyber War Units.											
New World Order, Kiev & Ulaan Baatar #22	116670	Decision Gms	Modern War M	\$25.50			New	n			4
Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAF depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btln/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACs in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.											
Objective Havana # 28	120974	Decision Gms	Modern War M	\$25.50			New	n			4 1
Operational level, solitaire game of the planned but not executed US invasion of Cuba after the failure of the Bay of Pigs. Player controls US forces & assets on a point-point map of Cuba. System is mission-oriented, with player executing a string of specific missions including movement of air & land units, conventional & unconventional warfare, air transport & landing, amphibious movement. Outcome judged by points; even if WWII occurs you might still win... J.Miranda'17 / ARTICLES ON: Missile Crisis 1962; Iraq & Iran at War, 1980-8; Rise of ISIS; Air War over Angola 1975-89; Special Ops, Mercs, Killer Robots; Russian Plans for Naval Bases in Latin America; Future Defense of Europe; China's Military Budget; Defending Israel's Natural Gas Fields; War in Mega Cities.											
Putin's War # 29	125269	Decision Gms	Modern War M	\$25.50			New	n			4
Mag & game. Includes Variant counters for Red Dragon/Green Crescent #1 (16), Kandahar #22 (23), Green Beret #18 (25). Simpler, strategic level game of a Russian attempt at resurgence in eastern Europe based on an understanding of Putin as aggressive and expansionist. Russia seeks a fast land grab aiming to restore its 1989 borders at the expense of many of its neighbors & former republics. Fast playing & well suited to solitaire pla Game shows evidence of having been rushed into production prematurely. 176 counters, Brig/div/Corp level, 55mi/hex, 3days/turn. Ty Bomba'17 / ARTICLES ON: Geopolitics in the 21st Century; Analysis of the Potential for an Isis Attack in the US; the Indo-Pakistan War of 1971; Strategic Implications of Global Climate Change; Nigeria's NDA, Reactivation of the Niger Delta Insurgency; Gerasimov Doctrine; Douth China Sea; Afghan Air Force British Logistical Failures in Operation Iraqi Freedom; Turkish Downing of a Russian Fighter, 2015; FV432 AFV.											
POST WW2 HOT WARS: WW-3 Land Tactical Combat											
Combat Veteran #31	123727	Decision Gms	Modern War M	\$25.50			New	n			1
Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.											
OTHER 20th CENTURY CONFLICTS, 1900 -- Present											
OTHER 20th CENTURY: Political & Social Conflicts											
War by Television, Kosovo 1999 # 9	105901	Decision Gms	Modern War M	\$22.50			New	n			6
Mag & game. Game of the possibility of a NATO or US-led coalition attack on Serbia in 1999 seeking a military solution to the Kosovo crisis. Game assumes such an attack would have led to a short, 1-month long war. 7.5mi/hex, brig/div/corp level, 176 counters. J.Miranda'13 / ARTICLES ON: War by Television, Kosovo 1999; Tanks in Counter-Insurgency Operations; Operation Red Dragon, Hostage Rescue in the Congo, 1964; Italy's Aircraft Carriers; AC-130U Spooky II Air Gunship; The Vertical Dimensions of Amphibious Warfare.											
OTHER 20th CENTURY: Ahistorical WW2 Era Wargames											
Maneuver #71	102646	DecGms	MOVES Mag	\$9.00			Mint	n	OoP		4
Mag (Moves #71) + Game, aka Moves Special Issue #2. w/ simple introductory game, Maneuver, intended for beginners. Played on a small, blank hex map & designed to teach the fundamentals of wargaming. 20 counters C.Upton'92 / ARTICLES ON: Basic Wargaming Library, 22 games from all eras & sophistications (J Miranda); Review of AH D-Day '92 w/ Replay of 1943 Scenario; Basic Tactics for Beginners; Article Index to 6 Mags (F&I Moves, Command, Counterattack, S&T & Wargamer) and all issues thru 1992, listed by subject/author/issue#; (15pgs). '92											
MULTIPLE or INDEFINITE ERA Games											
VARIOUS ERAS: MULTI-ERA Wargames w/ Multiple Eras Represented											
Operation Felix/Zama #153	104271	Decision Games	S&T Games	\$20.00			Mint	n	OoP		2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print? Incl ?	Scale Plyrs
Mag & 2Games. Includes 2 separate games: Operation Felix is the hypothetical German assault on Gibraltar, 1940, after the fall of France & with Spain's acquiescence. 250m/hex, company level, 2hrs/turn. C.Cummings'92. ZAMA covers Carthage's final battle with Rome during the 2nd Punic War using the simple, tactical lvl Ancient BtIs game system. 100-200m/hex, 100-500men/strength pt. 1-2hrs/turn. L.Baggett, W.Grace'92. 100 counters / each game. / ARTICLES ON: Zama, the final, decisive battle of the Second Punic War, 202BC; Hypothetical German Assault on Gibraltar; B-17 Production in WW2; Financing the War in Texas, 1835-66; Military Organization in 1914; US Enemy Alien Act in WW2; ERRATA for Four Battles of the Ancient World & Friedland #151, Vittoria #151, Italian Campaign Salerno #150, Cropredy Bridge #148; British Regimental System since 1660; HC Bywater & the Great Pacific War; Intelligence Operations During the Napoleonic Wars.							

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They Died with Their Boots On, v1 #236	74806	Decision Games S&T Games	\$35.00	New	n	OoP	3
Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.							

They Died with Their Boots On, v2 #242	79807	Decision Games S&T Games	\$22.00	New	n	OoP	3
Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, bthn/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Panco Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.							

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Battles for the Galactic Empire	123688	Decision Games	\$15.00	New	Fo		6 2
2-player folio game set in the Struggle for Galactic Empire universe in which players are space empires competing for a control of a region of space. Players deploy secretly, then alternate actions. Resources provide production and political advantages, as well as the ability to convert enemy forces to friendly. Fast playing. '16							

Struggle for the Galactic Empire [PC]	127162	Decision Games	\$17.00	New	JC		8 1
CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13							

Struggle for the Galactic Empire 2nd	127163	Decision Games	\$45.00	New	BC		8 1
2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14							

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Ceres, Operation Stolen Base	125831	Decision Games	\$9.00	New	Fo		4 1
Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the largest source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16							

Phobos Rising! Insurgency on Mars	125842	Decision Games	\$8.49	New	Fo		4 1
Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movement. 40 counters, 18 cards. '16							

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