

## Fine Games' 2014 Annual Clearance Sale - Round 2: New Games from the Last 3 Years

The Full Breadth of Fine Games Discounted NEW Game Offerings,  
with Special Deals on Games Published in Last 3 Years

URL: [www.FineGames.com/eoy\\_clear.htm](http://www.FineGames.com/eoy_clear.htm)

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For **Round 2** of *Fine Games' Annual Clearance Sale for 2014*, we showcase the full breadth & scope of what we offer you by way of New, In-Print Games. Many of you have told us you think of Fine Games as dealing only in collectable wargames. That is our specialty, yes, but Fine Games is also and always has been a great place to find recently-published games by most publishers. Each nicely discounted and shipped to you FAST. With no bull. See for yourself in this catalog of **1,000** new, in-print strategy games.

Below we offer **special deals** on the games published in the last 3 years, games you are most likely to still be wanting for Christmas or beyond. These deals are the heart of **Round 2**, and are indicated by prices shown in **red**. Other games were published previously. All are in-stock & ready for immediate shipment to your awaiting hands.

### Rules of Round 2 of Fine Games' Annual Clearance Sale are:

- This deal expires at midnight, Sunday 11 January 2015.** That's right: you have the rest of December and then a week in January to see what Santa did *not* bring you, and fill in the holes yourself by taking advantage of this sale.
- Be aware that **between Christmas Eve and about 6 January Fine Games will be entirely closed & unresponsive.** Gone campin'. We will respond promptly to all emails & phone messages when we reopen about 7 January. If you don't receive a reply by 8 January, please contact us again.
- All items are available in very limited quantities,** often just one, and all are subject to immediate sale. Since we update this catalog frequently as the sale continues, we suggest you download a fresh copy before immediately before doing your shopping.
- Normal ordering, payment, shipping and customer care terms apply.** See our website if you're unfamiliar with us; we take good care of you. (Note that the price of UPS shipping will increase by \$1 as of 2015.)
- Please mention any special needs you have** (such as a ship-to address or needing it by a certain date) for your order; we can't meet your needs if we don't know what they are.
- We encourage you to **please mention this Clearance Sale to your friends & fellow gamers.** Help us help them as well.
- And **play the games you buy!**

Happy Holidays & beyond,

**Michael Dean, Fine Games for Players & Collectors**

**Game Title (& Edition or Issue #)**  
Specific Condition, Subject, Designer, Year

**Game**  
**Only?** **Part#** **Publisher Name**

Cash-Basis **Price EA** <sup>Ship</sup> <sub>Surcharge</sub> **General** **Box** **Out-of** **Game** **#-of**  
**Price EA** <sup>Flag</sup> **Conditn** **Type** **Print?** **Scale** **Plyrs**

**GAMING ACCESSORIES & Additional Lists**

email: M.Dean@FineGames.com

(541) 756-4711 or (866) 690-7879 10am -9pm PST

**ACCESSORIES: Game Parts & Gaming Accessories**

### WarCogs Booster Set, Electric Blue

**106327**

Gale Force Nine Llc

**\$8.50**

**New**

SC

Going

Z

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).

**ACCESSORIES: Counter Trays**

### Counter Tray, Chessex Style Tray

**93238**

Chessex Manufacturing

**\$3.00**

**New**

n

Z

1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03

### Counter Trays, Chessex Style Tray 5-Pak

**106298**

Chessex Manufacturing

**\$16.00**

**New**

FB

Z

5-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03

### Counter Trays, Chessex Style Tray 10-Pak

**105812**

Chessex Manufacturing

**\$29.00**

**New**

FB

Z

10-pak ■ 10-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03

### Counter Trays, Chessex Style Tray 25-Pak

**106157**

Chessex Manufacturing

**\$75.00\*\***

**New**

LB \*\*

Z

25-pak ■ 25-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. Fits all bookcase games (including smaller, AH-sized boxes). RECOMMENDED due to their construction and price. '03

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditin	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Counter Tray, UGG Style Bookcase Tray</b> Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04		<b>105208</b>	Udo Grebe Game Design Co.	<b>\$2.75</b>		New	n		Z	
<b>Counter Trays, UGG Style Bookcase 10-Pak</b> TEN-Pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04		<b>104542</b>	Udo Grebe Game Design Co.	<b>\$26.00**</b>		New	LB **		Z	
<b>Counter Trays, UGG Style Bookcase 20-Pak</b> 20-pak. ■ TWENTY (20) Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04		<b>104765</b>	Udo Grebe Game Design Co.	<b>\$44.00**</b>		New	LB **		Z	

**ACCESSORIES: Hex Maps & Playing Boards**

<b>Hex Map Sheet, Blank, 16mm Long Grain</b> 22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension. '99		<b>102808</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Hex Map Sheet, Blank, 16mm Short Grain</b> 22x34" non-coated, folded paper with 16mm hexes with grain running down short dimension. '99		<b>104535</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Hex Map Sheet, Blank, 19mm Long Grain</b> 22x34" non-coated, folded paper with 19mm hexes with grain running down long dimension. '99		<b>90353</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Hex Map Sheet, Blank, 19mm Short Grain</b> 22x34" folded paper with 19mm hexes with grain running down short dimension. '99		<b>104537</b>	GMT Games	<b>\$2.50</b>		New	n		Z	

**ACCESSORIES: Counter Sheets (Blank & Preprinted)**

<b>Counter Sheet, Blank 1/2" Colored (140)</b> 140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01		<b>97852</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Counter Sheet, Blank 1/2" White (280)</b> Full sheet (280) of 1/2" counters, all white with no printing.		<b>95631</b>	GMT Games	<b>\$4.00</b>		New	n		Z	
<b>Counter Sheet, Blank 5/8" Colored (88)</b> 88 blank colored counters: 48 sky blue, 40 lt gray, 5/8". No printing at all. '01		<b>99636</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Counter Sheet, Blank 5/8" White (88)</b> 88 blank counters, all white, 5/8". No printing at all. '01		<b>97859</b>	GMT Games	<b>\$2.50</b>		New	n		Z	
<b>Counter Sheet, Blank 9/16" White (114)</b> 114 blank counters, all white, 9/16". No printing at all. '13		<b>102071</b>	GMT Games	<b>\$2.00</b>		New	n		Z	
<b>Counter Sheets, 1/2" Color Printed (6)</b> 1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red & white).		<b>104651</b>	Pacific Rim JustPlainWGms	<b>\$10.00</b>		New	Fo		Z	
<b>Counter Sheets, 5/8" Blank (6) White</b> 6 sheets of blank, white 5/8" counters (1152 total). White on both sides. '11		<b>104421</b>	Pacific Rim JustPlainWGms	<b>\$15.00</b>		New	n		Z	

**MAGAZINES (only)**

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**MAGAZINE Issues of Note**

<b>C3i Magazine #20</b> Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). This issues articles include: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08		<b>90347</b>	GMT C3i Magazine	<b>\$19.00</b>		New	n	Going	Z	
<b>C3i Magazine #21</b> A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09		<b>103731</b>	GMT C3i Magazine	<b>\$14.00</b>		New	n	Going	Z	
<b>C3i Magazine #22</b> A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). ARTICLES ON: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadians variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09		<b>100222</b>	GMT C3i Magazine	<b>\$15.00</b>		New	n	Going	Z	
<b>C3i Magazine #26</b> Mag & game & inserts. A beefy issue with OBJECTIVE KIEV (a complete game) plus 280 counters: 1914 Twilight in East (140); Combat Commander (18); Infidel (10); SPQR Magna Graecia (4) & Bactis Tadar (14); 1805 (14); Barbarian (3); Am Rev series (4); Empire of the Sun (8); No Retreat! (12); Obj Kiev (40+blanks). Plus inserts for SPQR Barbarian Sipontum 334BC, Baetis River 236BC, Tader River 228BC scenarios; Space Empires 4X log sheet; Red Winter Ice Ball variant; Andean Abyss flow charts; CC Europe scenario location reference map & terrain effects aid; CC Europe scenarios 115-116; 2 scenarios for C&C Epic Ancients II; Set up aids for 1914 Twilight in East (2 scenarios); No Retreat! solitaire rules with card & play aide inserts. OBJ KIEV is a small (40) counter game of Army Group South's campaign toward Kiev in the summer of 1941. This was a hard-fought campaign, with the USSR's southern forces being far more alert & prepared for the Axis offensive than its forces in the north. And armored attacks can have a serious impact on the German schedule. Soviet goal is to delay a victory in the Ukraine such that any attack on Moscow would be delayed & unlikely to succeed. F Chadwick'12 / ARTICLES ON: Designers & Developers share their thoughts on the design process; Tannenberg campaign variant for 1914 Twilight in the East & historical article on Austria-Hungary's mobilization; Labyrinth walk-thru; Initiative in Game Design by Mark Herman; Space Empires 4X optional rules; interview with John Butterfield; Argentoratum 357AD scenario for C&C Ancients; Union strategy in For the People; scenario & variant rules for 1805; GBoH magna Graecia scenarios covering Greece's attempts to preserve its dominance in the late 4th century BC; Red Winter optional rules; interviews with Mark Barker & Leland Myrick; intro to Andean Abyss, plus solitaire variants.		<b>104760</b>	GMT C3i Magazine	<b>\$17.00</b>		New	n		A	
<b>C3i Magazine #27</b> Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Leviloff 13 / w/ 2 Combat Commander scenario cards #117-120; SPQR Dertosa 215BC		<b>104933</b>	GMT C3i Magazine	<b>\$17.00</b>		New	n		A	

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flax <u>Conditn</u>	<u>General</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>ASL Recon by Fire Magazine #3</b>		<b>102945</b>	Heat of Battle: Recon Mag	<b>\$35.00</b>		New	n			Z
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										
<b>ASL Recon by Fire Magazine #4</b>		<b>102947</b>	Heat of Battle: Recon Mag	<b>\$45.00</b>		New	Bk			2
w/properly printed counters. ■ Original printing had reverse-printed coutners; 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										
<b>ASL: Out of the Attic #2</b>		<b>104320</b>	Multi-Man ASL JOURNAL	<b>\$16.00</b>		New	n			2
48pg magazine that includes 16 ASL scenarios but focuses on reprinting more obscure but valuable ASL material from various other publications and newsletters. Scenarios are tournament themed. '10										
<b>Operations Magazine #42</b>		<b>86545</b>	Multi-Man OPERATIONS MAG	<b>\$5.00</b>		New	n			Z
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										
<b>Operations Magazine Special Issue #2</b>		<b>101234</b>	Multi-Man OPERATIONS MAG	<b>\$25.00</b>		New	n			Z
Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btn/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. ARTICLES ON: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09										
<b>Operations Magazine Special Issue #3</b>		<b>103348</b>	Multi-Man OPERATIONS MAG	<b>\$30.00</b>		New	n			Z
Mag + Game. Special issue containing 2 full games, scenarios & historical map for battles along the Matanikau River on Guadalcanal (Hell's Corner kit) + lots on ASL & other MMP games. STARVATION ISLAND is a sml, op level game of the naval war for Guadalcanal, 1942, w/ sml map & 125 counters. FURY IN THE EAST is a corp/army level game of the first 9 months of the war in the east, 1941-2. Previously published in Japan as G-Barbarossa. G.Suzukia. / ARTICLES ON: MMP's War Storm series; opening strategies for Afrika 2nd; scenario for Lerors; combined arms tactics in Devil's Cauldron; ammo in Line of Battle's Gettysburg; scenario for Warriors of God; 2 Starter kit scenarios; Hell's Corner Guadalcanal rules & 5 scenarios + 2 east front scenarios; Warriors of God strategy & scenario; Las Barricadas! scenario; Iron Tide tourny scenario. '10										
<b>Special Ops Wargaming Journal # 1</b>		<b>102282</b>	Multi-Man OPERATIONS MAG	<b>\$19.00</b>		New	n			Z
Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tank Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.										
<b>Special Ops Wargaming Journal # 2</b>		<b>104982</b>	Multi-Man OPERATIONS MAG	<b>\$16.00</b>		New	n			Z
Mag + Game. Mag with UKRAINE '44 game focused on the Soviet offensives in the Ukraine in late 1943 & 1944 (aka Hube's Pocket). The German 1st Panzer Army is surrounded by 1st & 2nd Ukraine Fronts. 5km/hex, 1day/turn. 280 counters (99 units). / Includes 4 ASL scenarios O3, O4, S39, S40. ARTICLES ON: Ukraine '44 strategy; Soviet leader bios in Fury in the East; Bravery in the Sand (Ops Special #2) overview; short scenario for Mighty Endeavor; ASL starter kit sequence of play; Soldiers of Orange, a Dutch SASL campaign; review of cavalry scenarios of the Grt Campaigns of the Am Civil War game series; MMP's designers. '12										
<b>Special Ops Wargaming Journal # 3</b>		<b>104984</b>	Multi-Man OPERATIONS MAG	<b>\$16.00</b>		New	n			Z
Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12										
<b>Special Ops Wargaming Journal # 4</b>		<b>104322</b>	Multi-Man OPERATIONS MAG	<b>\$16.00</b>		New	n			Z
Mag + Game. 36 page mag including the complete game WHAT PRICE GLORY?, which covers World War I on the Western Front, 1914-8 at corp level. Includes 176 counters & 48 cards giving special abilities. Area move, semi-annual turns. First of intended 3-game series covering all of WWI in Europe. T.Nakamura'13 / ARTICLES ON: What Price Glory? designer's notes & strategy; Beginners perspective on the Operational Combat System (OCS); Market-Garden as a topic for game research; ASL Rising Sun Introduction and cross-reference to predecessor components; ASL Scenarios O7, O8, S54 & S55; 4 Additional scenarios for It Never Snows; Story of PFC Joe Mann of the US 101st Airborne at Market-Garden.										
<b>Special Ops Wargaming Journal # 5</b>		<b>106597</b>	Multi-Man OPERATIONS MAG	<b>\$20.00</b>		New	n			Z
Mag + Game. Includes complete game BUSHY RUN, pitting British force of 500 seeking to relieve Fort Pitt, against a largely hidden & mobile Indian force in Pennsylvania, 1763, during Chief Pontiac's War, w/ map & 88 counters. Includes ASL map #68. ARTICLES ON: Angola strategy & analysis; intro to Mr. Lincoln's War, with analysis & strategy; Japanese anti-tank tactics in ASL; ASL scenario O9, O10, S56, S57; Viet Minh strategy in Storm Over Dien Bien Phu; designer's notes for Last Chance for Victory; OoB Notes for It Never Snows. '14										
<b>Command &amp; Strategy Magazine # 1</b>		<b>106461</b>	Udo Grebe COMMAND & STRAT	<b>\$9.00</b>		New	zl	Going		Z
Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocalypse Pearl Harbor. 280 die cut counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05										
<b>Command &amp; Strategy Magazine # 4</b>		<b>102086</b>	Udo Grebe COMMAND & STRAT	<b>\$9.00</b>		New	zl			Z
Mag + Game. w/ Comrade Koba, Game of Stalinist Survival, a card game of political and physical survival during the Soviet Great Terror era. Simple game for 2-4 players in which you try to gain power, stay alive and rat on your enemies. A.Fager'05 / Also includes part 4 of Peral Harbor, with two mapboard sections, 280 die cut counters. Articles on gaming convention in Essen; history of Assyria, part 3; Op Kadesh errata; Wellington designer notes; Burmese opium war of 1967. '05										
<b>Command &amp; Strategy Magazine # 5</b>		<b>106292</b>	Udo Grebe COMMAND & STRAT	<b>\$9.00</b>		New	zl	Going		Z
Mag + Game. w/ part 5 of Pearl Harbor game installmentw/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading); index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.										
<b>Command &amp; Strategy Magazine # 6</b>		<b>106462</b>	Udo Grebe COMMAND & STRAT	<b>\$9.00</b>		New	zl	Going		Z
Mag & Game & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. Also includes pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07										

## MINIATURES Rules &amp; Figures, All Eras

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## MINIS: Medieval

<b>Dux Bellorum, Arthurian Wargame Rules</b>	<b>101833</b>	Osprey Military Books	<b>\$12.00</b>	New	Bk					4
Miniatures rules set covering the early Medieval period in Britain, their dark ages of 367-763AD. Intended for grand tactical games with each mini=50men. Forces can be Roman, Roman-allied Brits, Welsh, Saxons, Picts, Irish or raiders. '12										

## MINIS: Modern

<b>Clash of Armor: Rommel's Battles</b>	<b>91758</b>	Clash of Arms	<b>\$15.00</b>	New	Fo	Going				2
6 scenarios for mini btl in which Rommel was involved, all at 1:100yds.										
<b>A World Aflame Miniatures Rules</b>	<b>98441</b>	Osprey Military Books	<b>\$12.00</b>	New	Bk					3
Miniatures rules set covering the various smaller wars occurring between WWI & WWII. Designed as a fun & fast minis game to handle the diverse conflicts of the 21 year period: Chinese Civil War, Irish War of Independence, Russian & Spanish Civil Wars. '12										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of- Print?	Game Scale	#-of Plyrs
<b>MINIS: Sci-Fi Minis</b>										
<b>Star Fleet Marines, Assault</b>		<b>106403</b>	Amarillo Design Group	<b>\$23.50</b>		New	Fo			1
First in a new line of games set in the Star Fleet Battles/Starmada, Fed Commander or Call to Arms universe (ie Star Trek). Covers tactical combat in a terrestrial or ship setting, and paralleling the space battles portrayed in these game series. Includes 560 units at squad level, with individual AFVs. Uses a simple Shoot-&Move system. Include 1 map. S.Cole'12										
<b>Star Fleet Marines, Last Stand</b>		<b>102685</b>	Amarillo Design Group	<b>\$23.50</b>		New	Fo			1
Second module in this new series set in the SFB/Starmada & Fed Commander universe. Focuses on ground combat at the squad level. Adds rules for external passengers, outposts, attacks on bases, adds new unit types (AFVs, heavy shuttles, ground bombardment shuttles), adds new terrain, plus 11 scenarios. Includes 560 counters & an updated rulebook. '13										
<b>ANCIENT, GREEK &amp; ROMAN Era, ?? BC -- 500 AD</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>ANCIENT: Strategic Level, Multi-Player +/- Multi-Era</b>										
<b>Ancient Conquest 2nd</b>		<b>96114</b>	Excalibre Games	<b>\$35.00</b>		New	BC			6
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, Lydians, Hittites, Elamites, Jews, Cimmerians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11										
<b>Conquerors, Romans &amp; Macedonians 2nd</b>		<b>101799</b>	Excalibre Games	<b>\$60.00</b>		New	BC			6
Update of 2 games that mate to cover most of ancient Mediterranean. Covers the Greek & the Roman eras, including Alexander's campaigns & the Punic Wars. 2 maps, 1200 countersheet. R.Berg, J.Miranda'11										
<b>ANCIENT: Pre-Greek Topics (? - 600 BC)</b>										
<b>Kadesh, Day of the Chariot #21</b>		<b>96052</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			3
Mag & Game. Includes 20 variant counters for Imperial Sunset #17. Main game covers Ramses II's victory over the Hittites at Kadesh. 2 scenarios depict rival historical interpretations, plus another that follows the script the historical leaders had agree upon. 120m/hex, 100chariots/unit--and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alamein in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08										
<b>Chandragupta, Grt Btls of Mauryan Empire</b>		<b>105110</b>	GMT Games	<b>\$25.00</b>		New	BC			3
13th game in the Great Battles of History series. Covers the rise & fall of the greatest of India's ancient empires, the Maurya, 319-216BC. Covers the fourfold division of the Indian military system, including the elephant & battle chariots. 8 scenarios, 2 backprinted maps, 3 countersheets. '08										
<b>ANCIENT: Greek &amp; Macedonian Dominance (600 - 400 BC)</b>										
<b>Go Tell the Spartans #6 2nd</b>		<b>94547</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			3 1
Mag & Game. Reprint of the boxed version Mag & Game & larger format counters. With errata counters for Nap at the Berezina (10), Khe Sanh (26), North Wind Rain (4). Solitaire game (w/ 2-3 player option) of the heroic Greek defense of the pass at Thermopylae against the Persian hordes by a relative handful of soldiers, Aug.480BC. A grand tactical game with some sophistication, played on a matrix of squares with the Greeks defending a wall across the center of the pass. 252 counters (including erratas), 100men/unit, 1day/turn (with many action rounds). R.Markham'10										
<b>Siege of Syracuse, 415-413BC</b>		<b>104843</b>	ATO - Turning Point Simulations	<b>\$23.50</b>		New	HP			4
Game of the Athenian campaign against Syracuse in Sicily during the Peloponnesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13										
<b>Athens &amp; Sparta</b>		<b>86659</b>	Columbia Games	<b>\$67.50</b>		New	BC			6
Strategic level, block system game of the Peloponnesian War, 431-404BC, both on land & at sea. Fast playing, and covers all of Greece and the lands bordering the Aegean Sea. Includes 100 blocks, 25 event cards. T.Dalgliesh'07										
<b>Sparta vs. Athens #286</b>		<b>104169</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			6
Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"1/8mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.										
<b>Conquerors, Alexander</b>		<b>101855</b>	GMT Games	<b>\$25.00</b>		New	BC	Going		6
Card-driven game of Alexander the Great's 3 year campaign that conquered the Persian Empire, defeating 3 large Persian Armies in the process. Includes 55 cards, 1 map, 128 counters. Uses a point-point movement system. Army/fleet level. R.Berg'06										
<b>Great Battles of Alexander: Tyrant</b>		<b>90833</b>	GMT Games	<b>\$15.00</b>		New	zl			2
Kit covering 12 battles in the recurring wars between Carthage & Syracuse. Includes 140 counters, 1 fullsized map, rules & 12 scenarios. D.Fournie'03										
<b>Hellenes, Campaigns of Peloponnesian War</b>		<b>106454</b>	GMT Games	<b>\$28.00</b>		New	BC			6
Simpler block-system game by a veteran block designer covering the Peloponnesian War. Area movement, Yearly turns. Multiple scenarios, 146 blocks. Generally a more sophisticated product than the Columbia Game on the identical subject. C.Besinqe'09										
<b>Hoplite, Warfare in the Hellenistic Age</b>		<b>104527</b>	GMT Games	<b>\$50.50</b>		New	BC			3
15th game in the GBOH Great Battles of History series of grand tactical ancient & medieval battles series. This game covers 11 key battles in the Perisan & Hellenistic Age in ancient Greece, 5th-4th centuries BC. Covers the battles of Ephesus, Marathon, Plataea, Mycaea, Tanagra, Delium, Cunaxa, Nemea, Coronea, Leuctra & Mantinea. 4 countersheets, 3 dbl-sided maps. 100yd/hex. G.Rochegrosse'14										
<b>ANCIENT: Romans &amp; the Barbarians (400 BC - 600 AD)</b>										
<b>Boudicca, Warrior Queen [Druid 2nd] # 35</b>		<b>105673</b>	Against the Odds Magazine	<b>\$23.50</b>		New	HP			6
w/mag & game. Redesign of WEG's Druid, a 2 player game of Boudicca's (Queen of the Iceni) rebellion against Rome, 61AD, in Britain. Complete graphic overhaul of earlier game and now uses card-driven mechanics. Key is tribal activation & alliances. 240 counters, 36 cards, simpler mechanics. R.Berg'12										
<b>Metaurus, Battle of the...</b>		<b>105676</b>	ATO - Turning Point Simulations	<b>\$23.50</b>		New	HP			3
Chosen as one of the 20 decisive battles of world, this otherwise obscure battle proved decisive during the 2nd Punic War. While Hannibal was trouncing the Roman countryside, in 207BC his brother, Hasdrubal, approached Italy with a reinforcing army. The Romans thought it essential to prevent the two armies from uniting, so attacked Hasdrubal with decisive force. The Romans have superior numbers & training, the Carthaginians have a diverse army & superior position. 200 counters, mounted board, relatively simple. R.Berg'13										
<b>Rome at War, Queen of the Celts [pin up]</b>		<b>97849</b>	Avalanche Press, Ltd.	<b>\$42.00</b>		New	HC			3
More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate (cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition. that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07										



<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Rome at War, Queen of the Celts</b>		<b>82999</b>	Avalanche Press, Ltd.	<b>\$32.50</b>		New	HC			3
"Safe" box cover art ■ "Safe" (& ugly) box cover art. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07										
<b>Julius Caesar</b>		<b>106128</b>	Columbia Games	<b>\$63.00</b>		New	BC			6
Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalglish'10										
<b>Caesar's War, the Conquest of Gaul</b>		<b>106177</b>	Decision Games	<b>\$8.50</b>		New	Fo			6
Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13										
<b>Chalons, Fate of Europe</b>		<b>103965</b>	Decision Games	<b>\$15.00</b>		New	Fo			3
New design using the DG folio format. Covers the battle of Chalons in 5th century where a Roman army challenges the dominant Huns under Atilla who had seized much of Europe with their bow-armed cavalry. '10										
<b>Hannibal's War #254</b>		<b>88446</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			6 4
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.										
<b>Julian, Triumph Before the Storm #266</b>		<b>96290</b>	Decision Games S&T Games	<b>\$24.00</b>		New	n			6
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10										
<b>Trajan, Ancient Wars Update Kit</b>		<b>104717</b>	Excalibre Games	<b>\$46.00</b>		New	BC			4
Kit updating the 4 games based on the Trajan game system, with new rules & 180 counters allowing players to link the four games, plus new scenarios (Trajan, Roman Civil War, Caesar in Gallia, and Germania). Kit includes unified rules set, and the new components printed in 2004. Also includes as a bonus the map & counters to one of the 4 games (Caesar in Gallia) of the series. J.Miranda'04										
<b>Caesar, Great Btles of...: Veni Vidi Vici</b>		<b>95003</b>	GMT Games	<b>\$15.00</b>		New	zl			3
Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99										
<b>Cataphract: Attila Kit</b>		<b>90826</b>	GMT Games	<b>\$15.00</b>		New	zl			3
Kit adding 2 of the battles Attila fought against the declining Romans, Utus 447AD and Catalaunian Fields 451AD. Requires Cataphract to play. '03										
<b>Conquest of Gaul 2nd</b>		<b>104615</b>	GMT Games	<b>\$45.50</b>		New	BC			2
Reprint of this Great Battles of History system game of tactical combat during Caesar's war to subjugate Gaul, 58-52BC. 6 scenarios, w/ simplified leadership rules plus new rules. 840 counters, 2 maps, scenarios for the 3 major land battles plus a full invasion campaign. Great for solitaire play. M.Herman, R.Berg'06										
<b>SPQR, Art of Warfare...Barbarian Kit</b>		<b>105120</b>	GMT Games	<b>\$19.00</b>		New	zl	Going		2
Module #5 for SPQR (either 2008 or original), adding rules, charts & 140 counters for 5 btles between Rome & surrounding tribes early in the republic's history: Lautulae (315BC), Tiferum (297BC), Sentinum (295BC), Telamon (225BC), Cremona (200BC). '08										
<b>Spartacus Imperator</b>		<b>101200</b>	Hexasim Games	<b>\$37.00</b>		New	BC			4
Game of each of the 3 Servile (slave) Wars of ancient Rome: Spartacus (73-71BC), Tryphon (104-101BC) & Eunus (139-132BC). In each, the slaves must fan the rebellion quickly & solicit all the enslaved area's help before Rome can assemble its powerful forces. Players can take a very limited number of actions that vary with the season, and balance risks & rewards in exposing their leaders & forces to battle. Victory conditions continually change. Map covers Italy plus Sicily. A rousing game. '11										
<b>Iberos, 2nd Punic War in Hispania</b>		<b>102983</b>	Ludopress	<b>\$55.00</b>		New	HC			6
Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02										
<b>March on Rome</b>		<b>63597</b>	Schutze Games	<b>\$29.00</b>		New	Fo			6 4
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.Schutze'02										
<b>History of the Roman Empire</b>		<b>104625</b>	Udo Grebe Game Design Co.	<b>\$18.00</b>		New	BC			6 4
2-4 player, strategic, area move game of the decline & fall of the Roman Republic & Empire, 60BC to 476AD. Covers the entire Mediterranean using provincial areas. Emphasis is enjoyable play rather than strict history. Includes 42 Roman factions & 34 peoples pressing in on Rome. Each player controls both Roman & Barbarian factions. Goal is to accumulate victory points, which can be spent for new armies & forts or to mobilize a tribe. Played w/ 55 event cards. U.Grebe'08										
<b>Bellum Gallicum II [2nd]</b>		<b>106121</b>	VAE VICTUS Stand-Alone Games	<b>\$24.50</b>		New	Fo			4
Game of Caesar's campaigns in Gaul, 58-51BC. Rome attempts to subdue Gaul while the Gauls under Vercingetorix attempt to secure their freedom. 9 annual scenarios. Revised from games published in Casus Belli #68 & 69. Components in English. F.Bey'12										
<b>Caesar Imperator, Britannia #112</b>		<b>102568</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			4
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										
<b>Furor Barbarus #109</b>		<b>102533</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			4
Mag & game. Game using the A La Charge sytem to cover 4 grand tactical battles involving the Romans, Franks, Visigoths, Huns & other ethnic groups battling for space in the late 5th century AD. Battles include Campus Mauracius (451), Soissons (486), Tolbiac (496) and Vouille (507). Includes 108 die cut, dbl-sided counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs.										
<b>Imperator # 42</b>		<b>100525</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			8
Mag + Game. w/68pg mag. Strategic level game of Rome's situation from Marcus Aurelius to Caracalla (161-217AD) in all of Europe, N.Africa & the Middle East. Legion/tribe level. Also includes counters & Arnhem & Bastogne scenarios for En Pointe. 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 grognard.com/vaevict.html. '02										
<b>Pax Romana, Defendre L'Empire! #91</b>		<b>92411</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			6
Mag + Game. w/68pg mag. (Strategic level game of the Roman defense of its empire in its waning days.) French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10										

