

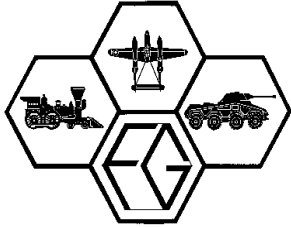
Rock Bottom Clearance Prices - thru Noon on December 20, 2014

URL: www.FineGames.com/eov_clear.htm

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

Fine Games' **Annual Clearance Sale** begins in mid-November, and until **Noon PST on Saturday, December 20, 2014** we offer our best deals of the entire year on ~~770 675~~ **625 games, magazines and gaming accessories**, all at rock-bottom prices. The lowest prices we've offered this year, and in most cases, the lowest prices we have *ever* offered.

The Deal is simple: **All items are offered at the price listed herein with a quantity of 1-each on a 'first come, first served' basis.** Shipping is additional. and you can freely combine items from this special sale with any other items we offer. **The only real limitation is that your order MUST be ready to ship by about Noon PST on Saturday, December 20, 2014.**



For More Information, please visit our [Annual Clearance Page](#) (See URL Above)

[How to Order](#) - email or phone [Customer Care Policies](#)

[Payment Options](#) - Ck, PP, Credit Card [How to Contact Fine Games](#)

[Shipping Options & Fees](#) - basically \$16.00 / order [Explanation of Catalog Codes Used](#)

Clearance offer includes these rules of the game:

1. **This deal expires at Noon PST, Saturday, December 20, 2014.** Your order **MUST** be placed, paid for and be able to ship by then to qualify for these special prices. (It's gotta ship this year so we can claim the loss on our taxes!)
2. **All items are individually listed with Qty=1**, subject to immediate sale, and may be withdrawn from this offer without notice. Only the individual items (and part#s) listed here qualify under this special sale (tho we may add more items at any time). We update this catalog frequently, often every day, during the sale period. So, we recommend you download a fresh copy if possible.
3. **Normal ordering, payment, shipping, and customer care terms apply.** You get the same swift, top-notch service for this sale we are renowned for. You may freely add items found in our other catalogs, including non-clearance items, to make one larger order so as to minimize shipping. All prices are stated on a cash-basis; add 3.1% if paying via credit card or PayPal with such payments.
Three Exception: (1) As many flat unboxed items as will fit can ship in a priority envelope for \$6; (2) Anything from this sale that fits in a medium Priority Mail box ships for \$12; and (3) Several heavy or bulky items (denoted with an 'LB' box type) have nominal prices, begging you to give them home, so for orders including such items the shipping charge is greater of \$16 or our actual cost to ship your order.
4. **Only one special offer applies to any given item's sale;** no double-dipping! Where we make multiple special offers to you, including birthday discounts, package discounts, etc, you can choose the single offer that is most to your liking. Only that offer's terms apply.
5. **If you don't receive a prompt reply, please call or email us again.** Things are often hectic during December, and it may take longer than normal to respond to your email or to ship your order. You should receive a reply within one business day.
6. **If you need your order to arrive by Christmas or to ship to another address,** please let us know with your initial order so that we can advise you of the possibilities and handle your order accordingly. If we aren't aware of your needs, its harder to meet them!
7. **We encourage you to pass this sale info along to your friends & fellow gamers.** Help us help them as well as you with gaming.
8. Oh, yeah...and you gotta **PLAY** the games you buy. Promise?

Thanks for allowing **Fine Games** to provide you with happiness in the form of games for 22 years & counting. And Happy Holidays!

Michael Dean, Fine Games

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
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Games We REALLY Want to LIQUIDATE This Year!

Last Updated:
12/21/2014
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Here's the deal: Take as many as you want of these games at the Rock Bottom Prices listed. Simple.

Misc Game Access

91365	Zip Lock Storage Bags, 4x6", 100Q, 2Mil	n	New	OoP	\$3.00	\$1.00	75% Off List Price
100 2mil 4x6" ziplock bags to containerize counters. [0.4 lbs]							

PC Software & Hardware

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Fine Games 2014 Annual Clearance Catalog - Round 1

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)	
100345	Panzer General 3D Assault [PC CD-ROM]	SC	Excel	OoP	\$5.00	\$3.00		
	CD in jewel case only. ■ Designed for Win9x. Sold AS-IS since we cannot provide tech support. CD in jewel case only. Updated classic game using the Panzer General system of operational WW2 combat with a 3D battlefield, 8 campaigns including N.Africa, 20 scenarios, play with up to 4 players, and leaders allow multiple actions each turn. UbiSoft'99 [0.2 lbs]							
100342	Schizm, Mysterious Journey [CD-ROM]	SB	Excel	OoP	\$2.00	\$1.00		
	5 CDs in jewel case & sml box. Designed for Win9x/ME/XP. Sold AS-IS since we cannot provide tech support. Player explores a lost & mysteriously abandoned city from an advanced civilization to discover the secrets behind its former inhabitants & their disappearance, while trying also to remain alive. Adventure Company'03 [0.6 lbs]							
Against the Odds Magazine		http://www.atomagazine.com						
86239	Paukenschlag #22	HP	New		\$27.00	\$22.00	37% Off List Price	
	Mag & Game. Game covering the U-Boat campaign against the US's eastern seaboard & Carribean in 1942 (including the what-if of German strategic bombing). Strategic, operational & tactical, with units representing 1-2 warships or 6-12 aircraft. 1wk/turn. P.Moore'08 [1.1 lbs]							
90214	There Must Be A Victory #26	HP	New		\$27.00	\$22.00	37% Off List Price	
	Mag & Game. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressivness despite being outgunned 2-1. P.Rohrbaugh'09 / ARTICLES ON: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lord Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military. [1.3 lbs]							
AH Avalon Hill Game Co.								
82661	ASL: Boards PARTS #16	n	New	OoP	\$5.00	\$2.50	69% Off List Price	
	#16 mounted board [0.5 lbs]							
93021	ASL: Boards PARTS #16	n	Excel	OoP	\$4.00	\$1.00		
	#16 mounted board [0.5 lbs]							
82776	ASL: Boards PARTS #16 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#16 UNmounted board ■ #16 UNmounted board [0.1 lbs]							
84063	ASL: Boards PARTS #17	n	Excel	OoP	\$4.50	\$2.50		
	#17 mounted board [0.5 lbs]							
82669	ASL: Boards PARTS #18	n	New	OoP	\$5.00	\$3.00	63% Off List Price	
	#18 mounted board [0.5 lbs]							
84067	ASL: Boards PARTS #18	n	Excel	OoP	\$4.50	\$2.00		
	#18 mounted board [0.5 lbs]							
82785	ASL: Boards PARTS #19 UNmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#19 UNmounted board ■ #19 UNmounted board [0.1 lbs]							
82676	ASL: Boards PARTS #20	n	New	OoP	\$5.50	\$3.00	63% Off List Price	
	#20 mounted board [0.5 lbs]							
93030	ASL: Boards PARTS #20	n	Excel	OoP	\$5.00	\$2.50		
	#20 mounted board [0.5 lbs]							
82789	ASL: Boards PARTS #20 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	Unmounted board. ■ #20 UNmounted board [0.1 lbs]							
84075	ASL: Boards PARTS #21	n	Excel	OoP	\$4.50	\$2.00		
	#21 Mounted board [0.5 lbs]							
82791	ASL: Boards PARTS #21 UNmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#21 UNmounted board ■ #21 UNmounted board [0.1 lbs]							
84082	ASL: Boards PARTS #23	n	Excel	OoP	\$5.00	\$2.50		
	#23 Mounted board [0.5 lbs]							
82797	ASL: Boards PARTS #23 UNmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#23 UNmounted board ■ #23 UNmounted board [0.1 lbs]							
93043	ASL: Boards PARTS #26	n	Excel	OoP	\$5.00	\$3.00		
	#26 mounted board [0.5 lbs]							
82803	ASL: Boards PARTS #26 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#26 UNmounted board ■ #26 UNmounted board [0.1 lbs]							
82701	ASL: Boards PARTS #27	n	New	OoP	\$4.50	\$3.00	63% Off List Price	
	#27 Mounted board [0.5 lbs]							
82800	ASL: Boards PARTS #27 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#27 UNmounted board ■ #27 UNmounted board [0.1 lbs]							
82705	ASL: Boards PARTS #28	n	New	OoP	\$4.50	\$3.00	63% Off List Price	
	#28 Mounted board [0.5 lbs]							
82806	ASL: Boards PARTS #28 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#28 UNmounted board ■ #28 UNmounted board [0.1 lbs]							
82808	ASL: Boards PARTS #29 Unmounted	n	New	OoP	\$2.50	\$2.00	71% Off List Price	
	#29 UNmounted board ■ #29 UNmounted board [0.1 lbs]							

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84098	ASL: Boards PARTS #30 #30 mounted board [0.5 lbs]	n	Excel	OoP	\$4.50	\$3.00	
93048	ASL: Boards PARTS #31 #31 Mounted board [0.5 lbs]	n	Excel	OoP	\$4.00	\$3.00	
82812	ASL: Boards PARTS #32 Unmounted #32 UNmounted board ■ #32 UNmounted board [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	71% Off List Price
84102	ASL: Boards PARTS #33 #33 Mounted board [0.5 lbs]	n	Excel	OoP	\$4.50	\$2.50	
82815	ASL: Boards PARTS #33 Unmounted Unmounted board. ■ #33 UNmounted board [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	71% Off List Price
84009	ASL: Boards PARTS #34 Professionally laminated mounted mapboard. ■ #34 Mounted board [0.5 lbs]	n	Excel	OoP	\$4.50	\$2.50	
93053	ASL: Boards PARTS #36 #36 mounted board [0.5 lbs]	n	Excel	OoP	\$4.00	\$3.00	
84108	ASL: Boards PARTS #37 #37 Mounted board [0.5 lbs]	n	Excel	OoP	\$5.00	\$3.00	
93056	ASL: Boards PARTS #39 #39 Mounted board [0.5 lbs]	n	Excel	OoP	\$4.50	\$3.00	
93057	ASL: Boards PARTS #40 #40 Mounted board [0.4 lbs]	n	Excel	OoP	\$4.50	\$3.00	
93059	ASL: Boards PARTS #41 #41 Mounted board [0.5 lbs]	n	Excel	OoP	\$4.50	\$2.50	
82841	ASL: Boards PARTS #44 Unmounted Unmounted board. ■ #44 UNmounted board [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	71% Off List Price
94254	Bismarck ['78] Well used copy, quite servicable but worn. Rules worn, some tears marks stains, cover page torn from staples & repaired. 4 box corners repaired w/ masking tape. Something cut from template on back cover of rules. ■ Revision of classic game that is much more realistic & complete, but less exciting. J Greene. [3.4 lbs]	FB	Good	OoP	\$14.00	\$9.00	
88142	Civil War Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Top of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61 [1.6 lbs]	FB	Good	OoP	\$19.00	\$15.00	
86125	Gettysburg ['88] Missing 15 units; ID apparent. Several units stained or spotted. No box or die. ■ Simple, div lvl gm of Gettysburg in 3 daily scenarios & 1 page of rules (!). Good beginner's game. '88 [0.9 lbs]	n	Fair	OoP	\$7.50	\$3.00	
92072	Gunslinger: Critters Variant COPY Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules. [0.2 lbs]	n	Mint	OoP	\$9.00	\$3.00	
85777	Kriegspiel Slipcased. ■ The ultimate ripoff, mainly for being a cheap knock off of others' good ideas. RIP 1970. [2.2 lbs]	BC	Excel	OoP	\$14.00	\$8.00	
106567	Luftwaffe Missing 2 units; ID apparant & list included. Some bleed of white onto blue area at corner of map; no impact on game. Slipcased box. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70 [3.0 lbs]	BC	VeryGd	OoP	\$16.00	\$12.50	
106501	Midway ['64] Sufficiently complete to play, but this is a well-loved, very used copy that might otherwise become parts. Missing 1 battleboard ship counter & 1 main air unit. Rules & battle manual provided as photocopies. Counters worn w/ writing on battleboard ship backsides. All box corners repaired (some crudely). ■ Classic cat & mouse naval game. Simplistic, but exciting.'64 [2.5 lbs]	FB	Good	OoP	\$18.00	\$12.50	
86201	Moonstar 1-Minute timer & 7d6 dice missing & required for play. Tape on side panels. ■ Quick, simple multiplayer family game w/ multiple play variations in which players race to calculate the value of the roll & position of dice, making bids based on their sense of things. A.Randolph, A.Moon'81 [1.6 lbs]	BC	Mint	OoP	\$10.00	\$5.00	
91378	Mustangs Complete. Box cover has 2 corner creases, side panel scrape; box btm mildly dinged at 2 corners. ■ Simple gm of aerial combat between 15 late model WW2 planes from European & Pacific fronts. Colorful components & single 8.5x14 page of basic rules. Makes for good intro game; adv rules add requisite spice for old hands. C.Taylor'92 [2.4 lbs]	LB	Excel	OoP	\$26.00	\$20.00	
83363	SL: Squad Leader Board PARTS # 1 UNmntd Unmounted board. ■ # 1 UNmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
93067	SL: Squad Leader Board PARTS # 2 Board has a paper version of #2 map glued over half of the map plus sml remanent on far edge. Functional but a bit funky. ■ # 2 Mounted board. [0.5 lbs]	n	Good	OoP	\$2.00	\$1.00	
83366	SL: Squad Leader Board PARTS # 2 UNmntd Unmounted board. ■ # 2 UNmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
84019	SL: Squad Leader Board PARTS # 3 Scuffed. ■ # 3 Mounted board. [0.5 lbs]	n	VeryGd	OoP	\$4.00	\$2.00	
83369	SL: Squad Leader Board PARTS # 3 UNmntd Unmounted board. ■ #3 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price

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84022	SL: Squad Leader Board PARTS # 4 Scuffed & some sun fading. ■ # 4 mounted board. [0.5 lbs]	n	VeryGd	OoP	\$4.00	\$2.00	
83371	SL: Squad Leader Board PARTS # 4 UNmntd Unmounted map board. ■ # 4 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
84025	SL: Squad Leader Board PARTS # 5 Scuffed. ■ # 5 mounted board. [0.5 lbs]	n	VeryGd	OoP	\$4.25	\$3.00	
83375	SL: Squad Leader Board PARTS # 5 UNmntd Unmounted board. ■ # 5 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
83381	SL: Squad Leader Board PARTS # 7 UNmntd Unmounted board. ■ # 7 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
84041	SL: Squad Leader Board PARTS # 8 # 8 Mounted board. Scuffed. ■ # 8 Mounted board. [0.5 lbs]	n	VeryGd	OoP	\$4.00	\$2.50	
88383	SL: Squad Leader Board PARTS # 8 Some light staining on board. ■ # 8 Mounted board. [0.5 lbs]	n	VeryGd	OoP	\$4.00	\$2.00	
83383	SL: Squad Leader Board PARTS # 8 UNmntd Unmounted board. ■ # 8 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
83392	SL: Squad Leader Board PARTS #11 UNmntd Unmounted board. ■ #11 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
83395	SL: Squad Leader Board PARTS #12 UNmntd Unmounted map board. ■ #12 Unmounted map board. [0.1 lbs]	n	New	OoP	\$2.50	\$2.00	60% Off List Price
80264	Stock Market Price written on cover. Masking tap residue on 4 box sides & btn. Some isolated spots on individ components. Otherws EX. ■ Exciting yet v.simple game of stock trading w/ several levels of completeness for 2-6 players w/ solitaire, classroom & 1929 versions. '70 [1.8 lbs]	BC	VeryGd	OoP	\$12.00	\$7.00	
99372	Tactics II ['58] Servicable copy but not pretty. No box or die. Map has several pin holes but otherws clean. Missing 2 units; handmade repl units included. Rules slightly soiled thru use (mainly the cover). Weather cards soiled; later weather table included & clean. Includes later CRT; slide rule not included. Rules have penciled force summary on cover. ■ No box or die. Ancient classic focused on hypothetical combat to the death between 2 nations sharing a lrg island. Great beginner game, v.simple. '58 [1.6 lbs]	zl	Good	OoP	\$5.00	\$2.50	
AH 3M Reprints							
88107	Image 2nd Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards. [2.3 lbs]	BC	Excel	OoP	\$10.00	\$5.00	
AH Avalon Hill GENERAL Mag							
94069	General Magazine 17/4 No insert, otherws EX. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80 [0.3 lbs]	n	VeryGd	OoP	\$8.00	\$2.00	
35928	General Magazine 17/4 No inserts. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80 [0.3 lbs]	n	Excel	OoP	\$11.00	\$3.00	
67053	General Magazine 18/4 ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81 [0.4 lbs]	n	Excel	OoP	\$9.00	\$3.00	
75352	General Magazine 18/4 1" tear into cover ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81 [0.4 lbs]	n	New	OoP	\$10.00	\$4.00	
84742	General Magazine 18/6 ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82 [0.4 lbs]	n	Excel	OoP	\$8.00	\$3.00	
48045	General Magazine 18/6 Mag missing cover page (first & last two pages). ■ ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82 [0.4 lbs]	n	Good	OoP	\$5.00	\$1.00	
94052	General Magazine 20/5 No insert, otherws EX. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84 [0.4 lbs]	n	VeryGd	OoP	\$8.00	\$2.00	
99276	General Magazine 20/5 w/insert. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84 [0.4 lbs]	n	Excel	OoP	\$9.00	\$3.00	

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65617	General Magazine 21/4 4pgs torn from mag affecting 3pg ASL scenario & 1st page of an article; Photocopies of repl pages included. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85 [0.4 lbs]	n	Good	OoP	\$5.00	\$1.00	
94036	General Magazine 22/1 No inserts; Gunslinger insert & Victory mag removed. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trirème 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85 [0.4 lbs]	n	VeryGd	OoP	\$5.00	\$2.00	
94036	General Magazine 22/1 No inserts; Gunslinger insert & Victory mag removed. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trirème 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85 [0.5 lbs]	n	VeryGd	OoP	\$5.00	\$2.00	
79253	General Magazine 26/5 Insert missing. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90 [0.4 lbs]	n	Excel	OoP	\$7.00	\$2.00	
79262	General Magazine 28/2 Insert missing. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92 [0.4 lbs]	n	Excel	OoP	\$6.00	\$3.00	
79265	General Magazine 29/1 w/ insert. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93 [0.4 lbs]	n	Excel	OoP	\$6.00	\$3.00	
66984	General Magazine 29/2 Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94 [0.4 lbs]	n	Excel	OoP	\$6.00	\$2.00	
79266	General Magazine 29/2 Missing insert pgs 31-34 w/ ASL scenarios. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94 [0.4 lbs]	n	VeryGd	OoP	\$5.00	\$1.00	
94158	General Magazine 29/3 No inserts, otherws EX. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94 [0.4 lbs]	n	VeryGd	OoP	\$6.00	\$2.00	
96732	General Magazine 29/4 w/ inserts. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94 [0.4 lbs]	n	Excel	OoP	\$6.00	\$2.00	
94160	General Magazine 29/5 No inserts, otherws EX. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94 [0.4 lbs]	n	VeryGd	OoP	\$4.00	\$2.00	
66983	General Magazine 29/6 Marrs to Wrasslin insert. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	
71780	General Magazine 29/6 w/insert. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95 [0.4 lbs]	n	New	OoP	\$5.00	\$2.00	60% Off List Price
79274	General Magazine 30/2 Insert & pgs 31-34 (w/ ASL scenarios) removed. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95 [0.4 lbs]	n	Excel	OoP	\$5.00	\$2.00	
79276	General Magazine 30/4 w/ inserts. Pgs 31-34 (w/ ASL scenarios) removed. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96 [0.4 lbs]	n	Excel	OoP	\$5.00	\$3.00	
71846	General Magazine 30/4 w/inserts. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96 [0.4 lbs]	n	New	OoP	\$6.00	\$4.00	20% Off List Price
71866	General Magazine 31/2 w/Inserts. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97 [0.4 lbs]	n	New	OoP	\$7.00	\$3.00	40% Off List Price
66992	General Magazine 31/2 w/Inserts. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97 [0.4 lbs]	n	Excel	OoP	\$6.00	\$3.00	

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Fine Games 2014 Annual Clearance Catalog - Round 1

Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
94151	General Magazine 31/4 w/inserts (Am Civ War series rules variations; Across 5 April counter list; March Madness 1997). Mailing label on cover. ■ Inserts. ARTICLES ON: Learning scenario for Stonewall's Last Battles, Kelly's Ford Mar 1863; rules changes in the Grt Btl of Am Civ War series; strategy at Cedar Mtn history in Stonewall Jackson's Way and also Roads to Gettysburg; Age of Renaissance replay; 2 ASL scenarios (removed from this copy); Third Reich PC strategy; strategy in Command & Conquer PC; Cave Wars PC strategy; use of wire, panjis & AP mines in ASL; Russian Campaign 3rd & Origins of WWII & Panzer Leader (3) tourny scenarios; Airpower variant for D'Day'91; Across 5 Aprils counter mix (on insert); summary of rules variations am Grt Btl of Am Civ War games (on insert); March Madness 1997 team cards (insert). '97 [0.4 lbs]	n	Excel	OoP	\$7.00	\$3.00	
79282	General Magazine 31/5 w/ inserts. 2pgs with 2 ASL scenarios removed. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97 [0.4 lbs]	n	Excel	OoP	\$5.00	\$3.00	
71873	General Magazine 31/5 w/ inserts. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97 [0.4 lbs]	n	Mint	OoP	\$6.00	\$4.00	
Amarillo Design Group		http://www.starfleetgames.com					
101957	Federation Commander, Klingon Border First game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2005. 256 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. S.Cole'05 [3.0 lbs]	HC	New		\$42.00	\$35.00	42% Off List Price
102745	Federation Commander, Referenc Rules 6th Updated 6th (2011) Ed rules compilation for this game of space warfare. Includes all the rules from Klingon Border/Attack, Romulan Border/Attack, Tholian Attack, Battleships Attack, Distant Kingdoms, Orian Attack, Booster Zero, Captain's Log & Communique, all fully updated. '11 [0.8 lbs]	Fo	New		\$11.00	\$9.00	40% Off List Price
101160	Federation Commander, Romulan Border Second game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Covers the Romulans. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2006. 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. '06 [3.0 lbs]	BC	New		\$44.00	\$35.00	42% Off List Price
105084	Federation Commander: Orion Attack Kit Expansion kit adding 16 new ships w/ 1" counters & color laminated ship diagrams, plus new scenarios & 2 new maps to this new game system. '08 [0.9 lbs]	Fo	New		\$20.00	\$17.50	42% Off List Price
104673	Federation Commander: Transports Attackd Kit focused on the essential but unseen element of the fleet: transports & freighters. Includes 16 dbl-sided dry erase ship cards, 3 freighter cards, scenarios & new rules. '11 [0.8 lbs]	Fo	New		\$20.00	\$17.50	42% Off List Price
Art of Tactic							
95748	Operation Barbarossa 1941 PROMO MINI Promo kit including a PzrKpfw III plastic mini (fairly large scale) w/ corresponding card for this flash in the pan, now out of print Russian miniature game of WWII on the Eastern Front. [0.1 lbs]	n	New	OoP	\$2.00	\$1.00	
Asgard Inc.		http://www.racetobepresident.com					
76835	Miniature: Germanic Axe Warrior 6" lead mini of a Germanic or Nordic axe-wielding warrior. Assy reqd. Weighs 4.8lbs. [4.8 lbs]	LB	Excel	OoP	\$5.00	\$1.00	
Asmodee Editions		http://www.asmodee-us.com					
90337	Heroes of the World, Race to Civilizatn Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including by conquest. '09 [3.8 lbs]	LB	New	OoP	\$42.50	\$32.50	46% Off List Price
Avalanche Press, Ltd.		http://www.AvalanchePress.com					
83507	Alsace 1945 Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btln/rgt/brig level, 140 countrs. '05 [0.8 lbs]	SC	New		\$21.00	\$15.00	40% Off List Price
77592	Blood on the Snow, Btl of Suomussalmi Smaller, op lvl gm of the defense by a scratch Finish div against 2 Soviet divs reinforced w/ tanks at Suomussalmi, during the Winter War. Btln lvl, 2km/hex. M.Benninghof'95 [0.8 lbs]	HC	New	OoP	\$29.00	\$20.00	33% Off List Price
86237	Granada, Fall of Moslem Spain Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03 [2.4 lbs]	BC	New	OoP	\$35.00	\$20.00	56% Off List Price
75684	Great War at Sea, v.1, the Meditern 2nd Overhaul of this modestly simple, operational & tactical lvl gm of naval combat thruout the Med & Black Sea during WW I. 2nd ed adds 30 1" counters, 4 additional pages of rules, and now has 70 scenarios plus a much prettier map. RECOMMENDED. B.Miller'01 [1.8 lbs]	BC	New	OoP	\$45.00	\$39.00	35% Off List Price
85381	Great War at Sea, v.15: Airships Kit Small kit containing 10 additional scenarios for the Zeppelin game. '08 [0.3 lbs]	Bk	New	OoP	\$9.00	\$7.50	25% Off List Price
105921	Panzer Grenadiers: Alaska's War Kit Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof'07 [0.3 lbs]	Bk	New		\$9.00	\$6.00	45% Off List Price
98261	Panzer Grenadiers: Arctic Front Kit 2nd Kit adding the Finns to the PG system. Includes 20 scenarios & 88 counters including ski troops, BT42 assault guns, aerosans. '02 [0.3 lbs]	Bk	New		\$22.00	\$20.00	33% Off List Price

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Fine Games 2014 Annual Clearance Catalog - Round 1

Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
87787	Panzer Grenadiers: First Axis Kit	Bk	New		\$17.00	\$10.00	60% Off List Price
	Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08 [0.4 lbs]						
86388	Panzer Grenadiers: Fronte Russo Kit	Bk	New		\$20.00	\$11.00	63% Off List Price
	Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07 [0.8 lbs]						
102696	Panzer Grenadiers: Iron Curtain Kit	Bk	New	OoP	\$19.00	\$18.00	28% Off List Price
	Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to paly all scenarios. '07 [0.4 lbs]						
86395	Panzer Grenadiers: March on Leningrad	Bk	New		\$9.00	\$6.00	40% Off List Price
	Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08 [0.4 lbs]						
95526	Panzer Grenadiers: North of Elsenborn Kt	Bk	New	OoP	\$8.00	\$6.00	40% Off List Price
	Kit extending the actions of The Bulge & Elsenborn north to cover some concurrent, diversionary battles. '09 [0.2 lbs]						
94891	Panzer Grenadiers: Polish Steel	Bk	New		\$18.00	\$12.00	52% Off List Price
	Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10 [0.3 lbs]						
94830	Panzer Grenadiers: Red Warriors Kit	Bk	New		\$19.00	\$16.00	36% Off List Price
	Kit providing 20 scenarios set during Operation Mars, the Soviet winter 1942 offensive in the south. Includes 165 counters including many Soviet guard units. '06 [0.5 lbs]						
95512	Panzer Grenadiers: Romanian Soil Kit	Bk	New		\$7.50	\$4.00	60% Off List Price
	Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09 [0.2 lbs]						
86461	Panzer Grenadiers: Secret Weapons Kit	Bk	New		\$22.00	\$17.00	43% Off List Price
	Kit providing materials needed to cover various "secret weapons" under development at the end of the war by the Germans, Americans & British, including huge tanks, missiles, helicopters & guided missiles. 77 counters. '08 [0.6 lbs]						
84876	Panzer Grenadiers: Siege of Leningrad	Bk	New		\$9.00	\$6.00	40% Off List Price
	PG series scenario kit depicting the difficult actions in defense of Leningrad during its 900 day siege. Includes 10 scenarios. Req Eastern Front, Road to Berlin & Red Warriors. D.McNair'08 [0.3 lbs]						
89695	Panzer Grenadiers: Sinister Forces	Bk	New		\$22.00	\$19.00	37% Off List Price
	Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06 [0.8 lbs]						
73309	Red Parachutes, Assault across the Dnepr	HC	New	OoP	\$42.00	\$35.00	42% Off List Price
	Operational btlm lvl gm of the Soviet offensive that attempted to sieze the vital Dnepr river crossings before the Germans could retreat using a massed para assault, Spt'43. Uses Ring of Fire system. B.Knipple'95 [1.4 lbs]						
89616	Second WW at Sea, Eastern Fleet	HC	Mint	OoP	\$34.00	\$20.00	
	Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '01 [1.0 lbs]						
102129	Second WW at Sea, Midway 2nd	HC	New		\$46.00	\$42.50	29% Off List Price
	Reprinted in a HC box. Large game of the battle of Midway at both operational and tactical level, with 490 counters, 2 maps, and many what-if scenarios of naval combat in the central Pacific. '05 [1.5 lbs]						
97832	Soldier Emperor 2nd [Players Edition]	BC	New		\$42.00	\$28.00	53% Off List Price
	Major revision with new rules & scenarios. 2-7 player game of the Napoleonic Era using the Soldier Kings system. Large, simpler game with 345 counters, 2 mounted maps. R.Markham'11 [2.1 lbs]						
100692	Soldier Kings, Enlightened Warlords PG	Bk	New		\$15.00	\$13.00	35% Off List Price
	PLAYERS GUIDE for the game of Soldier Kings. Provides strategy for each of 7 scenarios & factions, plus historical info. '11 [0.4 lbs]						
80175	Tears of the Dragon	HC	New	OoP	\$15.00	\$12.00	40% Off List Price
	2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03 [1.0 lbs]						
53997	Winter Fury, Battle of Tolvajarvi	HC	New	OoP	\$25.00	\$15.00	50% Off List Price
	Stand-alone game using a system similar to, and allowing linking with, the earlier Blood on the Snow game. 3 Soviet divisions are stopped by far-outnumbered Finns, scoring their first victory of the Winter War, 1939. 2k/hex. 140 counters, 3 scenarios. '001 [1.0 lbs]						
Bandai America Inc.		http://www.Bandai.com					
86600	Miracle Five	LB	New	OoP	\$15.00	\$5.00	80% Off List Price
	Simple, fast playing game that elaborates on tick-tac-toe. Players maneuver their 12 pieces around a 9x10 grid seeking to be the first to get 5 pieces in a row. '08 [1.9 lbs]						
Battleline							
106565	Air Force, 1st	FB	VeryGd	OoP	\$15.00	\$12.00	
	Missing 1 air unit; ID included; easily substituted by other similar counters; Otherws complete. Box side split repaired. Margins of intro game play thru mildly sun discolored. Price tag on box cover. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76 [1.8 lbs]						
Bill Cobb Productions Inc							
81980	Berzerkerbirdz Extreme Sports Arena Game	LB	New	OoP	\$20.00	\$10.00	75% Off List Price
	Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07 [4.5 lbs]						
Blackball Games							

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
105397	Seas of Iron Card Game	SB	New		\$18.00	\$16.00	36% Off List Price
Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14 [0.5 lbs]							
Brian Moore							
77816	Drive on Paris: Play Aid Kit	n	Mint	OoP	\$15.00	\$10.00	
Play aid kit providing OoB charts for each of 5 scenarios, compiled charts, and an odds calculation table. B.Moore [0.6 lbs]							
BSO Games http://richardhberg.tripod.com/bso.html							
80144	Blackshirt, Italian Invasion of Egypt	Fo	New	OoP	\$20.00	\$17.00	23% Off List Price
Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disastrous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07 [0.3 lbs]							
Cadeco							
86851	USA Bicentennial Game	LB	VeryGd	OoP	\$7.50	\$1.00	
Box has a couple of repaired panel splits. ■ Simple, 2-4 player game of gaining points for answering trivia questions about American history including presidents, famous people, states, wars, facts & events. '75 [1.4 lbs]							
Clash of Arms http://www.clashofarms.com							
91758	Clash of Armor: Rommel's Battles	Fo	New		\$15.00	\$10.00	50% Off List Price
6 scenarios for mini btl in which Rommel was involved, all at 1:100yds. [0.4 lbs]							
105240	Command at Sea: American Fleets	Bk	New		\$23.00	\$21.00	25% Off List Price
Booklet compiling & revising data for all US navy ships, aircraft & weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific & Atlantic theaters. 112pg. '11 [0.6 lbs]							
101333	Command At Sea: Baltic Arena Kit	Bk	New		\$19.00	\$17.00	32% Off List Price
Add-on rules & 13 scenarios covering the forgotten sea of WW2, the Baltic. Includes articles on the Finnish navy, Soviet subs, coastal artillery, plus updated mine rules. Includes 128pgs w/ 13 scenarios covering a variety of engagement types, and each with its own map. '06 [0.8 lbs]							
Columbia Games http://www.columbiagames.com							
96618	Euro Front II Kit	BC	New		\$90.00	\$75.00	25% Off List Price
Revision of earlier kit now suited to East Front II/West Front II game set. Adds new diplomatic & alliance rules & revises exit zones. Adds the 1940 campaigns in France, the lowlands and Scandanavia. Includes 243 blocks, system rules & armies of all the neutrals. '06 [3.2 lbs]							
Compass Games http://www.CompassGames.com							
99182	Eagles of Empire, Medina de Rioseco	HC	New		\$27.00	\$24.00	40% Off List Price
Semi-circular crease on box btm, about 5" length. ■ Stand-alone, Operational level, area move game in the Eagles of Empire series. The French & Spanish assault a Spanish force in July 1808, the sole French victory in their initial attempt to conquer Spain. Includes historical scenario plus the what-if additional opposing forces were involved. B.Miller, M.Searle'12 [1.0 lbs]							
Critical Hit http://www.criticalhit.com							
94649	ASL:Afrikakorps, Along via Balbia	zl	New	OoP	\$12.00	\$9.00	36% Off List Price
8 scenario kit covers various actions during the middle of the war in N.Africa, 1941-2. '10 [0.2 lbs]							
94651	ASL:Afrikakorps, Benghazi Handicap	zl	New		\$12.00	\$9.00	36% Off List Price
64pg Booklet detailing real & hypothetical plans in 1942 leading up to Coral Sea & Midway, as the Japanese sweep the eastern Pacific. 20 scenarios. Req Midway & Coral Sea games. '10 [0.2 lbs]							
94666	ASL:Afrikakorps, Combined Arms	zl	New		\$12.00	\$9.00	36% Off List Price
Scenario kit 8 scenarios of actions thruout the war in N.Africa from 1940-1943. '10 [0.2 lbs]							
95429	ASL:Afrikakorps, El Guettar Stakes	zl	New	OoP	\$12.00	\$9.00	36% Off List Price
8 scenario kit covers actions between US & British troops v Germans at El Guettar & along the Gafsa-Gabes road outside Tunis. '10 [0.2 lbs]							
94658	ASL:Afrikakorps, Frontier War	zl	New	OoP	\$12.00	\$9.00	36% Off List Price
8 scenario kit covers the Italian invasion of Egypt and the British counteroffensive that swept them away in 1940. '10 [0.2 lbs]							
94660	ASL:Afrikakorps, Hellfire Pass & Beyond	zl	New	OoP	\$12.00	\$9.00	36% Off List Price
8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10 [0.2 lbs]							
94661	ASL:Afrikakorps, Operation Torch	zl	New		\$12.00	\$9.00	36% Off List Price
Scenario kit 8 scenarios of actions between US, German, Italian & Vichy French forces during the Torch invasion of N.Africa, Nov'42. [0.2 lbs]							
94662	ASL:Afrikakorps, Reluctant Offensive	zl	New		\$12.00	\$9.00	36% Off List Price
8 scenario kit covers the first German attempt to sieze Tobruk. '10 [0.2 lbs]							
94664	ASL:Afrikakorps, Second Time Around	zl	New	OoP	\$12.00	\$9.00	36% Off List Price
Scenario kit 8 scenarios of actions between British & German forces in Tunisia, 1943. '10 [0.2 lbs]							
89255	ASL:Airborne Stand 2nd	zl	New		\$21.00	\$17.50	42% Off List Price
Reprint. The Battle for Marcus Heim Causeway, 6-9 June 1944. Revision of the earlier All American Kellam's Bridge kit. Includes a new, larger hex map that also includes the southern portion of the Timmes Orchard map. Includes 12 scenarios. I.Daglish'08 [0.5 lbs]							

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Fine Games 2014 Annual Clearance Catalog - Round 1

Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
96148	ASL:BdF II [Baraque de Fraiture 3rd]	Fo	New		\$34.00	\$27.50	36% Off List Price
	Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11 [0.6 lbs]						
91554	ASL:Berlin, Tyrant's Lair	zl	New		\$50.00	\$33.00	45% Off List Price
	15 scenario Sqd & Leaders COMPLETE GAME focused on the battle for Hitler's bunker. Includes two maps centered on the bunker & Reichstag. Mates w/ Berlin, Fall of 3rd Reich. 312 countrs. 14 of the included scenarios playable without owning Berlin Fall of 3rd Reich. Reqs ASL rules, Beyond Valor & marker sets. '10 [1.0 lbs]						
102493	ASL:BoB Normandy 2nd	FL	New		\$29.00	\$24.00	40% Off List Price
	UST SHIP AS BOXED ITEM due to dimensions. ■ MUST SHIP AS BOXED ITEM due to dimensions. ASL kit depicting the bitter fights for the Bocage country of Normandy by the 101st Airborne. Includes historical map, 8 scenarios, 269 counters. '11 [1.0 lbs]						
90854	ASL:Bracchi Hills, Battle for...	Fo	New		\$18.00	\$16.00	36% Off List Price
	Sqds & Leaders (ASL) kit providing 10 scenarios & the Santa Maria Infante map covering the attempts of the US 351st Rgt, 88th Inf to break the Gustav Line in an area of Italy with rolling hills that afforded excellnt defensive positions to the Germans. '04 [0.5 lbs]						
96287	ASL:Bulge, Battle of the...	n	New	OoP	\$29.00	\$25.00	38% Off List Price
	aka Bulge Pak 1. ASL Scenario kit including 2 geomorphic maps with rivers. Revised from prior Euro Pak II & kit mainly with the new maps & updated scenarios & graphics. '11 [0.5 lbs]						
47763	ASL:Carnage at Cassino	Fo	New		\$25.00	\$17.00	43% Off List Price
	8 scenario & 4 campaign scenario kit of the vicious battles for Monte Cassino, 1944. Includes a color map of the mountain and lowlands plain. '99 [0.6 lbs]						
54480	ASL:Dzerhezinsky Tractor Works	n	New	OoP	\$39.00	\$20.00	20% Off List Price
	Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full sized color, professionally printed map. '98 [0.6 lbs]						
84819	ASL:Euro-Pack #1 2nd	n	New		\$10.00	\$7.00	42% Off List Price
	aka ASL Pak 1. 2nd ed incorporates errata. Set of 8 scenarios focusing on European actions during the first 2 years of the war. Created in Europe. '03 [0.2 lbs]						
79180	ASL:Euro-Pack II, Btl of the Bulge	n	New		\$11.00	\$7.50	32% Off List Price
	Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98 [0.2 lbs]						
82215	ASL:Euro-Pack III, Late War '44-45	n	New		\$14.00	\$10.00	9% Off List Price
	Set of 8 scenarios focusing on European actions on both fronts during the last 2 years of the war. Created in Europe. '98 [0.3 lbs]						
47753	ASL:Euro-Pack V, Eastern Front	n	New		\$10.00	\$8.00	33% Off List Price
	8 scenarios covering action on the Eastern Front from 1941-3. '99 [0.3 lbs]						
73157	ASL:Gembloux, the Feint	zl	New	OoP	\$20.00	\$14.00	22% Off List Price
	ASL kit providing 8 scenarios & 2 Platoon Ldr campaigns for the Btl of Gembloux Gap in Belgium, May 1940. Includes cardstock, color map & professionally produced scenarios scenarios sheets, charts & notes. T.Robinson, P.Ramis'97 [0.2 lbs]						
102698	ASL:Hell Behind the Eastern Front	Fo	New	OoP	\$50.00	\$42.50	39% Off List Price
	Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 424 countersheet, rules & 9 scenarios. '12 [0.7 lbs]						
97551	ASL:Hell in the Liri Valley	Fo	New		\$38.00	\$30.00	40% Off List Price
	ASL scenario kit focused on battles toward Rome in 1944 as the 351st Rgt/88th Div attempts to crack the difficult Gustav Line. Includes 212 counters, 1 map, 12 scenarios. Req Yanks, BV to play. '12 [0.5 lbs]						
81028	ASL:Hero Pax 4, Med Theater of Ops	Fo	New		\$10.00	\$9.00	25% Off List Price
	Scenario pack with 8 tourny style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06 [0.4 lbs]						
101828	ASL:Omaha West Final Countdown Ed [3rd]	Fo	New	OoP	\$99.99	\$60.00	40% Off List Price
	2nd upgrade of this large ASL-compatible game, including additional counters & scenarios. With 3 maps (3x6' total!) & LOTS of counters (5.5 sheets), 16 (including both small, fast playing ones & a monster covering the 3 maps) scenarios. Mates with Omaha East game to allow play on 6 maps covering all of the Omaha beaches. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. Req markers to play. '13 [2.0 lbs]						
45824	ASL:Ordeal Before Shuri, Btl of Okinawa	Fo	New		\$33.00	\$26.00	13% Off List Price
	Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99 [0.6 lbs]						
99611	ASL:Orders for the Major [2nd]	zl	New		\$54.00	\$45.00	36% Off List Price
	Update of earlier Scotland the Brave I, covering actions by the Scots during Normandy. Upgraded map, 424 new counters & historical images in scenarios. I.Daglish'12 [0.7 lbs]						
90605	ASL:Pointe du Hoc 2nd: UPDATE KIT	Fo	New		\$13.00	\$9.00	47% Off List Price
	Kit upgrading the 1st edition of this scenario kit to 2nd edition, with new counters, play aids, rules & campaign scenario--everything except the map. '08 [0.4 lbs]						
103235	ASL:Red Christmas II [2nd]	zl	New		\$44.00	\$35.00	42% Off List Price
	SHIPS BOXED due to size. Has uncut, unfolded map. ■ SHIPS BOXED due to size. Has uncut, unfolded map. ASL scenario kit covering the bitter actions during the Soviet counteroffensive near Moscow, late Dec. 1941. Includes 6 scenarios, 2 historical maps, & 208 counters A,Garell'o'13 [0.4 lbs]						
100627	ASL:Retro Pak III	Fo	New	OoP	\$8.00	\$6.00	45% Off List Price
	Third of a series of old & good scenario reprints plus some new ones, all focused on straight forward firefights. 8 scenarios. '12 [0.3 lbs]						
103236	ASL:Roman Glory II Kit [2nd]	ZL	New	OoP	\$44.00	\$35.00	42% Off List Price
	SHIPS BOXED due to size; map is uncut, unfolded. ■ SHIPS BOXED due to size; map is uncut, unfolded. ASL kit providing scenarios covering engagements in 1941 with the cream of the Italian army in WW2. Includes historical map. Req Beyond Valor & Hollow Legions. A.Garell'o'13 [0.4 lbs]						
80013	ASL:Rout Pak III	zl	New		\$15.00	\$10.00	
	Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98 [0.4 lbs]						
55622	ASL:Scotland the Brave II	Fo	New		\$27.50	\$19.00	37% Off List Price
	10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy. [0.6 lbs]						