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<b>Semper Victor, Imperator II # 56</b>		<b>100535</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			8
Mag + Game. ■ Mag + Game. w/68pg mag. Sequel to earlier Imperator, this game also covers Rome's battle against all of Europe's & N.Africa's barbarians. Area move, 6 scenarios. 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 grognard.com/vaevict.html.'04										
<b>ANCIENT: Tactical Land Combat</b>										
<b>Commands &amp; Colors, Ancients 5th</b>		<b>107006</b>	GMT Games	<b>\$43.50**</b>		New	GB **			3
2014 reprint ■ 2014 Reprint of 2nd ed with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimene 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Ilipa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'14										
<b>Commands &amp; Colors, Ancients: MOUNTED MAP</b>		<b>105467</b>	GMT Games	<b>\$15.00</b>		New	Fo			3
Mounted map for this game. '11										
<b>Commands &amp; Colors: Greeks &amp; E.Kngdms 2nd</b>		<b>102366</b>	GMT Games	<b>\$40.00**</b>		New	DC **			3
Reprint ■ Reprint of this 1st expansion kit covering Greece & the eastern Kingdoms. Includes a 2nd ed. rulebook w/ 5 additional scenarios (now 21 total). R.Borg'13										
<b>Simple Great Battles of Hist Btl Manual</b>		<b>96267</b>	GMT Games	<b>\$12.00</b>		New	Bk			3
Booklet containing a Simple GBOH version of every battle/scenario published in C3i mag (thru issue #14) or in the SPQR Player's Guide. Nearly 60 scenarios in all are included. Scenario booklet plus 140 counters, plus a complete, update SBGoH rulebook. Requires possession of base games & original C3i articles (available online for out of print issues on GMT's website). '06										
<b>Simple Grt Btls of History Playbook 2nd</b>		<b>92933</b>	GMT Games	<b>\$15.00</b>		New	zl	Going		3
Kit providing streamlined, fast playing rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their modules. Allows simpler, faster play of existng scenarios in this game series, and requires original games to play. R.Berg, M.Herman'04										
<b>ANCIENT: Tactical Naval Combat</b>										
<b>War Galley 2nd</b>		<b>100836</b>	GMT Games	<b>\$45.50</b>		New	BC			1
Reprint of this game of ancient naval warfare using an evolution of the Great Battles of History system. Fast playing with half the rules of a typical GBOH game, yet includes all aspects of galley ship warfare. Includes 560 1" ship counters, 560 1/2 counters, 2 maps, 13 scenarios of all scales & special rules for flames, diekplus, etc. R.Berg, R.Herman'06										
<b>Chicken of the Sea</b>		<b>83489</b>	One Small Step	<b>\$8.00</b>		New	n			1
Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94										
<b>MEDIEVAL Era, 500 -- 1400 AD</b>										
email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>MEDEIVAL: Period Generally</b>										
<b>Reconquista, Struggle for Iberia #279</b>		<b>103824</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n	Going		6
Mag & game. Game of the conflict between Christians & Moslems in Iberia, 850-1250AD. Map depicts what is now Spain & Portugal & a bit of France using areas. Basically a 2-player game but can be played by multiple players as factions rise & fall. 25yrs/turn, 228 countrs. J.Romero'13 / ARTICLES ON: The Reconquista, Christian conquest of Spain; Taiwan invade, 1661 & 1683; a Chinese Navy Aircraft Carrier; Analysis of the battle for Peleliu, 1944; Analysis of the T-55 tank; first commander of the Alamo; Operation Matterhorn, bombing Japan from China; Putin's strategy for Russia; Confederate spies in Tennessee; 1869 Telegrafo affair, the last of the Caribbean pirates.										
<b>MEDEIVAL: Britain</b>										
<b>Hammer of the Scots 3rd</b>		<b>106608</b>	Columbia Games	<b>\$63.00</b>		New	BC			6
3rd ed updates the map artwork. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalgliesh, J.Taylor'09										
<b>Richard III, Wars of the Roses</b>		<b>104126</b>	Columbia Games	<b>\$59.00</b>		New	BC			6
Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 42 event cards. J.Taylor'09										
<b>MEDEIVAL: the Crusades</b>										
<b>Crusader Rex 2nd</b>		<b>102155</b>	Columbia Games	<b>\$59.00</b>		New	BC			6
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalgliesh'11										
<b>Acre, the Third Crusade Opens</b>		<b>103856</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Btls of the Ancient World (now Btls of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12										
<b>Arsuf, Lionheart v Saladin</b>		<b>101980</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Btls of the Ancient World (now Btls 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										
<b>Kingdom of Heaven, Crusader States</b>		<b>104645</b>	Multi-Man Publishing,	<b>\$59.00</b>		New	BC			6
Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusades plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrestian'12										
<b>Lion &amp; the Sword 1191</b>		<b>93818</b>	VAE VICTUS Stand-Alone Games	<b>\$26.00</b>		New	Fo			3
Game of two grand tactical battle during the Crusades involving Richard the Lion Hearted. Richard faces Muslim forces on Cyprus, May 1191 in a see-saw battle. The second battle has Richard in sole control of the Crusades as Saladin attacks in Palestine, Sept 1191. 250m/hex, 30min turn. English components. '10										
<b>A la Charge! Deux Bat due Xle Siecle #87</b>		<b>93809</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Grant tactical game of 2 battles of the dark ages: Civitate 1053, Pope v Normans; and Kalavryai 1078, rebels v loyalists. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html.'09										
<b>MEDIEVAL: Tactical Battles</b>										
<b>Golden Horde, Kulikovo 1380 #18</b>		<b>106356</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			3
Mag & Game. Game of the pivotal 1380 battle of Kulikovo in which a Russian prince leads a force that defeats the Mongol's hold on Russia and opens its future as an independent nation. Uses the Suleiman/Men at Iron game system. Focus is on one large battle at a small scale. 295yd/hex. c.750men/unit, abstract time/turn over the 4hr battle. Articles on Russia & the Golden Horde; comparison of the Mongols with other memorable empires in history; 4th generation wargames; role of weather in games; including fog of war; the War of 1898 from Spain's standpoint; von Spee's raider squadron, 1914. R.Berg'07										

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Tours, Battle of..., 732AD</b> Vol 7 of the 20 Decisive Battles series. Smaller game of the pivotal battle of Tours, 732AD, as Charles (grandfather of Charlemagne) stems the Muslim expansion from Iberia into what is now France and began a 700yr counterattack that ultimately drove the Muslims out of Europe. The two armies are different - the Muslims are light & mobile, and fight in small groups. The Franks are in transition between Roman-style heavy infantry & the knights of later days. 100 counters. R.Berg'12		<b>104523</b>	ATO - Turning Point Simulations	<b>\$20.00</b>		New	HP			3
<b>La Batalla de Las Navas #34</b> Mag & game. Spanish-produced, Spanish-language mag & game (English rule translation available by download). Game covers a key battle in 1212 as the Christians press home their attempt to re-capture the Iberian Peninsula from the Muslims. Counters are die-cut. English rules translation included & also available from Grogard.com '11		<b>102989</b>	Alea Magazine (Ludopress)	<b>\$33.00</b>		New	n			3
<b>Guelphs &amp; Ghibellines</b> 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		<b>105855</b>	Europa Simulazioni	<b>\$45.00</b>		New	BC	Going		3
<b>Swords of Sovereignty</b> 12th game in the Au Fil de l'Epee (By the Edge of the Sword) game series. Covers two battles of the 13th century: Bouvines 1214 & Worringen 1288, both of which help define French & Belgian identities. At Bouvines, Imperial troops under Otto face the French King Phillip, with both sovereigns personally imperiled; the French prevailed. At Worringen, two coalition armies reinforced by local militias, leading to the emergence of a powerful new Duchy of Brabant. Includes dbl-sided map, 216 counters. F.Bey'13		<b>103740</b>	Ludifolie Editions	<b>\$20.00</b>		New	zl			3
<b>Au Fil de L'Epee # 45</b> Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical game of 4 medieval battles: Muret 1213, Bouvines, 1214, Lac Peipous 1242, Benevento 1266. Hex based, each battle has own map. Hex based, 200m/hex. 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 grognard.com/vaevict.html. '02		<b>94592</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			3
<b>Champs de Bataille / Les Ages Sombres #9</b> Mag + Game. ■ Mag + Game. Magazine & game in entirely in French. Game is good sized w/ colorful components & maps; counters on thick cardstock & must be cut apart (& perhaps mounted). Game covers 2 key battles in French history, the battle of Soissons 486 and Poitiers 732. 50m/hex, 384 counters. P.Oliver'96		<b>102553</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			3
<b>GUNPOWDER Era, 1401 -- 1799 AD</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>GUNPOWDER: The Renaissance Generally</b>										
<b>Virgin Queen, Wars of Religion 1559-1598</b> Sequel to Here I Stand, VQ is a game of wars in the world during the reign of Queen Elizabeth I, 1559-98. Uses the Here I Stand game system that covered the prior 40 year to cover the latter half of the 16th century. Puts oceanic expeditions under players' direct control, alters the diplomatic system, streamlines the religious system, offers arranged marriages & patronage systems. 4.5 countersheets, 134 cards, mounted map. E.Beach'12		<b>104103</b>	GMT Games	<b>\$59.50**</b>		New	DC **			6 M
<b>GUNPOWDER: Conquering the New Worlds</b>										
<b>King Philip's War</b> Game of savage guerilla combat between frontier Indian tribes and colonials of America in 17th century that ultimately resulted in 2600 white & 6000 Indian deaths. King Philip, an Indian leader, leads a loose assortment of Indian tribes that might come to include the Mohawks seeking to capture either of the key settlements of Boston or Plymouth. '10		<b>106584</b>	Multi-Man Publishing,	<b>\$36.00</b>		New	BC			4
<b>Old World New World</b> Fast playing, 2-4 player game in which players are explorers & settlers colonizing a new land. The land form is revealed slowly during play, and players can influence things to suit their needs. But any well laid plan can go awry due to barbarians, weather & bribery. A.Smith'14		<b>106244</b>	Victory Point Games	<b>\$22.00</b>		New	SC			8 4
<b>GUNPOWDER: the Ottoman Empire</b>										
<b>Lash of the Turk #30</b> Mag & Game. Includes 3 games. LASH is a full-sized, operational level game of key campaigns of the 16-17th century during the time of Suleiman the Magnificent as the Ottoman Empire was on the rise & threated SE Europe. Map covers area between Vienna & Bucharest. 4 scenarios. 240 counters. A.Nunez'11 / WHEN THE WEST CAME EAST is a small, solitaire game of the 1st Crusade. Area move 8.5x11" map covers Turkey & the Middle East. 40 counters/ DASH OF PEIPER is a sampler game of Peipers dash to the Meuse during the Btl of the Bulge 1944. on a postcard. '11 / ARTICLES ON: Suleiman's Attack on Europe 1521-66; 1683 campaign for Vienna, the Ottoman's High Water Mark; Ottoman Empire's manpower resources; Janissaries in the Ottoman army; Biafra! game design; Designing games for cause v effect in historical games; the South's ability to win the Am Civil War, and the Lost Cause Ideology; Burma Theatre in WW2; play balance in wargames; technology of war & crafting games (J.Prados).		<b>99436</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			6 5
<b>Suleiman the Magnificent #9</b> v3#1. Mag & Game. Simpler, grand tactical game of the massive Aug. 1526 battle at Mohacs in which the Ottoman Empire overwhelmed the Kingdom of Hungary. 225yd/hex, c.750men/unit. 240 counters. R.Berg'04		<b>95495</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			3
<b>Lepanto, Battle of... #272</b> Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WW1; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.		<b>96146</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			4
<b>GUNPOWDER: 30 Years' War</b>										
<b>Breitenfeld, Enter the Lion of the North</b> Folio game using the new Pike & Shot game system. Covers the first major battle involving Gustavus Adolphus who uses smaller, thinner formations allowing greater flexibility & speed than the Imperial units of musket ringed pikemen he fought. System intends that inf & artil breakup the enemy lines such that cavalry can destroy it. Regt level, 200yd/hex. '13		<b>101937</b>	Decision Games	<b>\$14.50</b>		New	Fo			4
<b>Saints in Armor</b> 6th game in the Musket & Pike series. Game including 6 battles from the early years of the 30 Years War, a period in which the Imperial & Catholic forces were largely victorious. Includes battles of: White Mountain (1620), Wimpfen (1622), Hochst (1622), Fleurus (1622), Stadtlonn (1623), Lutter am Barenberge (1626). Uses the Musket & Pike Battle system. 3 maps dblsided, 840 counters. 20-30min/turn, 100yd/hex, rgt/brig level. B.Berg, A.Hansen, D.Ekberg'12		<b>99773</b>	GMT Games	<b>\$46.00</b>		New	BC			3
<b>Won by the Sword</b> First of an intended game series covering the battles & campaigns of the Thirty Years War. Operational level with a point-point map of the key state of Bavaria (southern Germany). Offers limited intelligence via off-map force displays. Each army expends one card per impulse that determines activity level, supplies, etc. 1mo/turn, Rgt level, 1"/12km. Includes 1 map, 4 countersheets, 55 cards, full campaign plus shorter 1632-48 scenario. B.Hull'14		<b>105481</b>	GMT Games	<b>\$37.00</b>		New	BC			4
<b>GUNPOWDER: 100 Years' War, 1337-1453</b>										
<b>Joan of Arc, Victory 1429AD</b> Strategic level game of the campaign for Orleans, including its siege & relief, beginning April 1429. The French must consolidate a disparate army, and accomodate the randomness of Joan's inspiration (voices), while the Brits has to keep the Scots in mind & minimize the involvement of the Burgundians. 200 counters, 1mo/turn, map covers much of France. A.Nunez'12		<b>104838</b>	ATO - Turning Point Simulations	<b>\$20.00</b>		New	HP			6

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<b>Black Prince, Crecy &amp; Navarette #260</b>		<b>90914</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			3
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & 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										
<b>GUNPOWDER: English Civil Wars</b>										
<b>'45, the Jacobite Rebellion of 1745</b>		<b>93103</b>	Decision Games	<b>\$30.00</b>		New	HC			6
Intriguing gm of a rgt-lvl, area move gm of Bonnie Prince Charlie's attempt to retore the Stuart line to the throne of England. Covers all of England & Scotland. 6 scenarios & campaign. '95										
<b>Blood &amp; Roses, War of the Roses 1455-87</b>		<b>103863</b>	GMT Games	<b>\$39.50</b>		New	BC			3
Fast playing, simpler game of the key battles of Britain's War of the Roses, 1455-87, with lots of period color & bloodshed. High solitaire suitability. Covers 7 battles: 1st St. Albans (1455), Blore Heath (1459), 2nd St. Albans (1461), Towton (1461), Barnet (1471), Tewksbury (1471), Bosworth (1485). 1-5hrs/game, 50yd/hex, 250inf/unit. R.Berg'14										
<b>Crown of Roses, 15th Century England</b>		<b>99107</b>	GMT Games	<b>\$53.00**</b>		New	DC **	Going		6
Block-style game of England's 35yr War of the Roses. Players assume the role of dynasties - Lancasters or Yorks; 4 player game adds Staffords & Nevilles/Warwicks. Lots of chaos & high replay value. 2 countersheets, 110 cards, wooden blocks. Designed to play in 3 hours & offers excellent replay. S.Cuyler'12										
<b>Sun of York</b>		<b>95644</b>	GMT Games	<b>\$25.00</b>		New	BC			3
Card game of various tactical battles during one of Englands many civil wars, the War of the Roses. All the major leaders of the day are represented by cards as are troops & mercenaries, terrain, events, orders, etc. Successfully depicts how chaotic the melees often were, and the difficulty of retaining command control. 220 cards, 140 markers. M.Nagel'11										
<b>Irlande 1798 #86</b>		<b>93806</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. The first week of the war in Ireland, 1798, which was supported by the French. 1day/turn, 8km/hex, and covers the area in NW Ireland. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; English rules translations for most issue games available via download. J-P.Gury'09										
<b>Frederick's War: Highland Charge Kit</b>		<b>106989</b>	Worthington Games	<b>\$13.50</b>		New	Fo			3
Kit requiring Frederick's War to play. Covers the Jacobite rebellion, the last of Britain's wars fought on home soil. Covers five battles: Sheriffmuir, Glen Shiel, Prestonpans, Falkirk & Culloden. These battles were a clash of cultures as well as military tactics: the Scottish Highlanders relied upon assault & the Highland charge. British loyalists, including Scot militia, used the linear tactics of the day including volley fire, artillery & bayonet charges. Req Frederick's War game to play. '13										
<b>Scotland Rising, Bannockburn 1314</b>		<b>106426</b>	Worthington Games	<b>\$30.00</b>		New	BC			3
Game noting the 700th anniversary of the Scottish victory at Bannockburn. Led by Robert the Bruce, the Scots decisively defeated a British army under Edward II. Fast playing, simpler game with colorful counters. '14										
<b>Royalists &amp; Roundheads III</b>		<b>103633</b>	Worldwide Wargamer (3W)	<b>\$28.00</b>		New	HC			3
Modestly simple quad of 4 more btl from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92										
<b>GUNPOWDER: 7 Years' War &amp; Frederick the Great</b>										
<b>Soldier Kings, Enlightened Warlords PG</b>		<b>100692</b>	Avalanche Press, Ltd.	<b>\$15.00</b>		New	Bk			6 8
PLAYERS GUIDE for the game of Soldier Kings. Provides strategy for each of 7 scenarios & factions, plus historical info. '11										
<b>Lobositz, First Battle of 7 Years War</b>		<b>105415</b>	Clash of Arms	<b>\$42.00</b>		New	BC			3
Battle of Lobositz in which Frederick the Great defeats the Austrians, who attempted to aid the the besieged Saxons. Smaller, 1map game; V.5 in the Battles of the Age of Reason system. '05										
<b>Frederick's War, Austrian Sucession #262</b>		<b>92103</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			6 4
Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.										
<b>Clash of Monarchs, Seven years War</b>		<b>101281</b>	GMT Games	<b>\$45.00</b>		New	BC	Going		8 4
2-4 player game at the strategic level of the Seven Years War, 1756-63. Card-driven game system using point-point movement. Split card decks allows early & late war events as well as depicting all the political & financial events of the Seven Years War without additional rules. Army units are detailed, with many unit types & 60 tactical chits varied by nation and phase of the war. Britain & France also fight with each other off-map via a table that can influence play. Multiple scenarios encompassing 1 or 2 year periods plus entire campaign. 3 countersheets, 110 cards, 1 map. 3wks/turn, B.Kalinowski'08										
<b>Leuthen, Frederick's Greatest Victory</b>		<b>106735</b>	Victory Point Games	<b>\$26.50</b>		New	SC			3
Small game using the Drums & Muskets system to depict Frederick the Greats biggest victory, the battle of Leuthen 1757. Frederick attacks an Austrian army double that of his army just before the first snows fall. Includes 53 counters, 25 illustrated, color cards. 1hr/turn, 1km/hex, division level. F.Chadwick'14										
<b>GUNPOWDER: War of Spanish Succession, 1701-14</b>										
<b>Poltava's Dread Day, Great Northern War</b>		<b>105036</b>	ATO - Turning Point Simulations	<b>\$20.00</b>		New	HP			6
Chosen as one of the 20 most decisive battles of history. Strategic level game of Sweden's war with Russian, 1700-22, at end of which it had lost the war, an army, its monarch and its standing in Europe. The major players of Europe takes sides (and switch sides) to serve their own purposes in a war focused on Poland & the Baltic Sea. 6mo/turn, initiative-driven, with few replacements. J.Juneau'12										
<b>No Peace Without Spain</b>		<b>106981</b>	Compass Games	<b>\$46.00</b>		New	BC			8
Strategic level, card-driven game of European conflict during the War of Spanish Success (1702-13) after King Carlos II of Spain dies heirless & the Bourbon-Hapsburg feud erupts. Point-point map, 55 cards that activate armies & provide events. D.Herdon'11										
<b>Marlborough's Btls, Ramillies etc #256</b>		<b>94515</b>	Decision Games S&T Games	<b>\$19.00</b>		New	n			3
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.										
<b>Pax Baltica 2nd</b>		<b>105786</b>	GMT Games	<b>\$37.00</b>		New	BC			6
Update of the Swedish Three Crowns block-system game of the Great Northern War, 1700-21, that broke Swedish domination of the Baltic. This war was something of a sideshow of the War of Spanish Succession, and included an alliance between Russia under Peter the Great, Denmark & Saxony-Poland. Special events (including plaques) make the best laid plans a gamble. 5 scenarios of varying length. Seasonal turns, area movement over much of north & eastern Europe. 72 wooden blocks, 57 cubes. S.Ekstrom, G.Bjorkman'12										
<b>GUNPOWDER: War of Austrian Succession, 1740-8</b>										
<b>Fontenoy, Battle of... May 1745</b>		<b>106270</b>	Clash of Arms	<b>\$53.50</b>		New	BC			4
Colorful game in the La Bataille style, using the Age of Reason system to cover a key battle of the War of Austrian Succession. Marshale Saxe's French defend against a mixed Allied force. Also includes a second game, Battle of Melle, July 1745. 840 counters, 3 maps. M.Hinkle'12										



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<b>Prague, the Battle of..., 6 May 1757</b>		<b>106274</b>	Clash of Arms	<b>\$59.00</b>		New	BC			4
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14										
<b>Austrian Succession, War of the... #289</b>		<b>105993</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			4
Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2.										
<b>Victories of Marshal Saxe</b>		<b>106123</b>	VAE VICTUS Stand-Alone Games	<b>\$26.00</b>		New	Fo			3
Covers 3 battles from the War of Austrian Succession, 1745-7, in which Marshal Saxe, leading the allied Pragmatic Army soundly defeated his opponents. Covers Fontenoy, 1745; Rocoux, 1746; Lauffeld, 1747. Includes a double-sided map, 216 counters. 3-400m/hex, 1hr/turn, rgt/brig level. '12										
<b>GUNPOWDER: Reformation Period Wars, 1517-55</b>										
<b>Mighty Fortress 2nd</b>		<b>103625</b>	Excalibre Games	<b>\$30.00</b>		New	BC			6 6
Includes 2009 Setup/Victory Condition card set update. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11										
<b>GUNPOWDER: Japan &amp; Asia</b>										
<b>Most Dangerous Time</b>		<b>89997</b>	Multi-Man Publishing,	<b>\$52.00</b>		New	BC			6 M
Game the final period of civil war within medieval Japan, 1570-1584, as Oda Nobunaga takes on all comers. One player takes the role of Nobunaga, the other (up to 3) oppose him. Includes 110 cards. T.Nakamura'09										
<b>GUNPOWDER: Other Pre-Modern Wars</b>										
<b>When Lions Sailed #268</b>		<b>94974</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11										
<b>GUNPOWDER: Tactical Battles</b>										
<b>Thunder Upon the Land #42</b>		<b>105407</b>	Against the Odds Magazine	<b>\$27.00</b>		New	HP			3
Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counters, with a wing-activation system. P.Rohrbaugh, L.Tohver'14										
<b>Tercios 1490-1690 #30</b>		<b>102991</b>	Alea Magazine (Ludopress)	<b>\$18.00</b>		New	n			3
Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunes 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.										
<b>Pavia, Climax of the Italian Wars</b>		<b>105270</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the new Pike & Shot game system. Covers the climactic battle of the Italian Wars as France & the Hapsburgs vie for control of Italy near the town of Pavia. Both sides field transitional armies with feudal knights, firearms, mercenaries, pikemen & tercios; the battle occurs in broken woods. Rgt level, 200yd/hex, simpler system. J.Miranda'13										
<b>Blue Cross, White Ensign</b>		<b>107005</b>	GMT Games	<b>\$40.00</b>		New	BC			1
3rd game in the Flying Colors series. Covers the naval war between Imperial Russia and the Swedish (in the Baltic) and Turkish (in the Black Sea & Mediterranean). 3 maps, 2 countersheets, 12+ scenarios, 100m/hex, 5-10min/turn. M.Nagel'14										
<b>Avec Infini Regret</b>		<b>106124</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	Fo			3
French-produced game with English Rules. Game covers 3 battles of the Wars of Religion in France in the 16th Century: Dreux 1562, Coutras 1587 & La Roche 1560. Includes a double-sided map, 216 counters, 100m/hex, 20-30min/turn. F.Coupeau, L.Closier'14										
<b>Les Bataille des Downs 1639 #99</b>		<b>102558</b>	VAE VICTUS Magazine	<b>\$23.50</b>		New	n			1
Mag + Game. ■ Mag & Game. Game covers the pivotal 1639 naval battle where the Dutch & an assortment of hired ships blockade a Spanish fleet to prevent resupply of an isolated Spanish army in Flanders. (Addtl variant counters for this game contained in Sicilie #103.) Magazine with all elements printed in French; English rules may be available for download on the internet. '11										
<b>Les Deus Batailles de Saint-Albans # 96</b>		<b>102546</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
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 grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, France, in 1455 & 1462. '11										
<b>Nieuport 1600 #105</b>		<b>102539</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			3
Mag + Game. ■ Mag & game. Grand tactical game of a pivotal battle of Nieuport, 1600. Historical & variant scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12										
<b>REVOLUTIONARY AMERICA, 1759 -- 1815 in North America</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>REVOLUTIONARY AMERICA: French &amp; Indian Wars</b>										
<b>Quebec 1759, 2nd</b>		<b>106606</b>	Columbia Games	<b>\$45.00</b>		New	BC			4
The first block-style game produced. Map bears Gamma II copyright. V.simple game of the French & Indian War in which France lost all control to parts of Canada. Great beginners game; plays quickly and rewards a good strategy. T Dahlgliesh, Gutteridge '85										
<b>Ticonderoga, BtIs for Lake George #277</b>		<b>100125</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.										
<b>Batailles pur la Nouvelle-France #44</b>		<b>102551</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			6
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 grognard.com/vaevict.html. '02										
<b>Hold the Line: French &amp; Indian War Kit</b>		<b>105107</b>	Worthington Games	<b>\$16.00</b>		New	Fo			3
Kit adding the rules, 5 scenarios, French & Indian units, etc, to cover battles from the French & Indian War of 1759-61 using Hold the Line. '08										
<b>REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level</b>										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>End of Empire 1744-1782</b>		<b>105098</b>	Compass Games	<b>\$66.50</b>		New	BC			6
Vastly updated & enlarged game previously published in Command Mag. Covers the 3 wars fought in North America between 1744 & 1782: King George's War (part of the War of Austrian Succession), the French & Indian War (part of the Seven Years' War) and the American Revolution. Map covers all of the eastern seaboard of the US & Canada, down to Louisiana. 4 countersheets, 2 maps, 2mo/turn, 20mi/hex, regt & fleets, relatively complex. '14										
<b>Newtown &amp; Oriskany</b>		<b>100869</b>	GMT Games	<b>\$43.50</b>		New	BC			3 M
8th game in the Battles of the Am Revolution series. Game depicts the United States' systematic invasion of "Indian country" with the avowed intent to destroy all Indian nations in the path of expansion, with the namesake battle occurring on 29 Aug 1779. This game modifies the movement system to reflect the dispersed nature of Indian warfare. Includes 2 opportunity card decks, pre-game Indian enhancements & U.S. limited intelligence, plus optional rules. Oriskany focuses on a sharp, 6 hour battle in which militia intending to relieve Ft. Stanwick are ambushed en route. 1 dbl-sided map, 176 counters. M.Miklos & D.Hanle'13										
<b>Washington's Crossing, Winter 1776-7</b>		<b>105967</b>	Revolution Games	<b>\$30.00</b>		New	HC			4
Operational level game of the 12 days of the Winter campaign of 1776-7 that included the two American victories of Trenton & Princeton as the British attempt to pacify New Jersey. First in the intended Campaigns of the American Rev series. 200 counters, 1.14mi/hex, 6hrs/turn, 1 map. R.Miller'12										
<b>New York 1776, the New York Campaign</b>		<b>105399</b>	Worthington Games	<b>\$43.50</b>		New	BC			4
Block-style, strategic/operational level game with tactical level battle resolution covering the British campaign to secure New York during 1776, early in the American Revolution. This campaign included the largest number of troops of the war, and involved a series of British amphibious landings aimed at trapping the American army. Both sides have ambitious victory conditions, making it a tough contest for both. M. & G. Wylie'14										
<b>REVOLUTIONARY AMERICA: American Revolutionary War - Tactical Level</b>										
<b>Saratoga 1777, Battle of...</b>		<b>104842</b>	ATO - Turning Point Simulations	<b>\$23.50</b>		New	HP			3
Chosen as one of the 20 decisive battles of world, this game covers the 1777 battle of the American Revolution that destroyed a small British army in what is now up-state New York, and gave the Americans standing in the world & hope of winning over the Brits. Covers both Bemis Heights & Freeman's Farm, and includes command control & fog of war issues. Includes 200 counters & mounted map. R.Markham'13										
<b>Germantown 1777</b>		<b>103869</b>	GMT Games	<b>\$25.00</b>		New	BC			3 6
Game of a key battle during the American Revolution, the battle of Germantown, Oct. 1777 near Philadelphia. 7th in the BtIs of the Am Rev series. Washington takes an opportunity to attack divided British forces, but his elaborate plan goes awry. 16 tactical battle cards, 176 counters (including errata counters for prior games in the series), 1 map. BtIn/regt level, 1hr/turn, 200yd/hex. M.Miklos, B.Madison'10										
<b>Pensacola 1781</b>		<b>107012</b>	GMT Games	<b>\$25.00</b>		New	BC			4
Game of the obscure siege of Pensacola (in what is now Florida in the US) by a Spanish army against a smaller British force with Indian allies. The Spanish must establish positions for siege weaponry, then protect it from raids while it is constructed, and finally execute an effective assault. The Brits must disrupt the Spanish by threatening any of several vulnerabilities. '10										
<b>Hold the Line</b>		<b>104729</b>	Worthington Games	<b>\$64.00</b>		New	BC			3
Block system game covering tactical level combat during 12 key battles of the American Revolution. Terrain constructed w/ 62 dbl-sided tiles. 114 counters. Covers btIs of Long Island, Harlem Heights, Princeton, Trenton, Hobkirk's Hill, Eutaw Springs, Bemis Heights, White Plains, Kings Mtn, Brandwine & Monmouth. '08										
<b>REVOLUTIONARY AMERICA: War of 1812</b>										
<b>Amateurs to Arms!, the War of 1812</b>		<b>105237</b>	Clash of Arms	<b>\$65.50</b>		New	BC			4
Operational/strategic game of the War of 1812 between US & British/Canadian forces on all fronts of the war in North America including the South. Played on a large scale map & includes 150 illustrated cards impacting place, 352 counters. Simpler & fast playing. '12										
<b>Rockets Red Glare 2nd # 78</b>		<b>102905</b>	Compass Games PAPER WARS Magazine	<b>\$41.50</b>		New	n			6
Mag & game. Reprint & revision of Simulation Canada's game on War of 1812 w/ strategic map of U.S. east coast & operational map of Great Lakes area. 264 counters, 3mo/turn, 4 scenarios. S.Newberg '13 / ARTICLES ON: Reveiwis of SCHUTZE Illusionary Fortress 2nd, COLUMBIA Shenandoah, CofA Amateurs to Arms, LEGION Slouch Hats & Eggshells, GMT Bomber Command, WORTHINGTON Blood & Sand, ATO Meatgrinder, LNL Nuklear Winter '68, VELESEN Kampen om Norge; VPG Malta Besieged, MMP No Question of Surrender, GROGNARD Incredible Courage; two new scenarios for Operation Shingle #77 plus errata.										
<b>Mr. Madison's War, Incredbl War of 1812</b>		<b>102077</b>	GMT Games	<b>\$38.00</b>		New	BC			4
Card-driven game of the US attempt to invade & conquer Canada, 1812-4. Depicts the northern theater of this war. Includes 208 counters d depicting land & individual sea units involed, plus principal leaders. 4mo/turn. G.Collins'12										
<b>REVOLUTIONARY AMERICA: Naval Combat in the Age of Sail</b>										
<b>Close Action: Monsoon Seas Kit</b>		<b>104791</b>	Clash of Arms	<b>\$21.00</b>		New	Bk			1
2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07										
<b>Naval War of 1812</b>		<b>106734</b>	Worthington Games	<b>\$43.50</b>		New	BC	Going		1
Limited printing of 812 copies. Fast playing game focuses on tactical naval combat between the US & Britain during the War of 1812. The American's hunts down British merchant ships while the Brits seeks out both US merchants & warships. Includes mounted board, plastic ship minis & ship maneuver cards. '12										
<b>NAPOLEONIC WARS, 1796 -- 1815</b>				email: M.Dean@FineGames.com			(541) 756-4711 or (866) 690-7879 10am -9pmPST			
<b>NAPOLEONIC: Strategic Games 1796-1815</b>										
<b>Soldier Emperor 2nd [Players Edition]</b>		<b>97832</b>	Avalanche Press, Ltd.	<b>\$42.00</b>		New	BC	Going		6 M
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										
<b>Napoleonic Wars: DELUXE MAP</b>		<b>99615</b>	GMT Games	<b>\$25.00</b>		New	FO			6 5
Deluxe, mounted mapboard set for this game, plus rules v1.2. '06										
<b>War &amp; Peace</b>		<b>98653</b>	Worthington Games	<b>\$43.50</b>		New	BC			6 5
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										
<b>NAPOLEONIC: 1797-1805 Campaigns</b>										
<b>These Brave Fellows #39</b>		<b>102932</b>	Against the Odds Magazine	<b>\$23.50</b>		New	HP			4 1
Mag & game. Game covers the campaign in Bavaria in 1805 shortly before Austerlitz, as a French corp under Mortier chases Austrian forces from the area, the Russians under Kutuzov lay a trap for the lead French units. Outnumbering the French 4-1 but cold & tired & uncoordinated, a day-long, bitter battle ensued. Includes full solitaire rules (tho this is a 2 player game). 216 counters. A.Numez'13										
<b>Emperor's 1st BtIs / Napoleon's 1st BtIs</b>		<b>105262</b>	Decision Games	<b>\$37.50</b>		New	HC			3
Repackaging of two games in a single box (Emp 1st BtIs). EFB is a graphic update of gms on btIs of Austerlitz Dec 1805, and Jena-Auerstadt, Oct 1806. '95 / NFB is 4 simple games of Nappy's trials at Montenotte and Arcola, 1796, Pyramids, 1798, Marengo 1800. J.Miranda'93										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
See page 51 for an explanation of the various codes & column data used in this catalog.										
<b>Marengo, Morning Defeat-Afternoon Victry</b>		<b>103486</b>	Decision Games	<b>\$15.00</b>		New	Fo			3
Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. Btl/rgt lvl. '10										
<b>Marengo</b>		<b>95742</b>	Gamers (% MMP)	<b>\$21.00</b>		New	BC	Going		2
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										
<b>Austerlitz 1805 #58</b>		<b>93776</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			3
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 grognard.com/vaevict.html. '02										
<b>Austerlitz, Partie Nord #64</b>		<b>93784</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
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 grognard.com/vaevict.html. '02										
<b>NAPOLEONIC: 1806 Campaigns</b>										
<b>Saalfeld, Prelude to Jena</b>		<b>102450</b>	Decision Games	<b>\$6.50</b>		New	Fo			3
Folio game of the 10 October 1806 meeting of the advanced guards of the French & Prussian armies. A victory for either will open possibilities to defeat the larger enemy army shortly after, and time is short. 40 counters, rgt level, 352yd/hex. '13										
<b>Jena 1806 # 71</b>		<b>94593</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical level battle of Jena, Oct 1806, between Napoleon & the Prusso-Saxon Army. Hex based, brig level. Also includes 8 dbl sided errata counters for Tonkin#70. 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 grognard.com/vaevict.html. '06										
<b>NAPOLEONIC: 1807 Campaigns</b>										
<b>Eylau &amp; Friedland 1807 #47</b>		<b>93769</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			3
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 grognard.com/vaevict.html. Operational level game covering central & eastern Europe, w/ 5 scenarios covering the 1807 & 1812 campaigns. '02										
<b>NAPOLEONIC: 1808-11 Campaigns</b>										
<b>Shadow of the Eagle: Medellin 1809 #16</b>		<b>94589</b>	Alea Magazine (Ludopress)	<b>\$18.00</b>		New	n			3
Mag & Game. Includes English rules translation. Gm in the SoTE series of battles in Iberia during the Napoleonic Wars. Tac lvl. All original components in Spanish. J.A.V. Zuniga'93										
<b>Eagles of Empire, Medina de Rioseco</b>		<b>99182</b>	Compass Games	<b>\$27.00</b>		New	HC	Going		4
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										
<b>Eagles of Empire, Spanish Eagles</b>		<b>99960</b>	Compass Games	<b>\$52.00</b>		New	BC			4
Grand tactical level game of two key Napoleonic battles in Spain, Talavera 1809 & Albuera 1811, using the Eagles of Empires game system. W/ 2 maps, 2 countersheets. B.Miller'09										
<b>Almeida &amp; Bussaco 1810</b>		<b>105789</b>	Hexasim Games	<b>\$22.00</b>		New	zl			3
Grand tactical game of 3 battles in Spain & Portugal, 1810. The French under Massena attempt to defeat the English covering force outside of the fortress at Almeida, June 1810; the French assault Wellington's well-place army at Bussaco, Sept 1810; and the French cavalry advanced guard encounter the Allied rear guard at Coimbra, Oct 1810. Uses the Days of Glory (Jours de Gloire) game system with a chit activation system, formations & special rules for each battle. 1 dbl sided map, 216 counters. '11										
<b>Talavera &amp; Vimeiro</b>		<b>87392</b>	Multi-Man Publishing,	<b>\$33.75</b>		New	BC			3
Game in the Napoleonic Brigade series covering the 2 day battle the bloodied both the allied English & Portugese armies and the pursuing French near Talavera, July 1809. Includes a separate mini-game covering the August 1808 battle of Vimeiro outside Lisbon, at which the Allied armies defeated a French army under Junot that opened the door to the Peninsular War that followed. '07										
<b>Aspern-Essling 1809</b>		<b>105131</b>	VAE VICTUS Stand-Alone Games	<b>\$25.00</b>		New	Fo			3
March 1809 battle in which Napoleon intended to crush the Austrian army, but was instead pinned against the Danube with only a portion of his army across the river. 26th in the the Jours de Gloire game system. Includes 216 counters. Rgt/Brig level, 330m/hex, 90min/turn. English language edition. '09										
<b>Fuentes de Onoro 1811</b>		<b>105790</b>	VAE VICTUS Stand-Alone Games	<b>\$26.00</b>		New	Fo			3
Game of 3 of battles from the end of the French involvement in Spain. The French under Massena assault Wellington with Portuguese allies in prepared positions near Fuentes de Onoro, Portugal. In the Fall, French cavalry attack a poorly placed Anglo-Portuguese cav division near El Bodon. And in May, Wellington makes an initial assault against two divisions under Ney. 3 maps, 216 doublesided counters. 500m/hex, 2hrs/turn. F.Bey'11										
<b>Espagne 1808 #83</b>		<b>100543</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
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 grognard.com/vaevict.html. '07										
<b>Le Guepier Espagnol, Marechaux II #111</b>		<b>102571</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			3
Mag + Game. ■ Mag & game. Area-move game of three campaigns in Spain during the Napoleonic Wars: Dupont 1808, Victor 1811 & Suchet 1813. Regt level, 108 die-cut counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs. '13										
<b>Danube 20, Aspern-Essling &amp; Wagram 1809</b>		<b>106736</b>	Victory Point Games	<b>\$26.00</b>		New	SC			3
Small game covering both the battles of Aspern-Essling and the later Wagram, as Napoleon seeks to decisively defeat the Austrians after capturing Vienna. Game series features very low unit density, and quick play, making for an often lively game. Includes story-driven random event cards. Includes 87 counters, 25 event cards. 3-4hrs/turn, 1mi/hex, corp level. K.Meints'14										
<b>Fuentes de Onoro 20</b>		<b>106737</b>	Victory Point Games	<b>\$22.00</b>		New	SC			3
Small game of the French relief of the fortress at Almeida, then under siege by Wellington's forces in Spain. A bitter battle ensued that was a close win for the Brits. Uses the Fading Glory game system and low unit density on the map, making for quick play & often exciting games. 88 counters, 12 color illustrated event cards. 3-4hrs/turn, 1mi/hex, corp level. N.Garcia, J.Gill'14										
<b>NAPOLEONIC: 1812 Campaigns</b>										
<b>Napoleon at the Berezina #4</b>		<b>106261</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			3
Mag & Game. Brigade level game of Napoleon's forcing his way across the Berezina River in a desperate attempt to continue the French escape from central Russia, Nov.1812 as 3 Russian armies close for the kill. A tough game for both sides. 1 nicely colored map depicting Russian in winter, 200 counters, 475yd/hex, 4hrs/turn.										
<b>Borodino, Napoleon in Russia 1812</b>		<b>102395</b>	Columbia Games	<b>\$55.50</b>		New	BC			4
Block-style game of the battle of Borodino near Moscow, the largest & climactic but tactically inconclusive battle during the French invasion of Russia in 1812. Each side must do better than their historical counterparts in order to win at this bloody battle. 110 wooden blocks, 22x22.5" map. T.Dalglish & C.Willner'12										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Wellington, the Peninsular War 1812-14</b>		99601	GMT Games	\$35.00		New	BC	Going		6
Strategic level, card-driven game of the final leg of the Peninsular War, 1812-4, as Wellington drove the French back to the center of Spain and then back to France. Uses the Napoleonic War system, but with only 3 turns and a larger deck, so the action is more furious and straight forward. Suitable for 2-4 players, with the 4th player playing the French in southern Spain. 1 map, 3 countersheets, 110 cards. c.5000men/unit, 1yr/turn. M.McLaughlin'05										
<b>Berezina 1812</b>		102083	Ludifolie Editions	\$20.00		New	zl			4
Game using the Jours de Gloire series covering the Nov 1812 battle as Napoleon's retreating army attempts to cross the Berezina River in winter. The French face numerous dilemmas as they must secure the few existing bridges or locate suitable fords, managed the many camp followers, and repel any attack by 3 independent Russian army. 500m/hex, 342 counters, 105min/turn. Relatively complex. F.Bey'13										
<b>NAPOLEONIC: 1813 Campaigns</b>										
<b>Leipzig, Napoleon Encircled</b>		105598	Decision Games	\$20.00		New	Fo			4
Update of SPI folio game. Napoleon is on the ropes in 1813, at war with all of Europe converging on his position in eastern Germany. 280 counters. '10										
<b>Allemagne 1813</b>		96428	Hexasim Games	\$37.00		New	BC			3
Game in the Jours de Gloire Campagne series covering the campaign in Germany 1813, from Lutzen to Leipzig, at operational level. 5 scenarios. '11										
<b>NAPOLEONIC: 1814 Campaigns</b>										
<b>Bataille de Vauchamps, 2013 Annual</b>		106256	Against the Odds Magazine	\$33.50		New	HP			4
ATO 2013 Annual. La Bataille series game, designed by the original La B designers, of a key battle from the less well known 1814 campaign in which the French bought some time by inflicting 10 times the casualties they suffered themselves. Tho it has about 500 counters, the game serves as an excellent introduction to the La B system, long a colorful & popular Napoleonic grand tactics series. M.Matteson, D.Sporis, J.Soto.'14										
<b>La Campagne de France 1814 #52</b>		93772	VAE VICTUS Magazine	\$16.00		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of 2 invasions of Napoleonic-era Franch, first in 1792 then the larger Coalition invasion of 1814 that ended Nappy's reign the first time. Corp level, pt-to-pt. 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 grognard.com/vaevict.html. '02										
<b>NAPOLEONIC: 1815 Campaigns</b>										
<b>Beyond Waterloo, 2011 Annual</b>		98275	Against the Odds Magazine	\$30.00		New	HP			4
ATO 2011 Annual (published as usual a year late). 2012 Charles Roberts Best Mag Game of the Year winner. Game & historical booklet focused on the 1815 Waterloo campaign, with a particular focus on the broader possibilities for the campaign rather than merely the 3 day battle. This game begins in a unique way: Napoleon has just returned to Paris from exile, and the Allies must decide how to react. Map covers all of France plus portions of Spain & central Europe; system includes economic, diplomatic as well as military aspects of the campaign. Multiple levels of game complexity. J.Prados'12										
<b>Napoleon 4th</b>		102158	Columbia Games	\$59.00		New	BC			4 3
An update with higher quality components and a return to the better regarded 1st (& 2nd) edition game structure with fewer areas & units. Block-style game covering the 3 day battle of Waterloo using large wooden blocks, fog of war & step reduction. Both the 1st (Gamma II) and 2nd (AH) editions were very well regarded for repeat play, beginners and tournaments. A simpler, fast-moving game. 58 blocks. Now with a steep price tag. '13										
<b>Napoleon at Waterloo 4th</b>		104572	Decision Games	\$20.00		New	HC			4
Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14										
<b>NAPOLEONIC: Various Battles of the Napoleonic Era</b>										
<b>Forgotten Napoleonic Campaigns #249</b>		84495	Decision Games S&T Games	\$19.00		New	n	Going		4
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btlh/rgt level. J.Miranda'08 / ARTICLES ON: Wars of the French First Coalition, 1792-97; Napoleon in Egypt; Sweden v Russia, 1808-9; First Roman-Persian War; The yacht America in the Am Civil War; Somalia, the unfinished war; European military orders during the Crusades.										
<b>Fading Glory</b>		103402	GMT Games	\$40.00**		New	BC**			3
Game including 4 battles fought at corp level, using the Napoleonic 20 game system pioneered by Victory Point Games. Each game has a very small number of units in play (typically 20 total), and includes random event cards & morale as key eleemnts, making for a short, tense, hard fought game. This set covers the battles of Salamanca 1812, Smolensk & Borodino 1812, and Waterloo 1815. Includes 2 dbl-sided boards, 117 counters, 48 event cards. 4-5hrs/turn, 1mi/hex. J.Miranda'13										
<b>Austerlitz 1805 &amp; Wagram 1809 #41</b>		100524	VAE VICTUS Magazine	\$14.00		New	n			3
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 grognard.com/vaevict.html. Operational level, pt-pt game set in central Europe for the 1800, 1805 & 1809 campaigns of Napoleon. '02										
<b>NAPOLEONIC: Tactical Level Combat</b>										
<b>Commands &amp; Colors, Napoleons 2nd</b>		104524	GMT Games	\$47.00**		New	GB**			3
2nd ed reprint. ■ 2nd ed reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British & Portuguese troops. Battles include: Rollica 1st & 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's & Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras & Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'12										
<b>Commands &amp; Colors, Napoleons: Austrian</b>		104745	GMT Games	\$37.00		New	BC			3
Kit for the C&C Napoleons game adding the Austrian army & 20 scenarios set in central Europe in 1805 & 1809. Includes scenario booklet, 15 dbl-sided terrain tiles, 344 wooden blocks. R.Borg'13										
<b>NAPOLEONIC: Naval Battles &amp; Campaigns</b>										
<b>1805, Sea of Glory</b>		100405	GMT Games	\$42.00		New	BC			4
Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior forces & successfully challenging the Brits. All ships from 64-guns on up are represented. P.Fry'09										
<b>AMERICAN CIVIL WAR, 1861 -- 1865</b>										
email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>AMERICAN CIVIL WAR: Strategic Level</b>										
<b>Bobby Lee, War in Virginia 1861-5 3rd</b>		106613	Columbia Games	\$55.50		New	BC			6
Complete update of this strategic lvl game of the Civil War in the Eastern theater, Norfolk, VA, to Lancaster, PA, using Columbia's block system. 3rd ed map is much bigger, and 20 new blocks added for historical leaders. Scenarios for each of 4 campaign seasons plus Campaign game. Moderate complexity w/ beautiful map & relatively small # (96) of counters (blocks). Uses a tactical combat system as in Napoleon. Good Game. T.Dalgliesch'14										
<b>For the People II: MOUNTED MAP</b>		98877	GMT Games	\$15.00		New	Fo	Going		6
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11										



<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flax	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Lincoln's War, Politics &amp; Personalities</b>		<b>103154</b>	Multi-Man Publishing,	<b>\$59.00</b>		New	BC		6	4
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										
<b>Bull Run to Appomatox 1861-5 # 36</b>		<b>92313</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			6
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 grognard.com/vaevict.html. '01										
<b>AMERICAN CIVIL WAR: Campaigns of 1861-2</b>										
<b>Shenandoah, Jackson's Valley Campaign</b>		<b>96619</b>	Columbia Games	<b>\$58.50</b>		New	BC			4
Block system game of Stonewall Jackson's May-June 1862 campaign in the Shenandoah Valley. Using boldness & agility, his smaller force first paralyzed then defeat 3 enveloping Union armies. Brigade level, using an activation system. Block system provides fog of war. T.Dagliesch, G.Selkirk'12										
<b>Antietam Campaign 2nd</b>		<b>97397</b>	Decision Games	<b>\$29.00</b>		New	HC			3
One of DG's rare original designs. Trio of gms on the '62 campaign w/ 3 linkable gms: Harper's Ferry, S.Mountain & Antietam itself. C.Diamond'95										
<b>Chantilly, Jackson's Missed Opportunity</b>		<b>102437</b>	Decision Games	<b>\$6.50</b>		New	Fo			3
Folio game of Stonewall Jackson's attempt to take his command around the Union forces after Second Bull Run in an attempt to trap & destroy them, Sept. 1862. A scratch Union force together with weather delayed him enough that the Union forces slipped away. But the possibility was a Union...or a Confederate...disaster. Brigade level, with 40 counters. '13										
<b>Frayser's Farm, Wasted Opportunity</b>		<b>97938</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumbered & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10										
<b>Pea Ridge, St Louis then Huzzah!</b>		<b>101908</b>	Decision Games	<b>\$13.50</b>		New	Fo			3
Folio game using the Muskets & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. Btl/brig level, 352yd/hex. '12										
<b>Shiloh, Grant Surprised</b>		<b>104155</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
Update of SPI folio game. Confeds launch a surprise attack at the Union encampment near Shiloh, but are beaten back in a confused battle. '10										
<b>Stones River, Turning Point in Tennessee</b>		<b>106694</b>	Decision Games	<b>\$15.00</b>		New	Fo			3
Update of SPI folio on the subject. Focuses on the Confed surprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10										
<b>Civil War in the Far West 1862 #252</b>		<b>85888</b>	Decision Games S&T Games	<b>\$19.00</b>		New	n			4
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.										
<b>Shiloh, Bloody April 1862 #264</b>		<b>93496</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			4
Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.										
<b>April's Harvest, Battle of Shiloh</b>		<b>97555</b>	Gamers (% MMP)	<b>\$24.00</b>		New	BC			2
Game of the battle of Shiloh, April '62, the 9th in the Gamers' Civil War Brigade series. Confederate forces under Johnston surprise Grant's scattered & ill-prepared forces just west of the Mississippi in southern Tennessee. Initially successful, the heavily wooded area & the confused battle make command control difficult, and Grant's arrival with reinforcements saves the day & eventually turns the Confeds back. Includes 2nd ed series rules, 280 counters, 4 scenarios. A.Wambold'95										
<b>Champion Hill, Road to Vicksburg</b>		<b>103640</b>	Gamers (% MMP)	<b>\$23.50</b>		New	BC			4
10th gm in the Gamers' Civil War Brigade series. Covers the Confederate defeat in May 1863 in rough terrain outside Vicksburg as the Confeds sortie to deal w/ Grant who is operating in their rear. W/ variants covering addtl reinforcements, earlier starts, not splitting up Confederate forces, arrival of Johnson's relief force. 2nd ed series rules, 1 map, 280 counters, 5 scenarios. K.Jacobson'96										
<b>Dead of Winter, Btl of Stones River 2nd</b>		<b>105780</b>	GMT Games	<b>\$25.00</b>		New	BC			3
Update of earlier SDI edition of this game of the Battle of Stones River (Murfreesboro), Dec 31 1862 to Jan 2 1863. 5th game in the Great Battles of the American Civil War series, now using chit activation to determine unit movement. The surprised Union army under Rosencrans resisted the furious Confed attacks led by Bragg. 11 scenarios of varying lengths using various amounts of 4 maps. 110yd/hex, 1hr/turn. D.Powell,R Berg'09										
<b>Clash of Wills, Shiloh 1862</b>		<b>99619</b>	Mayfair Games	<b>\$20.00</b>		New	FB			4
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										
<b>Test of Fire, First Bull Run 1861</b>		<b>96079</b>	Mayfair Games	<b>\$24.00</b>		New	FB			4
Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11										
<b>Fearful Slaughter, Battle of Shiloh</b>		<b>100024</b>	Multi-Man Publishing,	<b>\$70.00</b>		New	BC			4
Large game of the April 1862 battle of Shiloh using the Gamer's regimental system. 11 scenarios including many what-if including one that roughly doubles the confederate forces by drawing on other forces in the area. 1680 counters, 2 maps. 110yd/hex, 15min/turn, regt scale. D.Powell'04										
<b>None But Heroes</b>		<b>104646</b>	Multi-Man Publishing,	<b>\$58.00</b>		New	BC			4
New design & the first of an intended Line of Battle game series (a variation on the Grt Btts of Am Civil War & Civil War Brigade systems). Covers the situation in 1862 as McClellan forces R.E.Lee's Army of Virginia to fight at Antietam Creek near Sharpsburg, resulting in the bloodiest battle in US history. Rgt/battery lvl. Play is streamlined, with combined arms factors. 2 maps, 1400 counters, 8 scenarios. '11										
<b>South Mountain</b>		<b>102099</b>	Multi-Man Publishing,	<b>\$36.00</b>		New	BC			4
Regt level Civil Wars series game of the battle of South Mtn, Spt'1862, as DH Hill's division is surprised & attacked by Burnside's army, saved only by the arrival of 2 other Confed divs. w/ 1 map. 100yd/hex, 15min turn. '08										
<b>Stonewall Jackson's Way II [2nd]</b>		<b>103148</b>	Multi-Man Publishing,	<b>\$61.50</b>		New	BC			4
9th edition of the Am Civil War game series. This game is a complete update of earlier Stonewall Jackson's Way (1st in the series) which covered the campaigns in central VA in summer 1862 AND adds coverage of First Bull Run in 1861. Maps are recreated by the original artist with new historical detail, & counters updated too. Uses rules system as of Grant Takes Command. 5 1861 scenarios & 5 1862 scenarios. Rgt/div lvl, 2 maps, 840 counters. '13										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Strike Them a Blow</b> Civil War Brigade series game covering Lee's trap that divided Grant's army, giving Lee a chance to attempt to destroy the Union army in detail along the North Anna River, 1864. Brig level, 2 maps, 560 counters, 200yd/hex. D.Essig'06		<b>101990</b>	Multi-Man Publishing,	<b>\$35.00</b>		New	BC			4
<b>Three Battles of Manassas</b> Civil War Brigade series game covers the battles at Bull Run. Second Bull Run (1862) is a thoroughly revised August Fury game, and covers one of Lee's greatest campaigns. First Bull Run (1861) is added, plus a what-if scenario for a THIRD battle of Bull Run which nearly occurred in Oct.1863. 560 counters, 3 maps, 30min/turn, 200yd/hex. T.Prowell'04		<b>100112</b>	Multi-Man Publishing,	<b>\$42.00</b>		New	BC			2
<b>Innocence Lost</b> 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		<b>63603</b>	TCS Games	<b>\$18.00</b>		New	Fo			3
<b>Bull Run #89</b> Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09		<b>93813</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
<b>AMERICAN CIVIL WAR: Campaigns of 1863</b>										
<b>Chickamauga, River of Death</b> Update of SPI folio game. Bragg's Confed Army of Tennessee outnumbered dispersed Union forces, and sought to destroy the Union along the Chickamauga River. '10		<b>105268</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
<b>Salem Church, East of Chancellorsville</b> Folio game of the Union attempt at Chancellorsville, May 1863, to slip a full corp behind the Confederates. The attempt had to cross a single key bridge at Salem Church, and a see-saw battle developed and the Confederates eventually flanked the Union force, forcing them to retreat. 40 counters, brigade level, 352yd/hex. '14		<b>103946</b>	Decision Games	<b>\$6.50</b>		New	Fo			3
<b>This Terrible Sound</b> Definitive game of the battle of Chickamauga, using the Gamers' recommended Civil War system now applied to a regt level (Line of Battle Civil War Regimental series). Battle took place in Sept 1863 in northern Georgia & cleared the way for the Union assault on Atlanta the next year. 15min/turn, 110yd/hex. w/ Series rules v3, 4+2 maps, 1960 counters, 12 scenarios. D.Powell'00		<b>85543</b>	Gamers (% MMP)	<b>\$95.00**</b>		New	DC **	Going		4
<b>Longstreet's Disaster 2nd</b> Minor update of this game of Pickett's Charge at Gettysburg, July 1863, brigade level. This update adds a few optional Confed units & some new optional rules. G.Graber'09		<b>95645</b>	Minden Games / Panzerschk	<b>\$8.00</b>		New	n			3
<b>Above the Clouds, Battle...</b> 8th game in the Grt Campaigns of the Am Civil War series. Covers the key campigns & the central grounds of the battles of 1863 in the west. Includes the Chickamauga & Chattanooga campaigns during the 5 months of activity in 1863.. W/ 2 maps, 840 counters, 9 scenarios. '10		<b>105631</b>	Multi-Man Publishing,	<b>\$67.00</b>		New	BC			4
<b>Last Chance for Victory</b> Second game in the Line of Battle regimental civil war series. Covers the battle of Gettysburg in a detailed way, making for a very large game but also a definitive one of this battle. Attempts to fully explore the missed opportunities & mistakes of this battle. Includes v2 series rules. 6 maps, 2240 counters, 22 scenarios with some using only 1 map. D.Essig'13		<b>106380</b>	Multi-Man Publishing,	<b>\$133.00**</b>		New	DC **			3
<b>Summer of 1863</b> Strategic level, point-point game of the American Civil War in the pivotal year of 1863. Focuses on the political & economic drivers that lead to the Gettysburg campaign. Game covers a 1 month period beginning immediately after the battle of Chancellorsville, June-July 1863. 3days/turn, div level, 96 counters. T.Eskey'14		<b>106440</b>	Pacific Rim JustPlainWGMs	<b>\$20.00</b>		New	zl			4
<b>In Magnificent Style, Pickett's Charge</b> Solitaire game of the final Confederate charge at Gettysburg, Pickett's Charge, 3 July 1863, that ended with heavy Confederate casualties & a Confederate defeat at the overall battle. First game in an intended series focused on forlorn attacks in history. H.Luttman'14		<b>104893</b>	Victory Point Games	<b>\$24.50</b>		New	SC			3
<b>Gettysburg 150</b> Game of the battle of Gettysburg published 150 years after. Operational level game of the battle itself, Div/corp level, and relatively simple & fast playing, with a scale & playability akin to AH's Gettysburg '88. Includes mounted map, 2 countersheets. '13		<b>104957</b>	Worthington Games	<b>\$43.50</b>		New	BC			4
<b>AMERICAN CIVIL WAR: Campaigns of 1864-5</b>										
<b>Look Away! The Fall of Atlanta</b> ATO Annual 2007. Operational level game of the campaign for Atlanta, spring & summer 1864, in Tennessee & n.Georgia. 2.6mi/hex, 4days/turn. brig/div level, 4 scenarios + campaign game. J.Prados'07 / Secondar game on the Biafran Civil War.		<b>86472</b>	Against the Odds Magazine	<b>\$33.00</b>		New	HP			4
<b>Cold Harbor II</b> Small, simpler game of the Union assault on the Confeds at Col Harbor, Virginia, in June 1864. Upgraded from the version published in Panzerschrek #3. G.Graber'08		<b>85444</b>	Minden Games/PanzerDigest	<b>\$6.50</b>		New	n			3
<b>1864, Year of Decision</b> 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		<b>81657</b>	Omega Games	<b>\$29.00</b>		New	BC			6
<b>Cedar Creek 1864 #94</b> Mag + Game. ■ Mag + Game. w/68pg mag. Smallish game of the 1864 battle of Cedar Creek, near Middletown VA in the Shenandoah Valley As Sheridan tries to drive Early out. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the 1864 battle at Cedar Creek using same system as earlier Bull Run. '10		<b>100548</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
<b>AMERICAN CIVIL WAR: Various Battles</b>										
<b>Twin Peaks, Battles of South &amp; Cedar Mtn</b> Game of two battles from the American Civil War, using the venerable Grt Battles of the ACW game series: Cedar Mtn and South Mountain. At Cedar Mtn, Jackson's forces attempt to destroy an isolated Union division but Union forces reinforce, Aug 1862. At South Mtn, McClellan's Union forces act swiftly to captured Confederate plans by marching thru South Mtn to cut Lee's forces in two. G.Laubach, R.Berg, J.Alsen'14		<b>106290</b>	GMT Games	<b>\$39.50</b>		New	BC			3
<b>AMERICAN CIVIL WAR: Naval Battles</b>										
<b>Ironclads, 2nd</b> Graphic update & minor rewrite of this classic game of ship-ship combat during Am Civil War. 45 ship types, plus individual forts. Detailed yet fun to play. '93		<b>103887</b>	Excalibre Games	<b>\$39.00</b>		New	BC	Going		1
<b>Ironclads, 2nd: Expansion, 2nd</b> 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		<b>101458</b>	Excalibre Games	<b>\$32.00</b>		New	BC			1
<b>Iron &amp; Oak</b> Game of ship-to-ship combat during the American Civil War. Each ship is rated in detail for both offensive weapons (gunnery, ramming, torpedos) and defensive characteristics, maneuverability, draft & crew. Multiple scenarios depict the many key naval battles of the war, including of course the Monitor v Merrimac, CSS Tennessee v a Union fleet, CSS Atlanta v 2 Union monitors. J.Day'13		<b>100861</b>	GMT Games	<b>\$39.50</b>		New	BC			1

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of- Print?	Game Scale	#-of Plyrs
<b>Rebel Raiders on the High Seas</b>		<b>100863</b>	GMT Games	<b>\$46.00</b>		New	BC			6
Strategic-level game of the naval portion of the American Civil War. Utilizes cards to vary play & introduce color, but is not a card-driven game. The Confed must send ships abroad to return with supplies, and to raid Union forces. The Union can launch amphibious assaults as well as blockade ports to prevent use of Confed ports. Relatively fast playing. Many optional rules. 1 map, 2 countersheets, 110 event cards. 4mo/turn, ship/squadron level, area move. M.McLaughlin'13										

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**19TH CENTURY: Strategic Level**

<b>Lords of the Sierra Madre, 3rd</b>		<b>105002</b>	Decision Games	<b>\$37.00</b>		New	BC			4 M
2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96										

**19th CENTURY: American-Indian Wars**

<b>Dark and Bloody Ground #7</b>		<b>97516</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag + Game. v2 # 3. Game covering the 5 year struggle for control of what is now Ohio in what was then the Northwest Territory, between the colonizing & invading Americans, the resident natives, and the British who still maintained outposts in the area. Quarterly turns, area move map (1"=25mi) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios, high solitaire suitability. P.Rohrbaugh'04										

<b>Custer's Final Campaign</b>		<b>105269</b>	Decision Games	<b>\$8.50</b>		New	Fo			4
Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12										

<b>Adobe Walls, Battle of..., November 1864</b>		<b>104354</b>	Legion Wargames	<b>\$37.50</b>		New	HC			3
Third game in the Indian Wars game series. Covers a battle known as the First Battle of Adobe Walls, Nov 26 1864, a small US force under Kit Carson attacks the winter encampment of Comanche & Kowa Indians to eliminate this "threat" to settlers moving into the area on the Sante Fe trail. The number of Indians present was underestimated. And the battle includes a mountain howitzer that had a substantial psychological impact. 0.25mi/hex, 20min/turn, Company&Band level. M.Taylor'12										

<b>Mound Builders</b>		<b>106647</b>	Victory Point Games	<b>\$26.00</b>		New	SC			8
Solitaire game in which the player controls and attempts to expand the North American Indian mound builder (Hopewell & Mississippian) cultures prior to the arrival of Europeans. Goal is to extend these cultures and amass as many chiefdoms as possible before rival powers & the disease-infested Spanish decimate your cultures. '14										

**19th CENTURY: Mexican-American War & the Texas Revolution**

<b>Texas Glory</b>		<b>106127</b>	Columbia Games	<b>\$54.00</b>		New	BC			4
Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalglish, D.Mings, C.Willner'08										

<b>Molino Del Rey, Gateway to Mexico City</b>		<b>106726</b>	Decision Games	<b>\$6.50</b>		New	Fo			3
Folio game of the August 1847 American attack on a small city outside Mexico City. As both sides paused to negotiate before an American assault on the Mexican capital, the Americans learn that the Mexicans are building cannons in this town (which was at heart not true), and so resolve to take it. '14										

<b>Pedregal, Santa Anna at Bay</b>		<b>101778</b>	Decision Games	<b>\$13.50</b>		New	Fo			3
Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a way thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12										

<b>Gringo!: Battles with Gringos Kit</b>		<b>100720</b>	GMT Games	<b>\$8.00</b>		New	zl	Goign		3
Kit for Gringo including 4 more scenarios: Palo Alto, 1846; Resaca de la Palma, 1846, Centreras 1847, Puebla 1862. 280 counters, 1 dbl-sided map. '09										

<b>Halls of Montezuma</b>		<b>105190</b>	GMT Games	<b>\$25.00</b>		New	BC			6
Card-driven game of the Mexican-American War of 1847. Strategic level, covering both the border skirmishes and the US invasion at Vera Cruz, and includes the political reluctance of US congress & the unstable Mexican government, and the fact that the volatile Santa Anna begins the game in exile. 2 countersheets, 110 cards. M.Walker,D.Fox'09										

<b>Alamo Remembered, 2nd</b>		<b>104441</b>	Victory Point Games	<b>\$18.50</b>		New	SC			2 1
Fast playing 1 or 2 player game of the dramatic conclusion of the siege of the Alama in 1836 Texas. Can be played solitaire, and game lasts roughly 30min. 10min/turn, 25-30min/unit. 1 small mounted map, 54 counters. A.Emrich, G.Barna'13										

**19th CENTURY: Spanish-American War**

<b>Santiago Campaign, 1898 #258</b>		<b>89894</b>	Decision Games S&T Games	<b>\$19.25</b>		New	n			4
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/nrgt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09										

**19th CENTURY: Wars of the British Empire**

<b>Sun Never Sets, Brit.Colonial Wars #274</b>		<b>101439</b>	Decision Games S&T Games	<b>\$33.50</b>		New	n			3
Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarman VII & the campaigns of 1177-78AD; the Brusilov Offensive, June-Sept 1916; Telescopic rifle sights in the Am Rev War; Did Buell Save Grant at Shiloh?; How Spanish Conquistadors conquered so much with so few; US v Canada, Wars & War Plans.										