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
101685	ASL:Shout for Piats [2nd] Update of earlier Scotland the Brave II, covering further actions by the Scots during Normandy. Upgraded map, 424 new counters & historical images in scenarios. I.Daglish'12 [0.7 lbs]	zl	New		\$50.00	\$39.00	44% Off List Price
59213	ASL:Total East Front Pak I 8 scenarios covering various battles on the east front.Includes a color overlay. '01 [0.3 lbs]	Fo	New		\$10.00	\$9.00	36% Off List Price
102479	ATS: Action at Carentan MUST SHIP AS BOXED ITEM due to dimensions. ■ SHIPS BOXED DUE TO SIZE. ATS module with a color hardboard map. 4 scenarios of the US 101st Para against the German 6th para rgt, 17th SS Panzer Btl, etc, in the drive for Carentan. '13 [0.6 lbs]	FL	New		\$29.00	\$24.00	40% Off List Price
91406	ATS: Berlin, Fuhrer's Bunker GAME 19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09 [2.4 lbs]	zl	New		\$55.00	\$45.00	44% Off List Price
100659	ATS: Hell Behind the Eastern Front Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13 [0.6 lbs]	Fo	New	OoP	\$50.00	\$40.00	43% Off List Price
100432	ATS: Hill of Blood, Mamayev Kurgan 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13 [0.6 lbs]	zl	New		\$50.00	\$42.00	40% Off List Price
90697	ATS: Pointe du Hoc ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09 [0.5 lbs]	zl	New		\$22.00	\$16.00	47% Off List Price
89908	ATS: Snakeshead Ridge, Btl of Cassino ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations against German 1st Para troops, as the allies attempt to take two high points north of the monastery. Many specific countersheets required but must be purchased separately. '09 [0.4 lbs]	Fo	New		\$18.00	\$15.00	40% Off List Price
102480	ATS: Stalin's Fury MUST SHIP AS BOXED ITEM due to dimensions. ■ SHIPS BOXED DUE TO SIZE. ATS module covering 4 scenarios during the Battle of Stalingrad. Includes an historical map print on hardboard with standard sized hexes, plus an updated Basic Game rulebook & play aid. Requires counters from other ATS games. '13 [0.5 lbs]	FL	New		\$25.00	\$21.00	30% Off List Price
102742	ATS: Sweet 16 Scenario Pack 1 ATS scenario kit using the Sweet 16 geomorphic map collection. '13 [0.1 lbs]	zl	New		\$8.00	\$5.00	50% Off List Price
102743	ATS: Sweet 16 Scenario Pack 2 ATS scenario kit using the Sweet 16 geomorphic map collection. '13 [0.1 lbs]	zl	New		\$8.00	\$5.00	50% Off List Price

CRITICAL HIT Magazine

<http://www.criticalhit.com>

74313	Critical Hit Special Ed 2000 REPRINT Beta Fomm map NOT included. ■ Mag + Game. Reprint of this 2000 magazine focused on Operation Compass & the Beda Fomm campaign in N.Africa 1940 w/ 27 scenarios (& originally with historical map; reprint does not include that). '02 [0.4 lbs]	Fo	New	OoP	\$10.00	\$8.00	50% Off List Price
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Dan Verssen Games

103807	Down in Flames, Guns Blazing Stand-alone game in the DiF game system. This game provides 126 aircraft from the US, Germany, UK, Japan, USSR, France & Italy, & 6 campaigns spanning the time from France 1940 to Japan 1945. Air maneuvers are executed by card play, and each maneuver can be countered by specific other cards. D.Verssen'10 [2.9 lbs]	BC	New		\$42.00	\$33.00	45% Off List Price
105394	Field Commander Rommel, Deluxe [2nd] Deluxe reprint of this solitaire game of each of 3 campaigns of Rommel, the Desert Fox. The player commands the German during the France 1940, North African campaign 1941-2, and France 1944 campaigns. Includes options which increase difficulty, and also tracking of unit performance over time. Success in one campaign impacts later campaigns. Deluxe edition has a mounted board. D.Verssen'11 [2.3 lbs]	BC	New	OoP	\$37.00	\$34.00	32% Off List Price
102515	Hornet Leader 2nd: Cthulhu Conflict Kit Kit for Hornet Leader that adds a new enemy: the Cthulhu. A carrier air group confronts the Cthulhu invasion as it rise from a portal near the fabled island of R'lyeh in the South Pacific. You choose your aircraft, crew & the best weapons for the job...and hope for luck. Designed as solitaire, but can be played cooperatively. 56 cards, 120 counters, 4 campaigns. '13 [1.4 lbs]	SC	New		\$22.00	\$19.00	37% Off List Price
103370	Kill Shot, Counter-Terrorist Party Game Very simple, very fast playing card game of "terrorist hunting." Played in real time, each side frantically puts down cards. Each round typically lasts 1-2 minutes, a game 20 min. Due process? - what a quaint idea! '11 [0.5 lbs]	SC	New		\$16.00	\$13.00	48% Off List Price
103445	Modern Naval Battles 3rd: Ship Exp Kit 1 Expansion kit #1 for this card game of ahistorical ship-ship combat. Adds 110 more ship cards, including ships from Canada, Germany & Italy. D.Verssen'11 [0.5 lbs]	SC	New		\$17.50	\$14.50	42% Off List Price

Days of Wonder

<http://www.daysofwonder.com>

100704	Memoir '44 Somewhat abstracted, grand tactical level game of the D-Day invasions with customizable mapboard (that is, hex tiles) and 180 plastic minis that correspond to each sides' weapons. 15 scenarios, simpler & fast playing game using the BattleCry! system. which is partly card-driven. R.Bord'04 [4.0 lbs]	FB	New		\$44.00	\$34.00	43% Off List Price
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DecGms FIRE & MOVEMENTMag

<http://www.decisiongames.com>

75231	Fire & Movement (Dec Gms) # 85 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 Defend 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 [0.5 lbs]	n	Excel	OoP	\$4.00	\$1.00	
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46724	Fire & Movement (Dec Gms) #119	n	New	OoP	\$4.00	\$1.00	83% Off List Price
ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00 [0.4 lbs]							
93373	Fire & Movement (Dec Gms) #150	n	New		\$6.50	\$4.00	50% Off List Price
48pg. Final printed issue of F&M after well more than 30yrs. ARTICLES & REVIEWS OF: Interview with F&M founder Rodger MacGowan, New Chapter for F&M by Chris Cummings; preview of Julian #266, Arc of Instability, DG Leningrad '41, GMT Manoeuvre 1st, UGG History of the Roman Empire, ATO Kadesh, COA Monmouth, OSG Napoleon at the Crossroads, APL Red Russia and Sea of Troubles and Strange Defeat, GMT Great War in Europe 2nd, ; replay of Ignorant Armies, the Iran-Iraq War; updating SPI's World War III (extensive); strategy in KHYBER Cufra 1931; article on what makes a game fun or not fun. '10 [0.4 lbs]							

DecGms WARGAMER v2 Mag<http://www.decisiongames.com>

67719	Wargamer (Decision Games) v2 # 3	n	Excel	OoP	\$3.00	\$1.00	
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 scenario & 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 [0.4 lbs]							
91586	Wargamer (Decision Games) v2 # 5	n	Excel	OoP	\$2.00	\$1.00	
ARTICLES ON: VG Lee v Grant review; Wargame graphics, pt 3; variants for WWW Dynamo, Dunkirk 1940, Southwall 1944, Bloody Keren, Okinawa, First Team, Korea the Mobil War, Clash of Empires & War to End Wars; reviews of Airborne Ranger PC, GI Joe PC, Force 7 PC, Rogue Trooper PC; WWW Knights of Justice analysis; WWW North German Plain analysis; amphibious operations in VG Central Front in 4 scenarios; novice v veteran & retreats & advances; WWW War to End Wars scenario & errata; WWW Shot & Shell Vicksburg scenario w/ addtl ships; reviews of Theatre Europe PC, PANTHER Shanghai Trader. '88 [0.4 lbs]							
67725	Wargamer (Decision Games) v2 # 9	n	Excel	OoP	\$4.00	\$1.00	
ARTICLES ON: SSI Typhoon of Steel PC review; GAMERS In Their Quiet Fields & Thunder at the Crossroads review; Physical Game Systems Design; TSR Onslaught strategy; WWW Indian Mutiny stratgy & replay; converting SL scenarios to ASL, and ASL scenarios WG1-2; reviews on PACRIM Drive on Frankfurt, TSR Sniper Hetzer, GW Blood Royale, High Seas PC, Red Storm Rising PC, Hunt for Red October PC; status of wargaming by Dean Essig. '88 [0.4 lbs]							
91622	Wargamer (Decision Games) v2 #11	n	Excel	OoP	\$5.00	\$1.00	
ARTICLES ON: Red Storm Rising review; AH ASL West of Alamein review & scenario analysis; TSR Moscow 1941 analysis, strategy & weather analysis; WWW Campaigns in the Shenandoah review & replay; wargaming practices among the military-intelligence complex; reviews of AH Gettysburg '88, GW Warrior Knights, TFG Viceroy, AH Merchants of Venus; ASL scenario WG7-10; Steel Thunder PC review. '89 [0.4 lbs]							
86784	Wargamer (Decision Games) v2 #12	n	Excel	OoP	\$4.00	\$1.00	
ARTICLES ON: CofA Edelweiss review & analysis; GDW Great Patriotic War review & strategy; VG Tokyo Express analysis; WWW Fortress Stalingrad opening moves strategy; reviews of GDW Cheifan, TSR Buck Rogers; analysis of SSG Decisive BtIs of Am Civil War PC, pt 1; Operation Wolf & Platoon PC; index to Wargamer v2 issues #1-12. '89 [0.4 lbs]							
67729	Wargamer (Decision Games) v2 #13	n	Excel	OoP	\$3.00	\$1.00	
ARTICLES ON: Axis & Allies analysis & enhanced rules update & tactics; Risk analysis & strategy & variants; Risk boardgame v PC game; Fortress America analysis; hit probabilities in Rommel in the Desert; JEDKO Field Marshal review; running a game club; reviews of GDW Test of Arms & Sky Gallion of Mars; Basic Guide to computer games; Decisive BtIs of Am Civil War pt 2. '89 [0.4 lbs]							
90740	Wargamer (Decision Games) v2 #16	n	Excel	OoP	\$2.00	\$1.00	
ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strategic Conquest PC. '89 [0.4 lbs]							
98766	Wargamer (Decision Games) v2 #18	n	Mint	OoP	\$3.00	\$1.00	
ARTICLES ON: Steel Thunder PC review; TSR La Grande Arme review w/ suggested revisions; AH Raid on St. Nazaire analysis & strategy & errata; WWW Tsushima review & tactics; SSG Decisive BtIs Am Civil War PC; GDW House Divided 2nd Designer Notes; WWW ASG Basebal review; WWW Modern Naval Battles review; WWW Knights of Justice scenario; SSI BtIs of Napoleon PC. '89 [0.4 lbs]							

Decision Games<http://www.decisiongames.com>

101980	Arsuf, Lionheart v Saladin	Fo	New		\$15.00	\$14.00	30% Off List Price
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 [0.3 lbs]							
106938	Europe, War in... v2.0 [PC Disk]	SC	Excel	OoP	\$15.00	\$7.50	
Includes original 3.5" floppies but also all programs from those disks on a CD. Box sides creased vertically. Others mint. ■ Req 5mb RAM, 8mb, VGA, 486+, SB sound card supported. Computer rendition of the SPI monster game of ware thruout Europe. Faithful, simpler game. Published with (2) 3.5HD floppies & nicely done rules manual in this revised version. Multiple scenarios with many variations, playable by 1 or 2 players. G.Ploussios'98 [0.5 lbs]							
100777	Europe, War in... v3.0 [PC CD-ROM]	Fo	New		\$49.00	\$45.00	25% Off List Price
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 played by email. K.Lean'09 [0.8 lbs]							
87238	Flying Circus, Bombers & Campgns(Deluxe)	BC	New		\$25.00	\$20.00	50% Off List Price
KIT requiring basic game. Adds rules for altitude, pilot abilities, 25 pilot cards for campaigns, & bombers, rear gunners, scouts, optional rules. '08 [1.3 lbs]							
83415	Lightning War, D-Day	SC	New		\$15.00	\$12.00	40% Off List Price
Simple, fast playing card game of the struggle for control of the 5 key beaches at Normandy. Cards represent division level units as well as special weapons & actions. '04 [0.6 lbs]							
97816	Naktong Bulge, Breaking the Perimeter	Fo	New		\$15.00	\$13.00	35% Off List Price
New design using the DG folio system. Covers the desparate 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/Btl/Brig lvl. '10 [0.4 lbs]							
105007	Struggle for the Galactic Empire [PC]	JC	New		\$16.00	\$14.00	30% Off List Price
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's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13 [0.3 lbs]							

Decision Games S&T Games<http://www.decisiongames.com>

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70450	Asia Crossroads, Great Game #216	n	New	OoP	\$26.00	\$22.00	
	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 Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia. [1.2 lbs]						
90914	Black Prince, Crecy & Navarrete #260	n	New		\$20.00	\$16.00	36% Off List Price
	Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min/turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War '09 [0.9 lbs]						
90435	China, Battle for... 4th #259	n	New		\$19.25	\$17.50	30% Off List Price
	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. [0.8 lbs]						
85888	Civil War in the Far West 1862 #252	n	New		\$19.00	\$16.00	36% Off List Price
	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. [1.0 lbs]						
43610	Cropledy Bridge, A Fleeting Victory #148	n	Mint	OoP	\$16.00	\$10.00	
	Mag & Game. Tactical battle between Rooyalists & 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 Cropledy 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. [0.8 lbs]						
91680	Cropledy Bridge, A Fleeting Victory #148	n	Mint	OoP	\$14.00	\$8.00	
	Rules separated. ■ Mag & Game. Tactical battle between Rooyalists & 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 Cropledy 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. [0.8 lbs]						
74179	Downfall, If the US Invaded Japan #230	n	New	OoP	\$34.00	\$29.00	
	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 non 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. [1.0 lbs]						
98516	First Air Battle Over Britain #255	n	Mint		\$19.00	\$16.00	36% Off List Price
	Cherry. ■ 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, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War. [0.9 lbs]						
87832	First Air Battle Over Britain #255	n	New		\$20.00	\$17.00	32% Off List Price
	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, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War. [0.9 lbs]						
92103	Frederick's War, Austrian Suceesion #262	n	New		\$22.50	\$20.00	33% Off List Price
	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 Suceesion, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389. [1.0 lbs]						
97441	Friedland 1807 / Vittoria 1813 #151	n	Mint	OoP	\$14.00	\$9.00	
	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; [0.4 lbs]						
88446	Hannibal's War #254	n	New		\$20.00	\$17.50	30% Off List Price
	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, June 1941. [0.9 lbs]						
91077	Italian Campaign, Sicily #146	n	Mint	OoP	\$24.00	\$15.00	
	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 smooth 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, btl/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. [0.8 lbs]						
104275	Italian Campaign, Sicily #146	n	Mint	OoP	\$22.00	\$10.00	
	Some rules hiliting, otherws mint. ■ 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 smooth 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, btl/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. [0.8 lbs]						

Fine Games 2014 Annual Clearance Catalog - Round 1

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Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
93107	Lest Darkness Fall, Rome in Crisis #234	n	New	OoP	\$18.00	\$16.00	30% Off List Price
	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. [1.0 lbs]						
68785	Lost Battalion #217	n	New	OoP	\$20.00	\$16.00	36% Off List Price
	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 lvl, 3days/turn, 1mi/hex. Solitaire version is a 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. [1.2 lbs]						
82016	Manila '45, Stalingrad of Pacific #246	n	New		\$18.25	\$17.00	29% Off List Price
	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/btn 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 [0.9 lbs]						
98534	Marlborough, War Spanish Succession #238	n	Mint	OoP	\$19.00	\$15.00	
	Cherry. ■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession 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: Marlborough'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. [1.0 lbs]						
70295	Middle East Battles, '56 & '67 #226	n	New	OoP	\$20.00	\$16.00	27% Off List Price
	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. Btn 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 WWI; Variant for Dixie #43. [1.0 lbs]						
97661	Molotov's War #172	n	Mint	OoP	\$33.00	\$23.00	
	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; Beginings 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. [0.8 lbs]						
92811	No Prisoners! Lawrence of Arabia #237	n	Excel		\$12.50	\$8.00	65% Off List Price
	Mag & Game. All Errata counters for other games removed. ■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contemtables (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; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt. [1.0 lbs]						
89492	No Prisoners! Lawrence of Arabia #237	n	New		\$19.00	\$16.00	30% Off List Price
	Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contemtables (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; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt. [1.0 lbs]						
91074	Objective, Tunis #140	n	Mint	OoP	\$13.00	\$8.00	
	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/btn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Century Mercenaries, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866. [1.0 lbs]						
45087	Objective, Tunis #140	n	New	OoP	\$15.00	\$10.00	33% Off List Price
	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/btn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Century Mercenaries, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866. [1.0 lbs]						
72426	Old Contemptibles, Battle of Mons #228	n	New	OoP	\$19.00	\$17.00	23% Off List Price
	Cover page (only) mildly crease next to spine. ■ 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, btn/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. [1.0 lbs]						
72428	Old Contemptibles, Battle of Mons #228	n	New	OoP	\$20.00	\$18.00	18% Off List Price
	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, btn/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. [1.0 lbs]						
60247	Operation Elope #211	n	New	OoP	\$25.00	\$19.00	5% Off List Price
	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 [1.5 lbs]						
97444	Rio Grande, the Battle of Valverde #143	n	Mint	OoP	\$10.00	\$7.50	
	Cherry. ■ 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 combat 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 of Valverde, 1861-62; Ardent du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius. [0.8 lbs]						

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Fine Games 2014 Annual Clearance Catalog - Round 1

Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
44979	Rio Grande, the Battle of Valverde #143	n	New	OoP	\$15.00	\$8.00	42% Off List Price
	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 combat 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; Ardent du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius. [0.8 lbs]						
64273	Rough & Ready #212	n	New	OoP	\$19.00	\$16.00	20% Off List Price
	Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers. [1.2 lbs]						
89894	Santiago Campaign, 1898 #258	n	New		\$19.25	\$16.00	36% Off List Price
	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, btnl/rgt 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 [0.9 lbs]						
77100	Sedan Campaign, 1870 #224	n	Mint	OoP	\$25.00	\$20.00	
	Complete. ■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomans (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (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. [1.0 lbs]						
79616	Spanish Civil War Battles, v2 #219	n	New	OoP	\$20.00	\$14.00	36% Off List Price
	Mag mildly dog-eared; 5 counters loose from tree; otherws new. ■ 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, btnl/rgt/brg/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, 1845-6. [1.2 lbs]						
92128	Spanish Civil War Battles, v2 #219	n	Mint	OoP	\$19.00	\$15.00	
	Cherry. ■ 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, btnl/rgt/brg/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, 1845-6. [1.2 lbs]						
83420	Triple Alliance War #245	n	New	OoP	\$19.00	\$16.00	33% Off List Price
	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; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars. [1.0 lbs]						
91073	Zeppelin, First Btl Over Britain #159	n	Mint	OoP	\$20.00	\$10.00	
	Two mag pages trimmed of excess paper due to printing error. ■ 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. [0.8 lbs]						
97648	Zeppelin, First Btl Over Britain #159	n	Mint	OoP	\$17.00	\$10.00	
	Btm corner of cover+1pg dog ear folded; otherws cherry. ■ 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. [0.8 lbs]						
Decision Gms Modern War Mag		http://www.decisiongames.com					
103847	Decision Iraq # 6	n	New		\$22.50	\$19.00	37% Off List Price
	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: Decision 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 Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space. [0.9 lbs]						
104596	Dragon vs Bear, China v Russia #12	n	New		\$22.50	\$19.00	37% Off List Price
	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 "hyperwar" - 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, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, 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. [0.9 lbs]						
102225	Holy Land, Next Arab-Israeli War # 8	n	New		\$37.50	\$34.00	32% Off List Price
	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. [1.2 lbs]						
104830	Target Iran #10	n	New		\$22.50	\$20.00	33% Off List Price
	Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a 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. [0.9 lbs]						

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
103961	War by Television, Kosovo 1999 # 9	n	New		\$22.50	\$19.00	37% Off List Price
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. [0.9 lbs]							
Decision Gms World at War http://www.decisiongames.com							
90273	Arriba Espana! 4th # 8	n	New		\$19.25	\$15.00	40% Off List Price
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. A 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 tank 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. [0.9 lbs]							
106189	Bloody Ridge, Guadalcanal Sept 1942 # 37	n	New		\$22.50	\$20.00	33% Off List Price
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 thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lvl. 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). [0.9 lbs]							
93271	Destruction of Army Group Center 2nd # 9	n	New	OoP	\$44.00	\$37.50	
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 AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09 [0.8 lbs]							
90249	Greek Tragedy, Italian Inv of Greece # 7	n	New		\$19.25	\$16.00	36% Off List Price
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. [0.9 lbs]							
104210	Winterstorm, Relief of Stalingrad'42 #36	n	New		\$22.50	\$20.00	33% Off List Price
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 fortress 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. [0.9 lbs]							
Distant Seas Publishng Co http://www.distant-seas.com							
101072	Distant Seas	BC	New	OoP	\$29.00	\$25.00	17% Off List Price
2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92 [1.6 lbs]							
Eagle Games http://www.eaglegames.net							
100602	Attack!	FB	New	OoP	\$15.00	\$12.50	69% Off List Price
Large 2-6 player, area-move game of WW2-era combat w/ 600+ of plastic minis of tanks, planes, artillery & infantry, plus colorful cards for naval & economic resources. Map covers the Americas, Africa & Europe - basically the whole world. The plentiful colorful minis, beautiful world map & simple game system makes for a great game for beginners. Expansion kit available seperately. '03 [4.2 lbs]							
ElfinWerks, LLC							
94231	Conflict of Heroes, Price of Honour	LB	New		\$36.00	\$29.00	42% Off List Price
Kit requiring Awakening the Bear or Storms of Steel to play. This one covers tactical combat in Poland, 1939, as first the Germans then the Soviets crush this nation. Adds 2 Polish landscape boards, 2 sheets of early war Polish, German & Soviet AFVs & aircraft, 1 sheet of updated counters, 16 firefights, added rules. '10 [3.5 lbs]							
Europa Simulazioni							
105855	Guelphs & Ghibellines	BC	New		\$45.00	\$39.00	22% Off List Price
Game of 3 historical battles from 13th century Italy during the long struggle for control of northern Italy. Covers Benevento 1266, Campaldino 1289, Montaperti 1260. Focuses on gradual loss of cohesion & fatigue, and the supremacy of cavalry; uses an activation system. 7 scenarios. P.Federico'10 [1.4 lbs]							
Excalibre Games http://www.Excalibregames.com							
96114	Ancient Conquest 2nd	BC	New		\$35.00	\$29.00	36% Off List Price
Update of this oldie game of political & military conflict, 1000-550BC, among the ancient cultures of the Middle East. Playable solitaire, but with up to 4 players. Includes Egypt, Medes, Arameas, Uratu, Assyria, Mitanni, Lysdians, Hittites, Elamites, Jews, Cimmerians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11 [1.1 lbs]							
90196	Cassino	zl	Mint		\$15.00	\$7.50	25% Off List Price
Simple, div level game of the battle for central Italy, 1944. R.Hlavnicka'77 [0.2 lbs]							
101458	Ironclads, 2nd: Expansion, 2nd	BC	New		\$32.00	\$27.50	34% Off List Price
Adds 300 counters, adv CRT, 88 ships & 2 forts for US, Confed, European & S.American navies from the Civ War era. Adds land unit interaction. '93 [2.2 lbs]							
Fantasy Flight Games http://www.rpg.net/ffg							

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104129	Blue Max, World War I Air Combat, 5th	FB	New		\$35.00	\$29.00	42% Off List Price
	Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14 [5.4 lbs]						
101722	Disk Wars: Sampler	zl	Mint	OoP	\$2.00	\$0.25	
	Set containing the revised ed. rules, and flats #16 & 18; this is NOT a complete DW set but rather a sampler that allows play given another set is available. [0.2 lbs]						
69637	Thrones, Game of... CCG Demo Rules	Fo	New	OoP	\$0.50	\$0.10	
	Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list. [0.2 lbs]						
104369	Twilight Imperium 1st BUNDLE	LB	Excel	OoP	\$35.00	\$25.00	
	BUNDLE of TI 1st PLUS Borderlands kit, intermixed, including both boxes. Aging rubber band residue on 3 cards & 1 counter. Several minor creases on box cover. Otherws EX. ■ Simple, 2-6 player game of galactic expansion via trade, diplomacy & warfare. Players place hex tiles to build the known universe, ala Kings & Things & Settlers Catan. Each player represents a race w/ unique abilities (ala Cosmic Encounters). Colorful components & a very nice blend of nice ideas from other games. C.Peterson'97 / Borderlands is an expansion kit adding 2 additional races, new cards, counters & rules to this game. C.Peterson'97 [2.6 lbs]						

FASA Corp.

85779	Whirlwind	BC	Excel	OoP	\$15.00	\$10.00	
	Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86 [1.5 lbs]						

Fiery Dragon Productions

100913	Freikorps, Bolsheviks Invade Germany 4th	SC	New		\$20.00	\$18.00	22% Off List Price
	3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08 [0.6 lbs]						
97136	War Plan Crimson 3rd	SC	New		\$20.00	\$18.00	22% Off List Price
	Reprint of this 280 counter, btl/n/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08 [0.6 lbs]						

Fire Fight Games

<http://www.FireFight-Games.com>

81931	Cossack Revenge, Denekin's Abyss 1920	n	New	OoP	\$16.00	\$13.00	24% Off List Price
	Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 280 counters that must be mounted & cut apart. 1mi/hex, co/btln level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07 [0.3 lbs]						
87640	Deep Into the Bekaa, June 1982	Fo	New	OoP	\$16.00	\$12.50	26% Off List Price
	Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08 [0.2 lbs]						
89708	Fighting the Taliban, Operation Sherdil	Fo	New	OoP	\$16.00	\$12.50	26% Off List Price
	Game of Pakistan's Operation Sherdil, Aug 2008, in which they attempt to prevent the fall of the city of Khar to the Taliban but turned into a difficult effort to clear the Taliban from the Bajaur district over three months. 184 counters that must be mounted & cut apart, 11x17 map, 6days/turn, 0.5mi/hex, co/btln level. P.Moore'09 [0.2 lbs]						
79103	For Bloody Honor, the Russian Civil War	zl	New	OoP	\$15.00	\$13.00	19% Off List Price
	Strategic level game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red & Anarchist factions, and political concerns that don't allow focusing on a military victory. 270 counters that must be mounted & cut apart. M.Woloshen'07 [0.3 lbs]						
83116	Heroic Frenzy, Stamping Out the RedVirus	Fo	New	OoP	\$16.00	\$13.00	24% Off List Price
	Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07 [0.3 lbs]						
80973	Kahovka, Wrangel's Kursk Oct. 14 1920	zl	New	OoP	\$16.00	\$13.00	24% Off List Price
	Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btln level. Counters must be mounted & cut apart. P.Moore'07 [0.4 lbs]						
85085	Pare Los Facists! [Stop the Facists]	n	New	OoP	\$16.00	\$14.00	18% Off List Price
	Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08 [0.2 lbs]						

Gale Force Nine Llc

106327	WarCogs Booster Set, Electric Blue	SC	New		\$8.50	\$4.00	67% Off List Price
	Set of tokens in Electric Blue color designed to provide a tracking system for spells & other game effects (in role playing & fantasy games). Includes 2 Spell Lexicon cards that index the tokens with meanings the players assign (write in). [0.2 lbs]						

Game Designers Workshop

80828	Command Decision 1st	BC	Excel	OoP	\$10.00	\$5.00	
	Bastogne scenario booklet removed & not included; otherws mint. ■ Miniatures-oriented tactical armored combat in WW2 game system. F.Chadwick'86 [1.8 lbs]						
90732	Stand and Die, Btl of Borodino 1941	GB	Mint	OoP	\$35.00	\$25.00	
	2 corners repaired, box lightly scratched & scuffed all over. 1" stain on rules cover. ■ Slick, glossy but underdeveloped gm in which 2 crack Pzr divs attempt to blow thru a single Siberian Inf div & scratch forces defending the hiway to Moscow, Oct'41. 736 counters, 2 mounted maps, 3 btl scenarios + the 5 day campaign. 500m/hex. F.Chadwick'91 [4.4 lbs]						
85770	Team Yankee	BC	Excel	OoP	\$19.00	\$12.50	
	No counter tray. Box concaved. ■ Modest complexity game focused on leading a tank company into combat in the milieu of WWII. Each side has distinct advantages. Fast playing. Uses First Battle system rules, and is based on the novel by same name. 8 scenarios, 240 counters, 200m/hex. M.Miller, F.Chadwick'87 [1.2 lbs]						

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91069	Among Nations #9	n	Mint	OoP	\$9.00	\$4.00	
	Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene. [0.6 lbs]						
22929	Among Nations #9	n	New	OoP	\$10.00	\$5.00	28% Off List Price
	Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene. [0.6 lbs]						
86760	Bombs Away! Air War Over Europe #4	n	Mint	OoP	\$11.00	\$10.00	
	Inventory label on cover of mag. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter. [0.6 lbs]						
86758	Crisis 2000, Insurrection in the US #2	n	Mint	OoP	\$8.00	\$5.00	
	Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo. [0.6 lbs]						
22905	Crisis 2000, Insurrection in the US #2	n	New	OoP	\$9.00	\$6.00	14% Off List Price
	1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo. [0.6 lbs]						
86761	Winceby, Btl of the English Civil War #5	n	Excel	OoP	\$8.00	\$5.00	
	Counter corners neatly trimmed. ■ Mag & Game. Sml simple gm of the Oct 1643 using Royalists & Roundheads system. R.Markham'95 [0.6 lbs]						
Gamers (% MMP)		http://www.multimanpublishing.com					
65250	Gamers Repl Counters 1992	n	New	OoP	\$15.00	\$10.00	
	Repl counters (only) for ITQF 2nd (1), BRS (16), B110 (1), ObjS (1) FEW (2), Omaha (56) SP (18), GB (42), EAW (2), BV (1). Total 140. '92 [0.2 lbs]						
66169	Gamers Repl Counters 1995	n	New	OoP	\$16.00	\$12.50	
	Repl counters for BlkWed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95 [0.2 lbs]						
64780	Gamers Repl Counters 1998	n	New	OoP	\$17.00	\$13.00	
	Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98 [0.2 lbs]						
95742	Marengo	BC	New		\$21.00	\$15.00	46% Off List Price
	Volume 2 of the Napoleonic Brigade series, w/2nd ed series rules. 4 scenario rgt/brig lvl gm of French attack on the Austrian rear in NW Italy, June 1800. 1 map, 280 counters, 4 scenarios. D.Powell'95 [1.2 lbs]						
Gamers OPERATIONS Mag		http://www.multimanpublishing.com					
72607	Operations Magazine #18	n	New	OoP	\$3.00	\$1.50	70% Off List Price
	ARTICLES ON: Origins 95 report; Basing military observation on 'common sense' derived from wargames; No Better Place to Die replay; Operational Combat Series rules v2.0i with optional rules; Locating the Center of Gravity in Tactical Combat Series; Soviet strategy in Black Wednesday; Weapons of Yom Kippur, pt 1: Armor, Inf & Recon units; Changes in retailing. '95 [0.3 lbs]						
Games Research & Design		http://hmsgrd.com					
97753	Over There	GB	New		\$110.00	\$99.00	32% Off List Price
	Massive game covering the last 2 years of WW-1 on multiple fronts using the Great War game series. 9 scenarios. Mates w/ earlier March to Victory to cover the remainder of the war. Includes the Italian front, portions of Africa and the 2nd Mexican-American War. Box is crammed w/ paper including about 1.5" of rules/scenarios, counters, & 28pgs of errata (3640 counters, 10 map sections, 410pgs of OoB. Whew! '02 [7.5 lbs]						
Gamescience							
89068	Britain, Battle of... ['68]	FB	VeryGd	OoP	\$30.00	\$22.00	
	Truncated box version. Box corners & some seams repaired. Punched but never used. ■ Truncated box version. Simple, reasonable, & early game of German bombing offensive over Britain. Basic & advanced game rules. Uses a combat system based on the amount of lead a plane could throw. Germans must destroy a large part of British infrastructure to win. L.Zocchi '68 [2.0 lbs]						
GMT Games		http://www.gmtgames.com					
103178	Bomber Command, the Night Raids 1943-5	BC	New		\$28.00	\$25.00	38% Off List Price
	Game of the RAF's nighttime bomber campaign over Germany, and the German air defenses in the air & on the ground. Based on the Downtown/Burning Blue game system, this game focuses on the tactics of night air combat & bombing. Includes all the details of night flight including radar, electronic counter measures & diversions. Covers two time periods, mid-1944 & Sept'44-May'45. 2 countersheets, 110 cards, 6 maps. L.Brimmicombe-Wood'12 [2.6 lbs]						
100419	Combat Commander: Stalingrad Kit	Fo	New	OoP	\$25.00	\$22.00	37% Off List Price
	1st printing. ■ Kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '08 [0.9 lbs]						
98203	Dominant Species Card Game	SB	New		\$20.00	\$18.00	38% Off List Price
	Card game version of this popular multiplayer game of survival of the fittest species group (mammals, amphibians, reptiles, etc) as another ice age approaches, c90,000BC. Earn points for securing dominance in as many niches as possible '12 [0.9 lbs]						
103992	Kaiser's Pirates, Surface Raiders of WW1	BC	Excel	OoP	\$25.00	\$19.00	
	Includes only 1 (of 2) d8 dice originally included. Others very clean. ■ Simpler card game of German surface raiders in WW-1. Players control both German raiders & British navy assets hunting them. 200 ards. J.Day'09 [1.9 lbs]						

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61556	SPQR, Art of Warfare...Africanus	n	New	OoP	\$15.00	\$13.00	35% Off List Price
	Module #4. 2 btl in Iberia led by Rome's Scipio, Baecula 208BC & Iliipa 206BC. Intended for SPQR 2nd. M Herman, R.Berg'94. [0.6 lbs]						
56731	SPQR, Art of Warfare...Pyrrhic Victory	n	New	OoP	\$25.00	\$20.00	
	Module #2 for SPQR adds map & rules for 2 btl: Heraclea 280BC & Ausculum 279BC. Reqs War Elephant & SPQR. '93 [0.5 lbs]						

GRD's Europa Mag

68563	Europa MAGAZINE # 9	n	VeryGd		\$5.00	\$2.00	71% Off List Price
	3hole punched ■ ARTICLES ON: Facts Behind the Europa Counters; the US Order of Battle; Revision of earlier War Plans & the 1941 Kremlin Wargame article (based on newly released Soviet documents); the Spanish Civil War; Rules Court for Europa, Scorched Earth, War in the Desert. First Divisions of the French Army. '89 [0.4 lbs]						
64611	Europa MAGAZINE # 10	n	Excel		\$5.00	\$2.00	75% Off List Price
	ARTICLES ON: Europa tidbits including American air OoB; American replacement system in WWII Europe; Examining the Europa coastline hexes for problems; the Italian Republican Air Force late in WWII; Soviet Guards armies & corps; March rates in Europa; Europa Exchange; Europa game component list (in form of order form). '89 [0.4 lbs]						
96713	Europa MAGAZINE # 41	n	Excel		\$3.50	\$1.00	88% Off List Price
	ARTICLES ON: The impact of Collectable Card Games on the hobby distribution system, 1990-94; USA Draft OoB for Europa; 4 Optional Rules for Fire in the East; What if the Germans Won in Egypt?; Critical look at the OoB system in Europa; Italian Reconnaissance force in North Africa; Arctic Thunderbolt: Operation Jupiter, the Allied invasion of Norway in 1943; Operation Infatuate, the Battle of Walchern Island, Nov 1944 (solitaire scenario for Second Front); Second Front rules clarifications; Near East errata; Europe roundtable discussion. '95 [0.4 lbs]						
46812	Europa MAGAZINE # 69	n	New		\$4.00	\$2.00	71% Off List Price
	ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99 [0.4 lbs]						
46810	Europa MAGAZINE # 69	n	New		\$4.00	\$2.00	71% Off List Price
	ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99 [0.4 lbs]						
46825	Europa MAGAZINE # 71	n	New		\$5.00	\$2.00	75% Off List Price
	ARTICLES ON: Enter Rommel II scenario for War in the Desert; map of potential future GRD games in Europa/Glory series; Rationales for War in the Desert, plus humor, plus extensive playthru; WitD strategy; Italian Caproni CA-309 Ghibli aircraft; Q&A for End of the Beginning scenario in an earlier issue; the problem of Malta in Europa; March to Victory at Europafest 98; Europa Q&A. '00 [0.4 lbs]						
46822	Europa MAGAZINE # 71	n	New		\$5.00	\$2.00	75% Off List Price
	ARTICLES ON: Enter Rommel II scenario for War in the Desert; map of potential future GRD games in Europa/Glory series; Rationales for War in the Desert, plus humor, plus extensive playthru; WitD strategy; Italian Caproni CA-309 Ghibli aircraft; Q&A for End of the Beginning scenario in an earlier issue; the problem of Malta in Europa; March to Victory at Europafest 98; Europa Q&A. '00 [0.4 lbs]						
54153	Europa MAGAZINE # 72	n	New		\$4.00	\$2.00	75% Off List Price
	ARTICLES ON: Schlieffen Plan solitaire scenario for March to Victory; Anti-aircraft Q&A; Secondary uses of British AA w/ OoB '43 & '44, and facts behind the counters; Analyzing the AA table; d10 & d12 tables for AA & Bombing; percentile AA table; Development of AA guns; Discussion of Rule 22, Antiaircraft; Half-size air units; Axis experience in FitE at Europafest 99; Logistics for Second Front; Heinkel He-162 aircraft; US Marine Corp OoB 1939-45; Play notes for the British Fleet in March to Victory; Europa Exchange. '00 [0.4 lbs]						

Guidon Games (Lowry's)

106164	Bulge, Btl...['65]: Operation Greif, 1st	n	VeryGd	OoP	\$24.00	\$15.00	
	Complete. Counters have been neatly mounted & cut apart, but adhesive has failed on most counters such that paper counters separated from mounting. Will require an evening with a glue stick before play. Mounts have turn of appearance written on backsides. Others EX. ■ First of 3 incarnations of this nice little kit that makes Bulge '65 a (much) more historical game w/ nearly identical mechanics but a much better OoB. D.Lowry'70 [0.4 lbs]						

Guild of Blades

<http://www.guildofblades.com>

81734	Empires of History Magazine #1	zl	New	OoP	\$14.00	\$9.00	31% Off List Price
	First issue of a 32pg mag dedicated to Axis & Allies type games & their variants. This issue contains a complete, sml game of the Battle for Stalingrad with 108 plastic chips, an alt history scenario for War to End All Wars, & various variants, reviews, previews etc to this line of games. '02 [0.6 lbs]						

Hasbro: New Avalon Hill

<http://www.avalonhill.com>

98099	Axis & Allies 1942 2nd	LB	New		\$49.00	\$40.00	38% Off List Price
	Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh, did we mention the new expanded price too? For 2-5 players. '12 [4.3 lbs]						

Heat of Battle: Recon Mag

102945	ASL Recon by Fire Magazine #3	n	New		\$35.00	\$29.00	24% Off List Price
	Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06 [0.5 lbs]						
102947	ASL Recon by Fire Magazine #4	Bk	New		\$45.00	\$38.00	46% Off List Price
	w/properly printed counters. ■ Original printing had reverse-printed counters; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. 14 scenarios, 176 counters, various maps & overlays. '07 [0.8 lbs]						

Hero Games

76373	Hero Champions RPG 2nd: Champions II	Bk	Excel	OoP	\$4.00	\$2.50	
	Supplemental rules set for an early edition of Champions. '82 [0.6 lbs]						

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
76376	Hero Champions RPG 2nd: Champions III Supplemental rules set for an early edition of Champions. '84 [0.6 lbs]	Bk	Excel	OoP	\$4.00	\$2.50	
Inner City Games Design							
86002	Space War! Fast playing board & minis game of getting around the city of Los Angeles. Compete against 6 million other cars for the one available parking space, and avoid the ravages of road rage. '02 [0.2 lbs]	zl	New	OoP	\$5.00	\$3.00	50% Off List Price
International Team Games							
85045	Yorktown Complete. ■ Large, simpler game of the Franco-American plan to besiege Yorktown while the Brits either hack there way out or prevent the capture of Yorktown. Amusing English translation of rules, w/ rules also in French, German & Italian. [3.8 lbs]	LB	Excel	OoP	\$50.00	\$35.00	
Intl Chess Ent (Ultra Mag)							
54786	Ultra Magazine (1995 Summer) Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95 [0.2 lbs]	n	Mint	OoP	\$5.00	\$0.25	
Iron Crown Enterprises http://www.ironcrown.com							
76363	Hero System RPG: Hero Bestiary Sourcebook with various creatures. Includes 70 animals, real, mythic & fantasy, including dinosaurs, movie monsters, GM guidelines. '92 [1.2 lbs]	Bk	Excel	OoP	\$9.00	\$2.50	
76366	Hero System RPG: Ninja Hero Martial arts sourcebook, covering aikido to wrestling. [1.0 lbs]	Bk	Excel	OoP	\$9.00	\$2.50	
75643	Rolemaster RPG: World of Vog Mar Mag supplement providing a campaign on a volcanic, medieval island. '84 [0.4 lbs]	Bk	Excel	OoP	\$4.00	\$2.00	
75642	Spacemasters: Imperial Crisis Supplement for Spacemasters that allows inclusion of Arms Law & Claw Law from Rolemaster for archaic weaponry & beasts. '85 [0.5 lbs]	Bk	Excel	OoP	\$5.00	\$2.50	
John N. Hansen Co., Inc. http://www.johnhansenco.com							
83953	Time, the Game Trivia game emphasizing Time magazine theme w/ people, places, events, sports, arts & the world from the 1920s-80s. W/ 8000 questions. '83 [2.8 lbs]	BC	Excel	OoP	\$5.00	\$1.00	
Judges Guild							
75804	RuneQuest RPG: Duck Pond Campaign adventure (requires Cults of Prax). '80 [0.4 lbs]	Bk	Excel	OoP	\$3.00	\$2.00	
Khyber Pass Games http://www.KhyberPassGamesOnline.com							
79501	Cuban Revolution 2nd Small game w/ 4pgs of rules depicting the Cuban Revolution, 1958-9, at company/btl level on an area move map of eastern Cuba. 94 counters that must be cut apart, 1 sml map. D.Bishop'06 [0.4 lbs]	zl	New	OoP	\$10.00	\$7.50	38% Off List Price
105862	Prairie Aflame, Northwest Rebellion 1885 Packaged in a ziplock. ■ Interesting, operational level study of the Northwest Rebellion of 1885 in Canada. Canada attempts to suppress "untamed" Indian tribes while being "gentle" enough to prevent a general uprising among the Blackfoot near Calgary. Unique features of the campaign, such as the early spring weather, and the untrustworthy Quebec troops, make for an interesting study of this Canadian Indian war. 11mi/hex, Btl level, 1wk/turn. Full color map & die cut counters. M.Woloshen'07 [0.8 lbs]	Fo	New	OoP	\$35.00	\$25.00	38% Off List Price
81935	Sand in the Whirlwind Small, DTP on an obscure WW I front, the Libyan-Egyptian front. Turkish armed & inspired Libyan attack on western Egypt in 1915-6 that distracted the Brits from their attack into Palestine. Roughly company-sized units, 25mi/hex, 2wks/turn. D.Bishop'00 [0.4 lbs]	zl	New	OoP	\$20.00	\$15.00	6% Off List Price
Lock 'n Load Publishing http://www.LocknLoadGame.com							
89461	Band of Heroes: Noville, Bastogne Kit Kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat for the small town of Noville, Bastogne's outpost, during the Battle of the Bulge. Includes full-sized historical map, 85 counters, new rules, 6 scenarios. '09 [2.6 lbs]	HC	New		\$32.00	\$28.00	30% Off List Price
Looney Lab http://www.looneylabs.com							
104014	Mammoth Fun Pack Promotional kit containing 1 add-on card for each of 4 Looney games (4 cards total): Chronoauts (Live Woolly Mammoth artifact); Fluxx Board Game (Scramble Colors); Fluxx (Angry Mob); Choose One (Fluxx or Pyramids). '13 [0.1 lbs]	n	New	OoP	\$1.00	\$0.25	88% Off List Price
Majestic 12 Games							
85402	Powersled Circuit Folio dust jacket has many wrinkles & a 1" seam tear at its spine due to tight packaging. Otherwise new. ■ Fast playing, simpler game of sci-fi racing using a card-based system. Includes 3 tracks. For 2-6 players. '03 [1.2 lbs]	Fo	New	OoP	\$17.00	\$9.00	74% Off List Price
Mayfair Games http://www.coolgames.com							

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
99619	Clash of Wills, Shiloh 1862	FB	New		\$24.00	\$19.00	37% Off List Price
Sequel to Test of Fire. Simpler, fast playing card game in the difficult, densely wooded setting of Shiloh, April 1862, emphasizing command & control. Includes mapboard, 55 command action cards, 12 dice, 2 countersheets. M.Wallace, C.Charlton'12 [1.6 lbs]							