<b>Defense of Rorke's Drift / Boer War</b>		<b>103631</b>	Worldwide Wargamer (3W)	<b>\$28.00</b>		New	HC			2
2 decent games from 3W! Rorke's Drift is a modestly complex, tactical lvl game of the heroic British defense by 180 soldiers of a isolated outpost bordering Zululand, 1879. Man-man lvl w/ 5 scenarios. P.Bertram'91 BOER WAR is a strategic lvl game of the Boer Rebellion in southern Africa, 1899. 2 scenarios & campaign. E.Faust, L.Fisher'91										

**19th CENTURY: Central & South American Revolutions**

<b>Guerra a Muerta [War to the Death] #23</b>		<b>105035</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			6
Mag & Game & 20 variant counters (Wintergewitter (10), Fatal Attraction (10)). Game covering the wars that shaped South & Central America's independence from the primary remaining colonial power, Spain, during the period 1810-1824. Area move. J.Romero'08 / ARTICLES ON: Wars of Independence from Spain, 1810-24; the Argentinian Granaderos a Caballo elite rgt, 1812-26; battles & commanders of the wars of Spanish Independence; Aithualpa Revolt in Peru, 1742; variants for Mortain Counterattack, Some Poles Apart & Showtime Hanoi; Survey of strategic level Am War of Independence games.										

<b>Pacific, War OF the..., 1879-1883 #282</b>		<b>102178</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			4
Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btl/nrgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>19th CENTURY: Austro-Prussian War</b>										
<b>1866, Frontier Battles</b>		<b>104873</b>	Avalanche Press, Ltd.	<b>\$67.00</b>		New	BC			4
Game including 4 battles from the 1866 Austro-Prussian war where the Prussian army met isolated portions of the Austrian army as they exited mountain passes. Battles include Trautenu (Austrian X corp defeats Prussian I corp); Nachod Aus IV Corp narrowly defeated by Prus V corp; SkalitZ (Prus V corp defeats the Aus II corp); Soor (Aus defeated by Prus guard); Gitschin (Crown Prince Albert v the Prus 1st Army). Simpler, fast playing, 1"=400yd, Rgt/Brig level, 440 counters, 4 maps. '12										
<b>Koniggratz, Austria v Prussia 1866 #275</b>		<b>100041</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			3
Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendancy. Uses the Musket & Saber system from DG's folios. Superior Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozef Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in the 18th Century Appalachian Warfare; End of British Empire in the Middle East.										
<b>19th CENTURY: Franco-Prussian War</b>										
<b>Deathride, Battle of Mars-la-Tour #24</b>		<b>93690</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag & Game. C.Roberts 2009 Best Mag Game winner. Game covering the stand by a single German corp against the entire French Army during the Franco-Prussian War of 1870 tho the French believed themselves outnumbered. Game highlights the technological & command differences of the two armies, as well as the deadly effect of modern weapons. Div level, area move. C.Vasey'09										
<b>Blood &amp; Iron 2nd</b>		<b>104416</b>	Pacific Rim JustPlainWGms	<b>\$32.00</b>		New	HC			6
6 scenario gm of the 4 wars Bismarck used to craft a united Germany, 1859-70. Includes Franco-Prussian War of 1870 as well as 3 other wars. W/simple intro scenario. Mod complex, op-strat lvl. 2nd ed updated the rules. M Bennighof'93										
<b>1870, L'Aigle Fourdroye #38</b>		<b>93762</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag & game. ■ Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. 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 grognard.com/vaevict.html. '01										
<b>19th CENTURY: Crimean War</b>										
<b>Inkermann 1854</b>		<b>102379</b>	VAE VICTUS Stand-Alone Games	<b>\$24.50</b>		New	Fo			3
Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brits fought with discipline and the Russians withdrew. Battle was often fought in very small groups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. BtlN level, 45min/turn. English language rules. '13										
<b>19th CENTURY: Various Wars &amp; Battles</b>										
<b>Cactus Throne #15</b>		<b>103799</b>	Against the Odds Magazine	<b>\$27.50</b>		New	HP			6
Mag & Game. Includes variant & 40 counters for Into a Bear Trap #10. Game of Napoleon III's attempt (under the cover of a multi-nation expeditionary force) to install a hand-picked ruler, Maximilian, as the Mexican king, and acquire Mexico as a French colony between 1862-67. Mexicans loyal to Juarez, the elected president, eventually defeated Juarez & the French, and the French withdrew from the hemisphere. 320 counters, area move map; battln level, 2mo/turn. A.Nunez'06										
<b>Africa 1859-60 #28</b>		<b>93469</b>	Alea Magazine (Ludopress)	<b>\$18.00</b>		New	n			4
Mag & Game. Game of Spanish colonial wars, 1859-60, against Morocco. BtlN level, with several key battles played on different area move maps. Mag & components printed in Spanish. '03										
<b>Manoeuvre 2nd</b>		<b>106457</b>	GMT Games	<b>\$38.50</b>		New	BC			4
This is the 2010 2nd edition. ■ Simpler card game in which 2 players duke it on the out on the battlefield in an early 19th century environment. 8 60-card decks included, each representing the 8 major powers of the era: Britain, France, Prussia, Austria, Russia, Spain, Turkey & the US. Also includes 12 geomorphic map sections. Fast Playing. J.Harger'10										
<b>I Obey!</b>		<b>74394</b>	TCS Games	<b>\$18.00</b>		New	Fo			4
Garibaldi's 1866 Bezzeca 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										
<b>Montebello, First Step to Freedom</b>		<b>64948</b>	TCS Games	<b>\$11.50</b>		New	n			3
Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03										
<b>Reichshoffen 1870/Magenta 1859 #73</b>		<b>100540</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
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 grognard.com/vaevict.html. '07										
<b>19th CENTURY: Naval Combat</b>										
<b>There Must Be A Victory #26</b>		<b>90214</b>	Against the Odds Magazine	<b>\$27.00</b>		New	HP			1
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 aggressiveness despite being outgunned 2-1. P.Rohrbaugh'09 / ARTICLES ON: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lord Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military.										
<b>Great War at Sea, Remember the Maine[2d]</b>		<b>104871</b>	Avalanche Press, Ltd.	<b>\$40.00</b>		New	BC			3
Complete revision & renaming of earlier 1898 Spanish American War game. Operational and tactical naval combat in the Caribbean between the entire American & Spanish fleets using the Great War at Sea game system. Now includes 40 scenarios, 100 long & 80 std counters. Relative simple & quick playing. 32mi/sea zone. '13										
<b>Fire When Ready</b>		<b>101150</b>	Metagaming	<b>\$9.00</b>		New	SC			1
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										
<b>WORLD WAR I, 1912 -- 1920</b>										
email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>WW-I: Strategic Level, All Fronts</b>										
<b>Storm of Steel 2nd</b>		<b>103480</b>	Decision Games	<b>\$107.00**</b>		New	LB **			6 M
Revised & updated 2nd (2014) edition. ■ Revised & updated 2nd edition of this strategic level, comprehensive 3-map game of WW-1 in Europe from the Spanish border to the Middle East, including land air & naval units. Quarterly turns, corp or naval squadron level. Includes production and a card driven system. 3 maps, 1400 counters, 22 scenarios. Good for team play. '14										
<b>Kaiser's War, 1918-19 #261</b>		<b>93671</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			6
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.										



<u>Game Title (&amp; Edition or Issue #)</u> <u>Specific Condition, Subject, Designer, Year</u>	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>1914, Glory's End &amp; When Eagles Fight 2d</b>		<b>105462</b>	GMT Games	<b>\$39.50</b>		New	BC			6
Update of 2 WWI games by Ted Racier previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov. 1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Racier'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Racier'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.										
<b>Over There</b>		<b>97753</b>	Games Research & Design	<b>\$110.00**</b>		New	GB **			6
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										
<b>Death in the Trenches, Great War 1914-18</b>		<b>102240</b>	Schutze Games	<b>\$39.00</b>		New	n			6
Strategic, corp/army level game of World War I thruout Europe, the Middle East, N.Africa, S.Africa, and even smaller outposts around the world. Includes a glossy map in something of the der Weltkrieg style, 308 die cut counters, 10pgs rules & 10pgs charts & tables. Play emphasizes random events thru a chit draw, and thru a number of special rules covering Russian collapse, Arab armies, Armenian army, neutrals, etc. A solid, if smaller, look at the entire world war that builds upon the structured simplicity of J.Dunnigan's World War I. 2005 Charles Robert award winner for best DTP game. R.B.Madison'05										
<b>Der Weltkrieg: Grand Campaign Kit</b>		<b>106719</b>	Schroeder Publ & Wargamng	<b>\$53.50</b>		New	BC			6
Kit that links all the prior 12 games focused on individual fronts into a grand campaign covering all of World War I in Europe & the Middle East. Adds rules for production & economic warfare; new tanks, neutral nations & invasions, air & sea assets, & more. Includes 840 counters, 2 full & 2 half-sized maps, scenario book, charts & tables. D.Schroeder '13										
<b>Hapsburg Eclipse</b>		<b>106600</b>	Victory Point Games	<b>\$22.00</b>		New	SC			6 1
Small SOLITAIRE game of the precarious situation of the Hapsburg's control of the Austro-Hungarian Empire during World War I. Fighting on two fronts against the Russian steamroller and the intransigent Serbs, the Hapsburgs must try to survive as a ruling monarchy. Can be combined with Ottoman Sunset for a two-player, cooperative game. 66 counters, 50 cards. 4wks/turn. D.Levloff'14										
<b>WW-I: Various Battles, any front</b>										
<b>Over the Top! 2nd</b>		<b>105265</b>	Decision Games	<b>\$39.00</b>		New	HC			4
Simpler set of 4 brigade, operational lvl battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'0										
<b>WW-I: Western Front</b>										
<b>They Shall Not Pass, Battle of Verdun 2d</b>		<b>95591</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	Bk			4
Smaller game now printed in book format about the bloody 1916 campaign intended to bleed the French white, but did the same to the Germans, all to little effect. Uses the Defiant Russia system. Btln/rgt level. 140 counters. W.Sariego'10										
<b>Loos 1915, the Big Push</b>		<b>101123</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13										
<b>Meuse Argonne, the Final Offensive</b>		<b>104154</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Fire & Movement game system. Covers the Sept-Nov 1918 American-led, Allied offensive in the Meuse-Argonne Forest area of France. While the Allies had ambitious plans, German prepared defenses & determined resistance meant slow going unless the Americans could break into the open beyond the dense forests of the Argonne. Allies had over 500 aircraft & 300 tanks. Its a delicate balance between time & casualties. '13										
<b>Vimy Ridge, Arras Diversion</b>		<b>104157</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Fire & Movement game system. Covers the 1917 Allied attempt to capture Vimy Ridge, a keystone of the northern German flank of their lines in France. Extensive training & huge concentrations of artillery allowed the Canadians to succeed, but not exploit their success. '14										
<b>First Blood, Second Marne 1918 #248</b>		<b>90439</b>	Decision Games S&T Games	<b>\$19.00</b>		New	n			3
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.										
<b>Hindenburg's War #288</b>		<b>105607</b>	Decision Games S&T Games	<b>\$33.50</b>		New	n			4
Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.										
<b>1914, Offensive a Outrance</b>		<b>106449</b>	GMT Games	<b>\$77.00**</b>		New	DC **			4
Sequel to 1914, Twilight in the East, this game covers the initial months of World War I on the western front, from Switzerland to the English Channel. Uses a streamlined version of the 1914 Twilight in the East game system. 2 short scenarios include the Battle of Lorraine (intro) and Marne to Stalemate, and the campaign lasts from Aug-Nov 1914. Designed with the intent of making it playable by 2 teams in a 5 day session(!). 7.5 countersheets, 3 maps, 8km/hex, 2-4days/turn, Brig/Div level. M.Resch'13										
<b>Breakthrough, Cambrai</b>		<b>103938</b>	Multi-Man Publishing,	<b>\$35.00</b>		New	BC			4
Std Combat System game of the Nov.1917 offensive at Cambria. 324 British tanks & 8 divisions assault a 4mi-wide front that acheived its initial goals (& record gains) but was beaten back by quick German reactions. Uses MMP's area move game system. M.Rinella'11										
<b>Rock of the Marne</b>		<b>106592</b>	Multi-Man Publishing,	<b>\$30.00</b>		New	BC			4
Std Combat System game of the final German Offensive in July 1918, the Second Btl of the Marne. Name refers to the US 3rd Inf which held steadfast against the Germans. 12hrs/turn, 1.25mi/hex, div level, 280 counters. J.Best'08										
<b>Vimy Ridge 1st</b>		<b>93072</b>	Pacific Rim JustPlainWGms	<b>\$20.00</b>		New	zl			3
Smaller, btln/company level game of the Canadian's assault on Vimy Ridge in Spring 1917. Allies must plan a rolling barrage & exploit it with their troops to avoid slaughter, while the Germans must catch the exposed attackers to avoid a breakout into the open fields beyond the ridge. 200 die-cut counters, full-size map. K.Anderson'00										
<b>Hamel 1918 2nd</b>		<b>100804</b>	Schutze Games	<b>\$25.00</b>		New	HC			2
Update of this game of low level (co/btry) tactical combat during one of the shortest, most successful offensive in WWI as the Australians attack the Germans in July 1918 (with the assistance of 4 American companies). In a mere 93mins, the Germans were pushed back 2km along a 6km front. W/ small color map, 264 die cut counters. 190m/hex, 10min/turn. P.Schutze'11										
<b>Der Weltkrieg, Italian Front 1915-18 2nd</b>		<b>106718</b>	Schroeder Publ & Wargamng	<b>\$33.50</b>		New	BC			6
Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporretto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Le Matz 1918 #24</b>		<b>100516</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
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 <a href="http://grogard.com/vaevict.html">http://grogard.com/vaevict.html</a> . '99										
<b>WW-I: Eastern Front (including Russian Revolution &amp; Russo-Polish War)</b>										
<b>For Bloody Honor, Russian Cvl War 2d #37</b>		<b>100575</b>	Against the Odds Magazine	<b>\$23.50</b>		New	HP			6 4
Mag & game. Update of this strategic level, area move 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. 260 counters. For 2-4 players. M.Woloshen'12 / Also includes OPERATION CERBERUS, the daring dash of the German surface fleet thru the English Channel in Feb.1942. '12										
<b>Red Russia, Russian Civil War 1918-21</b>		<b>84900</b>	Avalanche Press, Ltd.	<b>\$35.00</b>		New	HC	Going		6 5
2-5 player game of various factions competing for control of Russia after the fall of the Tsar. A smaller game with high production values. W.Sariego'07										
<b>Strike of the Eagle, Polish/SovietWar 2d</b>		<b>105863</b>	Academy Games	<b>\$45.00**</b>		New	GB **	Going		4 4
Richly produced update of this 2-4 player block system game of the war between the Soviets & Poland from 1919-21 as the Soviets attempt to spread communism into central Europe. Previously available only in Poland. Includes map of SW Poland, 110 cards, 110 wooden blocks, 2 counter sheets, 9 scenarios. R.Zak'11										
<b>Reichswehr &amp; Freikorps, Europe 1920 #273</b>		<b>105283</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			6
Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12										
<b>Russian Civil War 2nd #267</b>		<b>97387</b>	Decision Games S&T Games	<b>\$39.00</b>		New	n			6 6
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11										
<b>Freikorps, Bolsheviks Invade Germany 4th</b>		<b>100913</b>	Fiery Dragon Productions	<b>\$20.00</b>		New	SC			4
3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08										
<b>Reds! Russian Civil War 1918-21 2nd</b>		<b>98215</b>	GMT Games	<b>\$33.50</b>		New	BC			6
Reprint of this operational game of the Russian Revolution of 1918-21, including the Russo-Polish War. Army/corp level. Basically a simple system for a highly confused, swirling conflict, modeled using a simple chit activation system. Map extends from Poland to the Urals. Includes special rules for amphibious assaults, the Czar, armored trains, foreign intervention, the gold, etc. Reds must clear the board to win. 1 map, 224 counters, 65mi/hex, 1-2mo/turn. T.Racier'12										
<b>Der Weltkrieg, Eastern Front</b>		<b>106018</b>	Schroeder Publ & Wargamng	<b>\$80.50</b>		New	BC			6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13										
<b>La Bataille Dorell, 1919 #75</b>		<b>93794</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. 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 <a href="http://grogard.com/vaevict.html">grogard.com/vaevict.html</a> . '07										
<b>Guns of Galicia</b>		<b>99624</b>	Worthington Games	<b>\$37.00</b>		New	BC			6
Game of the war on the eastern front in WWI using the Guns of August game system. Corp level game with 3 scenarios covering the 1914 Galicia campaign, 1915 Tarnow campaign & 1916 Brusilov offensive. Div/corp level with 9mi/hex, 3days/turn. Chit activation makes for an interactive game. 2 countersheets. '12										
<b>WW-I: Balkans &amp; Near Eastern Fronts</b>										
<b>Fatal Attraction, Gallipoli Campaign #20</b>		<b>81442</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag + Game. Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to capture the Dardanelles by land. P.Rohrbauch'07										
<b>No Prisoners! Lawrence of Arabia #237</b>		<b>89492</b>	Decision Games S&T Games	<b>\$19.00</b>		New	n			6
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1)Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.										
<b>Allenby's Blitzkrieg, Palestine 1918 2nd</b>		<b>100796</b>	Schutz Games	<b>\$25.00</b>		New	HC			4
Operational level game of the last & greatest cavalry offensive, in Sept.1918 in Palestine. Covers the first 2 days of that offensive which exceeded the best of the German Panzers of WWII. Brig/div level, 4mi/hex, 8hrs/turn, small map, 176 double sided die cut counters, 4mi/hex, rgt/div level. P.Schutze'12										
<b>Der Weltkrieg, Ottoman Fronts 2nd</b>		<b>102469</b>	Schroeder Publ & Wargamng	<b>\$53.50</b>		New	BC			6
Update of this 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8. 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. D.Schroeder'13										
<b>Ottoman Sunset, Great War in the East 2d</b>		<b>105106</b>	Victory Point Games	<b>\$22.00</b>		New	SC			1
Solitaire game of the Ottoman Empire's participation in World War I, 1914-18, in the Near East. Fast playing, with a small board & 57 counters. D.Leviloff'13										
<b>WW-I: African Front</b>										
<b>Guns of the Askari #38</b>		<b>104109</b>	Against the Odds Magazine	<b>\$23.50</b>		New	HP			6 3
Mag & game. Game covers the sideshow of the Allied attempt to subdue German East Africa in World War I, and the tremendous resources the effort consumed. It ended only with the Germans converting to guerilla warfare in 1916. Combat mechanics change to reflect guerilla operations & activity levels, and each turn has a variable end point. 4 scenarios including the complete campaign, plus a 3 player (Belgian) option. 280 counters. J.Gorkowski'12										
<b>WW-I: Tactical Level Land Games, all fronts</b>										
<b>Infantry Attacks, Empires End</b>		<b>106631</b>	Avalanche Press, Ltd.	<b>\$48.00</b>		New	BC			2
Game of low level tactical combat during WW-1, similar to Panzer Grenadier: 6 geomorphic maps, 40 scenarios, 483 counters.'10										
<b>Landships! Tac Weapon Innov 1914-18, 3rd</b>		<b>105041</b>	Clash of Arms	<b>\$35.00</b>		New	BC			2
Pltn/sqd lvl combat in WW1 in 20 scenarios, 1914-8 focusing on use of technologies & tactics thruout war. NOT focused exclusively on tanks. P.Moore'94										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Landships!: Infernal Machines Kit</b>		<b>105243</b>	Clash of Arms	<b>\$25.00</b>		New	Fo			2
Expansion kit with 2 new map panels & 280 counters plus lots of new scenarios for this game of low level tactical combat involving early tanks. This kit focuses on vehicles from 1915-1933. '99										
<b>Soldiers, Decision in the Trenches #280</b>		<b>105004</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			2
Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.										
<b>WW-I: Air Combat</b>										
<b>Flying Circus, Bombers &amp; Campgns(Deluxe)</b>		<b>87238</b>	Decision Games	<b>\$25.00</b>		New	BC			1
KIT requiring basic game. Adds rules for altitude, pilot abilities, 25 pilot cards for campaigns, & bombers, rear gunners, scouts, optional rules. '08										
<b>First Air Battle Over Britain #255</b>		<b>87832</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			6
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.										
<b>Wings, 2nd</b>		<b>88898</b>	Excalibre Games	<b>\$38.00</b>		New	BC			1
Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93										
<b>Blue Max, World War I Air Combat, 5th</b>		<b>104129</b>	Fantasy Flight Games	<b>\$33.50**</b>		New	FB **			1
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										
<b>Bloody April, Air War over Arras 1917</b>		<b>106656</b>	GMT Games	<b>\$37.00**</b>		New	DC **			2
Game of air combat near Arras in the spring of 1917 using the Elusive Victory/Downtown game system. Players represent supreme air command, and must allocate resources to accomplish various objectives including securing supremacy in this area of the front. Includes individual detailed missions as well as campaigns. 1nm/hex, 2min/turn, 1-5 aircraft/counter. 4.5 countersheets, 32 aircraft cards. T.Simo'12										
<b>WW-I: Naval Combat</b>										
<b>Great War at Sea, Pacific Crossroads</b>		<b>101319</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	HC			3
Game designed as an introduction to the Great War at Sea system, and depicts hypothetical early clashes between Japanese & American fleets for the Carolines & Marianas in the 1920s or 30s. 85 counters. '10										
<b>Great War at Sea, v.1, the Mediternn 3rd</b>		<b>106229</b>	Avalanche Press, Ltd.	<b>\$53.00</b>		New	HC			4
Reprint in a half-case box. Modestly simple, operational & tactical lvl gm of naval combat thruout the Med & Black Sea during WW I. 2nd ed added 30 1" counters, 4 additional pages of rules, and now has 70 scenarios plus a much prettier map. B.Miller'08										
<b>Great War at Sea, v.11: USNavy Plan Gold</b>		<b>103682</b>	Avalanche Press, Ltd.	<b>\$44.00</b>		New	HC			3
Game of the US's hypothetical planning scenarios, a post-WW1 war with France. Covers a range of scenarios and the eastern Caribbean. Map mates with US Navy Plan Black. '06										
<b>Great War at Sea, v.12, Jutland 1914-18</b>		<b>105539</b>	Avalanche Press, Ltd.	<b>\$75.00</b>		New	BC			3
Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06										
<b>Great War at Sea, v.13: Zeppelins in WWI</b>		<b>106150</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	Bk			1
Kit in the form of a 64pg book with new rules covering Zeppelins of Germany, Italy, Austria-Hungary, France, Britain & the US, historical articles, and 88 counters. Includes a counter for every aircraft that existed. '07										
<b>Great War at Sea: Bay of Bengal Kit</b>		<b>100246</b>	Avalanche Press, Ltd.	<b>\$13.50</b>		New	Bk			3
64pg supplement with 10 battle & 24 operational scenarios in the Bay of Bengal as the Brits chase the German Emden, or react to fears of German, Japanese & Dutch imperialism. Reqs the map from 2WW Eastern Fleet, Plan Gold & Sea of Troubles, plus counters from Mediterranean, Cruiser Warfare, Jutland & Pacific Crossroads. '12										
<b>Great War at Sea: Confederate States Nvy</b>		<b>105357</b>	Avalanche Press, Ltd.	<b>\$16.50</b>		New	Bk			3
Supplement based on the huge what-if the Confederates had won the Civil War and gone one to develop a navy like others in the WWI timeframe. The US & Confed navies meet in the Caribbean during WWI. Includes 105 counters & 30 scenarios. Req Mediterranean, Cruiser Warfare, Jutland, Cone of Fire, Pac Crossroads, Dreadnought, Sea of Troubles, Black Waters reqd to play all scenarios. '12										
<b>Great War at Sea: Dutch East Indies Kit</b>		<b>103685</b>	Avalanche Press, Ltd.	<b>\$13.50</b>		New	Bk			3
Kit with 35 scenarios focused on naval battles (real & hypothetical) in the 1914-17 period in the Dutch East Indies, as the the Dutch, Brits, Germans & Japanese vie for control or access to the area. Req Mediterranean, Dreadnought, Pacific Crossroads, Jutland, Cruiser Warfare & Strike South components. '12										
<b>Great War at Sea: US Navy Plan RED 2nd</b>		<b>106629</b>	Avalanche Press, Ltd.	<b>\$40.00</b>		New	BC			3
Reprint in a larger box. Stand-alone game using the deservedly popular GWaS system and studying the hypothetical situation in which the US fleet fights the Brits in 1917 in 30 scenarios depicting actual war plans of the time. Here's your chance to invade Bermuda, shell Nova Scotia (why?) or bomb Virginia Beach. Includes 210 counters & a map of the NE seaboard of N.America. '13										
<b>Great War at Sea: USNavy Plan Scarlet Kt</b>		<b>106153</b>	Avalanche Press, Ltd.	<b>\$15.00</b>		New	Bk			3
25 scenario booklet covering the US Navy's plans for war with Australia! Req Pacific Crossroads, Jutland, Cruiser Warfare, Sea of Troubles & Black Waters to play all scenarios. '10										
<b>Nine Navies War</b>		<b>105985</b>	Decision Games	<b>\$37.00</b>		New	BC			6
Strategic level game of the naval war during an alternate world beginning in 1915 after Germany has overrun France. There are essentially 2 fronts, the Med and the Atlantic. Includes all ships existent during the WWI era. Uses a variation of the simple War at Sea system. 492 counters. '07										
<b>Grand Fleet</b>		<b>99697</b>	L2 Design Group	<b>\$75.00**</b>		New	LB **			1
Simpler, strategic level game of the naval war in the North Sea during WW1, 1914-8, using a variation on the War at Sea game system. 264 counters representing indiv capital ships from Germany, UK, US, France & Russia. S.Newberg'10										
<b>Black Sea Fleet, 1914-18</b>		<b>96703</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n			4
Naval combat in the Black Sea during WW-I between Russia, Turkey & Austro-Hungary. Played in 13 scenarios. 100 counters & an 11x17 map. Uses a system that preceded the Great War at Sea series by the same designer. M Bennighof'91										

WORLD WAR II, 1935 -- 1945

email: M.Dean@FineGames.com

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WW-2: Global Scale

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of Print?	Game Scale	#-of Plyrs
<b>World in Flames 1994/95 Annual</b> 72pg booklet of strategy & analysis, comprehensive WIF errata. Includes Mech-in-Flames kit w/ countersheet #23 which elaborates on ground unit capabilities. Also includes DoD2 political status display & WIF '39 campaign scenario. RECOMMENDED; probably the value of the year. '95		<b>103967</b>	Australian Design Group	<b>\$28.00</b>		New	zl			6
<b>World in Flames 1998 Annual</b> 64pg booklet of strategy & analysis based on 6th ed. Includes Leaders-in-Flames kit w/ countersheet #25, which adds leadership abilities on movement & combat. Also includes 74 errata & variant counters plus comprehensive errata. A solid package. H.Rowland'98		<b>102427</b>	Australian Design Group	<b>\$35.00</b>		New	zl			6
<b>World in Flames 2000 Annual</b> 72pg players guide containing yet another 200 counters & the Politics in Flames kit, WIF Final ed revised combat chart, plus lengthy articles analyzing aspects of the 2000 version of WIF "final." Certainly a must-have for WIF addicts who can't have too many counters on their map... H.Rowland'01		<b>102786</b>	Australian Design Group	<b>\$35.00</b>		New	zl			6 M
<b>World in Flames 2008 Annual</b> 72pg mag with strategy & replay articles on various aspects of WIF, plus convention reports, variants, the latest errata, colorized tables chart, new DOD-III cards, Factories in Flames variant w/ 200 counters. FF is another variant focused on elaborated production & repair processes (applies to WIF, AmIF, Patton InF). Includes interview with developer of WIF PC. Rules to balance DoDIII. Strategy in Patton in Flames. A must-have for WIF fanatics. '08		<b>101563</b>	Australian Design Group	<b>\$44.00</b>		New	zl			6
<b>World in Flames, 6th [Classic], Rev ZL</b> Ziplocked version of WIF Classic w/ 2007 revision components. Includes 5 maps, countersheets 1-6 & 24, & current version of rules, scenarios & charts. THE finest detailed strat WW2 game. 2 scenarios, 2 1-map & 5 2-map campaign games. Mates w/ Days of Decision to add pre-war politicking & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. '07		<b>105709</b>	Australian Design Group	<b>\$63.00</b>		New	zl			6 M
<b>World in Flames, 6th [Classic], Revised</b> Updated w/ 2003 & 2007 counters. 'The Final Edition.' Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. Mates w/ Days of Decision to add pre-war politicking & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '07		<b>105456</b>	Australian Design Group	<b>\$69.00</b>		New	BC			6 M
<b>World in Flames, 6th [Deluxe], Revised</b> Current printing with most recent (2007) counter revisions. ■ 'The Final Edition.' Deluxe set includes 5 add-on kits (Asia, Africa, America, Planes & Ships Aflamie, for a total of 3400 counters) Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. 2 scenarios, 2 2-map & 6 4-map campaign games. Mates w/ Days of Decision to add pre-war politicking & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '96-'07		<b>106464</b>	Australian Design Group	<b>\$140.00**</b>		New	BC **			6 M
<b>World in Flames, 6th Class.to Delx UPRG</b> Kit containing all the current versions of all components needed to upgrade a Classic edition of the 'Final' edition to a Deluxe. Essentially it adds the many add-on kits (Ships, Planes, Asia, Africa, America, etc) that come with the Deluxe.		<b>103780</b>	Australian Design Group	<b>\$99.00</b>		New	zl			6
<b>World in Flames: Convoys in Flames Kit</b> Kit adding rules with 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. H.Rowland'03		<b>101561</b>	Australian Design Group	<b>\$28.00</b>		New	zl			6
<b>World in Flames: Convoys/Cruisers Flames</b> Bundle of 2 kits adding rules & counters. CONVOYS adds 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. / CRUISERS adds a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. H.Rowland'03		<b>101562</b>	Australian Design Group	<b>\$49.00</b>		New	zl			6
<b>World in Flames: Cruisers in Flames Kit</b> Kit adding a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. Like this game needs more counters... H.Rowland'03		<b>101560</b>	Australian Design Group	<b>\$28.00</b>		New	zl			6
<b>Third Reich / Great Pac War PLAYERS GUIDE</b> Players guide to Third Reich 5th & Great Pacific War. Covers all aspects of tactics & strategy in these two complex games. Includes some what-if variants & a 120 die cut counters to go with them; 1936 & 1938 scenarios; and force analyses. '04		<b>99962</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		New	Bk			6
<b>World at War 2nd</b> 2013 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individual cap ships. Complex. B.Harper'13		<b>107016</b>	GMT Games	<b>\$130.50**</b>		New	DC **	Going		8
<b>Axis &amp; Allies 1942 2nd</b> 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		<b>98099</b>	Hasbro: New Avalon Hill	<b>\$43.50**</b>		New	LB **			8 5
<b>Blitzkrieg General 2nd</b> 2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01		<b>105486</b>	Udo Grebe Game Design Co.	<b>\$25.00</b>		New	BC	Going		6 8
<b>WW-2: Strategic European Theater</b>										
<b>Mercy, War Without... 2nd</b> Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East 1941-4 using 2 maps, 8400 counters. Very nicely done graphics on counters & map. Game mates with Brute Force & the Mediterranean. R.Beyma'11		<b>106050</b>	Clash of Arms	<b>\$54.00</b>		New	BC			6
<b>East Front II</b> Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasuses, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06		<b>106131</b>	Columbia Games	<b>\$90.00</b>		New	BC			6
<b>Euro Front II Kit</b> 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		<b>96618</b>	Columbia Games	<b>\$90.00**</b>		New	BC **			6
<b>Proud Monster 2nd</b> Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11		<b>99179</b>	Compass Games	<b>\$109.00**</b>		New	BC **			4
<b>War, Europe 1939-45</b> Fast playing, strategic level game of WWII in Europe including lots of chrome & 12 scenarios. Fills the niche left by Third Reich. Uses cards for U-Boat & strategic bombing, espionage & naval warfare. Up to 5 players can represent the major combatants. Allows many what-ifs such as construction of German aircraft carriers. 1800 counters, 2 maps. E.Copley'12		<b>102907</b>	Compass Games	<b>\$100.50**</b>		New	DC **			8



Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
See page 51 for an explanation of the various codes & column data used in this catalog.										
<b>Totaler Krieg! [Krieg 3rd] 2nd</b>		<b>104162</b>	Decision Games	<b>\$99.00**</b>		New	LB **		6	3
Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11										
<b>Hinge of Fate, Poland &amp; France 1939 # 30</b>		<b>103519</b>	Decision Gms World at War	<b>\$20.00</b>		New	n		4	
Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partizans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate: Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.										
<b>Barbarossa to Berlin 2nd</b>		<b>106284</b>	GMT Games	<b>\$38.50</b>		New	BC	Going	6	
Reprint of this strategic level, area move game of WW2 in Europe & N.Africa, using a system akin Paths of Glory, beginning in June 1941. Corp/army lv, 3mo/turn. 110 cards, 420 counters. Minor errata may be incorporated into various components. T.Racier'06										
<b>Stalin's War, Eastern Front 1941-45</b>		<b>101291</b>	GMT Games	<b>\$38.00</b>		New	BC	Going	6	
Card-driven game by a skilled designer, covering WWII in the East, from Berlin to the Urals. Combines standard hex movement with the flow of events thru card play. 60mi/hex, corp/army level. 390 counters, 1 map, 2x 55-card event decks. T.Racier'10										
<b>Supreme Commander, WWII in Europe '39-45</b>		<b>105859</b>	GMT Games	<b>\$43.50</b>		New	BC		6	5
2-5 player, grand strategic game covering all of World War II in Europe from Sept. 1939 to its bloody conclusion. Design emphasizes streamlined play yet includes coverage of all the important theaters & elements of the war, including economic & diplomatic systems, strategic warfare, tech advancement, amphibious invasions, partisans, & more. 2 countersheets. D.Holte'13										
<b>Unconditional Surrender!, WWII in Europe</b>		<b>104937</b>	GMT Games	<b>\$47.00</b>		New	BC		8	
2-4 player, strategic level game of World War II in Europe & northern Africa. Games uses an army-level, low counter density system, and emphasizes planning and interaction among allies, as well as economics & production. 840 countersheet, 2 maps, army level, 1mo/turn, 2-4 players, 30-40mi/hex. S.Vasta'14										
<b>Eastern Front Solitaire, 4th</b>		<b>104990</b>	Omega Games	<b>\$25.00</b>		New	BC		6	1
4th edition colorizes the map & counters, adds bullet pt format rules, added design notes. Simpler, strategic, area move, solitaire game of East front, 41-45 at army level. Good game. D.Alexander, B.Gibbs'01										
<b>Blocks in the West, the Western Campaign</b>		<b>103815</b>	Vento Nuovo Games	<b>\$80.50**</b>		New	GB **		6	
NOTE Box not shrinkwrapped, with 2 isolated sml nicks on box edge & 3" crease on another edge, otherwise new direct from distribuor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13										
<b>WW-2: Strategic Pacific Theater</b>										
<b>Great Pacific War, 1941-45 2nd</b>		<b>99791</b>	Avalanche Press, Ltd.	<b>\$59.00</b>		New	BC		8	5
2007 "3rd" (2nd ed by our count) revision to rules & charts that streamlines game system. Revision of AH's Empire of the Rising Sun, companion game to Third Reich. Covers the war in the Pacific and Asia, beginning in 1941. Includes 3 maps, 560 counters. and only 24pgs of rules. 60mi/hex, corp/fleet level. RECOMMENDED to strategic level gamers. Can be played by 2-5. B.Knipple'07										
<b>Africa Orientale Italiana</b>		<b>94568</b>	Decision Games	<b>\$29.00</b>		New	zl		6	
Kit for both Adv Euro & Adv Pacific Theatre of Operations. Begins with Italian invasion of Ethiopia in 1935 and continues thru the Middle East into WW2. Includes a map of India & the India Ocean so as to mate with APTO, & a map of Spain & the Atlantic to mate with AETO. 280 counters (including an AETO upgrade to aircraft). '09										
<b>Dai Senso!</b>		<b>104161</b>	Decision Games	<b>\$90.00**</b>		New	LB **		6	3
Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11										
<b>China, Battle for... 4th #259</b>		<b>90435</b>	Decision Games S&T Games	<b>\$19.25</b>		New	n		6	
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.										
<b>Resistance, War of..., China 1937-41[WB]</b>		<b>105327</b>	Games Research & Design	<b>\$85.00**</b>		New	FB **		6	
Packaged in a generic cardboard white box. First in the Glory series of Europa scale games covering the Pacific Theater at 16mi/hex, btl/rgt/div level. HUGE game w/ 2000 counters, 5 maps covering the war in China prior to the onset of global war (ie 1937-41). Nicely done map & counters. 4 battle scenarios plus campaign. M.Royer'98										
<b>Carrier War: Expansion Kit</b>		<b>103307</b>	Omega Games	<b>\$25.00</b>		New	Fo	Going	6	
Expansion kit that allows the possibility of the war continuing thru 1944 to as late as 1946, with air, land & naval forces in production but not produced historically. Includes 400 additional counters, 7 play aid cards, errata, plus 6 scenarios including the invasion of the Philippines, the invasion of Japan and a campaign game of the entire war in the Pacific.										
<b>Across the Pacific 2nd</b>		<b>104414</b>	Pacific Rim JustPlainWGMs	<b>\$65.00</b>		New	FB		6	
2nd ed copy. New but a couple of minor creases on box btm. ■ 2nd edition simply has the name printed on the box cover itself. Large & pricey game of the entire war in the Pacific. Japanese select strategic goals before the game, then juggle very limited resources to secure a defensible perimeter & hold back the inevitable onslaught. 5 months/turn, map covers from Hawaii to India. 960 5/8 counters, rgt to army level, with air fleets, individual capital ships, etc. 4 scenarios + campaign. M.Myers'11										
<b>Typhoon sur le Pacifique #40</b>		<b>100522</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n		8	
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 grognard.com/vaevict.html. '02										
<b>WW-2: Pre-War Maneuvers (Czech, Austria, etc)</b>										
<b>Czechoslovakia Defiant</b>		<b>100799</b>	Schutze Games	<b>\$22.00</b>		New	HC		4	
Operational/strategic level game of the what-if had Czechoslovakia resisted German annexation militarily rather than accept the Munich Agreement in 1938. Uses the Fall of France game system. Political rules allow a broader, regional war developing as other nations are dragged into the conflict. 1 sml map, 176 counters, brig/div level, 1day/turn, 15mi/hex. P.Schutze'12										
<b>WW-2: Winter &amp; Continuation Wars in Finland</b>										
<b>Karelia '44</b>		<b>103147</b>	Multi-Man Publishing,	<b>\$31.00</b>		New	BC		4	
Standard Combat System game covering the northern Finnish Front during the summer of 1944 as the the Soviets attack with 2 ground armies & the Finns attempt to stave off defeat one more time by making good use of their artillery & 3 defensive lines. Btl/rgt level w/ 280 counters. K.Jacobsen'11										
<b>WW-2: Spanish Civil War at all levels</b>										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Command at Sea: Shattered Armada</b>		<b>105040</b>	Clash of Arms	<b>\$27.00</b>		New	Bk			1
Kit adding naval battles that did or could have occurred during the Spanish Civil War, 1936-9, using the Command at Sea system. Includes actual battles, possible battles between nearby combatants, and what-if battles based on contingency plans. 22 scenarios, 210 counters. '14										
<b>Crusade &amp; Revolution, Spanish Civil War</b>		<b>102911</b>	Compass Games	<b>\$57.00</b>		New	BC			6
Card-driven game of the Spanish Civil War, 1936-9. Game includes 3 phases of the war: the first of small columns of units operating thru a very porous front; then the period of large units & mass mobilization; finally, the decisive phase ending in one side's complete surrender. Played on a national map with pt-to-pt movement. 4 scenarios lasting 1 year to the entire war. 110 cards, 2 countersheets. 60km/area, 1-2mo/turn, rgt/brig/div/corp level. D.Relloso'13										
<b>Arriba Espana! 4th # 8</b>		<b>90273</b>	Decision Gms World at War	<b>\$19.25</b>		New	n			8
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. 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.										
<b>For Whom the Bell Tolls [White Box]</b>		<b>105326</b>	Games Research & Design	<b>\$52.00**</b>		New	FB **			4
Packaged in a generic white box. Includes additional 3 countersheets of play markers. Spanish Civil War & possible inv of Spain during WW2, using Europa system. 2wks/turn, Btl/Rgt/Div level, 1600 counters. Well regarded game. J.Gee, J.Millefolgie'95										
<b>Guadalajara</b>		<b>104853</b>	Multi-Man Publishing,	<b>\$23.00</b>		New	BC			3
Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btl level, 280 counters, 1 map. E.Sassot'06										
<b>Popular Front, Spanish Civil War</b>		<b>106605</b>	Numbskull Games	<b>\$39.00</b>		New	DC	Going		4
Somewhat abstracted fast playing game of the political, ideological & military conflict that was the Spanish Civil War, 1936-9. 2, 4 or 6 players play as teams, each with an identical 20-card deck. '11										
<b>Popular Front: Escalation Kit</b>		<b>106641</b>	Numbskull Games	<b>\$10.00</b>		New	SC	Going		4
Kit for this game of the Spanish Civil War adding 54 cards & new powers for each faction that encourage each faction to pursue a unique strategy. Also adds new retreat & naval combat rules. '12										
<b>Pasaran</b>		<b>86257</b>	Udo Grebe Game Design Co.	<b>\$25.00</b>		New	BC	Going		4 1
Includes 113 err & variant counters plus errata for Blitzkrieg General. Strategic level game of the Spanish Civil War, 1936-9, using the Blitzkrieg General system. Strategic level with area movement, economics & production, 55 option cards, a command system, plus solitaire rules. 280 counters. Includes 20 errata counters for other games esp. Blitz General. U.Grebe'03										
<b>La Bataille de L'Ebre 1938 #61</b>		<b>93780</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical game of the key battle of Ebre, 1938, during the Spanish Civil War. 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 grognard.com/vaevict.html. J.Romero'02										
<b>WW-2: Campaigns &amp; Battles - Eastern Front</b>										
<b>Circle of Fire, Siege of Cholm 1942 #41</b>		<b>104111</b>	Against the Odds Magazine	<b>\$27.00</b>		New	HP			3
Mag & game. Game is a 2-player, area move game of the first few days of the Soviet siege of Cholm, 1942, during their massive Soviet winter offensive. Besieged by a wave of Soviets, Kampfgruppe Scherer withstood the 100-day siege heroically, mandated by Hitler's No-Retreat order. Uses a variation of the Storm Over Arnhem game series with its impulse driven activity. 176 counters. M.Rinella'14										
<b>Fortress Berlin 2nd # 8</b>		<b>106355</b>	Against the Odds Magazine	<b>\$29.00</b>		New	HP			4
Mag + Game. v2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. Includes what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitaire rules. Designed by a yeoman designer, J.Prados'09										
<b>Four Roads to Moscow</b>		<b>103119</b>	Against the Odds Magazine	<b>\$35.00</b>		New	HP			6
2010 Annual w/ 4 games. HITLER TURNS EAST is a hex-based game of the first 9 months of the war in the east at corp/army level. 160 counters, monthly turns. T.Racier / SLAUGHTERHOUSE is a point-point map game of the first 9 months of the war in the east at the army/army group level. 120 counters., bi-monthly turns. M. Rinella / STRIKE THE BEAR is a large hex map game of the war in the east in the first 9 months of the war in the east with key constraints of operational limits. 120 counters, 3-week turns. R.Nord / CODEWORD BARBAROSSA is an area move game of all of Europe prior to Barbarossa as Germany & the USSR gear for war. Players seek to maximize economic resources and end-game military forces. Includes sml number of event cards, and used Resource Points ala 3rd Reich. 120 counters. J.Prados '11 / ARTICLES ON: Barbarossa facts v myth; March to Magdala, Abyssinia 1868; fallacy of numbers being the dominant cause of Axis loss of WW2. '11										
<b>Hungarian Nightmare, Budapest 1945 #31</b>		<b>95493</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag & game. Game of the bitter battle for the Hungarian capital of Budapest, Dec'44-Feb'45, the 2nd bloodiest in history. The 79000 Germans & Hungarians have only a hodge podge of attack-capable units & logistical problems. But the Soviets have 177,000 - 2 fronts - & a tight timeline. Victory based on besting actual history. 420 counters, rgt level, 1-1/2 area move maps, 3days/turn. M.Stille'11 / ARTICLES ON: the emergency air resupply of Budapest, 1945, via glider; Soviet siege of Budapest 1945; WW2 urban sieges; TARLETON'S QUARTER! expansion rules; battle of Navarion, last btl in Age of Sail, 1827; US-China relations as a zero-sum game.										
<b>Kesselschlacht #3</b>		<b>98546</b>	Against the Odds Magazine	<b>\$30.00</b>		New	HP			4
Mag & Game. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03										
<b>Wintergewitter, Campaign Study # 1</b>		<b>104837</b>	Against the Odds Magazine	<b>\$33.00</b>		New	HP			4
Rgt level game of the abortive German attempt to relieve the encirclement of Stalingrad late in 1942. Both sides have an opportunity for offense as well as desperate defense. 4 scenarios. Includes a magazine-style campaign study of the campaign, 560 counters. M.Stille'07										
<b>Stalingrad, Battle of...</b>		<b>106264</b>	ATO - Turning Point Simulations	<b>\$20.00</b>		New	HP			4
First in an intended line of 20 games, each corresponding to a chapter in Joseph Mitchell's book, Twenty Decisive Battles of the World. This game is a corp/army level look at the 1942 campaign in southern USSR with the German Fall Blau offensive followed by the Soviet Uranus counteroffensive, with Stalingrad in the middle of things. Mounted but bland map covers the area from Kharkove to Astrakhan. Political influences on the campaigns are key. 280 counters. H.Gerber'12										
<b>Kursk 1943, el Fin de la blitzkrieg # 31</b>		<b>102988</b>	Alea Magazine (Ludopress)	<b>\$16.00</b>		New	n			4
Mag & game. NOTE: Slight evidence of moisture w/ v.slight warping of a few pages & v.light discoloration of game maps. ■ 52pg mag & game. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Game is 1st half; 2nd half published in #33. Includes addtl scenarios for Nordkapp#29. Spanish magazine with ALL material in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '06										
<b>Kursk 1943, La Pinza Sur pt 2 # 33</b>		<b>102984</b>	Alea Magazine (Ludopress)	<b>\$18.00</b>		New	n			4
Mag & game. NOTE: Mild, barely perceptible evidence of moisture discoloration at right upper corner of all mag pages including game materials. ■ Mag + Game. w/52pg mag. Pt 2 of 2 parts of game; 1st half printed in #31. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Also include LA SOMBRA DEL AGUILA, a game of 2 Napoleonic btl set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '09										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> Only?	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flax	<u>General</u> Conditin	<u>Box</u> Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Red Vengeance, Defeat of Nazi Germany</b> Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06		<b>105387</b>	Avalanche Press, Ltd.	<b>\$21.00</b>		New	SC			4
<b>Roads to Stalingrad</b> Slight concavity to box btm. ■ First of an intended Campaign Commander series of games. This game covers the struggle for southern USSR from the summer of 1942 thru winter of 1943, including Stalingrad. Operational level. '10		<b>105517</b>	Bellica 3rd Generation	<b>\$42.00</b>		New	BC			4
<b>SS Abyss, Hungary 1945 2nd</b> Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters. Revised somewhat from earlier 1st edition. P.Moore'08		<b>102319</b>	Blue Guidon Games	<b>\$29.00</b>		New	BC			4
<b>Cherkassy Pocket, Encirclement at Korsun</b> Btl/brig level game of the bitter battle of Korsun Pocket, winter 1944. A fast moving slugfest covering 23 days using the Berlin '45/Wave of Terror game system by the same designer. 4 scenarios, 1.25mi/hex, 24hr/turn, 520 counters. J.Desch'01		<b>97394</b>	Decision Games	<b>\$37.00</b>		New	HC			4
<b>Drive on Stalingrad, 3rd</b> Reprint w/ graphic upgrade of the German Summer'42 drive on Stalingrad & Caucasus using the PzrGrp Guderian system. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn. B.Hessl'02		<b>106180</b>	Decision Games	<b>\$45.00</b>		New	BC			4
<b>Duel on the Steppe, Operation Star #285</b> Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.		<b>105271</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			4
<b>1940, What IF Germany Went East? #12</b> Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yel'nia (Smolensk), first turning point in WW2 in the East. '10		<b>100485</b>	Decision Gms World at War	<b>\$22.50</b>		New	n			4 M
<b>Counterattack in Ukraine, Dubno '41 # 31</b> Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were largely impervious to most of the German's weapons lead to several days of mobile battles tho in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowski [Polish soldier in WWII, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australia's Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 1937-45; Japanese Planning for the Malayan Campaign 1941-2.		<b>102835</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
<b>Leningrad '41 #17</b> Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.		<b>95408</b>	Decision Gms World at War	<b>\$22.50</b>		New	n			4
<b>Minsk, Battle of...1944 # 22</b> Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '11		<b>101450</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
<b>Winterstorm, Relief of Stalingrad'42 #36</b> 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 forcess 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. Btl/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.		<b>104210</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
<b>Black Wednesday</b> Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95		<b>101345</b>	Gamers (% MMP)	<b>\$34.00</b>		New	BC	Going		3
<b>Barbarossa, Crimea, 1941-2</b> Game of Army Group South's battle for the Crimean Peninsula in 1941-2. Uses the East Front game system, and mates with the many other games in the series. Includes a focus on the 8mo siege of Sevastopol. 9 scenarios, 1 map, 2 countersheets. Rgt/div level, 2days/turn, 5mi/hex (1.6mi/hex for Sevastopol map). Both sides must make due with limited assets & a tough job, including massive siege guns & amphibious assaults. V.Von Borries'10		<b>104029</b>	GMT Games	<b>\$55.00</b>		New	BC			4
<b>Barbarossa, Kiev to Rostov 1941</b> Large, complex 4-map 720 counter game of Army Group South's push into the southeastern Ukraine. Uses GMT's East Front series, a good if detailed system by a yeoman designer. Div lvl, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 7 scenarios 4 of which use only 1 map. RECOMMENDED for E.Front fiends. V.von Borries'08		<b>104030</b>	GMT Games	<b>\$60.00</b>		New	BC	Going		4
<b>Roads to Moscow 1941</b> Game covering 2 key battles as the German Army Group Center struggles to progress towards Moscow in Oct. 1941. Mzhaysk to the west of Moscow, Mtsensk to the south, represent the bitter fights of that time as the Germans push forward, fighting time as much as the Soviets. Includes 3 countersheets, 2 maps. V.Von Borries'13		<b>101763</b>	GMT Games	<b>\$37.00</b>		New	BC			4
<b>Summer Lightning, Invasion of Poland '39</b> Operation-level game of the German & Soviet invasion of Poland, 1939. Uses the near-diceless system of Balkan Storm & Autumn Mist, and reflects that the Polish army was quantitatively the equal of the Germans. Many OoB options including variable Polish deployments, variable surprise & mobilization, French intervention, and the hypothetical failure of the blitzkrieg. 280 countrs. 30km/hex, rgt to corp level, 2days/turn. B.Train'11		<b>100001</b>	Lock 'n Load Publishing	<b>\$35.00</b>		New	BC			4 4

<u>Game Title (&amp; Edition or Issue #)</u> <u>Specific Condition, Subject, Designer, Year</u>	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Baltic Gap</b> Operational Combat System (OCS) game of the Soviet drive into the Baltic states in the summer 1944. 8 scenarios include campaigns suitable for team play. 2 maps, 1400 counters, 3.5days/turn. OCS v4 rules. J.Kisner, H.Mielants'09		<b>104851</b>	Multi-Man Publishing,	<b>\$50.00</b>		New	BC			4
<b>GD'42</b> Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09		<b>102288</b>	Multi-Man Publishing,	<b>\$49.00</b>		New	BC			3
<b>Guderian's Blitzkrieg II[I] 3rd</b> Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed op lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43. Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btn-div level. D.Essig'11		<b>99086</b>	Multi-Man Publishing,	<b>\$125.00**</b>		New	DC **			4
<b>Storm Over Stalingrad</b> Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btn level. T.Nakamura'08		<b>106595</b>	Multi-Man Publishing,	<b>\$36.00</b>		New	BC			4
<b>Victory Denied</b> Game of summer 1941 German offensive in the USSR, as they appeared unstoppable yet diverted their army south rather than finish the drive to Moscow during the dry months. Covers July-Spt'41. Sister game to Victory Lost. Div level. Simpler game system. '09		<b>104860</b>	Multi-Man Publishing,	<b>\$30.00</b>		New	BC			4
<b>48th Panzer Korps 2nd</b> Reprint of this popular, long out of print game of the 6-day slugfest in the Chir River Basin as 48th defends corridor to Stalingrad & Caucasus, Dec'42. 200 counters. J.Soldak'06		<b>96206</b>	Pacific Rim JustPlainWGms	<b>\$25.00</b>		New	zl			4
<b>Demyansk Pocket</b> Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91		<b>104655</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n	Going		4
<b>Kestenga</b> Small game of the 3 Axis attempts in '42 to cut the Murmansk RR near Kestenga. M.Bennighof'93		<b>106444</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n			4
<b>Salla 1941, Fight to the Finnish</b> 3 div Axis offensive at neck of Kuralia Peninsula attempting to isolate Murmansk. Btn lvl. Unique move system & subject matter. Good game. M Bennighof'91		<b>102300</b>	Pacific Rim JustPlainWGms	<b>\$14.00</b>		New	n			4
<b>Taman '42</b> Aug 1942 drive by the Rumanian Cav Corp to clear the Taman peninsula, the Axis right flank of AG South at the east end of Kerch Straits. Btn lvl, using the Salla system of alternating divisional activation. M.Bennighof'93		<b>104921</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n			4
<b>Troina '43</b> Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93		<b>106445</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n			4
<b>Poland Crushed</b> Operation level game of the German invasion of Poland. The Germans must move quickly & decisively to defeat Poland, while the Poles seek to delay their defeat. Includes historical scenarios & many variants (including the Southern Stronghold where the army tries to hold out near its ally, Romania). 2 small maps, 264 die cut counters. P.Schutze'12		<b>101646</b>	Schutze Games	<b>\$22.00</b>		New	HC			4
<b>Yelnya, Crushing the Salient</b> Smaller, simpler game of Zhukov's first counterattack against the Germans, Sept. 1941. Zhukov, commanding the Soviet's reserve army, finds an opportunity to attack Army Group Center after it has been stripped of it's panzers (off encircling a half-million Soviets in the Ukraine), and push the Germans back from the approaches to Moscow. 88 counters, small map. P.Schutze'12		<b>101648</b>	Schutze Games	<b>\$18.50</b>		New	HC			4
<b>Korsoun 1944 #72</b> 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 grognard.com/vaevict.html. '07		<b>100538</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
<b>Koursk 1943 #51</b> 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 grognard.com/vaevict.html. '02		<b>100533</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
<b>La Mious 1943 #85</b> Mag + Game. ■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09		<b>100545</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
<b>Operation Nordwind #98</b> Mag & Game. Hex-based, regt level game on the last German offensive on the western front in WW2 as 3 German divisions attempt to encircle & destroy the US 100th Inf with no real success. Includes 108 die cut counters, plus cardstock variant counters in the mag for a prior game. Magazine with all elements printed in French; English rules available for download on the internet. '11		<b>102545</b>	VAE VICTUS Magazine	<b>\$23.50</b>		New	n			4
<b>Stalingrad 1942 #110</b> 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 Grognards. 84pgs.		<b>102575</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			2
<b>Stalingrad, Battle for...</b> 2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. A key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14		<b>103212</b>	Dan Verssen Games	<b>\$27.00</b>		New	BC			3 1
<b>Hell's Gate</b> Small game of the battle of Korsoun Pocket fought in the Ukraine in Jan-Feb. 1944. Updated from a version of the game included in the book Simulating War by the designer. 70 counters, brig/div/corp level, 3days/turn, 20km/hex. Fast playing. P.sabin'14		<b>106740</b>	Victory Point Games	<b>\$22.00</b>		New	SC			4
<b>Holdfast, Russia 1941-42</b> Strategic level, block-style, relatively simple & fast-playing game of the first year of the Axis invasion of the Soviet Union, 1941-42. Army level. G & M.Wylie'14		<b>106225</b>	Worthington Games	<b>\$43.50</b>		New	BC			4
<b>Panzerkrieg, 3rd</b> Graphic update to this venerable 9 scenario gm of campaigns across all of S.Ukraine '41-44 (Kiev south) at div/corp lvl. System & some units have been tweaked by orig designer. J.Prados'94		<b>97246</b>	Worldwide Wargamer (3W)	<b>\$32.00</b>		New	BC			4

WW-2: Campaigns &amp; Battles - Western Front, 1939-40



<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge <u>Flag</u>	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>France Fights On #39</b>		<b>106336</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.										
<b>Ghost Division #38</b>		<b>105622</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4 1
Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/btl level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.										
<b>Norway 1940 # 29</b>		<b>102179</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
Mag & game. ■ Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 1943; Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjaeger v 1st Airborne at Primosole Bridge.										
<b>France '40, Sickle Cut &amp; Dynamo</b>		<b>102978</b>	GMT Games	<b>\$37.00</b>		New	BC			4
Pair of games in one box using the same game system, each with its own mounted map. Sickle Cut covers Guderian's drive thru to the English Channel in May 1940, starting 13 May. 6 Panzer divs have cleared the Ardennes and are at the Meuse River facing strong Allied forces. DYNAMO covers the British withdrawal to Dunkirk & their evacuation there. Starting 24 May, the British decide to withdraw to Dunkirk rather than risk isolation - but some of the panzers are closer to Dunkirk than they. Challenge is to hold the perimeter for 8 days during the withdrawal. Maps may be joined, but there is no scenario for the combined period (likely to be published later). Rgt/div level, 4mi/hex, 1day/turn. M.Simonitch'13										
<b>Blitzkrieg Legend, Btl for France 1940</b>		<b>106583</b>	Multi-Man Publishing,	<b>\$81.50</b>		New	BC			4
Operational Combat System (#12) game of Case Yellow, the German invasion of France & the Low Countries in May 1940. Demonstrates that the Germans were lucky (& the Allies bumbling), that events could have taken a very different turn. Std scenario assumes the French Dyle Plan, but alternatives free both players to explore all options. Special rules for OCS allow for bridges & fort capture, evacuations, the Maginot Line, and Hitler's command that halted the panzers for a few days. 3mi/hex, 2days/turn. 1960 counters, 3 maps, 10 scenarios.										
<b>Fall of France 2nd</b>		<b>101643</b>	Schutze Games	<b>\$25.00</b>		New	HC			4
Professionally produced games w/ die cut counters. Covers the campaign for France, 1940, in which both the Germans & Allies are treated as competent armies. Corp level, 216 die cut counters. 2nd ed includes addition variants & counters. P.Schultz'11										
<b>Switzerland Must be Swallowed 2nd</b>		<b>100807</b>	Schutze Games	<b>\$25.00</b>		New	HC			3
Boxed update of this game of a possible German invasion of Switzerland sometime after the summer of 1940, as well as a possible Allied invasion in 1944. The southern portion of the country was well protected by the Alps, but the Swiss themselves realized the northern half may be swiftly overrun. 264 dbl sided div level counters. 15k/hex, 3days/turn. 2nd ed adds several new scenarios plus rules tweaks. P.Schutze'07										
<b>Blitzkrieg 1940 2nd # 7</b>		<b>99884</b>	Udo Grebe COMMAND & STRAT	<b>\$39.00</b>		New	HC			3
Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10										
<b>Blitzkrieg 1940 # 63</b>		<b>100537</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. 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 grognard.com/vaevict.html. '05										
<b>France 1940 # 37</b>		<b>100520</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level, hex based game of the German invasion of France & the Low countries, May 1940. Div/Corp level w/ leadership elements. Nicely done map. 20km/hex. 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 grognard.com/vaevict.html. '01										
<b>No Retreat! the French Front</b>		<b>106739</b>	Victory Point Games	<b>\$39.00</b>		New	SC			4
Third game in the No Retreat! series (previously published by GMT). This game covers the May 1940 invasion of France & the Low Countries by Germany. Players must adhere to any of several historical plans. Large game by VPG standards. 2 small maps, 117 counters, 37 event & plan cards. Army level, 30km/hex, 4days/turn. C.Paradis'14										
<b>WW-2: Campaigns &amp; Battles - Western Front, 1941-45</b>										
<b>Bradley's D-Day, Campaign Study #3</b>		<b>105034</b>	Against the Odds Magazine	<b>\$33.00</b>		New	HP			3
Campaign Study #3. Booklet & game focused on the American portion of the D-Day landings at Utah & Omaha Beaches during those touch-&-go first 2 days. Uses Monty's D-Day game system. Co/Btl level, 800m/hex, 300 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11										
<b>Pocket at Falaise #27</b>		<b>99439</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag & Game. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.Racier'09 / ARTICLES ON: Falaise Pocket, circle of fire; Figures Don't Lie, German losses at Falaise; Maczek's Tankers, rise of 1st Polish Armored Div; Tank buster aircraft at Mortain & Falaise; Fizzling Fish, failure of early US submarine warfare; 100 battles leading to an independent S.America; Canadian Maj. D. Currie & the Victoira Cross of Falaise; Neanderthals v Humans; Belgian Brigade in WWII.										
<b>Toppling the Reich, Battles for Westwall</b>		<b>98547</b>	Against the Odds Magazine	<b>\$35.00</b>		New	HP			4
ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06										
<b>Alsace 1945</b>		<b>83507</b>	Avalanche Press, Ltd.	<b>\$21.00</b>		New	SC			4
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, btl/rgt/brig level, 140 countrs. '05										
<b>Bitter Woods, the Battle of the Bulge 5t</b>		<b>106983</b>	Compass Games	<b>\$57.00</b>		New	DC			4
5th (Deluxe) edition includes everything from prior editions including the expansion in one box, plus enlarged color counters, additional scenarios & an extended campaign covering the Allied counter-offensive. Rgt/brig lvl game of the Btl of the Bulge in short scenarios & longer campaign gm. Intended as a most historical simulation of this oft-gamed offensive. 2 maps, 480 5/8" counters. R.Heller'14										
<b>Storming the Reich, D-Day to the Ruhr</b>		<b>103086</b>	Compass Games	<b>\$49.00</b>		New	BC			4
Operational level game of the war in the west, from 7 June 1944 (D-Day) to the end of the Ruhr River battles in 1945. Covers the flow of the campaign, with the slugging match followed by a breakout followed by logistical constraints. 2 maps, 456 counters, div level, 8mi/hex, 2 1-map scenarios + campaign. Sequel to Red Storm Over the Reich. T.Racier'10										

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<b>ATS: Bloody Omaha II [2nd]</b>		<b>102723</b>	Critical Hit	<b>\$134.00**</b>		New	BC **			2
Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13										
<b>ATS: Omaha East + West BUNDLE</b>		<b>103241</b>	Critical Hit	<b>\$154.00**</b>		New	BC **			2
Bundle of both Omaha East & Omaha West, making the complete 6 map, buku counter set covering all of Omaha beach on D-Day. Includes 32 scenarios, 6 linking maps, 2500 counters, rules, play aids -- everything you need to play except dice. '13										
<b>ATS: Omaha West [2nd]</b>		<b>100703</b>	Critical Hit	<b>\$53.50</b>		New	Fo			2
Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12										
<b>Aachen, First to Fall</b>		<b>106677</b>	Decision Games	<b>\$16.50</b>		New	Fo			4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for the first German city to be assaulted by advancing Allied forces, Oct'44. Btln/rgt lvl. '10										
<b>Arnhem, the Farthest Bridge</b>		<b>105970</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the battle for Arnhem & its crucial bridge across the Rhine defended by the British 1st Para against SS panzers. Btln level. '10										
<b>Bastogne, A Desperate Defense</b>		<b>105971</b>	Decision Games	<b>\$15.00</b>		New	Fo			3
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the btl for the key crossroads at Bastogne during the Btl for the Bulge, Dec'44. '10										
<b>Highway to the Reich 3rd</b>		<b>104996</b>	Decision Games	<b>\$127.50**</b>		New	LB **			3 M
3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept.1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08										
<b>Hurtgen, Hell's Forest</b>		<b>105603</b>	Decision Games	<b>\$80.50**</b>		New	LB **			3
Mild crease extending 2" from btm left box corner on box cover; otherwise new. ■ Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12										
<b>Lightning War, D-Day</b>		<b>83415</b>	Decision Games	<b>\$15.00</b>		New	SC			4
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										
<b>Scheldt, Battle of..., Devil's Moat</b>		<b>105601</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game of the battles between the Canadian 1st Army & German 15th Army in late 1944. The allies needed to clear the Scheldt Delta in order to utilize Antwerp's port facilities. The German's realized this and delayed the inevitable with pre-sited artillery, snipers & mines to break up Allied advances before they even met the main German lines. '14										
<b>Wacht am Rhein, Battle of the Bulge 3rd</b>		<b>100771</b>	Decision Games	<b>\$107.00**</b>		New	LB **			3
Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. Btln level, 4 maps, 2240 counters. J.Dunnigan,J.Youst'12										
<b>Guards Armour Division # 34</b>		<b>103068</b>	Decision Gms World at War	<b>\$33.50</b>		New	zl			3
Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Bonninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Combat is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.										
<b>Race to the Reichstag, 1945 # 26</b>		<b>103838</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			3
Mag & Game. Game focused on the battle for Berlin, April 1945, and akin to Battle for Germany where each player commands Allied forces on one front and German forces on the other. Each area competes for reinforcements & to be the first to capture Berlin. '12										
<b>Normandy, Battle For...: Expansion Kit</b>		<b>101506</b>	GMT Games	<b>\$39.50</b>		New	zl			4
Kit for this now out-of-print game which extends the game thru the end of August 1944, adds two full & 1 small map sections allowing play of Mortain & Falaise Pocket scenarios, and includes 560 counters of unit-specific breakdown counters for AT & mech inf. Also includes a full color reprint of the rules & scenario booklets (all original content plus 6 additional scenarios), and 2 maps. '13										
<b>Band of Heroes: Noville, Bastogne Kit</b>		<b>89461</b>	Lock 'n Load Publishing	<b>\$32.00</b>		New	HC			2
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										
<b>Normandy 1944, Bloody Summer [2nd]</b>		<b>102096</b>	Ludifolie Editions	<b>\$28.00</b>		New	zl			4
Revision of earlier Normandie 1944 game from Vae Victis #27, with new mechanics & revised OoB (with twice as many units), plus air support units, and a second map extending the game to Paris and covering the D-Day landings thru August 1944. Regt/div level, 1week/turn, 6km/hex, complex, 2 scenarios (Cherbourg & Goodwood/Cobra) plus campaign. E.Teng'13										
<b>Bastogne, Screaming Eagles Under Siege</b>		<b>105493</b>	Multi-Man Publishing,	<b>\$32.00</b>		New	BC			3
Grand tactical game of the weeklong battle for the key crossroads at Bastogne, 18-27 Dec'44. Uses the Standard Combat System (SCS). 3 scenarios + campaign. 400m/hex, 1day/turn, co level. 280 counters. '09										
<b>Canadian Crucible, Fortress at Norrey</b>		<b>106073</b>	Multi-Man Publishing,	<b>\$38.50</b>		New	BC			3
Game using the Tactical Combat System. Depicts the Canadian forces' defense shortly after D-Day against a counterattack led by the grenadiers of the 12th SS Panzer in the First Battle for Caen. Canadians must defend their ground at all costs lest the D-Day time schedule be disrupted. 1 map, 560 counters, 8 scenarios + campaign. D.Essig'13										
<b>It Never Snows</b>		<b>103933</b>	Multi-Man Publishing,	<b>\$66.50</b>		New	BC			4
Standard Combat System game covering the Market-Garden offensive, Sept 1944. 600m/hex, co level, 12hr/turn, making for a very playable game, & on a similar scale to Highway to the Reich. Covers both the para drops & the ground offensive in a 17 turn campaign game. Detailed OoB depicts the wide-ranging assortment of units the Germans scratched together to deal with this offensive. 5 maps, 840 counters. D.Essig'13										
<b>Mighty Endeavor 2nd</b>		<b>106588</b>	Multi-Man Publishing,	<b>\$43.00</b>		New	BC			6
Update & expansion of this simpler, div level game of the campaign in France from D-Day to the end of the war, using the Standard Combat System. Allows Allies choice of invasion site, runs thru the fall of Germany, and is fast moving. 1 map, 280 counters, 24pgs of rules. 2nd ed expands the game to include the eastern front just east of Berlin, uses the unique system first used in Battle for Germany where one player controls the Western Allies & eastern Germans, the other the western Germans & Soviets. D.Essig'14										

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<b>Where Eagles Dare, Btl for Hell's Hiway</b>		<b>103931</b>	Multi-Man Publishing,	<b>\$132.00**</b>	New	LB **			4
Stand alone game that mates with Devil's Cauldron to cover all of Op Market-Garden. Large, company level game of the southern part of Operation Market-Garden, Sept 1944. Covers the drive up Hell's Hiway to relieve the besieged paratroopers holding the vital northern bridges. 500m/hex, 2hr/turn w/ up to date historical info. Uses the Grand Tactical system, a derivation of the Panzer Command system. 5maps, 2000 counters. A.Starkweather'11									
<b>Bastogne, Crossroads of Death</b>		<b>98412</b>	Pacific Rim JustPlainWGms	<b>\$15.00</b>	New	n	Going		4
Sml gm of German drive on Bastogne & Patton's counterstroke. 2 scenarios & campaign. J Meldrum '91									
<b>Iron Tide, Panzers in the Ardennes [zl]</b>		<b>104654</b>	Pacific Rim JustPlainWGms	<b>\$35.00</b>	New	zl			4
Ziplocked version. Game of the Battle of the Bulge, using a variant of the Op Typhoon game system (with chits being picked for unit combat values). Colorful, pleasing components. 1 map, 700 counters, 12pgs of rules, 2 scenarios plus campaign game. N.Kilgore'03									
<b>Celles, the Ardennes, 23-27 Dec 1944</b>		<b>104780</b>	Revolution Games	<b>\$18.00</b>	New	zl			4
First game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'14									
<b>Bastogne or Bust!, 2nd</b>		<b>103789</b>	Terran Games, Inc.	<b>\$25.00</b>	New	BC			4
Another moderate complexity, rgt lvl gm of the entire Btl of the Bulge. Nice components, w/ rules for many of the unique features of the campaign such as von der Heydte, fuel, traffic, air power, etc. 2nd ed cleans up a small # of rules questions. C.Hendrix'96									
<b>From Overlord to Berlin</b>		<b>94600</b>	VAE VICTUS Stand-Alone Games	<b>\$38.00</b>	New	Fo			6
Strategic level game of WW2 on all European fronts from June 1944 to the end of the war. Includes the eastern, western & Italian fronts. Includes the epic campaigns of the destruction of Army Group Center (Bagration), D-Day, the German offensives in Hungary, Poland & at the Bulge. Corp/army level, area move, 2mo/turn. '11									
<b>Ardennes 1944 # 48</b>		<b>100530</b>	VAE VICTUS Magazine	<b>\$14.00</b>	New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, div level game of the Battle of the Bulge, 1944 using the Arnhem 1944 game system. 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 grognard.com/vaevict.html. '03									
<b>D-Day 1944 # 57</b>		<b>92330</b>	VAE VICTUS Magazine	<b>\$16.00</b>	New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, rgt/brig level game of the D-Day landings themselves and the drive inland to secure the Normandy beachheads during the first 9 days. 3km/hex, 1day/turn. 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 grognard.com/vaevict.html. '04									
<b>Operation Fortitude #93</b>		<b>93816</b>	VAE VICTUS Magazine	<b>\$16.00</b>	New	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the espionage & deception campaign prior to D-Day in France. Includes sml map & sml number of cards & counters. '10									
<b>Raid on Bruneval 1941, Op Biting #104</b>		<b>100562</b>	VAE VICTUS Magazine	<b>\$20.00</b>	New	n			3
Mag + Game. ■ Mag + game. Game of the 1942 British parachuted commando raid on Bruneval, a German radar installation on the coast of France. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12									
<b>Roumanie Printemps 1944 #82</b>		<b>93801</b>	VAE VICTUS Magazine	<b>\$16.00</b>	New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Spring 1944 battle on the eastern front at rgt/div level, as the Soviets approached the Romanian frontier. 2.5km/hex. 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 grognard.com/vaevict.html. '07									
<b>Bulge, 6th Panzer Army</b>		<b>106423</b>	Victory Point Games	<b>\$22.00</b>	New	SC			4
Small game of the critical first 3 days of the German Battle of the Bulge Offensive in mid-December 1944, in the northern sector of the offensive. Designed as an introductory level, highly competitive game making it excellent for Beginners. P.Koenig, R.Heller'14									
<b>Cuba, the Splendid Little War</b>		<b>106242</b>	Victory Point Games	<b>\$26.00</b>	New	BC			4
Game of the third War of Cuban Independence, 1895-98, with Cuban rebels battling imperial Spanish forces for control of the island - plus intervention by the US. Focuses on the insurgency at both the military & political level. 6mo/turn, fleet/brigade level. 60 counters, 75 cards. J.G.de Gabiola'14									
<b>Market Garden, Nijmegen</b>		<b>106738</b>	Victory Point Games	<b>\$21.50</b>	New	SC			3
Part of a series of games covering the first 3 days of Operation Market-Garden, each covering a different localized area of the offensive. This game is the third in the series, covering events surrounding this town south of Arnhem that the 82nd Airborne was tasked with capturing. 72 counters, 4.5hrs/turn, 0.6km/hex, company-regt level. P.Koenig'14									
<b>Tide of Fortune</b>		<b>97400</b>	Worldwide Wargamer (3W)	<b>\$27.00</b>	New	HC			4
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									
<b>WW-2: Campaigns &amp; Battles - Mediterranean &amp; N.African Front</b>									
<b>Gazala 1942</b>		<b>80158</b>	Avalanche Press, Ltd.	<b>\$20.00</b>	New	SC			4
One box end panel somewhat sun faded. ■ Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05									
<b>Island of Death, Invasion of Malta 1942</b>		<b>104705</b>	Avalanche Press, Ltd.	<b>\$29.00</b>	New	HC			4
Simpler game of one of the great what-ifs of WW2: What if the Germans had attempted to take Malta, Britain's island fortress in the Med. Uses the Red Steel game system. '08									
<b>Island of Death: Fortress Malta Kit</b>		<b>106409</b>	Avalanche Press, Ltd.	<b>\$27.00</b>	New	zl			4
Kit for Island of Death providing additional scenarios based on 7 alternative plans for attacking & defending the island including: 1940 Italian invasion, Malta instead of Crete 1941, Allied reconquest of Malta, battle at sea for Malta, Air war over Malta. Includes 420 counters. '14									
<b>Western Desert Force</b>		<b>103438</b>	Avalanche Press, Ltd.	<b>\$30.00</b>	New	BC			4
Quick-playing game using the Defiant Russia system, covering the entire war in N.Africa, 1940-43. Regt/brig/div level. While both sides want to rout the other from n.Africa, the real prize is the Suez Canal. 40 scenarios, 15mi/hex, regt/brig, 140 counters. W.Sariego'13									
<b>Mediterranean, Desert War 1940-45 Kit</b>		<b>104114</b>	Clash of Arms	<b>\$45.00</b>	New	BC			6
Kit that requires Brute Force for play, & mates with BF & War Without Mercy to cover all of Europe. Strategic level game of WW2 in N.Africa using the Struggle for Europe system. Covers the N.African campaign, including Tunisia & the Near East, at Brigade & Div level. 30mi/hex, 2wks/turn. 2 counter sheets, 1 map. '05									
<b>Rommel in the Desert, 3rd</b>		<b>106723</b>	Columbia Games	<b>\$58.50</b>	New	BC			4
Reprinted. Simple, challenging block system game of the entire war in N.Africa, Spt'40-Nov'42, at rgt lvl. 7 Scenarios using Columbia's block system to provide fog-of-war and logistical limits. RECOMMENDED. C.Besinque'04									

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<b>Anzio, Operation Shingle # 77</b>		<b>100761</b>	Compass Games PAPER WARS Magazine	<b>\$30.00</b>	New	n	Going		4
Mag & game. First issue of this longstanding magazine published by Compass Games & now with a game in each issue. Game covers the initial Allied landings near Rome, Italy, in Jan 1944 & the unsuccessful German offensive in Feb. attempting to drive them back into the sea. Btlm/rgt level with large, rectangular counters used to depict offensive & defensive postures. 2 countersheets (168 countrs), 6 scenarios. D.Murray'12 / ARTICLES ON: reviews of COL Julius Caesar, COA Atlantic Navies & Steel Typhoon modules for Command at Sea 4th, VIC PT Market-Garden, GMT Fighting Formations Grossdeutschland; DG Reichswehr & Freikorps #273, MAYFR 1812 Inv of Canada, OMEGA Ranger 3rd, FORMOSA Strike on Sarhu 1619, TPS Joan of Arc 1429, HIGH FLY Fighting Legend, BATTLES MAG Night Drop.									
<b>Operation Skorpion</b>		<b>105092</b>	Compass Games	<b>\$37.00</b>	New	BC			4
The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13									
<b>ATS: Tobruk Exp. 3, Devil's Garden 2nd</b>		<b>98644</b>	Critical Hit	<b>\$16.00</b>	New	zl			1
Reprint w/ monochrome cover sheet. ■ Reprint w/ monochrome cover sheet. Devil's Garden. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of late 1942 in the war in the desert. '03									
<b>ATS: Tobruk Exp. 4, Blunted Sword 2nd</b>		<b>98130</b>	Critical Hit	<b>\$16.00</b>	New	zl			1
Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03									
<b>Cauldron, Battle for Gazala</b>		<b>102819</b>	Decision Games	<b>\$15.00</b>	New	Fo			4
Update of SPI folio game. Rommel does an end run around the Gazala defenses, culminating in a large armored battle at The Cauldron. '10									
<b>Crusader, Battle for Tobruk</b>		<b>101586</b>	Decision Games	<b>\$15.00</b>	New	Fo			3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btlm/rgt/brig level. '10									
<b>Kasserine, Baptism of Fire 3rd</b>		<b>103039</b>	Decision Games	<b>\$15.00</b>	New	Fo			3
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisia Feb 1943. '10									
<b>Tobruk, Operation Crusader 1941 #278</b>		<b>100061</b>	Decision Games S&T Games	<b>\$20.00</b>	New	n			3
Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btlm/rgt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.									
<b>Greek Tragedy, Italian Inv of Greece # 7</b>		<b>90249</b>	Decision Gms World at War	<b>\$19.25</b>	New	n			4
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.									
<b>Keren 1941, East Africa # 25</b>		<b>98488</b>	Decision Gms World at War	<b>\$20.00</b>	New	n			3
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btlm level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.									
<b>Partizan! War in Yugoslavia 1941-44 #16</b>		<b>94466</b>	Decision Gms World at War	<b>\$22.50</b>	New	n			4
Mag & Game. Minor printing mar along map's center fold line affecting all copies. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / ARTICLES ON: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 tha destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11									
<b>Shingle, the Anzio Beachhead # 33</b>		<b>102184</b>	Decision Gms World at War	<b>\$20.00</b>	New	n			4
Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp," Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.									
<b>Soft Underbelly, Southern Italy 1943 #15</b>		<b>94692</b>	Decision Gms World at War	<b>\$22.50</b>	New	n			4
Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / Aticles on: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services: btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10									
<b>Leros, the Island Prize</b>		<b>89443</b>	Gamers (% MMP)	<b>\$34.00</b>	New	BC	Going		2
Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95									
<b>No Retreat! the North African Front</b>		<b>104044</b>	GMT Games	<b>\$43.50**</b>	New	BC**			4
Game of the war on the North African Front using the No Retreat game system (with its very small number of counters). Includes 5 mini-maps for actions around key terrain during the campaign. Includes 5 scenarios, a tournament game, full campaign game, plus an Invasion of Crete mini-game. Covers the period of Dec 1940-late 1942. All with deluxe components. 1-2mo/turn, div level, 10mi/hex, 88 counters. C.Paradis'13									
<b>Sicily, Fast Action</b>		<b>100722</b>	GMT Games	<b>\$23.50</b>	New	BC			4
2nd game in the Fast Action Battles system. Units are wooden blocks, with minor assets represented by counters. Map is an area move map of Sicily. Covers the Allied invasion & conquest of Sicily, July 1943, as strong Allied forces must force Axis forces off the island in the face of difficult terrain & a stout German defense. R.Young'12									
<b>Slouch Hats &amp; Eggshells</b>		<b>96555</b>	Legion Wargames	<b>\$32.00</b>	New	BC			4
Game covering the de Gaulle-inspired, Allied invasion of Vichy Palestine in 1941. The Allies expected a bloodless cakewalk but the Vichy forces resisted fiercely. Designed to facilitate mating with L2D's Rommel's War 2nd. 200 counters. V.von Borries'12									
<b>No Question of Surrender</b>		<b>104503</b>	Multi-Man Publishing,	<b>\$50.50</b>	New	BC			3
Grand Tactical Series game (based on Panzer Command system), similar to Devil's Cauldron, covering the Axis assault on 2 Free French battalions holding the southern end of the Gazala line in an old fort at Bir Hacheim, May-June 1942. 3 countersheets, 3 scenarios + full campaign. N.Richardson'12									



<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Reluctant Enemies, Operation Exporter</b>		<b>106591</b>	Multi-Man Publishing,	<b>\$38.50</b>		New	BC			4
Small game of the 1941 Allied invasion of Vichy French-held Lebanon & Syria. Intended as a very accessible introduction to the Operational Combat System (OCS), of which it is the 13th in that series. Has all the elements of the OCS system, including severe supply constraints, plus swirling battles, amphibious assaults, naval bombardment, and an air campaign. 5 brigades of allied troops assault the Levant states in mid-1941 defended by the Vichy French expecting a cakewalk, and were initially stopped cold. Game includes an OCS rules summary, and a 16pg OCS Starter Guide with illustrations of play. 280 counters, OCS rules v4.1. D.Essig'14										
<b>Gazala, the Cauldron</b>		<b>105966</b>	Revolution Games	<b>\$20.00</b>		New	zl			3
Game of the battle of Gazala around Tobruk in May-June 1942 that ended in a telling Axis victory. Units are activated by a chit pull, making each game unique; number of chit pulls are influenced by supply situation. Units are reduced in strength after movement, making counter-attacks a key tactic. 168 counters. R.Miller'14										
<b>Operation Battleaxe, Wavell vs. Rommel</b>		<b>105965</b>	Revolution Games	<b>\$18.00</b>		New	zl			3
Game of the June 1941 Allied offensive aimed at relieving Tobruk & destroying Rommel's Afrika Korp. German forces are in well-prepared defensive positions, with the panzers to the rear. Uses an area-move map, and variable impulses. Each side has distinct advantages that must be fully exploited to win. 88 counters. M.Rinella'14										
<b>Road to Cheren, 1941 East African Campgn</b>		<b>104787</b>	Revolution Games	<b>\$14.00</b>		New	zl			4
Game of the campaign in Italian-held Eritrea, East Africa, 1941. The British & Free French attack the isolated & mountainous Italian colony. A unique rule allows the non-phasing player to react (move) to the phasing players movements to a limited degree. 113 counters. K.Kanger'14										
<b>Cassino 44</b>		<b>100555</b>	VAE VICTUS Stand-Alone Games	<b>\$24.50</b>		New	Fo			3
Game using the WWII system from Vae Victis mag (Arnhem 44, Ardennes 44 & others). Covers the bitter nighttime assault in the area surrounding Monte Cassino that finally broke that line in May 1944. Polish, Brit & German paratroopers fight hand to hand, & Canadian & British armor sieze the opportunity to break thru. 216 counters, Btln/regt level, 12hrs/turn. '12										
<b>Crete 1941 #22</b>		<b>93755</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag + Game. ■ Mag & Game. Area move game of the air invasion of Crete during May 1941, in each of the 3 isolated areas of the island. Includes Alesia errata counters & additional Crusades counters. 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 <a href="http://grogard.com/vaevict.html">http://grogard.com/vaevict.html</a> . '98										
<b>Anzio &amp; Cassino</b>		<b>96998</b>	Worthington Games	<b>\$38.00</b>		New	BC			4
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										
<b>Blood &amp; Sand</b>		<b>102929</b>	Worthington Games	<b>\$40.00</b>		New	BC			4
Block game system of the battles in N.Africa, 1941-2 using a simpler system that optionally includes cards to provide addtl resources or special events but doesn't drive play. Scenarios focus on Tobruk, Apr 1941, and Crusader (Jan 1942), plus a campaign game running from Apr'41-Dec'42. '11										
<b>WW-2: Campaigns &amp; Battles - Pacific Front</b>										
<b>Chennault's First Fight #12</b>		<b>105674</b>	Against the Odds Magazine	<b>\$27.00</b>		New	HP			4
Mag & Game. Covers the Japanese invasion of Burma, 1941-2, and the Allied resistance led by the Flying Tigers, a well known group of mercenaries in the service of China. Includes the land campaign but focus is on the air campaign with units representing about 6 aircraft each. '05										
<b>Defeat Into Victory #36</b>		<b>99940</b>	Against the Odds Magazine	<b>\$23.50</b>		New	HP			4
Mag & game. Covers the 1944 & 1945 campaigns in Burma. The Japanese preempt an Allied offensive in May 1944, attacking at Impphal & Kohima to cut the supply line to China despite inadequate supplies, but are defeated by July. Then in March 1945 the Allies launch a well prepared offensive that drives the Japanese out of Burma & crushes their forces there. Focuses on supply, morale & leadership, weather & special events. 300 counters. P.Rohrbaugh'12										
<b>Forlorn Hopes, 2012 Annual</b>		<b>106260</b>	Against the Odds Magazine	<b>\$30.00</b>		New	HP			4
ATO 2012 Annual (published as usual a year late). Game & historical booklet focused on the two month campaign for the Dutch East Indies as the Japanese extend their control southwards to capture this area vital to their war effort. Game integrates air, land & sea operations using the Chennault's First Fight & Op Cartwheel game systems. Both sides must measure the costs to use (& maybe lose) hi cost & value assets to defend or capture their objectives, and not everything can be attended to. Includes 288 counters. P.Rohrbaugh'13 / Also includes GRAF SPEE, a small game of the Commonwealths hunt for this lone raider in the first months of the war. '13										
<b>North Wind Rain #5</b>		<b>99425</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			6
Mag & Game. w/2 Hegemon errata counters. Sophisticated, well researched game of one of the big what-ifs of WW2: what if the Japanese had attacked the USSR either in mid-1941 or when fully prepared in 1942? Rgt/div level game of the entire Manchurian border area thru Mongolia, with air power. 280 counters, colorful map, 16mi/hex, 5days/turn. M.Stille'03										
<b>Storm Over Taierzhuang 2nd #25</b>		<b>99426</b>	Against the Odds Magazine	<b>\$28.00</b>		New	HP			4
Mag & game. Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large chinese forces armed with a small number of AT guns & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btln lvl, 1day/turn, 0.5km/hex. T.Co'09 / ARTICLES ON: Taierzhuang & the Chinese NW Army; Chinese airforce in WW2; What makes a game Epic?; Random events; Groping for the New Paradigm Revisited; the Nuremberg Defense; What makes a good game package?										
<b>Cactus Air Force, Air War Over Solomons</b>		<b>101898</b>	Decision Games	<b>\$8.50</b>		New	Fo			4
Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13										
<b>D-Day at Tarawa</b>		<b>106681</b>	Decision Games	<b>\$40.00</b>		New	BC			4 1
Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'14										
<b>Iwo, Bloodbath in the Bonins</b>		<b>105000</b>	Decision Games	<b>\$13.50</b>		New	Fo			4 1
Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btln level. '13										
<b>Pacific Battles v1: The Rising Sun</b>		<b>105604</b>	Decision Games	<b>\$37.00</b>		New	HC			4
A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/btln/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02										
<b>Saipan, Conquest of the Mariannas</b>		<b>104575</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,000 well entrenched Japanese defend against 3 US divisions. '10										
<b>Manila '45, Stalingrad of Pacific #246</b>		<b>82016</b>	Decision Games S&T Games	<b>\$18.25</b>		New	n			4
Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btln 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										

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<b>Bloody Ridge, Guadalcanal Sept 1942 # 37</b>		<b>106189</b>	Decision Gms World at War	<b>\$20.00</b>		New	n		3	1
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 lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).										
<b>Green Hell, Burma 1943-4 # 28</b>		<b>103516</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Shutdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.										
<b>Pacific Battles, Nomonhan, 1939 # 32</b>		<b>102837</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Command in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.										
<b>Strike North #35</b>		<b>103846</b>	Decision Gms World at War	<b>\$20.00</b>		New	n			4
Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory.. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June or July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape, the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longstree & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks: light projectors as weapons in WWII.										
<b>What IF, Invasion Pearl Harbor #14</b>		<b>105287</b>	Decision Gms World at War	<b>\$22.50</b>		New	n			4
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.										
<b>Damned Die Hard, Philippines '41</b>		<b>105324</b>	Games Research & Design	<b>\$49.00</b>		New	FB			6
Second in the Glory series. Modest sized, detailed game of the Allied defense of the Philippines, 1941-2, at a regt/btn level. 2 smaller scenarios plus 3 campaign scenarios including the historical situation. 840 counters, 2 very nice map equivalents. AE Goodwin, E.Pierce'99										
<b>Saipan &amp; Tinian</b>		<b>97152</b>	Legion Wargames	<b>\$52.00</b>		New	BC			4
Co/Btn lvl game of the US invasions of 2 key islands in the Pacific in 1944. Eventual US victory is a certainty; the Japanese must due better than they did historically to win. 2 maps, 450 counters, 0.5mi/hex, 12hrs/turn. R.Lein'10										
<b>Suns, War of the..., War of Resistance</b>		<b>101343</b>	Multi-Man Publishing,	<b>\$118.50**</b>		New	DC**			6
Large game of a lesser known but still critical theater in the war against Japan in WW2: the Chinese War of Resistance. Meticulously researched over many years, this game is a labor of love, and is likely the most detailed game of the War in China prior to, and thru the end of, WWII. Military strategy must be paired with effective political strategy to win, and possible what-ifs offer fresh possibilities with each game. Includes 8 regional scenarios plus campaign game, 10 countersheets, 3 maps; complex. Div level, seasonal turns, covering 1937-1945. L.To'13										
<b>Last Elephant Offensive, Sangshak, '44</b>		<b>104424</b>	Pacific Rim JustPlainWGsms	<b>\$12.50</b>		New	n			2
Initial btl of Jap.'s Mar44 U-GO offensive into India. 50th Indian Para delays large Jap. force as it crosses the map. Co lvl. B.Knipple'91										
<b>Aleutians Campaign</b>		<b>79695</b>	Schutze Games	<b>\$22.00</b>		New	Fo			4
Interesting, operational level game on a sideshow of the war in the Pacific: the Japanese capture of portions of the Aluetian Islands, and the US response, June'42-Aug-43. Covers a massive expansive of frigid ocean in 2 area maps, w/ air-land-naval combat included. Includes several what-if options, and the uncertainty over the outcome of the Midway battle impacts first turn. 240 counters that must be mounted & cut apart. 1mo/turn. B.Costello'07										
<b>Illusionary Fortress, Singapore 1942 2nd</b>		<b>100805</b>	Schutze Games	<b>\$22.00</b>		New	HC			4
Boxed version of this game of the Japanese assault on the fortress island of Singapore early in 1942. 3 highly motivated but exhausted Japanese divisions at the end of a long logistical trail assault the island fortress defended by battered UK forces. Covers Singapore exclusively. 264 die cut counters, 1km/hex, Btn level, 1day/turn. Schutze'12										
<b>Illusionary Fortress, Singapore 1942</b>		<b>86191</b>	Schutze Games	<b>\$19.00</b>		New	Fo			4
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.Schutze'08										
<b>Milne Bay</b>		<b>102756</b>	Schutze Games	<b>\$18.50</b>		New	HC			3
Simpler game of the battle between Australian & Japanese forces on the east end of New Guinea during late 1942 which resulted in the first clear defeat of Japanese forces on land. A scratch force of Japanese naval forces invades at what is a lightly held area (Gili Gili or Milne Bay), only to discover it defended by 2 brigades. Fast playing with only 88 counters. Multiple scenarios, Company level, 2mi/hex, 1day/turn. P.Schutze'13										
<b>Sands of Iwo Jima 2nd</b>		<b>101838</b>	Schutze Games	<b>\$18.50</b>		New	HC			4
Boxed version of this operational level game of the fierce battle for Iwo Jima, Feb-March 1945. Co-btn level, 3days/turn. Fairly simple rules. US goal is to eliminate all Japanese units while the Japanese seek to hold out as long as possible and cause maximum casualties. Includes 176 counters, 431m/hex, btn level, 3days/turn. B.Costello'12										
<b>Sands of Iwo Jima</b>		<b>79701</b>	Schutze Games	<b>\$15.00</b>		New	Fo			4
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										
<b>Guadalcanal #106</b>		<b>100567</b>	VAE VICTUS Magazine	<b>\$20.00</b>		New	n			4
Mag + Game. ■ Mag & game. Game of amphibious assault & jungle tactical combat on Guadalcanal w/3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12										
<b>WW-2: Tactical Combat, European Theater</b>										
<b>Panzer Grenadiers, 1940 Fall of France2d</b>		<b>106246</b>	Avalanche Press, Ltd.	<b>\$67.00</b>		New	BC			2
Reprint with a sleeved box & new box art. Game of tactical combat during the brief campaign in France, 1940, using the PG system. Includes 660 counters, 8 maps, 50 scenarios focused on the French. P.Leonard'14										
<b>Panzer Grenadiers, Afrika Korps</b>		<b>106630</b>	Avalanche Press, Ltd.	<b>\$54.00</b>		New	BC			2
Platoon level tactical combat using the Pzr Grenadier system, set N.African desert. Stand-alone game. Includes 50 scenarios of the armored battles of 1940-1. Includes 737 counters, 3 maps. 200m/hex, 30min/turn. '02										