Medallion Games

98693	Echelons of Fire BUNDLE	n	Excel	OoP	\$15.00	\$10.00	
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95 [0.8 lbs]							
98694	Echelons of Fury BUNDLE	n	Excel	OoP	\$15.00	\$10.00	
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98 [1.0 lbs]							

Metagaming

87956	Fire When Ready	n	Excel	OoP	\$4.50	\$3.50	
No box. ■ No box. Naval combat around the turn of the century. 6 historical & hypothetical scenarios: Brits v French, Dewey in Manila Harbor, Germans v Dewey, Chinese v Jap. @ Yalu 1894, US v Spain @ Santiago 1898, Tsushima 1904. M.Barhart'82 [0.2 lbs]							

Milton-Bradley

97615	Clue, Simpsons 2nd	LB	Mint	OoP	\$20.00	\$10.00	
3 character figures removed from bag; otherws mint & clean. ■ 3 character figures removed from bag; otherws mint & clean. 2nd ed has pre-painted minis of the Simpsons. The classic Clue game Simpsonized into the world of the popular TV show, with each Simpson being a murder suspect. Did Bart kill the wealthy man with the poisoned donut at the Kwik-E-Mart? '03 [2.0 lbs]							
97616	Life, the Game of...Simpsons Edition	LB	Excel	OoP	\$20.00	\$10.00	
Classic game of life spiffed up & populated by the characters & motif of The Simpsons. Players move around a track based on a spinner in the middle, experiencing all that middle-class American life offers: a job, a spouse, a car & a gaggle of kits. That's all there is ?? '04 [2.5 lbs]							
74460	Password 22nd	SB	VeryGd	OoP	\$2.50	\$0.50	
Missing scoring dial, scorepad and 1min timer; all are easily replaced. ■ Simple fun family or party game modeled after the long running TV quiz show. Players try to score the most points guessing the correct password in response to clues from the other team. Lightning rounds allow one team to try to guess as many words as they can in 1min. '82 [0.5 lbs]							

Minden Games/PanzerDigest

http://www.homestead.com/minden_games

85174	Napoleon in Italy / Stalingrad #3	n	New	OoP	\$17.00	\$15.00	21% Off List Price
Mag & Game & 2 games: Napoleon in Italy is an area move game covering the 1796 campaign in Italy against the Italians. / Stalingrad, the Leather Factory is a solitaire game focused on the German assault on the southern end of Stalingrad in early Sept. G.Graber'08 / Also, scenarios for Raid on Schweinfurt, Salvo. '08 [0.2 lbs]							

Minion Games

<http://www.MinionGames.com>

99156	Kama Sutra Dice	SC	New		\$9.00	\$6.00	40% Off List Price
MANY AVAILABLE. ■ Pair of 22mm custom dice depicting, you guessed it, sex positions on each of the 6 die faces. Whoa-Hu! '10 [0.2 lbs]							

Miscellaneous MAG Pubshr

6490	Annals of War Magazine (1987 Sept)	n	VeryGd	OoP	\$0.50	\$0.25	
84507	Civil War Times Illustrated (Aug'76)	n	Excel	OoP	\$1.00	\$0.25	
Aug'76 52pg historical mag. [0.3 lbs]							
84515	Civil War Times Illustrated (Feb'77)	n	VeryGd	OoP	\$1.00	\$0.25	
Scuffed cover ■ Feb'77 52pg historical mag. [0.3 lbs]							
84510	Civil War Times Illustrated (Jan'77)	n	Excel	OoP	\$1.00	\$0.25	
Jan'77 52pg historical mag. [0.3 lbs]							
84513	Civil War Times Illustrated (Jul'76)	n	Excel	OoP	\$1.00	\$0.25	
Jul'76 historical mag. [0.3 lbs]							
84512	Civil War Times Illustrated (Jun'76)	n	Excel	OoP	\$1.00	\$0.25	
June '76 historical mag. [0.3 lbs]							
84511	Civil War Times Illustrated (May'76)	n	VeryGd	OoP	\$1.00	\$0.25	
Moisture stained. ■ May'76 52pg historical mag. Moisture stained. [0.3 lbs]							
84508	Civil War Times Illustrated (Nov'76)	n	Excel	OoP	\$1.00	\$0.25	
Nov'76 52pg historical mag. [0.3 lbs]							
84517	Civil War Times Illustrated (Spt'83)	n	Excel	OoP	\$1.00	\$0.25	
Sept'83 historical mag. [0.3 lbs]							
88561	Conan the Barbarian COMIC BOOK # 98	n	Excel	OoP	\$1.00	\$0.25	
Minor dogear on rear cover, otherws clean. ■ Comic book, v1 #98 (May '79) edition. [0.2 lbs]							
84518	History of the Civil War	Bk	Excel	OoP	\$5.00	\$2.00	
Concise history of the Am Civil War w/ pictures & illustrations. Published by Civil War Times Illustrated. [0.2 lbs]							
89674	World War II Magazine Nov'94	n	Excel	OoP	\$3.00	\$0.25	

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Miscellaneous Publishers							
89101	Dice, d6 1" Oversized	n	Mint	OoP	\$0.75	\$0.50	
	SEVERAL AVAIL. ■ 1" cube w/ rounded corners, white w/ black pips [0.1 lbs]						
79650	Floquil 5/0 Precision Paint Brush/Liner	n	Mint	OoP	\$1.00	\$0.25	
	Unused painting brush designed for detail work. Floquil #688350 w/ long thin brush. [0.1 lbs]						
Multi-Man Publishing http://www.advancedsquadleader.com							
103154	Lincoln's War, Politics & Personalities	BC	New		\$64.00	\$58.00	28% Off List Price
	1-4 player, highly strategic game of the political aspects of the American Civil War, 1861 thru the 1864 election. Uses a diceless card-based system with 132 cards (including 14 seditious characters). Players must juggle pursuing political resources (& victory points) & the 145 loose cannons represented in the game with the conduct of successful military campaigns. 6 scenarios, 162 cards, 2 countersheets & a wide assortment of political possibilities from the assassination of Lincoln to British intervention. J.Poniske'14 [1.8 lbs]						
Multi-Man OPERATIONS MAG http://www.advancedsquadleader.com							
86545	Operations Magazine #42	n	New		\$5.00	\$2.50	50% Off List Price
	ARTICLES ON: Revisions to Marengo including OoB changes & loss charts; solving the infiltration problem from Ops #34 #4 using Raging Storm; Setup & strategy in Hube's Pocket pt2; errata for Black Wednesday, Stalingrad Pocket II, OCS series, Tunisia. '02 [0.3 lbs]						
New Infinity Games							
74049	Cyborg Commando: Film at 11 Kit	Bk	Mint	OoP	\$10.00	\$2.50	
	Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87 [0.3 lbs]						
74050	Cyborg Commando: Op BiFrost Kit	Bk	Mint	OoP	\$10.00	\$2.50	
	Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87 [0.3 lbs]						
74048	Cyborg Commando: SanFrancisco Knights Kit	Bk	Mint	OoP	\$10.00	\$2.50	
	Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87 [0.3 lbs]						
Omega Games http://www.OmegaGames.com							
81657	1864, Year of Decision	BC	New		\$29.00	\$25.00	29% Off List Price
	First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in a outline/bullet point format. D.Alexander'01 [1.4 lbs]						
Omega Gms PAPER WARS Mag							
89590	Paper Wars Magazine #52	n	Mint		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: APL Granada; 2003 Origins Report; DG Operation Elope #211; VAEVIC Op Barbarossa, Better Dead than Persian #44, Ardennes #48; Pavia 1525 & Tagina 552; GIO Vive l'Empereur; EAGLE Civilization 2nd; MOORE's Assault Across the Suez 1915, Op Grozny, SS Abyss; Quest of the Dragonlords; LUDO Iberos; DG Battlecards; The War Room & COL Mid-East Peace; REDSASH Charlie's Year 1745-46; MDG Dutch Revolt; MIND Op Typhoon & Sniper Attack; MMP Op Veritable. '03 [0.4 lbs]						
93358	Paper Wars Magazine #53	n	Excel		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: SHRAPLIN Lock 'n Load w/ additional scenario; PACRIM Chosin; COA Brute Force; DG Asia Crossroads the Great Game; GMT Attila, Rise of the Roman Republic, Medieval; BSO Marlborough Man; DG Igrmorant Armies #215; LOSTBTLN Battlegrounds Card Game; Naval Warfare World War I; TILSIT Gnome Tribes; OSS Millenium Wars; SCHUTZE WARPLAN DROPSHOT. '04 [0.4 lbs]						
89592	Paper Wars Magazine #54	n	Mint		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: L2DG Streets of Stalingrad 4th; NE SIM Killing Ground; PHALANX Waterloo; GMT: Von Manstein's Backhand Blow; DG Forgotten War Korea; APL Napoleon in the Desert; COL Liberty; PPG Iron Tide; BSO Greek Tragedy; TILSIT Space Pigs; MOORE Breakthrough at Gemehalo; COA Chariot Lords. '04 [0.4 lbs]						
91248	Paper Wars Magazine #56	n	Mint		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: Europe engulfed, Gettysburg 1863, Russian Campaign 4th, DIF Corsiers & Hellcats, Chickamauga & Chattanooga, Kursk in Normandy, Africa 1859-60, America Triumphant, Korean War (Sunset Gms), Soldier Emperor, Chancellorsville & Plevna, Up Front. Currently the premier (if not only) objective game review mag. 50pgs with lots of illustrations. '04 [0.4 lbs]						
87912	Paper Wars Magazine #58	n	Excel		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: DG Rebels & Redcoats v1,2 & 3; MMP's ASL Starter Kit #1; Canons en Carton's Epees de France (a French DTP game); Schutze's Vicksburg; MMP's Korea the Forgotten War; Azure Wish's La Grande Guerre; Avalanche's Desert Rats; MMP's Monty's Gamble; ATO's Napoleon at the Berezina; DG Group of Soviet Forces Germany. '05 [0.4 lbs]						
89598	Paper Wars Magazine #59	n	Mint	OoP	\$3.50	\$1.00	
	ARTICLES ON: GMT World at War reviews; reviews of Armchair General magazine & games issue #1-4; review of VAEVICTIS Solferino 1859 #55; COA Barons' War review w/ errata; VG France 1944 review; MOORE's 200 Miles from Moscow review; Ottomans #223 review; UGREBE Pasaran review; BSO East-West. '05 [0.4 lbs]						
89599	Paper Wars Magazine #60	n	Mint		\$4.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: SIMMONS Bonaparte at Marengo; Neppa Euro Theater of Ops; ATO Go Tell the Spartans; FDP Arriba Espana 2nd; VaeVictis Semper Victor; MDG Byzantium Reborn; CoFA Whistling Death; AVP Cruiser Warfare & Drednoughts; GJ G-Barbarossa; AVH Axis & Allies Refreshed; SPW Italian Front; Gio War to the Axis; WORTHINGTON Victoria Cross. '06 [0.4 lbs]						
89601	Paper Wars Magazine #62	n	Mint		\$5.00	\$1.00	83% Off List Price
	Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: Lost Battalion's Combat Soldiers & Sergeants on the Eastern Front; Avalanche's Great Pacific War; DG's Empires of the Middle Ages 2nd; GDW's Third World War; Columbia's Rommel in the Desert 3rd; ATO's Suleiman the Magnificent #9 & Into a Bear Trap; Ludopress's Bailen 1808; GMT's Sword of Rome; plus a review of games on the Golan. '06 [0.4 lbs]						

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91253	Paper Wars Magazine #63 Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: Columbia's Gettysburg; Histogames' Friedrich; ATO's the Big Push; SPI's Prestags; Alea's Libertadores; Vae Victis's Jours de Gloire; ADG's 7 Ages; PacRim's Korea 1995/2005; GMT's Grt Btls of Alex & Tyrant; Malycky's Kyivan Rus; MMP's 3 Btls of Manassa; Schutze March on Rome; DG's 7 Years World War #221; Sunset Games' Sakhalin 1945. '06 [0.4 lbs]	n	Mint		\$4.00	\$1.00	83% Off List Price
89603	Paper Wars Magazine #66 Longstanding (& once dominant) magazine of wargame reviews. ARTICLES ON & REVIEWS OF: BAYONET Movement to Contact; MMP Fearful Slaughter; VAE VICTIS Stalingrad 1942 #54; GMT Grand Illusion & Wellington; NAVAL WARFARE Nights of Fury; SCHUTZE Death in the Trenches; LOST BATTALION Brawling Battleships & Battlegroup; PHALANX Naval Battles; WWW Fortress Stalingrad #124 & Tigers are Burning #118; SPW Western Front 1st; AVALANCHE Panzer Grenadier Jungle Fighting. Aug'07 [0.4 lbs]	n	Mint		\$6.00	\$1.00	88% Off List Price
89604	Paper Wars Magazine MASTER INDEX #1-50 Index to all the articles in issues #1-50, listed by issue# with title and author. [0.3 lbs]	n	Excel	OoP	\$6.00	\$1.00	
One Small Step		http://www.ossgames.com					
83489	Chicken of the Sea Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94 [0.4 lbs]	n	New		\$8.00	\$5.00	29% Off List Price
90459	Millennium Wars: Korea Game using the MW system to depict a hot war between northern & southern Korea, supported by their allies, China & the US. The technological advantage of the US must be leveraged to offset the enormous numerical superiority of the north. W/ 140 counters & 1 map. J.Miranda'03 [0.4 lbs]	SB	New	OoP	\$12.50	\$11.00	45% Off List Price
Osprey Military Books		http://www.OspreyPublishing.com					
104699	Osprey Books: CATALOG Jan-June 2014 catalog. ■ FREE with any order, while supplies last. Most recent edition of Osprey catalog of their entire military history book line. [0.4 lbs]	Bk	New			\$0.00	
89673	Osprey Military Journal #1 32pg mag previewing the content of future issues of this quarterly as well as featuring the type of material found in Osprey's books. '99 [0.6 lbs]	n	Mint	OoP	\$2.50	\$1.00	
Paper Wars							
84261	Paper Wars Magazine #11 One the premier mag of wargame reviews. REVIEWS OF: GDW Avalanche; COA La B Quatre Bras; WWW Decision at Kasserine #23; MANSFIELD El Salvador, Zapata, Viva Fidel; SMG Lords of the Sierra Madre 1st; XTR Cortes & Smithereens; AH Here Come the Rebels; GAMERS Austerlitz; INTERPHS Jubilee, Dieppe 1942; DG Napoleon's First Battles; 3W Blitzkrieg in the South. '93 [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
79672	Paper Wars Magazine #17 REVIEWS OF: YAQ Ironclads 1st; BL Shenandoah; JADG Jacksonville Beaches of Doom; ALEA Guadalajara 1937 #14, Medellin 1809 #16; AH Roads to Gettysburg; ERRATA for EXCAL Ironclads 2nd (and YAQ 1st); List of Japanese publishers & games; SMG Insecta & Trilobite w/ ERRATA; XTR Seven Seas to Victory; 3W Henderson Field/Long Lance; COA Kolin w/ ERRATA; PRP Blood & Iron 1st; DG Austro-Prussian War #167. '94 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	
78919	Paper Wars Magazine #18 REVIEWS OF: 3W Drive on Damascus #15; AH Russian Campaign 2nd; ALEA Goose Green Malvinas 1982 #17; XTR Like Lions They Fought #28; DG Op Shock Troop #168 w/ ERRATA; MIH Triumphant Fox; GAMERS Enemy At The Gates; GMT SPQR Africanus Kit; WILDWEST 12 O'Clock High; COL Volga Front Kit; 3W Battle of the Alma & American Aces; GRD Second Front; 3W China Incident #37; COA Landships w/ several variant rules & ERRATA; 3W Six Against Rome; AH Guerilla; GAMESUSA Borodino. '94 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	
79674	Paper Wars Magazine #19 ForSale ads litely marked. ■ REVIEWS OF: PW Gallipoli; SPI Battle for Germany #50; GDW Btl of Prague; ALEA Fontenoy 1745 #11; OMEGA War to the Death; RAND Wellington in the Peninsula; XTR Fateful Lightning & Across the Potomac #30; APL Avalanche; GAMERS No Better Place to Die & Hunters From the Sky; GMT Last Victory; 3W Last Blitzkrieg; PRP Shenandoah; SPEARHEAD Bodyguard-Overlord; Clarifications for GAMESUSA Borodino; COA La B Wavre; 3W China Incident #37 Rules Changes to better reflect political elements of conflict (6pgs). '95 [0.4 lbs]	n	VeryGd	OoP	\$4.00	\$1.00	
79675	Paper Wars Magazine #20 Includes 2 insert pages. ■ Includes Far West Leaders variant for VG Civil War (110 images on white paper), & 2 Additional Scenarios for APL Avalanche + ERRATA. REVIEWS OF: VG Civil War w/ variant rules (4pgs); MIH Ring of Fire w/ ERRATA; ALEA Defeat in Burma #20 w/ a few clarifications; COA 1807; XTR 1914 Glory's End #29 1st; 3W Barbarians; GMFIX Bombs Away! #4 & Chicken of the Sea #3; APL MacArthur's Return; GMT Waterloo w/ERRATA; AZURE Europa Universalis; XTR Budapest '45; COL MedFront & Dixie First Bull Run; GMFIX Crisis 2000 #2; DG Atlanta Campaign #169 & 170. '95 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	
79676	Paper Wars Magazine #21 Mailing closure label residue on cover margin. Few marks on In Pipeline article. ■ REVIEWS OF: GMT Britain Stands Alone; MIH Famous Victory; GMT Grt Btls of Alexander Deluxe 2nd; GAMERS April's Harvest & In Their Quiet Fields II 2nd; COA Achtung Spitfire; ALEA Extremadura 1938 #18; 3W Crusades II & Sword & Shield; TRIUMPH By Force of Arms; OMEGA Napoleon's Leipzig Campaign; 3W Duel for Kharkov 2nd, Aachen 2nd, Panzerkried 3rd & To The Wolf's Lair 2nd; DG Btl for the Ardennes 3rd, World War I 2nd, Leningrad 2nd. '95 [0.4 lbs]	n	VeryGd	OoP	\$4.00	\$1.00	
79677	Paper Wars Magazine #22 ForSale ads litely marked. ■ REVIEWS OF: GDW Red Star White Eagle, SPI Alamo 1st & DG Alamo 2nd; 3W Chinese Civil War #10 1st & 2nd w/ strategy; ALEA Mollwitz 1941 #19 & Morocco 1926 #12; GAMERS Tunisia & Yom Kippur; SMG Luftschiff; GMT Eight Air Force & Crisis Sinai 1973; GPG Redline Korea; Charlie Robert Awards 1995; AH Colonial Diplomacy; DG Molotov's War #172; XTR Bunker Hill #30 & Grt War in Europ #33 1st; AH Stonewall in the Valley 1st; Gateway to the Stars boardgame; COA Borodino '41; VAEVIC Tunisia #1; 6ANGLES Zaporozhye 1943; State of the Hobby 1995. '95 [0.4 lbs]	n	VeryGd	OoP	\$4.00	\$1.00	
79678	Paper Wars Magazine #23 REVIEWS OF: COA La B Albuera-Espanol 2nd & La B Talavera Espanol 2nd; GDW 8th Army Operation Crusader; CLOSE Forward Edge of the Battle Area; 6ANGLES Okehazana 1560 #2; ALEA Green Inferno #15; SIMWORK Op Dragon Rouge & Rommel at the Meause; AH Geronimo w/ clarifications; MIH Piercing the Reich; GAMERS Black Wednesday; DG On to Moscow #171 w/ replay; PRP Balkan Storm; GAMESUSA Friedland; Review of Military BOOKS of Note; GAMERS Marengo; DG Rebels & Redcoats I; COL Dixie Shiloh; AH ASL Solitaire & Empire of the Rising Sun; SPEARHD Antietam Bloodiest Day; GMFIX Wineby #5; GPG Rebel Yell 1st; TERRAN Legend Begins 3rd; COA Command at Sea v Shipbase PC. '95 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	

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79679	Paper Wars Magazine #24	n	Excel	OoP	\$4.00	\$1.00	
	REVIEWS OF: BL & AH Submarine w/ a new scenario; ALEA Alcaniz, Maria & Castalla; VAEVIC Austerlitz 1805 #2; 3W Okinawa #55; XENO Alexander's Generals; SIMTAC Los Arapiles; PRP Black Day of the German Army; COL Euro Front; APL Blood on the Snow; Big Bear Prod's S&T Videos; BL & AH Machiavelli; COA King's War; COL Eagles Waterloo CCG; XTR Mason-Dixon #35; Review of Military History books; XTR Proud Monster #27 & Death & Destruction Kit #34; GPG Big One #7; DG Indo-Pakistani Wars #174; XTR Balkan Hell #35; DG Across Suez 2nd; Mind Map & Manuever mag; Dresden games: 3W Dresden 1813, SPI Dresden, NE SIM Btl for Dresden (w/ ERRATA); GMT Three Days of Gettysburg; DG Germania #175; GPG Greenline Chechnya; COA La B Corunna-Espanol; Blue & Gray Quad: SPI & DG editions. '95 [0.4 lbs]						
79680	Paper Wars Magazine #25	n	Excel	OoP	\$4.00	\$1.00	
	REVIEWS OF: GDW Narvik 2nd; STRNG MAG Material World; WARFROG Sixteen Thirty Something; GAMERS Stalingrad Pocket 1st & Leros;; GMT Invasion Norway & Typhoon; DG The '45; AH London's Burning; DG Emperor's First Battles; COA 1807, designer's reply; Military History Books; SMG Lords of the Sierra Madre; XTR SS Panzer #36 w/ ERRATA; DG Thirty Years War #175 w/ suggested rules changes; SPEARHD Bold Stroke w/ ERRATA; COA Supermarina I. '96 [0.4 lbs]						
79681	Paper Wars Magazine #26	n	Excel	OoP	\$4.00	\$1.00	
	For Sale ads litely marked. ■ REVIEWS OF: Valley Forge 1778; AH Stalingrad '63; BL & AH Trireme; Rebels & Yanks; SIMWRK Legend of the Lost Dutchman; 6ANGLES Kamikaze #4; SPI & DG Napoleon's Last Battles Quad; 3W Spire of the Kremlin; GMT Glory; AH We the People Expansion Card Set; DG Thirty Years War Quad; GMFIX Among Nations #9; AH Hannibal; DG Hundred Years War #177; OSS Cybnauts #11; COA Zorndork; Origins '96 impressions; TERRAN Bastogne or Bust; DG Krieg!, w/ rules index & ERRATA. '96 [0.4 lbs]						

Patch Games

74456	TriBond	LB	Excel	OoP	\$5.00	\$1.00	
	Party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. '95 [3.0 lbs]						
74457	TriBond Diamond Ed.	LB	Excel	OoP	\$5.00	\$1.00	
	Revised edition of this party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. Features tougher questions & more obscure associations. '98 [3.0 lbs]						

Perry Moore<http://jps.net/perrya>

86252	200 Miles from Moscow, 1919	Fo	New	OoP	\$15.00	\$10.00	38% Off List Price
	DTP game of the lunge for Moscow by the White Army during the Russian Revolution. The White Army must cover 200 miles in the late fall, overcoming vastly superior numbers of Red army defenders thru use of its superior weapons including MkV Whippet tanks, air support, & leadership. Game covers the Red Army's stand in front of Orel, Oct. 1919. Co-Btl-Rgt-Brig level, "4-5mi"/hex, 1day/turn. P.Moore'05 [0.3 lbs]						
78943	Born to Battle	zl	Mint	OoP	\$25.00	\$18.00	
	Set of 3 games previously published separately, each on more recent Arab-Israeli Wars: Op Shock Troop 1st, the Israeli counterattack in the Golan 1973; Op Dovecote, the Israeli counterattack near the Suez Canal & into Egypt; and Peace for Galilee, a grossly misnamed game of the Israeli invasion of Lebanon in 1982 that bogged down with overreach & urban fighting. Each game is separate, and while large each is produced to basic Desktop Publishing standards, with b&w map, PC printed rules & counters that are mounted but must be cut apart for play. Moore's games are not none for careful proofreading nor playtesting. P.Moore [0.4 lbs]						
75044	Breakthrough at Gemehalo, Feb. 1990	Fo	New	OoP	\$15.00	\$12.00	25% Off List Price
	Grand tactical level game of an assault by 10,000 Ethiopian troops against the Eritrean-held Mt Gemehalo fortress on 23 Feb'99. Success would break the Eritrean defenses; failure might break the Ethiopian will. 1hr/turn, 400yd/hex. 280 counters that must be cut apart. P.Moore'06 [0.3 lbs]						
74370	Dvina River Offensive, August 1919	Fo	New	OoP	\$21.00	\$17.50	24% Off List Price
	DTP game of the final, desultory British attack on Red Russian forces in Aug. 1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, unopposing areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighters. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06 [0.4 lbs]						
82173	Last Blitzkrieg, Peace for Galilee 1982	Fo	New	OoP	\$23.00	\$21.00	19% Off List Price
	Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06 [0.4 lbs]						
86247	Operation Eisbar, Prelude to Leros 1943	Fo	New	OoP	\$15.00	\$10.00	38% Off List Price
	DTP game of the invasion prior to that on Leros in the Mediterranean, 1943, as the Germans attempt to wrest the island of Kos from the British to secure its airfield and port. The Germans must destroy the 3 spitfire squadrons on the island before invading by air & sea. The Brits can play havoc with their naval forces & randomly appearing air forces. Pltn/co level, 280 paper counters that must be mounted & cut apart. 800yd/hex, 4hrs/turn, Co/pltn level. P.Moore'05 [0.3 lbs]						
78016	Slim River, Malaysia 1942	Fo	New	OoP	\$15.00	\$12.00	25% Off List Price
	Small, DTP game of the Japanese armored blitz thru several lines including the Slim River manned by various British units. Uses event cards for activation, discovering unknown bypass roads which the Japanese exploited successfully. 350y/hex, platoon level, individ tanks/weapons, 30min turn. 280 color counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05 [0.3 lbs]						
75737	White Steel, Red Blood, Deniken's Drive	Fo	New	OoP	\$18.00	\$14.00	13% Off List Price
	Operational level game of the White Russian Volunteer army, armed with British tanks & bombers, as it advanced on Kharkov towards Moscow. Created a dynamic front, and was the first time the Reds faced tanks w/ air support. 180 counters depicting in detailed relief the various weapons used; counters must be mounted & cut apart. 6-7mi/hex, brig level. P.Moore'06 [0.3 lbs]						

Phoenix Games

103630	Alien Contact	FB	New	OoP	\$29.00	\$24.00	40% Off List Price
	NOTE: Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity.. Lombardy'83 [2.4 lbs]						

Playroom Entertainment

82109	Killer Bunnies: Blue BOOSTER SAMPLE	n	New	OoP	\$0.25	\$0.10	
	Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item. [0.1 lbs]						

Queen Games

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98888	German Railways First game in the intended Iron Horse game series. 3-5 Players try to take any of 8 German regional railways in the 18th century & guide it to greatness, along with helping to unify Germany itself. Fast playing. H.Wu'11 [3.5 lbs]	LB	New	OoP	\$30.00	\$19.00	71% Off List Price
Rio Grande Games http://www.riograndegames.com							
98890	Rails of New England 2-5 player game of developing a player's assets (businesses & RR assets) in the New England area of the US in the 1800s to make profits. Special historical & economic events sway the game as players develop cargo, passenger & mail routes & receive subsidies from the states. Player with the most \$ at the end wins. W.Hunt, G.Pozerski'10 [4.1 lbs]	LB	New	OoP	\$38.00	\$22.50	63% Off List Price
Schutz Games http://sites.google.com/site/schutzgames							
82590	Hamel 1918 Low level (co/btry) game of the shortest, successful offensive in WW1 as the Australians attack the Germans in July 1918. W/ small color map, 220 counters that must be mounted & cut apart, 190m/hex, 10min/turn. '01 [0.3 lbs]	n	New	OoP	\$12.00	\$10.00	20% Off List Price
86189	Illusionary Fortress, Singapore 1942 DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08 [0.2 lbs]	Fo	New		\$19.00	\$12.50	43% Off List Price
86191	Illusionary Fortress, Singapore 1942 DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08 [0.2 lbs]	Fo	New		\$19.00	\$12.00	45% Off List Price
100810	Kaiapit Tactical (sqd/pltn) level game of the Markham Valley Campaign, Sept. 1943, as an Allied commando force attempts to capture the village at Kaiapit, near Lae, New Guinea, and renovate the nearby airbase. Includes full solitaire rules for the Japanese forces (optional; this is a 2 player game). 88 counters, 100m/hex, 1hr/turn. P.Schutz'12 [0.5 lbs]	HC	New		\$22.00	\$18.00	28% Off List Price
63597	March on Rome Professionally produced games w/ die cut counters. 2-4 player game set during the decline of the Roman Empire. w/ color map, counters & cards. Plays seek fame & fortune while simply trying to survive ongoing invasions, plagues & rebellions. L.Krassner & P.Schutz'02 [0.6 lbs]	Fo	New		\$29.00	\$22.50	36% Off List Price
79701	Sands of Iwo Jima Operational level game of the fierce battle for Iwo Jima, Feb-March 1945. Co-btn level, 3days/turn. Fairly simple rules. Goal is to eliminate all Japanese units. Includes 140 counters that must be mounted & cut apart. B.Costello'07 [0.3 lbs]	Fo	New		\$15.00	\$12.00	33% Off List Price
Score Entertainment http://www.ScoreEnt.com							
70497	Dragon Booster CCG Demo Deck FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game. [0.2 lbs]	n	New	OoP	\$0.25	\$0.10	
Simmons Games http://www.Simmonsgames.com							
81724	Where's Osama? Set of quizzes & puzzles focused on Osama bin-Ladin. Just for fun. Includes a very simple 2-3 player tongue in cheek board game of hunting Osama in a cave complex.'02 [0.3 lbs]	Bk	New	OoP	\$3.00	\$1.00	90% Off List Price
SJG Fire & Movement Mag							
84688	Fire & Movement Magazine # 22 ARTICLES & review ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80 [0.4 lbs]	n	Excel	OoP	\$5.00	\$2.00	
75265	Fire & Movement Magazine # 32 ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83 [0.4 lbs]	n	Excel	OoP	\$3.50	\$2.00	
67594	Fire & Movement Magazine # 34 ARTICLES ON: reviews of Attack in the Ardennes, Rockets Red Glare, Bonaparte in Italy (w/ errata); the Etiquette of Wargaming; WRG's War Game Minis Rules; brief reviews of Falklands or Malvinas, War in the Falklands, Rommel in the Desert 1st, Fight For the Sky, Fighter Command, Germany's Tank Attack 1918. '83 [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.50	
67595	Fire & Movement Magazine # 35 ARTICLES ON: review of Cossacks Are Coming 1st (w/ errata); Playing Monster Games; Analysis of Ace of Aces & Bounty Hunter; Anzio puzzle; Survey of WWII Micro-Armor & Modern Naval Minis; brief reviews of Broadside & Boarding Parties, Destroyer Captains, Remember Gordon, Jerusalem 2nd, Victory at Waterloo. '83 [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
52239	Fire & Movement Magazine # 36 ARTICLES ON: review of Bomber; Survey of Modern Micro-Armor; review of Napoleon's Last Triumph (w/ errata); brief reviews of: VI Caesars, Commando Actions, Gunslinger, Command at Sea 1st, Red Star Falling, Two Ocean War Variant; Umpired Multi-Commander Flat Top. '83 [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
75268	Fire & Movement Magazine # 39 ARTICLES ON: reviews of Kirovograd, VG Nato, Red Storm, Hell's Highway (w/ example of play & errata); Gaming in Japan photos; A Glance of Am Civil War Miniatures; brief reviews of: Strategic Combat, S&T Special #1, Napoleon's Italian, Russian & Peninsula Campaigns, Last Panzer Victory, Decision at Kasserine #23, Blue Max; Solution to the Fighter Cover for a Fleet problem in F&M38. '84 [0.4 lbs]	n	Excel	OoP	\$4.00	\$1.00	
75269	Fire & Movement Magazine # 40 ARTICLES ON: reviews of Lawrence of Arabia 2nd, Gulf Strike 1st; Evaluating Accuracy of Conflict Simulations using GDW's 1815 & SPI's Nap's Last Battles; Johnny Reb Min Rules; review of Mr. Lincoln's War (Army of Tennessee / Army of the Potomoc); Wargame Trivia Puzzle; brief reviews of: Arnhem Bridge, PWG Aachen, 8th Army, Gela Beachhead, Operation Badr, Operation Konrad, To The Wolf's Lair. '84 [0.4 lbs]	n	Excel	OoP	\$2.00	\$1.00	
67602	Fire & Movement Magazine # 43 ARTICLES ON: First issue under Diverse Talents ownership; review of GDW Assault 1st w/ errata, Clash of Steel #31 w/ errata, VG Vietnam 1965-75 w/ hints on play, Killer Angels, GDW 8th Army, Race for the Meuse #26, SIMCAN Hannibal, Peter the Great #27, Stars & Bars #0, WEG Shiloh, Royal Navy, Lodz 1914 #29. '85 [0.5 lbs]	n	Excel	OoP	\$3.00	\$1.00	

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67607	Fire & Movement Magazine # 49 ARTICLES ON: Origins '86 review; 10th anniversary of F&M mag, a History; Survey of the Evolution of Wargaming; review of Trial of Strength; SSI Battle of Antietam; World in Flames 1st Barbarossa scenario; Comparison of Board & Computer Wargames; reviews of Duel for Kharkov & Imperium Romanum II. '86 [0.4 lbs]	n	Excel	OoP	\$2.00	\$1.00	
52699	Fire & Movement Magazine # 50 ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86 [0.4 lbs]	n	Excel	OoP	\$2.00	\$1.00	
75287	Fire & Movement Magazine # 51 ARTICLES ON: interview with S. Craig Taylor; Computer Wargames & the Critical Review Process; brief reviews of: RAF 1st, Ruweisat Ridge #105, Knights of Justice #50, Silent Service PC game, Origins '86 report; Pacific Origins '86 & Gen Con 19; 1986 game auctions; interview with Harry Rowland; Index to F&M #25-48. '86 [0.4 lbs]	n	Excel	OoP	\$2.00	\$1.00	
66917	Fire & Movement Magazine # 52 ARTICLES ON: Interview with Sid Meier (then of Microprose); review of Napoleon & the Archduke Charles #49, St. Lo, Air Cav, Air & Armor, AirLand Battle, Struggle for Stalingrad #47 w/ errata; brief reviews of: Hitler's Counterstroke in France, WWW Battle Cry, VG Korean War, Texas Revolution; New Games on Old Subjects; Gaming in Australia; solution to the Manning Hadrian's Wall puzzle from prior issue; WWW acquires S&T from TSR, Counterattack & Battleplan mags announced, '87 [0.4 lbs]	n	Excel	OoP	\$5.00	\$1.00	
67612	Fire & Movement Magazine # 56 ARTICLES ON: Major changes in the Wargame Industry in '87 including Retrenchment at AH; Charlie Roberts Interview; reviews of Central America, & interview with its designer, James McQuaid, plus 2 scenarios; Scenario analysis of Central America; History of 21 times the US intervened in Central America, 1846-1926; brief reviews of Omaha Beachhead, Against the Reich, Panzergruppe Guderian 2nd, Rommel in North Africa, Air Superiority, Top Gun, Knights of the Air, SIMCAN Battleship, Shogun 1st, Condottiere #54, Ancients 1st; Wargames of 1972. '88 [0.4 lbs]	n	Excel	OoP	\$2.00	\$1.00	
52258	Fire & Movement Magazine # 58 ARTICLES ON: interview with Jon Southard; Atlanticon '88 Report; review of Fire Brigade PC game; reviews of AH Empire in Arms 2nd, w/ analysis of the 1805 Trafalgar situation; review of Tam Yankee; Simulating the Fog of War; review of Open Fire, Jet Ace; answers to Military Quotes puzzle in #57; games of Gettysburg review. '88 [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
Skytrex Ltd							
76000	Age of Sail mini: Fighting Sail #NS100. Sails trimmed for battle. [0.2 lbs]	SB	Mint	OoP	\$2.00	\$1.00	
76236	Age of Sail mini: Full Billowing Sail Pk #NS101, set of masts with full sail. [0.2 lbs]	SB	Mint	OoP	\$2.00	\$1.00	
76002	Age of Sail mini: Masts & Spars #NS102. Sails as they would be when ship is stationary or in harbor. [0.2 lbs]	SB	Mint	OoP	\$2.50	\$1.00	
Slang Design							
98369	Zombies of the World Field Guide Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12 [0.6 lbs]	Bk	New		\$14.00	\$11.00	42% Off List Price
SPI Ares Mag Games							
88674	Arena of Death #4 Rules separated. ■ Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology. [0.5 lbs]	n	Mint	OoP	\$9.00	\$6.00	
79362	Ares Magazine # 4 (SPI) No rules. ■ Mag only, no rules. ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology. [0.4 lbs]	n	Mint	OoP	\$2.00	\$1.00	
SPI Games							
101697	American Civil War [74] Missing 2 fort & 1 unsupplied marker; 1 tray corner compress, another cracked; others complete & EX. ■ Strat lvl gm of entire civil war, land & sea. J.Dunnigan'74 [1.0 lbs]	FT	VeryGd	OoP	\$25.00	\$12.50	
21965	Counter Tray, SPI White Flat Tray Single tray avail. Box exterior mildew spotted, no title banner. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover. [0.6 lbs]	WT	VeryGd	OoP	\$2.00	\$2.00	
51276	Counter Tray, SPI White Flat Tray White tray box assembly w/ cardboard inserts. ■ SPT's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover. [0.6 lbs]	WT	VeryGd	OoP	\$3.00	\$2.00	
98707	F.Y.E.O Newsletter # 1 Premier issue of this 4pg newsletter of military current affairs & analysis. Now quite dated, and of interest mainly to collectors. '79 [0.1 lbs]	n	Excel	OoP	\$1.00	\$1.00	
91497	Patrol, Man-Man Combat in 20th Century No box, only a few si-move sheets, others EX. ■ No box or die. Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open with weaponry from thruout the 20th century. Multiple scenarios. J.Dunnigan'74 [0.5 lbs]	n	Excel	OoP	\$18.00	\$12.00	
97068	Sniper!, 1st BUNDLE of components from more than 1 game: 2+ sets of counters, 2 maps trimmed to mate, 1 set of rules/charts. Heavily played & worn copy; soiling thru use on all components; stains, cig burns, annotations on rules. Rules pages separated and #d. 2 charts & Tables pages heavily worn, torn & stained; 2 clean photocopies included. Tray cracked, repaired & brittle. Coversheet has a 1" cig burn whole. ■ Man-man urban combat. Simove. J. Dunnigan '73 [1.2 lbs]	FT	Good	OoP	\$15.00	\$9.00	
38760	Titan Strike Space Capsule #3. Land/air combat on moon of Saturn. P.Kosnett'78 [0.3 lbs]	Fo	New	OoP	\$12.00	\$8.00	

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
88828	Vector 3 Space Capsule #5. 3D tactical space combat. G.Costikyan'79 [0.4 lbs]	Fo	Excel	OoP	\$10.00	\$7.00	
77270	War in Europe / War in the World Addendm Copies are imperfect, obscuring a line at top or side of a couple of pages; ■ Photocopy of WiE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game. [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
77286	War in Europe / War in the World Addendm Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WiE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game. [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
77285	War in Europe / War in the World Addendm Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WiE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game. [0.4 lbs]	n	Excel	OoP	\$3.00	\$1.00	
88842	World Killer One side panel split repaired. ■ Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80 [0.5 lbs]	HC	Excel	OoP	\$10.00	\$5.00	

SPI MOVES Magazine

66860	Moves Magazine (SPI) # 1 Cover abraded. ■ Consolidation of Game Design & Game Supplement newsletters into a professionally printed, longstanding mag. ARTICLES ON: Debate on the Rommel Syndrome, that success in wargaming equates to military talent; Revising Franch 1940 #27; Zulu War & the Zulu empire; Combat Results & Tactical Games; Manpower in World War I; Solitaire wargaming; Intro to Advanced Napoleonic; Adding CRT bias to balance a game; and lots of ads. Feb'72 [0.4 lbs]	n	Excel	OoP	\$12.00	\$5.00	
84418	Moves Magazine (SPI) # 2 ARTICLES ON: Battle of Stalingrad (aka Turning Point Stalingrad) Profile; Why Some Games Never Materialize; Gustavus Adolphus' Contribution to War; Adding Realism to Armor; Simulations & Education; Panzerblitz Optional Rules; Idiocy Factor in Games; Gamespeak double-plus good; Anschluss, the planned German attack on Austria; Leipzig game review; Limited Intelligence in games. Apr'72 [0.4 lbs]	n	Excel	OoP	\$15.00	\$5.00	
84419	Moves Magazine (SPI) # 3 ARTICLES ON: Leipzig game profile; Battle of Bicocca, 1522, using Renaissance of Infantry / Tac 14 map; Advanced Withdrawal in Napoleon at Waterloo; Compendium of Wargame Publications, a list of about 52 'zines active in the early 70s half of which we've never heard of...; Kursk '71 revision; Vocabulary of Tactical Unit Symbols; ERRATA for Strategy I; Grouchy at Waterloo history & scenario for Nap at Waterloo; Nap at Waterloo's hidden bias toward the Allies. Jun'72 [0.4 lbs]	n	Excel	OoP	\$13.00	\$5.00	
66861	Moves Magazine (SPI) # 4 ARTICLES ON: Soldiers profile & historical background; a Guide to Conflict Simulations c.'72; balancing games via matched play; power politics. Aug'72 [0.4 lbs]	n	Excel	OoP	\$11.00	\$5.00	
3743	Moves Magazine (SPI) # 7 Shows some wear from use. ■ ARTICLES ON: Guide to Conflict Games & Periodicals with a near comprehensive list of wargames to-date; SPI in 1972; SPI games from Dave William's perspective; Where does SPI go from here per JD; Physical systems in Conflict Design; SPI Research Dept in 1972. Feb-Mar'73 [0.4 lbs]	n	VeryGd	OoP	\$8.00	\$5.00	
55127	Moves Magazine (SPI) #10 ARTICLES ON: Borodino #32 profile; Cybernetics & Wargaming; Operational Principles for Turning Point (Stalingrad); Naval Warfare in Age of Sail; Vehicles in Soldiers; Footnotes (letters); Tactics in Flying Circus #31; an Intro to Game Theory; ERRATA for Scrimmage #37, CA #38, Austerlitz, Breakout & Pursuit, NATO. '73 [0.4 lbs]	n	Excel	OoP	\$9.00	\$5.00	
52268	Moves Magazine (SPI) #29 VGd, various neatly made annotations thruout. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76 [0.4 lbs]	n	VeryGd	OoP	\$2.00	\$1.00	
3742	Moves Magazine (SPI) #29 Some signs of use & wear. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76 [0.4 lbs]	n	VeryGd	OoP	\$3.00	\$2.00	
67685	Moves Magazine (SPI) #38 ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78 [0.4 lbs]	n	Excel	OoP	\$8.00	\$3.00	

SPI S&T Magazine Games

89074	Breitenfeld #55 GameOnly. ■ GameOnly. 5th gm in 30yrs Qd. Gustav Adolphus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J.Nelson'76 [0.4 lbs]	n	Game Only	Mint	OoP	\$25.00	\$17.50	
92489	CA #38 Includes numerous addtl articles on CA. ■ Mag & Game. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73 / ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863. [1.0 lbs]	n	Game Only	Excel	OoP	\$28.00	\$19.00	
101469	Cedar Mountain #86 Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI. [0.8 lbs]	n	Game Only	Mint	OoP	\$15.00	\$9.00	
57007	Cedar Mountain #86 Some cover scuffing. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI. [0.8 lbs]	n	Game Only	New	OoP	\$16.00	\$10.00	17% Off List Price
106136	Cedar Mountain #86 Missing 2 markers (Game Turn & 1 of 21 Pin/Rout); all units present; otherwise complete & clean. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI. [0.8 lbs]	n	Game Only	Excel	OoP	\$9.99	\$4.00	