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See page 51 for an explanation of the various codes & column data used in this catalog.										
<b>Panzer Grenadiers, Battle of Bulge</b>		<b>103439</b>	Avalanche Press, Ltd.	<b>\$48.00**</b>		New	BC **			2
Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the Bulge, Dec'44. Complete game w/ 4 new maps, 465 counters & 51 scenarios. 200m/hex. '03										
<b>Panzer Grenadiers, Beyond Normandy</b>		<b>105537</b>	Avalanche Press, Ltd.	<b>\$55.00</b>		New	BC			2
Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the days after D-Day near Caen in the British sector. 3 historical maps, 583 counters, 44 scenarios. '05										
<b>Panzer Grenadiers, Desert Rats</b>		<b>103440</b>	Avalanche Press, Ltd.	<b>\$54.00</b>		New	BC			2
Simpler game covering various battles between the UK's Desert Rats and Rommel's Afrika Korp in N.Africa. Includes 825 counters, 2 maps, and 50 scenarios covering battles from 1941-2. '04										
<b>Panzer Grenadiers, Eastern Front 2nd</b>		<b>105388</b>	Avalanche Press, Ltd.	<b>\$57.00**</b>		New	BC **			2
Reprint in a new box format. Revision & expansion of the original PG game, now with 112 scenarios, 8 maps & 660 2/3" counters. Platoon level tactical combat from WW2 East Front 1941-2 using an impulse movement system. Components are nothing sort of gorgeous all around. 200m/hex, '11										
<b>Panzer Grenadiers, Kursk South Flank</b>		<b>103097</b>	Avalanche Press, Ltd.	<b>\$53.50</b>		New	BC			2
Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12										
<b>Panzer Grenadiers, Road to Berlin 2nd</b>		<b>103463</b>	Avalanche Press, Ltd.	<b>\$53.50**</b>		New	BC **			2
2nd edition has a sleeved box. Stand-alone game using the PG system of platoon level combat. This game covers the fierce, chaotic battles near or in Berlin in Apr-May 1945. Lots of Tiger & Stalin heavy tanks, SS troops, Hungarians, etc. 8 maps, 660 counters, 75 scenarios. '13										
<b>Panzer Grenadiers: Airborne KIT</b>		<b>106154</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		New	Bk			2
Scenario kit taken from the earlier game of same name. Includes the 20 scenarios from the game plus 15 more, plus map. Req counters from Bulge, 1940 & Elsenborn Ridge to play all scenarios. '11										
<b>Panzer Grenadiers: Arctic Front Kit 2nd</b>		<b>98261</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	Bk			2
Kit adding the Finns to the PG system. Includes 20 scenarios & 88 counters including ski troops, BT42 assault guns, aerosans. '02										
<b>Panzer Grenadiers: Army Group S.Ukraine</b>		<b>96629</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Bk	Going		2
Kit providing materials needed to cover 10 scenarios set in Bessarabia, the border of Romania, in 1944. Reqs E.Front, Rd to Berlin, Bulge & Elsenborge. '09										
<b>Panzer Grenadiers: Black SS Kit</b>		<b>103669</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	Bk			2
Scenario booklet with 30 scenarios & 165 counters focused on actions involving German SS troops late in the war. '10										
<b>Panzer Grenadiers: Blue Division Kit</b>		<b>101963</b>	Avalanche Press, Ltd.	<b>\$16.00</b>		New	Bk			2
Kit covering the exploits of the Spanish Blue Division on the eastern front during WW2. Includes 77 counters, 20 scenarios. '06										
<b>Panzer Grenadiers: DAK'44</b>		<b>94882</b>	Avalanche Press, Ltd.	<b>\$15.00</b>		New	Bk	Going		2
Scenario booklet of a massive what-if the Axis had managed to continue the stalemate in N.Africa into 1944? Provides 10 scenarios set in Afrika late in the war, along with 88 new German counters (including the Tiger I & II, Panther, Hetzer, etc). B.McCue'10										
<b>Panzer Grenadiers: Edelweiss Kit 3rd</b>		<b>106155</b>	Avalanche Press, Ltd.	<b>\$20.00</b>		New	Bk			2
Revised for the 2nd time, a kit for Panzer Grenadier system that focuses on German mountain troops in all theatres. Includes 161 counters & 32 scenarios & 64 pages of scenarios & background history. Requires Eastern Front, Rd to Berlin, Btl of Bulge. '13										
<b>Panzer Grenadiers: First Axis Kit</b>		<b>87787</b>	Avalanche Press, Ltd.	<b>\$17.00</b>		New	Bk			2
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										
<b>Panzer Grenadiers: Fronte Russo Kit</b>		<b>86388</b>	Avalanche Press, Ltd.	<b>\$20.00</b>		New	Bk	Going		2
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										
<b>Panzer Grenadiers: Go for Broke Kit</b>		<b>101168</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		New	Bk			2
Scenario kit cover the US 442nd Inf Brigade, a segregate unit composed of American's of Japanese descent in WW2, one of the most decorated units of the war. Includes 30 scenarios & 77 counters & a history of this unit. '11										
<b>Panzer Grenadiers: Hammer &amp; Sickle Kit</b>		<b>101390</b>	Avalanche Press, Ltd.	<b>\$16.50</b>		New	Bk			2
Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13										
<b>Panzer Grenadiers: Invasion of GermanyKT</b>		<b>101101</b>	Avalanche Press, Ltd.	<b>\$15.00</b>		New	Bk			2
Scenario kit for PG containing 50 scenarios drawn from prior kits on battles in Germany (Aachen, Roer River, etc.). Reqs maps & counters from Bulge, Elsenborne, Cassino '44, Afrika Korps, Beyond Normandy, Eastern Front, 1940 France, Road to Berlin & Iron Curtain to play all scenarios. '12										
<b>Panzer Grenadiers: Iron Wolves Kit</b>		<b>105923</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		New	Bk	Going		2
Scenario kit providing 10 scenarios & 165 counters covering hypothetical actions had Lithuania fought against the Soviets in 1939 & the Germans in 1941. '09										
<b>Panzer Grenadiers: March on Leningrad</b>		<b>86395</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Bk	Going		2
Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08										
<b>Panzer Grenadiers: North Wind Kit</b>		<b>81488</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Fo	Going		2
Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Alrborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07										
<b>Panzer Grenadiers: Panzer Lehr Kit</b>		<b>104429</b>	Avalanche Press, Ltd.	<b>\$20.00</b>		New	Bk			2
PG scenario kit focused on various actions in which the German Panzer Lehr division was involved during the Normandy campaign 1944. 27 scenarios & 102 counters'12										
<b>Panzer Grenadiers: Panzer Lion Kit</b>		<b>100241</b>	Avalanche Press, Ltd.	<b>\$10.00</b>		New	Bk			2
Scenario kit for PG containing 10 scenarios set during Von Manteuffel's Grossdeutschland's destruction of 4 Soviet tank corps. '09										
<b>Panzer Grenadiers: Patton's Nightmare</b>		<b>102903</b>	Avalanche Press, Ltd.	<b>\$16.50</b>		New	Bk			2
Kit adding 77 counters & 20 scenarios & a campaign game based on US-Soviet conflict beginning in 1948, including US 2nd armored assault on Berlin. Uses all those late-war super tanks. Reqs Rd to Berlin & Elsenborn to play all scenarios. J.Stafford'12										

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<b>Panzer Grenadiers: Polish Steel</b> 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		<b>94891</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		<b>New</b>	Bk	Going		3
<b>Panzer Grenadiers: Red Warriors Kit</b> 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		<b>94830</b>	Avalanche Press, Ltd.	<b>\$19.00</b>		<b>New</b>	Bk			2
<b>Panzer Grenadiers: Romanian Soil Kit</b> 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 Berline, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09		<b>95512</b>	Avalanche Press, Ltd.	<b>\$7.50</b>		<b>New</b>	Bk	Going		2
<b>Panzer Grenadiers: Secret Weapons Kit</b> 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		<b>86461</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		<b>New</b>	Bk			2
<b>Panzer Grenadiers: Siege of Leningrad</b> 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		<b>84876</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		<b>New</b>	Bk	Going		2
<b>Panzer Grenadiers: Sinister Forces</b> Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06		<b>89695</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		<b>New</b>	Bk			3
<b>Panzer Grenadiers: South Africa's WarKIT</b> Kit covering the exploits of the South African forces during the north & eastern African campaigns of WW2. 88 counters, 20 scenarios. '07		<b>105798</b>	Avalanche Press, Ltd.	<b>\$18.00</b>		<b>New</b>	Bk	Going		2
<b>Panzer Grenadiers: Winter Soldiers Kit</b> 70pg scenario kit for PG Bulge & Eisenborn Ridge containing 30 scenarios set during the Dec'44 Battle of the Bulge. Includes an extended campaign set of scenarios '11		<b>101109</b>	Avalanche Press, Ltd.	<b>\$16.00</b>		<b>New</b>	Bk			2
<b>Panzer Grenadiers: WINTER WONDERLND MAPS</b> Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Eisenborn in snow covered winter white. '11		<b>105391</b>	Avalanche Press, Ltd.	<b>\$16.00</b>		<b>New</b>	n			2
<b>Panzer Grenadiers: Workers &amp; Peasants Kt</b> 64pg scenario kit including 165 counters & 20 scenarios covering large scale battles from early in the German invasion of the USSR. Suitable for team play. '10		<b>101321</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		<b>New</b>	Bk			2
<b>ASL:Beyond the Beachhead 2nd</b> Scenario pack including 4 maps & 5 overlays covering 16 scenarios in the bocage country of Normandy, 1944. Reqs multiple ASL kits to play. This is a superset of the 1st ed BtB kit. '09		<b>97403</b>	Bounding Fire Productions	<b>\$42.50</b>		<b>New</b>	Fo			2
<b>ASL:Crucible of Steel</b> Must ship separately when shipped at non-boxed rate. ■ Must ship separately when shipped at non-boxed rate due to bulk. Large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, 2 new & 4.5 updated countersheets, (394 counters), rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. C.Smith, S.Swann'11		<b>102766</b>	Bounding Fire Productions	<b>\$115.00**</b>		<b>New</b>	Fo **			2
<b>ASL:Operation Cobra</b> Scenario pack w/ 88 new counters, 12 scenarios & an overlay covering actions during the US Cobra offensive that began the breakout from Normandy. Reqs several ASL kits to play all scenarios. '09		<b>99567</b>	Bounding Fire Productions	<b>\$38.00</b>		<b>New</b>	Fo			2
<b>ASL:Action at Carentan</b> ASL (ok, Squads & Leaders) compatible scenario kit with a color map. 4 scenarios of the US 101st Para against the German 6th para rgt, 17th SS Panzer Btltn, etc, in the drive for Carentan. '05		<b>82207</b>	Critical Hit	<b>\$22.00</b>		<b>New</b>	Fo			2
<b>ASL:Afrikakorps, Benghazi Handicap</b> 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		<b>94651</b>	Critical Hit	<b>\$12.00</b>		<b>New</b>	zl			2
<b>ASL:Afrikakorps, Bitter Enders</b> Scenario kit 8 scenarios of actions from Tunisia between Germans & US troops. '10		<b>103226</b>	Critical Hit	<b>\$13.00</b>		<b>New</b>	zl			2
<b>ASL:Afrikakorps, Combined Arms</b> Scenario kit 8 scenarios of actions thruout the war in N.Africa from 1940-1943. '10		<b>94666</b>	Critical Hit	<b>\$12.00</b>		<b>New</b>	zl			2
<b>ASL:Afrikakorps, Operation Torch</b> Scenario kit 8 scenarios of actions between US, German, Italian & Vichy French forces during the Torch invasion of N.Africa, Nov'42.		<b>94661</b>	Critical Hit	<b>\$12.00</b>		<b>New</b>	zl			2
<b>ASL:Afrikakorps, Reluctant Offensive</b> 8 scenario kit covers the first German attempt to sieze Tobruk. '10		<b>94662</b>	Critical Hit	<b>\$12.00</b>		<b>New</b>	zl	Going		2
<b>ASL:Airborne Stand 2nd</b> 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		<b>89255</b>	Critical Hit	<b>\$21.00</b>		<b>New</b>	zl			2
<b>ASL:BdF II [Baraque de Fraiture 3rd]</b> Reprint of this historical scenario pack covering disparate 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		<b>96148</b>	Critical Hit	<b>\$34.00</b>		<b>New</b>	Fo			2
<b>ASL:Berlin, Final Days 3rd: Tyrants Lair</b> aka Berlin-Fall of Third Reich: Tyrant's Lair II (3rd). Extends the battle for Berlin to less central areas of the city, and includes a massive campaign game that uses all 4 maps & tons of additional counters. Includes underground bunkers in the fighting. Many small, fast & vicious scenarios, 16pgs of rules. Reqs Berlin Final Days. '11		<b>99834</b>	Critical Hit	<b>\$55.00</b>		<b>New</b>	n			2
<b>ASL:Berlin, Tyrant's Lair</b> 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		<b>91554</b>	Critical Hit	<b>\$50.00</b>		<b>New</b>	zl			2
<b>ASL:Berlin, Uber Monster 4th</b> Requires boxed shipment due to size. aka Berlin-Fall of Third Reich or Berlin Final Days. This 4th ed incorporates ALL the components from both the Berlin & Fuhrer's End games into one package, updated mounted map color rules & 30 scenarios. Does NOT include any counters, so requires separately purchase counter(s) to play. '14		<b>105300</b>	Critical Hit	<b>\$134.00**</b>		<b>New</b>	FL **			2
<b>ASL:BoB Normandy 2nd</b> 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		<b>102493</b>	Critical Hit	<b>\$29.00</b>		<b>New</b>	FL			2



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<b>ASL:Bracchi Hills, Battle for...</b> 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 excellent defensive positions to the Germans. '04		<b>90854</b>	Critical Hit	<b>\$18.00</b>		New	Fo			2
<b>ASL:Busting the Bocage BAR [4th] Ed</b> MUST SHIP AS BOXED GAME DUE TO SIZE; has unfolded, uncut map. Scenario pack w/ a map from Normandy, Pointe du Hoc, plus 6 scenarios covering the US 2nd Rangers struggle to push thru the hedgerows of bocage country in Normandy. '13		<b>103229</b>	Critical Hit	<b>\$27.00</b>		New	ZL			2
<b>ASL:Carnage at Cassino</b> 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		<b>47763</b>	Critical Hit	<b>\$25.00</b>		New	Fo			2
<b>ASL:Euro-Pack #1 2nd</b> 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		<b>84819</b>	Critical Hit	<b>\$10.00</b>		New	n			2
<b>ASL:Euro-Pack II, Btl of the Bulge</b> Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98		<b>79180</b>	Critical Hit	<b>\$11.00</b>		New	n			2
<b>ASL:Euro-Pack III, Late War '44-45</b> Set of 8 scenarios focusing on European actions on both fronts during the last 2 years of the war. Created in Europe. '98		<b>82215</b>	Critical Hit	<b>\$14.00</b>		New	n			2
<b>ASL:Euro-Pack IV, North Africa</b> Set of 8 scenarios focusing on the N.African, Dec'40-Jun'42. '98		<b>84820</b>	Critical Hit	<b>\$11.00</b>		New	n			2
<b>ASL:Euro-Pack V, Eastern Front</b> 8 scenarios covering action on the Eastern Front from 1941-3. '99		<b>47753</b>	Critical Hit	<b>\$10.00</b>		New	n			2
<b>ASL:Euro-Pack VI, Partisans &amp; Irregulars</b> 8 scenarios covering Partisan actions in the USSR, Yugoslavia, Spain, Poland, Greece, China & Italy. '99		<b>78762</b>	Critical Hit	<b>\$11.00</b>		New	n			2
<b>ASL:Gates of Hell, Kursk at Ponyri Pt 2</b> Requires boxed shipment due to size. ASL Adv Sqd Leader kit that mates with ASL Devil's Domain II to form a massive, 4map game of the Kursk offensive of 1943 (but is not reqd to play this kit). Includes a variety of scenarios of various sizes, 3 countersheets, 3-holed special rules, 2 historical maps. Req Beyond Valor to play. '14		<b>105307</b>	Critical Hit	<b>\$79.00</b>		New	FL			2
<b>ASL:Gustav Graveyard, Btl of Cassino I</b> ASL scenario kit focused on various assaults on Monte Cassino, a keypin of the German Gustav line in Italy. 6 nations fight bitterly over this landscape. Includes 212 counters, historical map, 8 scenarios. Req BV, Yanks, WoAM & Rules to play. '12		<b>99483</b>	Critical Hit	<b>\$33.50</b>		New	Fo			2
<b>ASL:Hell in the Liri Valley</b> 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		<b>97551</b>	Critical Hit	<b>\$33.50</b>		New	Fo			2
<b>ASL:Hell's Bridgehead 3rd NO MAP</b> 3rd ed withOUT map ■ 3rd ed withOUT map; adds new scenarios, more counters. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters. Revises Breccourt Mannor scenario. '11		<b>101733</b>	Critical Hit	<b>\$25.00</b>		New	Fo	Going		2
<b>ASL:Hell's Bridgehead, Kursk 1943 3rd</b> Update w/ 3rd ed map; adds new scenarios, more counters & new map. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters & a color, historical map. Revises Breccourt Mannor scenario. '11		<b>95438</b>	Critical Hit	<b>\$29.00</b>		New	Fo			2
<b>ASL:Hero Pax 1, Hurtgen Hell to Bulge</b> Kit containing 8 scenarios during the latter part of the war on the German frontier, with emphasis on heroes. '02		<b>86039</b>	Critical Hit	<b>\$12.00</b>		New	n			2
<b>ASL:Hero Pax 2, Eastern Front Hero Fest</b> 8 scenario pack focused on actions on the eastern front & using a tournament style framework with low unit density & few special rules or pieces. Requires boards 8,11,22,32,34,36,40,42,46,50 & DLX B & D. '03		<b>75780</b>	Critical Hit	<b>\$12.00</b>		New	Fo			2
<b>ASL:Hero Pax 4, Med Theater of Ops</b> Scenario pack with 8 toumy style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06		<b>81028</b>	Critical Hit	<b>\$10.00</b>		New	Fo			2
<b>ASL:Hill of Blood, Mamayev Kurgan II 2nd</b> 2nd ed update with more counters, 3-holed rules. 15 scenario module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 424 counters. '13		<b>103244</b>	Critical Hit	<b>\$40.00</b>		New	zl			2
<b>ASL:Kursk, Devil's Domain II [2nd]</b> Requires boxed shipment due to size. Update of this module covering the southern portion of the German's July 1943 Kursk offensive. Mates with Gates of Hell to provide a huge battlefield of Kursk (but not required to play this game separately). Includes 16 scenarios, new counter collection in camo motif with all combat counters needed for play, 3-holed rules, 2 maps. Req markers to play. '14		<b>105303</b>	Critical Hit	<b>\$73.50</b>		New	FL			2
<b>ASL:Major Upham Battle Pack</b> ASL focused on actions early in the war in north Africa involving Major Upham. '12		<b>100395</b>	Critical Hit	<b>\$20.00</b>		New	n			2
<b>ASL:Nordic Twilight</b> ASL scenario pack covering 10 actions in the vicinity of Wingen-sur-Moder in the Moder Valley of France, Jan 1945. The Germans launch a spoiling attack to confound the US Operation Whirlwind, surprising the Americans & quickly gaining key ground in the narrow valley in winter. Includes historical map, 6 counter sheets. Includes complete 6th SS Mtn Div OoB. '11		<b>102728</b>	Critical Hit	<b>\$59.00</b>		New	Fo			2
<b>ASL:Omaha East</b> Game w/ 2nd ed map that allows mating with Omaha West (First Wave at Omaha), and extends the map to the east. A big game, now boxed, with 16 scenarios, 1000 counters, rules, play aids, 3 maps. Makes your head swim, as does the price. '13		<b>101570</b>	Critical Hit	<b>\$201.00**</b>		New	BC**			2
<b>ASL:Omaha West 3rd MAP UPGRADE SET</b> 3rd edition MAP ONLY uprade. Includes a remastered 3-map set.		<b>103234</b>	Critical Hit	<b>\$20.00</b>		New	Fo			2
<b>ASL:Orders for the Major [2nd]</b> 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		<b>99611</b>	Critical Hit	<b>\$47.00</b>		New	zl			2
<b>ASL:Ostfront Pak I</b> Scenario kit including 8 scenarios from the eastern front 1941-5 plus 4 terrain overlays of various sizes. '13		<b>100434</b>	Critical Hit	<b>\$13.50</b>		New	Fo			2

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<b>ASL:Platoon Leader v3 &amp; Cemetary Hill 3d</b> 2014 edition. ■ 2014 color update of this ASL kit consisting of the v3 Platoon Leader rules proving campaign games for ASL, and the Cemetary hill scenario pack. Both revised from versions published in the 1990. '14		<b>105312</b>	Critical Hit	<b>\$33.50</b>		New	Fo			2
<b>ASL:Pointe du Hoc 2nd</b> ASL-compatable kit covering the 2nd Ranger btl'n's assault during D-Day. 2nd ed adds new counters w/ new weapons. Limited printing. '08		<b>86724</b>	Critical Hit	<b>\$25.00</b>		New	Fo			2
<b>ASL:Pointe du Hoc 2nd: UPDATE KIT</b> 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		<b>90605</b>	Critical Hit	<b>\$13.00</b>		New	Fo			2
<b>ASL:Red Christmas II [2nd]</b> 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,Garello'13		<b>103235</b>	Critical Hit	<b>\$40.00</b>		New	zl			2
<b>ASL:Retro Pak II</b> Second of a series of old & good scenario reprints plus some new ones, all focused on straightforward firefights. 8 scenarios. Req German, American & Soviet counters plus many maps. '08		<b>100626</b>	Critical Hit	<b>\$10.00</b>		New	Fo			2
<b>ASL:Scotland the Brave II 2nd</b> 2nd ed has a second large hex map as well as orig 5/8" map. 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. Later reprinted as Shout for Piats. '05		<b>102729</b>	Critical Hit	<b>\$23.00</b>		New	Fo			2
<b>ASL:Scotland the Brave II</b> 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.		<b>55622</b>	Critical Hit	<b>\$27.50</b>		New	Fo			2
<b>ASL:Scroungin' ASL Retro [2nd]</b> Reprint of a number of articles from the late 1990s, & written by European authors, in a 56-pg mag format. Includes 12 ASL scenarios of European battle scenarios. The scenarios & the exterior covers reflect current graphic standards; all the content is b&w and is retro in its nature. '13		<b>100663</b>	Critical Hit	<b>\$20.00</b>		New	zl			2
<b>ASL:Shout for Piats [2nd]</b> 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		<b>101685</b>	Critical Hit	<b>\$47.00</b>		New	zl	Going		2
<b>ASL:Stonne Heights, Sedan 1940 3rd</b> Update of this ASL system game of the Gross Deutschland division v French armor at Stonne, 1940. 16 scenarios, a historical map & 3 small countersheets. Previously published as Grossdeutschland at Stonne. P.Ramis'11		<b>96155</b>	Critical Hit	<b>\$55.00</b>		New	Fo			2
<b>ASL:Tigers to the Front! Map Pax 2nd</b> ASL map pax kit providing a full sized map & 8 scenarios of companies of Tiger tanks stalling the Soviet Summer '44 offensive. Reqs Beyond Valor components to play. '06		<b>79170</b>	Critical Hit	<b>\$18.00</b>		New	n			2
<b>ASL:Total Axis Pak I</b> 12 scenario pack that includes 5 maps covering actions on the eastern front, plus 50 personnel counters. '07		<b>93412</b>	Critical Hit	<b>\$36.00</b>		New	Fo			2
<b>ASL:Total East Front Pak I</b> 8 scenarios covering various battles on the east front.Includes a color overlay. '01		<b>59213</b>	Critical Hit	<b>\$10.00</b>		New	Fo			2
<b>ASL:Witches Cauldron</b> Scenario kit with 16 scenarios & 2 full-sized maps (recycled from ATS) depicting actions during the desperate battle for Arnhem, 1944. '07		<b>90637</b>	Critical Hit	<b>\$38.00</b>		New	Fo			2
<b>ATS: Action at Carentan</b> 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		<b>102479</b>	Critical Hit	<b>\$27.00</b>		New	FL			2
<b>ATS: Berlin, Fuhrer's Bunker GAME</b> 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		<b>91406</b>	Critical Hit	<b>\$55.00</b>		New	zl			2
<b>ATS: Berlin-Red Victory: Fuhrer's Bunker</b> ATS kit 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		<b>95221</b>	Critical Hit	<b>\$36.00</b>		New	zl			2
<b>ATS: Bracchi Hills, Battle for...</b> Port from the earlier ASL kit of this name, providing scenarios covering the attempts of the US 351st Rgt, 88th Inf to break the Mt Bracchi Triangle, part of the Gustav Line in an area of Italy with rolling hills that afforded excellent defensive positions to the Germans. 3 countersheets, historical 2nd ed map, 12 scenarios, an AFV sheet w/ 7 AFVs. '13		<b>100665</b>	Critical Hit	<b>\$33.50</b>		New	zl			2
<b>ATS: Brave But Doomed, Arnhem 1944</b> ATS scenario kit ported from the ASL kit of same name & focused on the battle for Arnhem, 1944, at 50yd/hex. Includes a remastered historical map in 2 sections, walkaround rules, 336 counters, 16 scenarios. Reqs ATS rules, play aids & markers to play. '13		<b>100429</b>	Critical Hit	<b>\$43.00</b>		New	Fo	Going		2
<b>ATS: Bulge, Battle of the...</b> ATS scenario kit with 12 scenarios, 560 counters & 4 geomorphic maps (with winter terrain) covering actions during the Battle of the Bulge. Req rules & markers & d10 to play. '12		<b>99204</b>	Critical Hit	<b>\$40.00</b>		New	zl			2
<b>ATS: Gustav Graveyard, Cassino</b> aka Battle for Cassino. ATS scenario kit ported from ASL it of same name focused on various assaults on Monte Cassino, a keypin of the German Gustav line in Italy. 6 nations fight bitterly over this landscape. Includes 312 counters, historical map, 8 scenarios. Reqs ATS rulebook, play aids, markers & d10 to play. '13		<b>102705</b>	Critical Hit	<b>\$53.50</b>		New	Fo	Going		2
<b>ATS: Hill of Blood, Mamayev Kurgan</b> 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		<b>100432</b>	Critical Hit	<b>\$50.00</b>		New	zl			2
<b>ATS: Kharkov, Battle for the Square</b> ATS scenario kit pitting the 1st SS Leibstandarte Panzer div v the Soviet 3rd Tank Army in the heart of Kharkov, March 1943. Unlike Stalingrad, the aggressive SS forced the Soviets largely out of the central city area thru difficult urban warfare. Includes all counters needed for play - and nearly all are elite units. AFVs are depicted winterized, with winter inf uniforms. Historical map, 368 counters. 10 Scenarios range in size from small to massive. '13		<b>100652</b>	Critical Hit	<b>\$47.00</b>		New	Fo			2
<b>ATS: Kursk, Psel River Crossing [2nd]</b> Renaming & revision of earlier Kursk, Clash Along the Psel kit. Kit covering battles along the Psel River front at Kursk, July 1943. SS 3rd PzrGren 'Totenkopf' confront the defenses of the Soviet 5th Guards Tank Army. Kit only, requires ATS rules, markers, play aids & d10 to play. Includes 9 scenarios, 466 counters, historical map. '13		<b>102732</b>	Critical Hit	<b>\$53.50</b>		New	zl			2
<b>ATS: Orders for the Major</b> Port to ATS of earlier Scotland the Brave I (for ASL), covering actions by the Scots during Normandy. '13		<b>103774</b>	Critical Hit	<b>\$47.00</b>		New	zl			2

<u>Game Title (&amp; Edition or Issue #)</u> <u>Specific Condition, Subject, Designer, Year</u>	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>ATS: Parker's Crossroad</b> Historical ATS scenario pack covering disparate actions as a scratch group of US paratroopers defends a key intersection near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. Contains 85 units, historical maps & 12 scenarios. '07		<b>82082</b>	Critical Hit	<b>\$29.00</b>		New	Fo			2
<b>ATS: Pointe du Hoc</b> 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		<b>90697</b>	Critical Hit	<b>\$22.00</b>		New	zl			2
<b>ATS: Ponyri I, Kursk at Ponyri [2nd]</b> ATS kit that updates earlier Kursk Metal Gods with new scenario set & new maps. Includes 10 scenarios, maps 1-2 in hardboard format, Battlefield walkaround intro rules, plus 5 countersheets of various sizes with Personnel & AFV/weapons counters. Reqs ATS rules v4 & markers to play. '14		<b>105320</b>	Critical Hit	<b>\$67.00</b>		New	FL			2
<b>ATS: Shout for Piats</b> Port to ATS of the earlier ASL update of still earlier Scotland the Brave II kit, covering actions by the Scots units during Normandy. Historical map, 424 new counters & historical images in 12 scenarios. '13		<b>100668</b>	Critical Hit	<b>\$47.00</b>		New	zl	Going		2
<b>ATS: Snakeshead Ridge, Btl of Cassino</b> 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		<b>89908</b>	Critical Hit	<b>\$18.00</b>		New	Fo			2
<b>ATS: Stalingrad 2nd UPDATE Kit</b> 2nd ed upgrade with remastered large hex map, 12 revised scenarios & a sml countersheet of guns & AFVs & revised rulesbook. Upgrades 1st edition to the current standard. '08		<b>100625</b>	Critical Hit	<b>\$19.00</b>		New	zl			2
<b>ATS: Stalin's Fury</b> 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		<b>102480</b>	Critical Hit	<b>\$20.00</b>		New	FL			2
<b>ATS: Surprised Outside of Strass</b> Advanced Tobruk kit with a series of scenarios covering the bitter fighting in the Hurtgen Forest early in 1945. Includes an historical map, 32 counters & scenarios. M.Nagel'07		<b>90633</b>	Critical Hit	<b>\$18.00</b>		New	zl			2
<b>ATS: Timmes Orchard II</b> ATS module covering the US 82nd Airborne's task of protecting the approaches to the Utah Beachhead at D-Day near the Merderet River at Timmes Orchard. Includes a large-hex map, a battlefield walk-around, 7 scenarios, and all the counters needed for play. (Reqs a d10.) '13		<b>101574</b>	Critical Hit	<b>\$33.50</b>		New	Fo			2
<b>ATS: Warfighting Guide # 3 Eagle Book</b> 54pg booklet that includes a compilation of Q&A clarifications to the v4.0 ATS Advanced Tobruk rules system, organized by the rules numbering system. Also includes QuickStart Basic Game 1 with a 6x10" map, 2 color British Repl AFVs, and 3 countersheets (SS Mtn Div Personal, US 44-45 Personal, Sml Markers 2012-1). Req a game module to play a full ATS game. '14		<b>105816</b>	Critical Hit	<b>\$20.00</b>		New	n			2
<b>Memoir '44</b> 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		<b>100704</b>	Days of Wonder	<b>\$44.00**</b>		New	FB **			2 M
<b>Conflict of Heroes, Price of Honour</b> 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		<b>94231</b>	ElfinWerks, LLC	<b>\$36.00**</b>		New	LB **			3
<b>Combat Commander, Europe 2nd</b> 2014 2nd edition. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters, 220 cards, 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13		<b>104092</b>	GMT Games	<b>\$53.00**</b>		New	DC **			2
<b>Combat Commander: Fall of the West Kit</b> Kit for the Combat Commander series adding 12 scenarios played on 10 battle maps depicting actions in the Spring of 1940 in France. Special AFV rules reflect the still-developing nature of doctrines among armored forces meeting infantry forces. Reqs CC Europe & Mediterranean to play. '13		<b>101758</b>	GMT Games	<b>\$20.00</b>		New	Fo	Going		2
<b>Combat Commander: Mediterranean Kit 2nd</b> Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13		<b>103412</b>	GMT Games	<b>\$53.00</b>		New	DC			2
<b>Combat Commander: Paratroopers Kit 2nd</b> Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '14		<b>103711</b>	GMT Games	<b>\$13.50</b>		New	zl			2
<b>Combat Commander: Resistance! Kit</b> Kit for the Combat Commander system & covering tactical combat between partisan forces & regulars. 4th volume in the C&C series. Includes a scenario generator update, rules for irregular movement such as sewars & melee, new orders (infiltrate & muster) & new events. Includes 3 dbl sided maps, 12 scenarios, 1 counter sheet & 2 card decks. Maps depicts several historical areas in the Balkans & USSR. '11		<b>105188</b>	GMT Games	<b>\$37.00</b>		New	BC			2
<b>Combat Commander: Sea Lion Kit</b> Kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14		<b>103864</b>	GMT Games	<b>\$18.00</b>		New	Fo			2
<b>Combat Commander: Stalingrad Kit 2nd</b> Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14		<b>103714</b>	GMT Games	<b>\$23.50</b>		New	Fo			2
<b>Fighting Formats, Grossdeutschld Inf 2nd</b> Reprint. Low level tactical combat focused on key actions of the German Grossdeutschland division. 10 scenarios depicting actions on the Eastern Front, 1942-3. Impulse driven system using activation chits & focused on initiative. 5 countersheets, 4 dbl sided maps, 55 cards. C.Jensen'12		<b>104528</b>	GMT Games	<b>\$30.00**</b>		New	BC **			2
<b>Panzer 3rd: Expansion Kit #1</b> Kit adding addition tank actions 1943-45. Adds 4 dblsided geomorphic mounted maps (1" hexes), 2 countersheets, 38 dblsided unit data sheets, TO&E booklets for 4 German Divs & a Soviet brigade at Kursk & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. J.Day'12		<b>98559</b>	GMT Games	<b>\$45.00**</b>		New	BC **			1
<b>Panzer 3rd: Expansion Kit #2</b> Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dblsided geomorphic maps, 2 countersheets, 24 data cards. J.Day'12		<b>98562</b>	GMT Games	<b>\$27.00</b>		New	BC			1
<b>Panzer 3rd: Expansion Kit #3</b> Drive to the Rhine, the 3rd expansion to GMT's Panzer. Adds the major US & British forces that saw the war thru till the end, plus some additional Germans as well. Adds 4 dbl-sided maps covering the bocage of Normandy & other terrain closer to Germany. 176 5/8" & 352 7/8" counters. Data cards for 64 AFVs (include 12 versions of the Sherman), 36pg TO&E booklet, 10 scenarios, 4 geomorphic mounted maps. Reqs only base game to play. J.Day'14		<b>106458</b>	GMT Games	<b>\$50.50**</b>		New	BC **			1