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
99122	Combined Arms, Combat Ops 1939-70 #46	n	Mint	OoP	\$32.00	\$20.00	
	Portions of scenario card & counters sun discolored (counters won't show when they are punched). Others mint. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy. [0.8 lbs]						
105767	Combined Arms, Combat Ops 1939-70 #46	n	Excel	OoP	\$25.00	\$15.00	
	Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy. [0.8 lbs]						
106939	Combined Arms, Combat Ops 1939-70 #46	n	Game Only VeryGd	OoP	\$11.00	\$8.00	
	Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Attempt to show combined arms tactics in several scenarios, WW2 to present. JD'74 [0.8 lbs]						
55720	Crusades #70	n	Game Only Mint	OoP	\$25.00	\$15.00	
	GameOnly. Unpunched but Rules are a photocopy. ■ GameOnly. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78 [0.5 lbs]						
106742	Dixie #54	n	Game Only Excel	OoP	\$12.00	\$5.00	
	Complete. Rules stapled at spine. ■ GameOnly. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 [0.4 lbs]						
104462	East is Red #42	n	VeryGd	OoP	\$22.00	\$15.00	
	Missing 1 unit; ID & color copy of countersheet included; otherws EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report. [0.8 lbs]						
92492	Fighting Sail #85	n	Excel	OoP	\$18.00	\$10.00	
	Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star. [0.8 lbs]						
106101	Flying Circus #31	n	VeryGd	OoP	\$25.00	\$15.00	
	Complete. 6 Trial (movement) markers all worn thru use. Slight soiling to rules. 1" lite stain on mag cover outside & in. ■ Mag & Game. Plane-plane combat in WWI 1915-8 using a playable but reasonably complete system on air combat in the First World War. Includes 200 counters, cards depicting the characteristics of 6 German & 12 Allied aircraft. J.Dunnigan'72 / ARTICLES ON: War in the Air 1915-18; Franco-Prussian War 1870-1; Military NATO Symbolology; Diplomacy strategy. [0.8 lbs]						
86078	Kaiser's Battle #83	n	VeryGd	OoP	\$8.00	\$4.00	
	Rules extensively highlighted in yellow; otherws EX. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s. [0.8 lbs]						
91885	Kaiser's Battle #83	n	VeryGd	OoP	\$9.00	\$5.00	
	Complete. Rules highlighted in pink, otherws EX. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s. [0.8 lbs]						
100461	Kaiser's Battle #83	n	Game Only Mint	OoP	\$10.00	\$5.00	
	GameOnly. Unpunched but Rules are a photocopy. ■ Game Only. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 [0.4 lbs]						
105931	Kampfpanzer, Armored Combat 1937-40 #41	n	Excel	OoP	\$22.00	\$15.00	
	Mag & Game. Si-Move game of armored combat, 1937-40, in 9 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. 3.75min/turn, 100m/hex. JDunnigan'73 / ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5. [0.7 lbs]						
92838	Kharkov #68	n	Excel	OoP	\$30.00	\$15.00	
	Mag & game. Game of the Soviet May 1942 offensive in the area immediately south of Kharkov, using Panzergruppe Guderian game system at rgt/div lvl. 1day/turn, 6.9km/hex. S.Patrick'78 / ARTICLES ON: Kharkov, the Spring 1942 Soviet Offensive; Naval SAMS; Agincourt, Triumph of Archery Over Armor, Oct. 1415; Descent on Crete errata; Mine Warfare. [0.8 lbs]						
92870	Napoleon's Art of War #75	n	Excel	OoP	\$35.00	\$20.00	
	Mag & Game. Counters reverse printed in many copies of this game. 2 games: Eylau & Dresden. Eylau was a decisive defeat of the Russians in Feb 1807. Dresden, one of Nap's last victory's in Aug.1813. B.Jervis/Omar DeWit'79 / ARTICLES ON: Napoleon's Art of War; Artillery at Gettysburg July 1863; Soviet Rear Area Support, Special Forces & Operations in Contemporary Militaries; Modern Tank Ammo; brief reviews of FUSE Robert the Bruce, CP Sharpshurg, BEARHUG Zulu series (Rorke's Drift, Isandhlwana), CHAOS Militia & Mercenaris, HISTO Italian Campaign. [0.8 lbs]						
84986	Ney v. Wellington #74	n	Game Only VeryGd	OoP	\$15.00	\$9.00	
	GameOnly. Missing 1 counter of unknown ID. Rules underline in ink. Map terrain key annotated w/ move costs. ■ GameOnly. Initial French encounter w/ English @ Quatre Bras. J.Balkoski '79 [0.4 lbs]						
51977	Oil War #52	n	Game Only Excel	OoP	\$13.00	\$10.00	
	GameOnly. ■ GameOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75 [0.8 lbs]						
68265	Oil War #52	n	Game Only Excel	OoP	\$14.00	\$5.00	
	GameOnly. Missing 4 blanks & 6 #chits not used in play; otherws complete. ■ GameOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75 [0.8 lbs]						
86121	Oil War #52	n	VeryGd	OoP	\$15.00	\$5.00	
	Missing 1 die-repl chit & 4 blanks, otherws complete. Rules hilited in yellow. ■ Mag & Game. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45. [0.8 lbs]						
106556	Oil War #52	n	Game Only VeryGd	OoP	\$15.00	\$10.00	
	Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. 3 blanks drawn on & made useless. Otherws EX. ■ GameOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75 [0.8 lbs]						
92567	Operation Grenade #84	n	Excel	OoP	\$15.00	\$5.00	
	Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805. [0.8 lbs]						

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
99137	Operation Grenade #84	n	Mint	OoP	\$19.00	\$12.50	
	Some wear & soiling to mag cover, esp. to rear; otherws mint. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805. [0.8 lbs]						
106140	Operation Grenade #84	n	Fair	OoP	\$10.00	\$4.00	
	Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; otherws punched & EX. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805. [0.8 lbs]						
98162	Operation Grenade #84	n	Excel	OoP	\$14.00	\$10.00	
	Mag cover finger print marred. Missing 5 blanks, otherws complete. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805. [0.8 lbs]						
85844	Panzer Battles #73	n	Mint	OoP	\$22.00	\$14.00	
	Indentations on cover of mag from being used as a writing surface. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczky'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West. [0.8 lbs]						
92867	Paratroop #77	n	Excel	OoP	\$22.00	\$12.50	
	Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD. [0.8 lbs]						
67882	Patton's 3rd Army #78	n	Mint	OoP	\$30.00	\$20.00	
	Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century. [0.8 lbs]						
92853	Plot to Assassinate Hitler #59	n	Excel	OoP	\$18.00	\$12.50	
	Sml amt of errata annotated into rules. ■ Mag & Game. Attempt to simulate the July 1944 coup attempt to assassinate Hitler using a std movement/combat system on a hex map., 200 counters. J.Dunnigan'76 / ARTICLES ON: The plot to assassinate Hitler; World Naval Strength in 1977; Main Battle Tanks; the Russo-Japanese War, 1904-5. [0.8 lbs]						
99034	Punic Wars, Rome v Carthage #53	n	Mint	OoP	\$39.00	\$25.00	
	Spine of mag cover & top of inner pages mildly sun discolored; otherws clean. ■ Mag & Game. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple strength point-type units (roughly the size of a legion), with basic resource collection & production. 1yr/turn. I.Hardy'75 / ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report. [0.8 lbs]						
106557	Revolt in the East #56	n	Game Only Excel	OoP	\$12.00	\$8.00	
	Complete. Rules stapled at spine. GameOnly. ■ GameOnly. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76. [0.4 lbs]						
91675	Scrimmage #37	n	Excel	OoP	\$24.00	\$10.00	
	Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917. [0.8 lbs]						
98402	Siege of Constantinople #66	n	Game Only Excel	OoP	\$25.00	\$15.00	
	GameOnly. Complete, punched with half of counters strip punched. Includes historical article cut from S&T & stapled once at upper corner. 1 errata correction in rules. ■ GameOnly. Op lvl gm of the Ottoman assault on heavily fortified Constantinople. R.Berg'78 [0.8 lbs]						
104455	Siege of Constantinople #66	n	Excel	OoP	\$38.00	\$25.00	
	30% punched, complete. Some v.sml abrasions on cover of mag. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg'78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941. [0.8 lbs]						
101062	Sixth Fleet #48	n	Mint	OoP	\$32.00	\$18.00	
	Upper margin of rules pgs mildly yellowed; otherws cherry. ■ Mag & game. Simpler game of naval & air combat in the Mediterranean Sea in the '70s. 100 counters. J.Dunnigan'75 / ARTICLES ON: Sixth Fleet, US-Soviet Naval Operations in the the Mediterranean in the 1970s; Global War, the War Against Germany & Japan, 1939-45; SPI Annual Report. [0.8 lbs]						
91635	Strategy & Tactics (SPI) # 38	n	Excel	OoP	\$10.00	\$2.00	
	Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863. [0.3 lbs]						
65654	Strategy & Tactics (SPI) # 43	n	VeryGd	OoP	\$5.00	\$1.00	
	Mag cover scuffed & wrinkled. ■ Mag only; no rules. ARTICLES ON: the American Civil War 1861-5; Soldier Kings 1550-1770. [0.4 lbs]						
68113	Strategy & Tactics (SPI) # 44	n	Excel	OoP	\$5.00	\$2.00	
	Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830. [0.4 lbs]						
3778	Strategy & Tactics (SPI) # 64	n	VeryGd	OoP	\$3.00	\$1.00	
	Fingerprint marrs on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77 [0.4 lbs]						
72701	Strategy & Tactics (SPI) # 64	n	VeryGd	OoP	\$4.00	\$1.00	
	Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77 [0.4 lbs]						
92482	Tank! #44	n	Excel	OoP	\$16.00	\$10.00	
	Counters have unit ID letter neatly underlined for clarity. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830. [0.7 lbs]						
105766	Tank! #44	n	VeryGd	OoP	\$20.00	\$10.00	
	Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830. [0.7 lbs]						

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Fine Games 2014 Annual Clearance Catalog - Round 1

Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
92880	Tannenberg [78] #69	n	Excel	OoP	\$19.00	\$9.00	
	Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough. [0.8 lbs]						
99133	Tannenberg [78] #69	n	Mint	OoP	\$22.00	\$18.00	
	Mag spine mildly sun discolored & large but lite spill stain discolors mag cover front & rear; no warping or abrasion, just discoloration. Game is clean & mint. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough. [0.8 lbs]						
98159	Tannenberg [78] #69	n	Excel	OoP	\$19.00	\$15.00	
	1x1/2" tear at btm corner of mag; torn away on cover & 2 pgs, sml tear on next 4pgs; otherws EX. Missing 1 blank, otherws complete. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough. [0.8 lbs]						
91166	Tito #81	n	Game Only	Mint	OoP	\$10.00	\$7.50
	GameOnly. Several lite spots in rules. ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80 [0.4 lbs]						
92865	Tito #81	n	Excel	OoP	\$9.00	\$5.00	
	Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle. [0.8 lbs]						
98769	Tito #81	n	VeryGd	OoP	\$12.50	\$5.00	
	Missing 1 unit; color photocopy included. Mag has 1/2 x 1" oval smear on cover & 4 on rear cover. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle. [0.8 lbs]						
64449	Tito #81	n	Mint	OoP	\$13.00	\$10.00	
	Some page discoloration to a couple of mag pages. Last column of counters mildly sun discolored w/ very slight mildew evidence (no spots). ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle. [0.8 lbs]						
101273	Veracruz, US Invasion of Mexico 1847 #63	n	Mint	OoP	\$29.00	\$25.00	
	Rear mag cover mildly sun faded. Separate feedback page also yellowed. Slight horizontal creases across all pages in 2nd half of mag. Otherws very clean. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btl/nrgt level. R.Berg'77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease. [0.8 lbs]						
104560	Veracruz, US Invasion of Mexico 1847 #63	n	Excel	OoP	\$24.00	\$14.00	
	Complete. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btl/nrgt level. R.Berg'77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease. [0.8 lbs]						
96954	Veracruz, US Invasion of Mexico 1847 #63	n	VeryGd	OoP	\$20.00	\$10.00	
	Complete. Mag has only 1 staple binding it & has been folded gently vertically; some pages dog-eared. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btl/nrgt level. R.Berg'77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease. [0.8 lbs]						

Steve Jackson Games

<http://www.sjgames.com>

106220	Car Wars Classic 6th	SC	New	OoP	\$14.00	\$12.50	37% Off List Price
	Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of a urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awared Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14 [0.6 lbs]						
67225	GURPS 4th Lite Beginner Rules Set	Bk	New	OoP		\$0.00	
	FREE with any order. ■ 32pg distillation of the basic GURPS rules, intended to introduce new players to the 4th ed Gurps series. '04 [0.3 lbs]						
61219	GURPS Lite Beginner Rules Set	Bk	New	OoP		\$0.00	
	FREE with any order. ■ 32pg distillation of the basic GURPS rules, intended to introduce new players to the series. '03 [0.1 lbs]						
100268	GURPS Space 2nd	Bk	Excel	OoP	\$10.00	\$5.00	
	Cover scuffed, otherws EX. ■ 128pg Sourcebook for Gurps providing rules for gaming the far reachees of space with 21 character types, 3 humanoid & 4 alien species; gadgets & tech; starship construction spanning generations, etc. Quick but detailed abstract combat rules included. Awared best Role Playing Supplement in 1988. '90 [0.6 lbs]						
105574	Ogre Pocket Edition [7th]	Fo	New		\$2.75	\$2.00	32% Off List Price
	Downsized & retro version of Ogre, complete with map that duplicates the hand drawn map (and price) of the 1st edition. Complete game with 140 counters, rules & map. S.Jackson'14 [0.3 lbs]						

Strategy Gaming Society

19760	Pimper's All the World's Wargames Addndm	n	New	OoP	\$2.50	\$1.00	67% Off List Price
	Documents 100 games published between 1953-77 but overlooked or incorrectly listed in the first volume of the Pimper's series. G.Phillies'80 [0.2 lbs]						
80112	Pimper's All the World's Wargames V. II	n	VeryGd	OoP	\$1.00	\$0.50	
	Many games' names highlighted; portion of rear page torn off & repaired. ■ Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny. [0.2 lbs]						
83314	Pimper's All the World's Wargames V. II	n	New	OoP	\$2.50	\$1.00	75% Off List Price
	Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny. [0.2 lbs]						

Task Force Games

26804	Escape from Altassar	zl	New	OoP	\$9.00	\$5.00	
	Cannablistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83 [0.2 lbs]						

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Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
96813	Star Fleet Battles: Commandr's Rulebk v1	Bk	VeryGd	OoP	\$12.00	\$2.00	
	Some inked annotations & underlining esp in the Table of Contents page. ■ 2nd iteration of rules set for this longstanding game system. S.Cole'84 [0.6 lbs]						
96815	Star Fleet Battles: Commandr's Rulebk v3	Bk	Excel	OoP	\$12.00	\$2.00	
	Add-on rules update intended to update v.1 & II by replacing pages with those included here. '85 [0.5 lbs]						
90297	Star Fleet Battles: R2 Module	Bk	Mint	OoP	\$6.00	\$2.50	
	Module adding newer or specialized ships for the Fed, Kzinti, Orion & Andromedan races. [1.0 lbs]						
96816	Star Fleet Battles: SSD Book #1 REV	Bk	Excel	OoP	\$5.00	\$2.00	
	Revised version. ■ Revised version. Book of 47 ship systems & design with hit tables for all navies. '85 [0.4 lbs]						
96819	Star Fleet Battles: SSD Book #3	Bk	Excel	OoP	\$5.00	\$2.00	
	Book of 47 more ship systems & design with hit tables for all navies. '86 [0.4 lbs]						
96818	Star Fleet Battles: SSD Book #3 REV	Bk	Excel	OoP	\$5.00	\$2.00	
	Revised version. ■ Revised version. Book of 47 more ship systems & design with hit tables for all navies. '86 [0.4 lbs]						
96820	Star Fleet Battles: SSD Book #4	Bk	Excel	OoP	\$5.00	\$2.00	
	Book of more ship systems & designs, including 8 star bases on dbl sided 11x17" paper, with hit tables for stations, freighters, tugs, auxiliaries. '83 [0.4 lbs]						
96821	Star Fleet Battles: SSD Book #8	Bk	Excel	OoP	\$5.00	\$2.00	
	Book of 46 more ship systems & designs, including freighters, defense systems, smuggling ships, Klingons Romulans & Lyrans. '86 [0.4 lbs]						
97080	Star Fleet Btls Mini: Romulan Sparrowhwk	SC	New	OoP	\$5.00	\$2.00	67% Off List Price
	New in a somewhat worn blister. ■ One Romulan Sparrowhawk mini. NOTE Contains lead. [0.1 lbs]						

TCS Games

<http://tcs.web1000.com/index.html>

74394	I Obey!	Fo	New		\$18.00	\$14.00	30% Off List Price
	Garibaldi's 1866 Bezzecca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01 [0.3 lbs]						
63603	Innocence Lost	Fo	New		\$18.00	\$13.00	35% Off List Price
	Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03 [0.3 lbs]						

Third Millenia BATTLEFLAG

87714	Flying Tigers, 2nd	zl	Excel	OoP	\$18.00	\$12.50	
	Margin of adv CRT written on in ink. ■ Update w/ some non-functional colorization of the earlier, Poultron Press edition of this game of large scale aerial combat (using Btl of Britain/Luftwaffe system) over Burma. This edition colorizes the map, die cuts the counters, and adds "army" and "navy" variant rules that increase the difficulty of a Japanese victory. Covers the air campaign between the advancing Japanese & the Flying Tigers in 1942. Somewhat abstracted in that a single large bombing raid "captures" a base permanently, representing advancing land forces. L.Zocchi'73 [0.4 lbs]						

TSR Ares Games

88679	Universe: Mongoose & Cobra Module #17	n	Mint	OoP	\$10.00	\$5.00	
	Mag & game. Inventory sticker on mag cover. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travller Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15). [0.6 lbs]						

TSR Games

97269	Firefight, 2nd	BC	New		\$25.00	\$18.00	
	Rules & charts printed in color! Fire team lvl tac combat to show key dynamics of modern US v USSR combat: Lethality of weapons, terrain, combined arms. 3 lvl of complexity. JD & I.Hardy '84 [1.5 lbs]						
89748	Onslaught, D-Day to the Rhine	FB	Excel	OoP	\$15.00	\$10.00	
	Complete, 50% punched. Couple of paragraphs in rules highlighted. One corner repaired. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86 [2.7 lbs]						

TSR S&T Games

91167	Central Command #98	n	Game Only	Mint	OoP	\$15.00	\$10.00
	GameOnly. Complete. ■ GameOnly. US-Soviet combat around Straights of Hormez & Iran. [0.4 lbs]						
97465	Central Command #98	n	Game Only	Mint	OoP	\$26.00	\$18.00
	Cherry. ■ Mag & Game. Air-land combat between elite, airmobile formations of the Superpowers in the Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Originins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95. [0.8 lbs]						
51684	Monmouth #90	n	Game Only	Mint	OoP	\$10.00	\$6.00
	GameOnly. Several minor spots on rules. ■ GameOnly. First TSR issue. Rev War battle. D.Martin, L.Millman, E.Smith'82 [0.4 lbs]						
87763	Monmouth #90	n	Game Only	Mint	OoP	\$19.00	\$12.50
	GameOnly. First TSR issue. Rev War battle. D.Martin, L.Millman, E.Smith'82 [0.4 lbs]						

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92618	Rapid Deployment Force RDF #91 Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940. [0.8 lbs]	n	Excel	OoP	\$22.00	\$10.00	
92725	Remember the Maine #108 Mag & Game. Spanish-American War, Apr-Spt 1898, in the Atlantic & Caribbean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. RECOMMENDED. V.von Borries'86 [0.8 lbs]	n	Excel	OoP	\$65.00	\$39.00	
66934	Singapore, Fall of Malaya #96 Rules separated. ■ Mag & Game. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules & counter images. [1.0 lbs]	n	Mint	OoP	\$40.00	\$25.00	
85146	Singapore, Fall of Malaya #96 Rules highlighted in yellow, otherwise Mint. ■ Mag & Game. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules & counter images. [1.0 lbs]	n	Mint	OoP	\$40.00	\$20.00	
91874	Soldiers of the Queen #95 Complete. Original ammo log marked in pencil; 3 photocopies included. ■ Mag & Game. 2 gms: btl of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules. [0.8 lbs]	n	Excel	OoP	\$24.00	\$15.00	
85827	Strategy & Tactics (TSR) Sp#1 Special Issue # 1. ARTICLES ON: Murat and the 1815 Campaign; Balance of Terror, Nuclear Weapons in the 1980s; Strategy & the Space Environment; the Gallic Wars, 58-51BC; Berg's Review of Games: Soldier King, Morgan's Rifles, Gettysburg High Tide, Remember the Alamo, Sicily #89; Wars of the Soldier King, 7 Years War; Fox Killed, Prequel to Desert Fox game (w/ rules & counter images); errata for Desert Fox; two scenarios for Monmouth #90. [0.5 lbs]	n	Excel	OoP	\$3.00	\$1.00	
100441	Strategy & Tactics (TSR) Sp#4 Spine sun faded, 1/8" at lower spine widening to 1/2" at top. ■ Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Vietnam, 1950-4; the French Resistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid. [0.5 lbs]	n	Excel	OoP	\$2.50	\$1.00	
56696	Superpowers at War #100 10% punched. Missing 1 unit; id included. Others EX. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt lvl gm of operational combat in W Germany. Drv on Munich & Across the Rhine scenarios. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98. [0.8 lbs]	n	VeryGd	OoP	\$15.00	\$5.00	
92629	Thunder at Lutzen #99 Mag & Game. Napoleon's May 1813 battle for central Europe at operational lvl. Good game. B.Simmons'85 / ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97. [0.8 lbs]	n	Excel	OoP	\$18.00	\$10.00	

Twilight Creations

84205	Innsmouth Escape 2-5 player Cthulhu-themed game in which Miskatonic U students on a field trip are kidnapped; one escapes & must rescue the others from the Deep Ones played by other players, who seek to trap the student. '08 [2.2 lbs]	FB	New		\$23.00	\$15.00	63% Off List Price
97531	Zombies!!! 3rd Revision of this boardgame playing off the movie. 3rd ed adds new rules, updates the graphics for greater effect, and enlarges the box to store all those zombies. A blood & guts thriller. Includes 100 plastic figures & played on a tile map. Origins award for graphic presentation in '01. This version enlarges the box for added storage, updates the art, provides expansions & revised/update rules, plus a brand new female zombie figure. '06 [1.5 lbs]	FB	New		\$19.00	\$16.00	47% Off List Price
80730	Zombies!!!: School's Out Forever Kit Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06 [0.5 lbs]	SB	New	OoP	\$8.00	\$5.00	67% Off List Price
80732	Zombies!!!: School's Out Forever Kit Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06 [0.5 lbs]	SB	New	OoP	\$11.00	\$8.00	47% Off List Price
83635	ZombieTown: Road Rage Kit Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08 [0.3 lbs]	SB	New		\$7.50	\$5.00	50% Off List Price

US Games Systems<http://www.usgamesinc.com>

104023	Hooyah, Navy Seals Card Game Card game in which players are US navy SEALs confronting all the enemies of secular capitalism. 1-4 players cooperate to complete missions inspired by real life Special Ops. You must collect all the necessary skills & equipment to begin your mission then complete it without loss of life (rather, US life; no one else matters) & before time runs out. '12 [1.5 lbs]	SC	New		\$18.00	\$12.00	52% Off List Price
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USA-Opoly

98891	Trivial Pursuit, Rolling Stones Edition Classic trivia game focused on The Rolling Stones with over 2400 questions in six categories, covering 5 decades of Mick's beauty & the Stones. Includes several key game components sporting the Stones' Licks logo (a tongue). For 2-36 players. '10 [3.0 lbs]	FB	New	OoP	\$25.00	\$16.00	60% Off List Price
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VAE VICTUS Magazine<http://vaevictus.histoireetcollections.com/en/home.html>

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Rock Bottom Clearance Prices - thru December 20, 2014

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
92313	Bull Run to Appomatox 1861-5 # 36	n	New		\$16.00	\$12.00	25% Off List Price
	Mag + Game. ■ Mag + Game. w/68pg mag. Strategic level game of the US Civil War, 1861-5, using an area move map, emphasis on leaders, plus naval combat. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grogard.com/vaevict.html . '01 [1.0 lbs]						
102568	Caesar Emperor, Britannia #112	n	New		\$23.50	\$18.00	33% Off List Price
	Mag + Game. ■ Mag & game. Area-move game of the Roman campaign in Britain, 55-54BC. Scenarios for each year, but the combined campaign. 108 die-cut counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs. '13 [0.8 lbs]						
100516	Le Matz 1918 #24	n	New		\$14.00	\$10.00	38% Off List Price
	Mag + Game. ■ Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grogard.com/vaevict.html . '99 [1.0 lbs]						
100540	Reichshoffen 1870/Magenta 1859 #73	n	New		\$14.00	\$10.00	38% Off List Price
	Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grogard.com/vaevict.html . '07 [1.0 lbs]						
102573	Stalingrad 1942 #110	n	New		\$23.50	\$19.00	30% Off List Price
	Mag & game. Game covers a tactical battle for a single industrial building during the Battle for Stalingrad, 1942. Force qualities are exadurated to clearly delineated the different styles of the Soviets & Germans during this battle. Includes 108 die cut, dbl-sided counters. L.Closier'13 French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs. [0.8 lbs]						
102575	Stalingrad 1942 #110	n	New		\$23.50	\$19.00	30% Off List Price
	Mag & game. Game covers a tactical battle for a single industrial building during the Battle for Stalingrad, 1942. Force qualities are exadurated to clearly delineated the different styles of the Soviets & Germans during this battle. Includes 108 die cut, dbl-sided counters. L.Closier'13 French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs. [0.8 lbs]						
102996	Syracuse 415-413BC #103	n	New	OoP	\$20.00	\$18.00	33% Off List Price
	Mag & game. NOTE Moderate moisture warping of mag & some evidence of wear to spine & btm edge of mag as a result. Game is clean. ■ Mag & game. Area move game of Athenian siege of Syracuse, Sicily, during the Peloponesian War, 415-3BC. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12 [0.6 lbs]						
Valley Games							
91312	Days of Steam	DC	New	OoP	\$37.00	\$27.50	45% Off List Price
	2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10 [2.2 lbs]						
Wargames4Sale.com				http://www.Wargames4sale.com			
77964	Internet Wargames Catalog 5th	Bk	New	OoP	\$3.00	\$1.00	93% Off List Price
	54pg, 8.5x14" sized, booklet (w/ small print) covering 3500+ collectable quality boardgames and wargames from the 50s to current. Provides basic game details (year published, publisher, period, designer); gives HI, LO & AVG prices based on eBay final sales prices (and also provides data for 4th edition). Very useful for pricing games either when selling or for insurance documentation. R.Steinberg'05 [0.5 lbs]						
West End Games (D6 Legend)							
100266	Paranoia 2nd: Excessory Pack Kit	Fo	Excel	OoP	\$19.00	\$14.00	
	Kit including game master screen, 2 sets of stand up counters (one in color, one in b&w line drawing (latter mostly uncut), several copies of 2 forms in triplicate, character sheets, etc. '87 [0.6 lbs]						
67923	Paranoia: Gamemaster Screen	Fo	Mint	OoP	\$4.00	\$2.00	
	Screen with useful tables & charts for the GM, plus a booklet with 3 new adventures. '86 [0.4 lbs]						
Wiz Kids LLC							
97643	Lord of the Rings, Nazgul Board Game	LB	New		\$59.00	\$30.00	60% Off List Price
	3-5 player, cooperative game in which players are the evil ringwraiths, the Nazgul, under Sauron's control. Players must hunt down the Fellowship & retrieve the ring before it can be destroyed, all the while trying to maximize your status in Sauron's eyes. Each victory over the Fellowship increases your power, your forces & your favor. '12 [4.0 lbs]						
Worldwide Wargamer (3W)							
103286	Aces High 3rd [92]	HC	Excel	OoP	\$22.00	\$16.00	
	Complete. Includes 2002 v4 errata/update. ■ Revision w/ updated graphics of nicely done WW1 air-air combat game. 72 plane types & 56 missions. J.Hind, M.Smith'93 [1.0 lbs]						
77324	Hitler's Last Gamble ERRATA [6/90]	n	Excel	OoP	\$5.00	\$1.00	
	6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 [0.2 lbs]						
77531	Modern Naval Battles III	HC	Mint	OoP	\$22.00	\$10.00	
	Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90 [1.2 lbs]						
99673	Modern Naval Battles III	HC	Excel	OoP	\$20.00	\$12.50	
	Complete. Only errata stickers applied to cards (~8). ■ Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90 [1.2 lbs]						
104070	Royalists & Roundheads I	zl	Mint	OoP	\$40.00	\$33.00	
	No box or die. Unpunched. Errata neatly written onto TEC & range table crossed out (supplanted by a very different table in errata). Otherw clean. ■ 300 counter game covering 4 battles from the English Civil War, 1642-46: Naseby, Marston Moor, Kilsyth, Justice Mills. Errata for this game found in R&R II game. R.Markham'92 [0.5 lbs]						
88579	Royalists & Roundheads III	HC	Excel		\$20.00	\$15.00	58% Off List Price
	Map halves separated. Strip punched. ■ Modestly simple quad of 4 more btls from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92 [1.0 lbs]						

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78942	SL: Squad Leader, SCENARIOS 81-90	n	VeryGd	OoP	\$8.00	\$5.00	
	Folder had been folded along upper & right edges to fit into an AH box & permanently creased; othersw EX. ■ 10 additional scenarios for SL games. '82 [0.3 lbs]						
47384	Starforce Terra, Contact	HC	New		\$19.00	\$15.00	40% Off List Price
	Simple 2-6 player card gm of space warfare using system similar to Modern Naval BtIs. Good w/ lots of beer & pretzels, and a good beginners game. '91 [1.4 lbs]						
88588	Tide of Fortune	HC	Excel		\$22.00	\$16.00	53% Off List Price
	Strip punched. ■ Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93 [1.2 lbs]						

Worthington Games

<http://www.worthingtongames.com>

96998	Anzio & Cassino	BC	New		\$38.00	\$32.50	35% Off List Price
	Simpler game of key portions of the Italian campaign in 1944. Covers Anzio (Op Shingle) from Jan-Feb, and also the assault on the Cassino Line at Cassino. 2 countersheets. '10 [1.1 lbs]						
98653	War & Peace	BC	New		\$46.00	\$42.50	35% Off List Price
	Strategic level, 2-5 player game of the Napoleonic Wars, 1805-15. France & Britain duke it out, striving to gain allies and either occupy the enemy nation or, in the case France, isolate Britain politically & economically. Played with plastic minis for inf, cav, artil & ships. Includes a hard mounted board. Game is akin to Risk with the addition of alliances. Very limited print run on this game. '12 [2.3 lbs]						

WWW Strategy & Tactics

105724	Abensburg, Battle of... #113	n	Mint	OoP	\$18.00	\$10.00	
	Rules separated. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensburg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87. [0.8 lbs]						
105661	Baton Rouge #133	n	Excel	OoP	\$15.00	\$9.00	
	Rules separated. Unpunched, but map neatly separated into 2 sections along center seam; othersw mint. ■ Mag & Game. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg.90 [0.8 lbs]						
91677	Baton Rouge #133	n	Mint	OoP	\$18.00	\$12.00	
	Rules separated & stapled at spine. ■ Mag & Game. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg.90 [0.8 lbs]						
20830	Campaigns in the Valley #123	n	Mint	OoP	\$15.00	\$10.00	
	Several minor 1/4" tears on top of mag cover. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenadoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenadoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2. [0.8 lbs]						
91699	Doomed Victory #136	n	Game Only	Mint	OoP	\$10.00	\$6.00
	GameOnly. ■ GameOnly. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to conquer the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min turns. G.Morgan'90 [0.4 lbs]						
96745	Kanev, Parachutes Across the Dnepr #115	n	Mint	OoP	\$34.00	\$25.00	
	Sml dog ear to one mag cover corner; some minor clasp matts to back cover. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign. [0.8 lbs]						
92721	Patton Goes to War #112	n	Excel	OoP	\$29.00	\$15.00	
	Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btl/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87 [0.8 lbs]						
67786	Tigers are Burning #118	n	Mint	OoP	\$30.00	\$25.00	
	Mag & Game. Smaller, strategic level, nicely balanced, game of Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. RECOMMENDED. T.Bomba'88 [0.8 lbs]						

WWW Wargamer Magazine

89970	Aces High #12	n	Game Only	Good	OoP	\$4.00	\$2.50
	GameOnly. Missing 130 of 200 counters; color countersheet photocopy included. Othersw VGd. ■ GameOnly. Nice, playable and historical gm of WW1 air-air combat. Stats on 56 plane models included. J.Hind'80 [0.3 lbs]						
98822	Anvil-Dragon, Southwall 1944 #60	n		Mint	OoP	\$20.00	\$12.00
	Cherry. ■ Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others. [0.5 lbs]						
43995	Clash of Empires, 1914 #58	n		Mint	OoP	\$19.00	\$12.50
	Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn.K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; review of VG's Vietnam; brief reviews of Delta Force, Rolling Thunder. [0.5 lbs]						
85111	Condottieri #54	n		Mint	OoP	\$14.00	\$5.00
	Cherry. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front. [0.5 lbs]						

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64204	Condottieri #54	n	New	OoP	\$15.00	\$12.50	
	Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front. [0.5 lbs]						
90097	Duel in the Desert #51	n	Excel	OoP	\$9.00	\$5.00	
	Entirely strip punched. ■ Mag & Game. Btl/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay. [0.5 lbs]						
90091	Fallen Eagle, Battle of Khe Sahn #62	n	Excel	OoP	\$29.00	\$15.00	
	Entirely strip punched & complete. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front. [0.5 lbs]						
97485	Fallen Eagle, Battle of Khe Sahn #62	n	Game Only	Mint	OoP	\$29.00	\$20.00
	Game only. ■ GameOnly. Game only. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 [0.3 lbs]						
98823	Fallen Eagle, Battle of Khe Sahn #62	n	Mint	OoP	\$38.00	\$30.00	
	Cherry. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front. [0.5 lbs]						
85135	Fight on the Beaches #40	n	Mint	OoP	\$17.00	\$12.50	
	Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btl/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder. [0.5 lbs]						
85113	Lodz 1914, Blitzkrieg in the East #29	n	Mint	OoP	\$15.00	\$10.00	
	Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank. [0.5 lbs]						
105741	MacArthur, Road to Bataan #44	n	Game Only	Mint	OoP	\$8.00	\$4.00
	GameOnly. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must seize control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/rgt level. J.Green'85 [0.4 lbs]						
90061	Napoleon at Austerlitz #17	n	Excel	OoP	\$20.00	\$10.00	
	Entirely strip punched. ■ Mag & Game. Napoleon's Dec 1805 victory over a combined Austrian & Russian force. 400yd/hex, 3 shorter scenarios + full battle. J.Hind, K.Poulter'81 / ARTICLES ON: review of WEG's Campaigns of Napoleon (not pretty); Prados on game tactics; survey of all games of Musket & Pike era (17th-18th century); musings of a would-be publisher, Jack Greene of Quarterdeck; review of Berlin '85 #79; elements of Command & Control; analysis of Assault on Leningrad #14; brief reviews of Fast Patrol Boats, Assault on Tobruk, Warlock, Crusible of War. [0.5 lbs]						
92778	Napoleon at Lutzen #32	n	Excel	OoP	\$16.00	\$5.00	
	Mag & Game. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray / TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight. [0.5 lbs]						
90063	Peter the Great #27	n	Excel	OoP	\$18.00	\$10.00	
	Entirely strip punched. ■ Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.Englund'83 (Lesjenka addon for this game printed in issue #30 with essential errata in #35.). / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker. [0.5 lbs]						
90096	Race for Tunis #57	n	Excel	OoP	\$10.00	\$5.00	
	Entirely strip punched. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btls for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews. [0.5 lbs]						
98805	Race to the Meuse #26	n	Mint	OoP	\$15.00	\$10.00	
	Cherry. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War. [0.5 lbs]						
98399	Rise of the House of Sa'ud #46	n	Game Only	Excel	OoP	\$5.00	\$2.50
	GameOnly. Complete. Some minor spots on 1 rules page, otherwise EX. 2 player gm of the formation of Saudi Arabia in '20s as multiple factions duke it out. Uses a variation of House Divided system. R.Markham, M.Seaman'85 ■ GameOnly. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85 [0.4 lbs]						
85142	Unconditional Surrender #36	n	Mint	OoP	\$15.00	\$10.00	
	Cherry. ■ Mag & Game. Confed attempt to prevent or lift siege the of Ft Donelson, Feb 1862, by the 18,000 strong garrison. Rgt/brig lvl, 140 counters, 200yd/hex, 80min/turn. J.Southard'84 / ARTICLES ON: The capture of Ft. Donelson & the rise of U.S. Grant; review of HISCON Marengo with errata; review of GDW's Third World War & Southern Front; Kirovograd replay; brief reviews of Napoleon in Spain. [0.5 lbs]						
12569	Wellington v. Massena #43	n	New	OoP	\$12.00	\$9.00	25% Off List Price
	Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata. [0.5 lbs]						

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

Part#	Game Title & Edition / Issue #	Box	General Condition	Out of Print ?	Our Normal Cash Price	(cash-basis) Clearance Price	% Off List Price (for New Items)
98808	Wellington v. Massena #43	n	Mint	OoP	\$10.00	\$5.00	
	Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. ■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata. [0.5 lbs]						
90075	West Wall #35	n	Excel	OoP	\$7.50	\$4.00	
	Entirely strip punched. Wrinkles on last 2 pgs of mag (due to printer). ■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27. [0.5 lbs]						
85102	West Wall #35	n	Mint	OoP	\$13.00	\$9.00	
	Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27. [0.5 lbs]						
XTR: Command Magazine							
50745	Back to Iraq 2nd / Warmastr Chess v2 #50	n	New	OoP	\$16.00	\$11.00	45% Off List Price
	Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for.); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939. [1.2 lbs]						
16770	Blood & Iron #21	n	New	OoP	\$19.00	\$14.00	
	Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangel'93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelna, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915-Apr 1916. [0.8 lbs]						
22261	Buena Vista, Btl of / Moscow Burning #40	n	New	OoP	\$19.00	\$15.00	57% Off List Price
	Mag & game. Two games: BUENA VISTA is a brig/rgt level game of Mexico's Santa Anna's attempt to defeat the US's northern army under Taylor before turning south to stop the US's invasion of central Mexico, Feb. 1847. 126 counters. R.Pfost'96 / MOSCOW BURNING is a game of open civil war in the Russian Republic should liberalization fail and the country fall into civil war. Brig/div lvl. 280 countrs. T Bomba'96 / ARTICLES ON: War with Mexico, the campaign in northern Mexico & Scott in central Mexico; the Sick Bear, Russia's armed forces today; a Fleet Squandered, Hitler's surface ships; Total War in Britain. [1.4 lbs]						
22289	Chattanooga, Death Knell of Confed. #43	n	New	OoP	\$25.00	\$19.00	46% Off List Price
	Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight. [1.4 lbs]						
86020	Command Magazine #48	n	New	OoP	\$3.00	\$1.00	92% Off List Price
	Mag only; no rules. ARTICLES ON: Bougainville's rebellion in the late 1990s; Notes from the interrogation of a Viet Cong lieutenant; Canadian view of the War of 1812; Rise & Fall of Medieval Heavy Cavalry, pt 1, and Pistol-armed Cavalry, pt 2; an alternate history where the Axis win WWII - Tomorrow the World's historical basis; Five years in the French Foreign Legion 1988-93; the Pueblo Revolt, Indian uprising in New Mexico 1680; America's Militia heritage. '98 [0.5 lbs]						
92179	Desert Storm #13	n	Game Only	Excel	\$10.00	\$5.00	
	GameOnly. Errata counters from later issues not included. Counters v.neatly clipped. ■ GameOnly. Gm of Kuwait War assuming Iraqi competence. [0.5 lbs]						
55046	End of the Empire #46	n	Game Only	New	\$15.00	\$10.00	71% Off List Price
	GameOnly. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97 [0.5 lbs]						
48939	End of the Empire #46	n	Game Only	New	\$15.00	\$12.00	66% Off List Price
	GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97 [0.5 lbs]						
55097	Fire Next Time / WarMaster III #51	n	Game Only	New	\$15.00	\$10.00	50% Off List Price
	GameOnly. ■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99 [0.5 lbs]						
45884	Great War in the Near East #38	n	Game Only	New	\$17.00	\$10.00	60% Off List Price
	GameOnly. ■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 [0.5 lbs]						
52583	Hougoumont, Rock of Waterloo #11	n	Excel	OoP	\$28.00	\$22.50	
	Variant counter for Alexandros (1) removed and NOT included. Game of the ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btl/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866. [1.0 lbs]						
55110	Iron Dream, War in Russia 1941-2 #53	n	Game Only	New	\$14.00	\$9.00	25% Off List Price
	GameOnly. ■ GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00 [0.6 lbs]						

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53077	Iron Dream, War in Russia 1941-2 #53	n	New	OoP	\$22.00	\$19.00	5% Off List Price
Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971. [1.0 lbs]							
86026	Warmaster Chess 2000 #49	n	New	OoP	\$9.00	\$5.00	71% Off List Price
Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565. [0.8 lbs]							
91177	Warmaster Chess 2000 #49	n	Mint	OoP	\$8.00	\$3.00	
Mag cover moisture warped. Mailing label on cover. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565. [0.8 lbs]							
45944	Wave of Terror, Battle of the Bulge #41	n	New	OoP	\$25.00	\$21.00	40% Off List Price
Mag & Game. Large, simpler (in the XTR style), btn-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944; Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943. [1.4 lbs]							
100289	When Eagles Fight #25	n	Excel	OoP	\$30.00	\$22.50	
Complete. ■ Mag & Game. w/errata counters for Back to Iraq (5). Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93 / ARTICLES ON: German Anticipation of a 1942 Soviet Winter Offensive; Gen. Sherman's Objection to Civilian Control of the Military; Trench Warfare in WWI & II; Stalingrad Pocket, Overall Numbers & Survivors; Send in the Drones; Gen. McNair & the Development of US Ground Forces in WWII; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWII; the Eastern Front in WWI, Militarily & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Sub Attack on a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era. [1.2 lbs]							
30088	When Tigers Fight #26	n	New	OoP	\$24.00	\$19.00	
Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa. [1.2 lbs]							

Your Move Games

97896	Space Station Assault	SB	New	OoP	\$9.00	\$5.00	67% Off List Price
Fast playing card game based on a future situation where a human colony on a distant star has revolted, the rebellious forces duke it out with loyal forces. Which means blast enemy space stations & enemy ships. 110 illustrated cards. D.Kastle'04 [0.5 lbs]							

Z-Man Games<http://www.ZManGames.com>

91314	1960: Campaign Manager 2008 Kit	BC	New	OoP	\$8.00	\$5.00	83% Off List Price
Kit for this 2008 Intl Gamers Award winner. Adds material to this base game to re-fight the 2008 presidential election in 20 key states between 2 players & the Obama & McCain camps. '10 [2.2 lbs]							
91313	1960: Campaign Manager 2008 Kit	BC	New	OoP	\$15.00	\$5.00	83% Off List Price
Kit for this 2008 Intl Gamers Award winner. Adds material to this base game to re-fight the 2008 presidential election in 20 key states between 2 players & the Obama & McCain camps. '10 [2.2 lbs]							
93628	Duel of the Giants	LB	New		\$47.50	\$37.50	42% Off List Price
Simplified game of grand tactical combat on the eastern front, 1943, using plastic minis for tanks & aircraft. Base game includes 11 minis: 10 tanks + 1 stuka. '10 [4.4 lbs]							

Zocchi Distributors

77305	SPI Designers & Chronology Booklet 2nd	n	Excel	OoP	\$6.00	\$3.00	
Photocopy. ■ Photocopy of this revised version of this cross-referenced, comprehensive listing of who designed or developed what when at SPI. G.Costikyan & L.Zocchi'90 [0.3 lbs]							

Zvezda Games<http://www.zvezda.org.ru>

106036	Oil, Battle for: US M47 Dragon MiniSet	n	New	OoP	\$2.50	\$1.00	
Published as a promotional set. Includes a 3-person M-47 Dragon Anti-Tank Missile system & crew. Req assy & optional painting. No rules included. [0.1 lbs]							

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