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<b>ASL:Heat of Battle Waffen SS Update Kit</b> 14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07		<b>102944</b>	Heat of Battle	<b>\$25.00</b>		New	Fo			2
<b>ASL:Kreta, Operation Merkur</b> Scenario kit covering the battles for control of the key Maleme airfield during the para assault on Crete, May 1941. Includes 56x40 historical map, 120 counters, Chp OM, 8 scenarios, 10 geomorphic map sections. '08		<b>102960</b>	Heat of Battle	<b>\$55.00</b>		New	Fo			2
<b>ASL:Kreta, Operation Merkur: REVISED MAP</b> Reprinted map printed on thicker paper & folded to a smaller size. '08		<b>102963</b>	Heat of Battle	<b>\$13.00</b>		New	n			2
<b>ASL:Special Forces II</b> Second in a series on special forces of all nations during WW2. This kit focuses on Gernam Kustenjagers & their raids against the British & Greeks in the Mediterranean in WW2. Includes 6 tournament style scenarios printed in 2 colors, counters representing the Kustenjager SMCs, MMC, crews & special MGBs, 1 overlay, 6pgs of special rules. Reqs many prior ASL modules, and boards 2, 7, 10, 15,34, HOB I & II (or BFP H & I) & Gavutu Is overlay to play all scenarios. '12		<b>102954</b>	Heat of Battle	<b>\$25.00</b>		New	Fo			2
<b>Band of Heroes: Battle Pack Alpha Kit</b> Scenario kit for the Lock 'n Load series of games including Band of Heroes. Includes 12 scenarios taken from WW2 and Vietnam. '07		<b>101539</b>	Lock 'n Load Publishing	<b>\$14.00</b>		New	zl			2
<b>Nations at War, Desert Heat</b> Stand-alone game in the Nations at War series. Covers platoon-level tactical combined arms combat in northern Africa, 1941-43, with 308 counters depicting forces from Italy, Germany, the United Kingdom, the US and the Free French. Also includes 4 geomorphic maps, 16 scenarios. [Early printings of this game were known to have serious counters issues; inspect your copy!] M.Walker'13		<b>104468</b>	Lock 'n Load Publishing	<b>\$40.00</b>		New	BC			2
<b>Nations at War: Operation Cobra Kit</b> Kit for White Star Rising that focuses on the breakout from the Normandy area in July-Aug 1944. Adds the Canadians, Free French & Polish OoBs plus new US, Brit & German units. Includes 9 scenarios focused on the battle for Falaise Pocket, and 5 scenarios linking with the base game. 126 counters. '12		<b>101545</b>	Lock 'n Load Publishing	<b>\$22.00</b>		New	zl			2
<b>Rommel's Panzers</b> Simple gm of tank-tank combat in N.Africa. Same system as Stalin's Tanks. R.Damon'80		<b>104720</b>	Metagaming	<b>\$9.00</b>		New	SC			1
<b>ASL:Action Pack #10</b> Scenario kit including 2 new maps (#69 & 70) & 8 scenarios focused on combat between German & either Soviet or American forces (plus one with Japanese v Chinese). '14		<b>106365</b>	Multi-Man Publishing,	<b>\$15.00</b>		New	Fo			2
<b>ASL:Action Pack #8, Roads Thru Rome</b> Kit w/ 3 dbl-sided maps (4ab,5ab,6ab) & 10 scenarios from the Allied campaign in N.Africa & Italy, starting in Tunisia & focusing on campaigns for & around Rome. Reqs all core ASL modules (some of which might even be in print!). '12		<b>106066</b>	Multi-Man Publishing,	<b>\$25.00</b>		New	Fo			2
<b>ASL:Action Pack #9, To the Bridge!</b> Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14		<b>105338</b>	Multi-Man Publishing,	<b>\$25.00</b>		New	Fo			2
<b>ASL:Beyond Valor 3rd</b> Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. '06		<b>106577</b>	Multi-Man Publishing,	<b>\$94.00**</b>		New	DC **			2
<b>ASL:Decision at Elst Starter Kit</b> A complete ASL game, the first Historical Starter Kit Module, covering the British 214th Brigade's advance towards Arnhem at the Dutch town of Elst, defended by Kampfgruppe Knaust. Includes historical map, 3 countersheets, 4 scenarios & campaign game, basic rules set, campaign rules. Complete game, no other components needed to play, making it a good beginner set. Campaign game connects individual scenarios thru a refit phase during which players purchase replacements. '14		<b>106068</b>	Multi-Man Publishing,	<b>\$47.50</b>		New	BC			2
<b>ASL:Last Hurrah 2nd</b> 2nd ed is basically a reprint, but adds board 3 to contents. 6th ASL module adding the armies of the small neutral nations conquered early in WWII: Poland, Norway, Belgium, the Netherlands, Yugoslavia & Greece). Includes 8 scenarios, boards 3, 11, 33. Req ASL rules, BV & Yanks to play all scenarios. '02		<b>104603</b>	Multi-Man Publishing,	<b>\$30.00</b>		New	HC			1
<b>ASL:Rising Sun</b> ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '13		<b>106070</b>	Multi-Man Publishing,	<b>\$121.50**</b>		New	DC **			2
<b>ASL:Rivers to the Reich Scenario Pack</b> 15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13		<b>104638</b>	Multi-Man Publishing,	<b>\$15.00</b>		New	n			2
<b>ASL:Turning the Tide</b> Revision of 20 of the Squad Leader scenarios found in Cross of Iron, Crescendo of Doom, GI Anvil of Doom, the 100, 200 & Rogue scenario kits revised into the ASL format. Most use only boards 1-5; none use overlays. '09		<b>103164</b>	Multi-Man Publishing,	<b>\$17.50</b>		New	Fo			2
<b>Ghost Panzer</b> Fast-playing game of squad level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'13		<b>106064</b>	Worthington Games	<b>\$50.50</b>		New	BC			2
<b>Duel of the Giants</b> 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		<b>93628</b>	Z-Man Games	<b>\$47.50**</b>		New	LB **	Going		3
<b>WW-2: Tactical Combat, Pacific Theater</b>										
<b>Panzer Grenadiers, Guadalcanal Semper Fi</b> Platoon level tactical combat using the Pzr Grenadier system, set in the Pacific Theatre of WW2. US marines (including raiders & paratroopers) combat Japanese army & marine troops on Guadalcanal & Tulagi. 24 scenaris, 465 counters. '03		<b>106149</b>	Avalanche Press, Ltd.	<b>\$47.00</b>		New	HC			3
<b>Panzer Grenadiers: Alaska's War Kit</b> Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof07		<b>105921</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Bk	Going		2
<b>Panzer Grenadiers: Jungle Fighting Kit</b> Kit for Panzer Grenadier Semper Fi Guadalcanal that provides 42 scenarios of jungle fighting on Guadalcanal & nearby islands Aug'42-Feb'43. Requires both Guadalcanal & Btl of Bulge PG games. '04		<b>100910</b>	Avalanche Press, Ltd.	<b>\$25.00</b>		New	Bk			2



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<b>Panzer Grenadiers: Kokoda Trail Kit</b> Kit covering multiple battles along the Kokoda Trail as the Japanese attempt to press on Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. 30 scenarios w/ historical article. '09		<b>100240</b>	Avalanche Press, Ltd.	<b>\$22.00</b>		New	Bk			2
<b>Panzer Grenadiers: Marianas 1944</b> Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artil, flame-throwing tanks, & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14		<b>106412</b>	Avalanche Press, Ltd.	<b>\$23.50</b>		New	Bk			2
<b>ASL:Hero Pax 3, Jungle Heroes</b> 10 scenario pack focused on actions on jungle fighting in the Pacific theater. '05		<b>81022</b>	Critical Hit	<b>\$12.00</b>		New	Fo			2
<b>ASL:Leatherneck Campaign Pack 2</b> Scenario kit providing 8 scenarios involving the US marines in the all the theatres in the Pacific during WW2. '98		<b>77406</b>	Critical Hit	<b>\$12.00</b>		New	zl			1
<b>ASL:Leatherneck Campaign Pack 3</b> Scenario kit providing 8 scenarios involving US Army units together with US marines in the all the pacific theatre. '99		<b>76966</b>	Critical Hit	<b>\$12.00</b>		New	zl			2
<b>ASL:Ordeal Before Shuri, Btl of Okinawa</b> Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99		<b>45824</b>	Critical Hit	<b>\$33.00</b>		New	Fo			2
<b>ASL:Road to Bataan</b> ASL kit focused on the fighting in Jan'42 for the Abucay/Mabatang Line on the Bataan Peninsula. Poorly advised & undertrained, undersupplied Japanese assault American fortifications expecting token resistance. 8 scenarios played on an historical map + 269 counters. '11		<b>95360</b>	Critical Hit	<b>\$49.00</b>		New	Fo			2
<b>ASL:Total Pacific Theatre Pack I</b> Our last copy. ■ 8 scenarios covering various battles in the Pacific. Includes 140 die cut counters (mostly Brits w/ 5 Jap. leaders). '01		<b>102489</b>	Critical Hit	<b>\$15.00</b>		New	Fo			2
<b>ASL:Blood Reef Tarawa GAMERS GUIDE</b> Gamers guide to this kit covering the invasion of Tarawa in the Pacific, w/ strategy & tactics, historical chronology, etc. Many well illustrated examples of play & strategy tips, fortress placement strategy; player aids, etc '10		<b>103314</b>	Multi-Man Publishing,	<b>\$14.00</b>		New	Bk			2
<b>Kaipit</b> Tactical (sqd/pltn) level game of the Markham Valley Campaign, Sept.1943, as an Allied commando force attempts to capture the village at Kaipit, 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		<b>100810</b>	Schutze Games	<b>\$18.50</b>		New	HC			2
<b>WW-2: Tactical Combat, Multiple Theaters</b>										
<b>ASL:Aussie ASL '97 Pak</b> Set of 8 scenarios focusing on actions thruout the world in which UK troops were involved. '97		<b>102487</b>	Critical Hit	<b>\$10.00</b>		New	n			2
<b>ASL:Aussie ASL '98 Pak 2nd</b> 2nd ed doesn't include color terrain overlays; they must be downloaded. Set of 10 tourny style scenarios focusing on actions thruout the world in which UK troops were involved, including 2 from Korea 1950. '98		<b>102488</b>	Critical Hit	<b>\$11.00</b>		New	n			2
<b>ASL:Rout Pak II</b> Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96		<b>31846</b>	Critical Hit	<b>\$16.00</b>		New	zl			2
<b>ASL:Rout Pak III</b> 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		<b>80013</b>	Critical Hit	<b>\$15.00</b>		New	zl			2
<b>ATS: Players Briefing #1</b> Gamers guide with play tips, variants, & resources for advanced level play. Includes a complete game kit of the 1940 Airborne Assault at Albert Canal w/ map & counters. '05		<b>81021</b>	Critical Hit	<b>\$15.00</b>		New	zl			1
<b>ATS: Sweet 16 Scenario Pack 1</b> ATS scenario kit using the Sweet 16 geomorphic map collection. '13		<b>102742</b>	Critical Hit	<b>\$8.00</b>		New	zl			2
<b>ATS: Sweet 16 Scenario Pack 2</b> ATS scenario kit using the Sweet 16 geomorphic map collection. '13		<b>102743</b>	Critical Hit	<b>\$8.00</b>		New	zl			2
<b>ASL:Firefights Kit #2</b> Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05		<b>90658</b>	Heat of Battle	<b>\$30.00</b>		New	Fo			2
<b>ASL: Instructions/Rules Book 4th</b> 3rd MMP edition Reprinted system rules book in a 3-ring binder. Only change to this edition is a redesigned notebook cover. Necessary to play any of the ASL modules. This edition includes plentiful examples of play, chapter E (night, weather, boats, planes, skis, convoys, etc), chapter K (training manual), expanded index, off-board artillery & vehicle overrun charts from Action Paks 1 & 2, plus night fighting aids from Pegasus Bridge. '07		<b>106362</b>	Multi-Man Publishing,	<b>\$66.00**</b>		New	NB **			1
<b>ASL:Action Pack #3, Few Returned 2nd</b> 2nd ed has revised map. Kit providing 3 reprinted boards (24, 42 & 43) and 9 scenarios for the Italian 8th Army's attempt to escape encirclement during the Soviet 1942 Winter offensive. 3 addtl scenarios cover the Italian's defense of Rome against the Germans after Italy's defection. '07		<b>103642</b>	Multi-Man Publishing,	<b>\$20.00</b>		New	Fo			2
<b>ASL:Action Pack #4, Normandy</b> Kit providing 3 new maps (53-55), revised rules pgs B9-10, & 12 scenarios covering action in Normandy's bocage country. '08		<b>104634</b>	Multi-Man Publishing,	<b>\$25.00</b>		New	Fo			2
<b>ASL:Action Pack #5, East Front</b> Kit providing 3 new cardstock maps (56-58) & 12 scenarios covering actions on the East Front during 1941-5 involving German, Soviet & Axis minor country forces. '09		<b>102774</b>	Multi-Man Publishing,	<b>\$29.00</b>		New	Fo			2
<b>ASL:Action Pack #6, Decade of War</b> Kit w/ 3 new double-sided maps & 10 scenarios from the period 1936-45, 1 per year, from the Spanish Civil War, Sino-Jap War, France 1940 & '44, Malaya, Philippines, East Front, plus rules for the Australian Balancing Handicap System. G.Fortenberry, C.Kibler, B.McNamara'10		<b>95900</b>	Multi-Man Publishing,	<b>\$28.00</b>		New	Fo			2
<b>ASL:Action Pack #7</b> Kit w/ 3 new maps (60-62) & 10 scenarios from the period 1941-44 from Europe & the Pacific. '11		<b>102408</b>	Multi-Man Publishing,	<b>\$24.00</b>		New	Fo			2
<b>ASL:Best of Friends Scenario Pack</b> 12 scenarios drawn from the Swedish Friendly Fire ASL touzny including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13		<b>105148</b>	Multi-Man Publishing,	<b>\$12.00</b>		New	n			2

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<b>ASL:For King and Country 2nd</b> Revision & consolidation of earlier West of Alamein & FK&C modules into an ASL 2nd ed package. Includes entire British OoB in 6 countersheets, Chp H, boards 1,7,8,12, 20 updated scenarios, and incorporates all existing errata '03		<b>106428</b>	Multi-Man Publishing,	<b>\$69.00</b>		New	DC			1
<b>ASL: Journal # 2 2nd [reprint]</b> Includes a 22x32" Kakazu Ridge (Okinawa) map, 2 countersheets, rules for 24 historical scenarios (J13-35). Reprint of most of this issue of this magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios, & 2 pgs of errata. '10		<b>101612</b>	Multi-Man ASL JOURNAL	<b>\$41.00</b>		New	Fo			2
<b>ASL: Journal #10</b> 48pgs of the best of MMP's ASL. Includes 16 ASL scenarios printed on carstock inserts (instead of in the pages of the mag, J147-160, FB18, VOTG25), plus 2 dbl-sided player aid charts for Festung Budapest. Glossy paper. ARTICLES ON: FAQ on Festung Budapest, plus replay of FB17 scenario; primer for the beginner in ASL: statistical analysis of key ASL situations & combat; new rulebook errata; Son of Squad Bleeder fog-of-war tournament scenarios '12		<b>103932</b>	Multi-Man ASL JOURNAL	<b>\$20.50</b>		New	n			2
<b>WW-2: Air Combat</b>										
<b>Top Cover Air Combat Journal # 1</b> w/ Spitfires Over Darwin kit for Whistling Death game adds a map of NW Australia (centered on Darwin) and a 140 counters depicting the situation in 1942-3 as the Japanese freely raided NW Australia until a full wing of Spitfires replaced the aged P-40s previously defending the area. Entire journal contains the history of the Japanese threat to & attacks on NW Australia from early 1942 thru late 1943, with a variety of defending fighters, some long obsolete, plus the Spitfires. History of the progression of the defense interspersed among 36 new scenarios. '13		<b>105045</b>	Clash of Arms	<b>\$21.50</b>		New	Bk			1
<b>Luftwaffe 3rd</b> Reworking of AH's Luftwaffe game of the US strategic bombing campaign over Europe. Turns are now quarterly, production can be influenced, and there are many new rules for radar, aces, target complexes, diversion to support ground war, advanced fighter & bomber development, new targets, etc. '07		<b>102827</b>	Decision Games	<b>\$39.00</b>		New	BC			4
<b>RAF, Lion v Eagle 4th</b> Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13		<b>106691</b>	Decision Games	<b>\$53.50</b>		New	BC			4 1
<b>Bomber Command, the Night Raids 1943-5</b> 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		<b>103178</b>	GMT Games	<b>\$27.00</b>		New	BC			4
<b>Down in Flames: Squadron Pack 1, Fighters</b> Collection of 64 fighter aircraft cards for the Down in Flames series, many of them entirely new, some reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules. '05		<b>99476</b>	GMT Games	<b>\$8.00</b>		New	Fo			1
<b>Down in Flames: Squadron Pack 2, Bombers</b> Collection of 64 bomber aircraft & formation cards for the Down in Flames series, many of them entirely new, a few reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules plus rules from Corsairs & Hellcats needed. Req Rise of Luftwaffe, Eight Air Force or Zero. '07		<b>89326</b>	GMT Games	<b>\$8.00</b>		New	Fo			1
<b>Enemy Coast Ahead, the Dambuster Raid</b> Solitaire game of the British dambuster raid, Operation Chastise, 16 May 1943. Player commands a special squadron of Lancaster bombers seeking to breach any of 8 Ruhr River dams supplying Germany with power. Crews must be trained, and then flown to targets in Germany at very low elevations at night, enduring all the hazards of terrain, night fighters & German radar, AA, & more to drop their specialized payload in a precise manner. Rules for 2-3 player game, and a total of 10 scenarios, included. J.White'14		<b>106288</b>	GMT Games	<b>\$37.00</b>		New	BC			1
<b>Nightfighter, Air Warfare in Night Skies</b> Game of nighttime air-air combat during WW2. Unique look at those specialized units that defended homelands at night. One player is an umpire controlling bombers per rules, the other controls nightfighters. 40 scenarios covering from the Blitz on London 1940 thru Mosquito raids late in the war. Includes special weapons each side used. Includes 50 fighters & bomber variants from Europe & the Pacific. Fast playing. L.Brimmicombe-Wood'11		<b>105470</b>	GMT Games	<b>\$25.00</b>		New	BC	Going		1
<b>B-29 Superfortress, Bombers Ovr Japan 2d</b> Updated reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'12		<b>106389</b>	Legion Wargames	<b>\$37.50</b>		New	HC			1 1
<b>Down in Flames, Guns Blazing</b> 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		<b>103807</b>	Dan Verssen Games	<b>\$42.00**</b>		New	BC **			1
<b>Down in Flames: Wingmen Kit</b> Kit adding wingmen to the DiF game system. Includes 2 wingmen cards for each aircraft type appearing in Aces High & Guns Blazing, plus cards for 3 new fighters (160 total). D.Verssen'12		<b>106986</b>	Dan Verssen Games	<b>\$23.50</b>		New	SC			3 1
<b>WW-2: Naval Combat</b>										
<b>Paukenslag #22</b> Mag & Game. Game covering the U-Boat campaign against the US's eastern seaboard & Caribbean 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		<b>86239</b>	Against the Odds Magazine	<b>\$27.00</b>		New	HP			6
<b>Midway, Battle of...</b> Chosen as one of the 20 decisive battles of world, this game covers the June 1942 battle of Midway that broke the Japanese naval superiority in the Pacific. Includes all facets of this brief battle, including coverage of an actual land invasion of the two islands, as well as subs, seaplanes & many more details of the situation. Includes 176 counters & mounted map. P.Rohrbaugh'13		<b>102935</b>	ATO - Turning Point Simulations	<b>\$23.50</b>		New	HP			4
<b>Nordkapp, Los Convoyes del Artico # 29</b> Mag & game. ■ Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German capital ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.Groggnard.com. '04		<b>102987</b>	Alea Magazine (Ludopress)	<b>\$17.00</b>		New	n			4
<b>Second WW at Sea, Arctic Convoy 2nd</b> Reprint in a bookcase box. Second WW series game that focuses on the British navies difficult task of protecting the convoys to Murmansk & the USSR. 2 maps cover the huge expanse of the Norwegian & Barents Seas. 630 counters, 24 scenarios. '13		<b>103681</b>	Avalanche Press, Ltd.	<b>\$43.50</b>		New	BC			3
<b>Second WW at Sea, Bismarck 2nd</b> 2nd ed is a reprint in a sleeved BC box. Commerce raiding & naval combat in the North Atlantic early in WW2, including both the Bismarck's foray. 280 counters, 3 maps, 12+ scenarios. '12		<b>106407</b>	Avalanche Press, Ltd.	<b>\$46.00</b>		New	BC			3
<b>Second WW at Sea, Coral Sea</b> Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counters. '10		<b>102355</b>	Avalanche Press, Ltd.	<b>\$26.00</b>		New	HC			3

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<b>Second WW at Sea, Eastern Fleet 2nd</b>		<b>94866</b>	Avalanche Press, Ltd.	<b>\$39.00</b>		New	HC			3
2nd is a simple reprint with pictures instead of illustrations on box cover. Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nm/hex. 210 counters, 2 maps. '07										
<b>Second WW at Sea, Midway 2nd</b>		<b>102129</b>	Avalanche Press, Ltd.	<b>\$46.00</b>		New	HC			3
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										
<b>Second WW at Sea, Strike South 1941-2 2d</b>		<b>104687</b>	Avalanche Press, Ltd.	<b>\$43.50</b>		New	BC			3
2nd ed is a reprint with larger box. Second WW series game of naval combat in the eastern Pacific early in WW2, as the Japanese quickly expand their empire, 1941-2. The Japanese face American, British, Australian & Dutch forces near Indonesia. 12 scenarios, 420 counters, 3 maps. '12										
<b>Second WW at Sea: Black Sea Fleets</b>		<b>102711</b>	Avalanche Press, Ltd.	<b>\$30.00</b>		New	Bk			3
Our last copy. Addon booklet providing the Soviet, Turkish & Romanian navies for use in the Bomb Alley game. Includes capital ships designed but never built. Includes 70 large & 140 standard sized counters, 24 new scenarios, plus historical material. Reqs Bomb Alley. M.Bennighof'08										
<b>Second WW at Sea: Kaiser's Navy Kit</b>		<b>104903</b>	Avalanche Press, Ltd.	<b>\$20.00</b>		New	Bk			1
Kit for the Second WW at Sea series that posits an alternate history where Imperial Germany had survived WW1, its navy remained intact, and later challenged Britain. Includes 110 counters, 20 scenarios set in the Atlantic & Mediteranean. Req Bomb Alley, Arctic Convoy & Bismarck. '10										
<b>Second WW at Sea: Orange Waters KIT</b>		<b>94900</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Bk	Going		3
Scenario booklet with 10 scenarios focused on the Royal Netherlands Navy in WW2. '11										
<b>Second WW at Sea: Strait of Magellan Kit</b>		<b>94376</b>	Avalanche Press, Ltd.	<b>\$9.00</b>		New	Bk	Going		3
Addon booklet for this game system adds 10 scenarios of hypothetical battles near the Strait of Magellan (southern tip of S.America). Req Cone of Fire, Midway, Bismarck, Leyte Gulf & East of Suez to play all scenarios. '09										
<b>Coral Sea</b>		<b>105538</b>	Bellica 3rd Generation	<b>\$42.00</b>		New	BC			4
Second game in the Campaign Commander system. This game covers the battles in the Solomon Sea beginning at Coral Sea in May 1942 but continuing thru 1943. Area move, btlnrgt/naval btl group level, 45km/1cm, highly interactive with 64 cards influencing the action. '11										
<b>Seas of Iron Card Game</b>		<b>105397</b>	Blackball Games	<b>\$16.50</b>		New	SB			1 4
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										
<b>Command at Sea, Atlantic Navies</b>		<b>105412</b>	Clash of Arms	<b>\$99.00**</b>		New	BC **			1
Miniatures oriented rules & counter set to recreate WW2 in the N.Atlantic & Mediterranean, in the air & at sea 1939-45. Sister game to Rising Sun & Supermarina. The edition focuses in depth on the navies of Germany, France & Britain, emphasizing French capabilities. Includes 4th ed series rules (which make all games in the series, including Fear God & Harpoon, compatible). Includes 700 counters & booklets for each of three featured nations. L.Bond'09										
<b>Command at Sea: American Fleets</b>		<b>105240</b>	Clash of Arms	<b>\$23.00</b>		New	Bk			1
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										
<b>Command At Sea: Baltic Arena Kit</b>		<b>101333</b>	Clash of Arms	<b>\$19.00</b>		New	Bk			1
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										
<b>Command at Sea: Bywater's War Kit</b>		<b>105677</b>	Clash of Arms	<b>\$27.00</b>		New	Bk			1
Scenario booklet with 2 countersheets allowing players to game any of 30 scenarios based on Hector Bywater's 1920s book of a naval war between Japan & the US set in 1931, plus 3 alternate scenarios set in 1926, 1932 & 1939. Its a mix of real world & the hypothetical, but all very astute & plausible. Reqs only the CAS 4th rules to play. B.Eldridge'12										
<b>Command at Sea: La Guerre Navale</b>		<b>102053</b>	Clash of Arms	<b>\$19.00</b>		New	Bk			2
Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12										
<b>Command at Sea: Mediterranean Fleets</b>		<b>105241</b>	Clash of Arms	<b>\$16.00</b>		New	Bk			2
Booklet containing all the details for ships, aircraft, weapons etc for the Italian, Greek, Turkish & Yugoslav navies during WWII (replacing the earlier Supermarina data, and making it compatible with CAS 4th). Includes 150+ ships & 90 aircraft, including updated Italian values & all from 1939-45 (plus some prototypes). L.Bond'13										
<b>Command at Sea: Steel Typhoon Kit</b>		<b>105680</b>	Clash of Arms	<b>\$29.50</b>		New	Bk			1
Booklet containing rules & OoB for the 2nd half of the War in the Pacific, with 36 scenarios covering the biggest naval battles in the Pacific during WW2, including Rabaul, Truk, the Marianas, Leyte Gulf & Okinawa. Includes both historical & what-if scenarios. Includes 3 counters sheets of ships & aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12										
<b>Silent War 3rd</b>		<b>106633</b>	Compass Games	<b>\$50.50</b>		New	BC			3 1
2014 3rd ed. ■ 2nd Reprint with errata & rule previously printed in IJN integrated into rulebook. Large & detailed solitaire game of the US's submarine war against Japan in WW2. Many scenarios of various specific engagements & specific sub's patrols, and also campaigns of varying length. Single patrols can be gamed in 10 minutes. Rules cover American torpedo evolution, Ultra, repair & readiness, war progression, Japanese battleship doctrine, 2 player rules, etc. 5 counter sheets, 1 map. B.Miller'14										
<b>Silent War: IJN Expansion 2nd</b>		<b>106724</b>	Compass Games	<b>\$27.00</b>		New	HC			1 1
2014 2nd ed reprint. ■ Reprinted kit for Silent War, which adds 336 new counters for all the small warships & cargo craft, and retrofits Silent War with the enhancements of Steel Wolves. '14										
<b>Steel Wolves, German Sub Campaign 1941-5</b>		<b>105924</b>	Compass Games	<b>\$104.00**</b>		New	DC **			4
2014 reprint. ■ Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S.Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10										
<b>Steel Wolves: German Fleet Boats Kit</b>		<b>102218</b>	Compass Games	<b>\$20.00</b>		New	HC			4 1
Kit for Steel Wolves allowing players to explore the what-if had the Germans focused on larger & longer ranged u-boats (rather than the standard Type VII). This kit alters the beginning campaigns to reflect changes in both German & Allied deployments in the U-Boat War. Also includes 3 more Italian subs. B.Miller'13										
<b>PQ-17, Arctic Naval Operations 1941-3</b>		<b>103870</b>	GMT Games	<b>\$28.00</b>		New	BC			4
2-player game of the naval war during WW2 in the Barents & Norwegian Seas as the western Allies attempt to supply the USSR. Uses a block system to provide limited intelligence, with each block being a task force of varying size of similar ships or subs, or a dummy. 58 blocks, 416 counters, 80 cards. C.Janiec'09										
<b>Picket Duty, Kamikaze Attacks Okinawa'45</b>		<b>106399</b>	Legion Wargames	<b>\$43.00</b>		New	HC			1 1
Solitaire game of the US defense of the core of its naval fleet using 16 radar picket stations surrounding the fleet near Okinawa, March-June 1945, in the form of destroyers. Your goal as the destroyers is to simply survive. Player manages many of the gunnery & damage control systems of a Fletcher-class DD. Basic & advanced rules, 6 scenarios plus 2 hypothetical scenarios, a mini campaign & full campaign. 27 types of Japanese planes depicted. 8hrs/turn, 400 counters. S.Dixon'13										

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<b>Battlewagons</b>		<b>90523</b>	Minden Games / Panzerschk	<b>\$18.00</b>		New	zl			1
Battleships at War/Action Station system game adapted to post-WW1 naval actions thru WW2 (1920-45). Includes ships from Britain, Germany, USA, Japan, France & Italy. G.Graber'08										
<b>Loups Gris en Atlantique #90</b>		<b>93814</b>	VAE VICTUS Magazine	<b>\$14.00</b>		New	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & special events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10										
<b>Fleet Commander Nimitz</b>		<b>107020</b>	Dan Verssen Games	<b>\$67.00</b>		New	DC			4 1
Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level. '14										
<b>WW-2: Political &amp; Economic Conflict</b>										
<b>Fall of Rohm 2nd</b>		<b>95653</b>	Minden Games / Panzerschk	<b>\$7.50</b>		New	n			A
Reprint of this abstract solitaire game of Hitler's transition to power in 1934. G.Graber '11										
<b>POST WORLD WAR II HOT WARS, 1945 -- Present</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>POST WW2 HOT WARS: MODERN Era Political &amp; Economic Conflicts</b>										
<b>Greek Civil War #11</b>		<b>104212</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			8
Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. '14										
<b>1989, Dawn of Freedom</b>		<b>101496</b>	GMT Games	<b>\$43.50**</b>		New	BC**			8
2 player game simulating the political, social & economic aspects of the period about 1989 when democratic change brought about the collapse of the Soviet Union. One player represents the USSR, and attempts to prop up the Warsaw Pact governments with things other than tanks in the streets as social pressures force change. The other player represents the western nations, the so called forces of democracy, who seek to create discontent & change which hurts the Soviet cause. 2 countersheets, 162 cards, 1 map. T.Torgerson, J.Matthews'12										
<b>Twilight Struggle, Cold War 1945-89 7th</b>		<b>107014</b>	GMT Games	<b>\$40.00**</b>		New	BC**			8
2014 Deluxe edition reprint. ■ Deluxe edition; 2014 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. '14										
<b>Terror War</b>		<b>100811</b>	Schutze Games	<b>\$22.00</b>		New	HC			6
Strategic level, solitaire game focused on the western nations' attempt to suppress terrorism spawned by Al Qaeda within the constraints of the contemporary political environment. 168 counters, div level, 1"=500mi, 1yr/turn. B.Costello'12										
<b>POST WW2 HOT WARS: WW-3 Strategic Level Games</b>										
<b>Fail Safe, Strategic Air Command #283</b>		<b>103821</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			8
Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13										
<b>First Strike, Nuclear Warfare 1983</b>		<b>102249</b>	Schutze Games	<b>\$24.00</b>		New	Fo			6
DTP game of nuclear warfare, c1983, as a power vacuum in the USSR sets off a nuclear exchange in the Northern Hemisphere. Players strive to satisfy differing objectives for each side, keeping the other side guessing. Counters must be mounted & cut apart. B.Costello'08										
<b>Warplan Dropshot, Combo [2nd]</b>		<b>102255</b>	Schutze Games	<b>\$60.00</b>		New	Fo			6
Professionally produced game w/ die cut counters. Game of World War 3 as if it started in either the 1960s or 1970s; scenarios include Berlin 1961, Cuban Missile Crisis 1962, Six Day War 1967, Czech Invasion 1968, Far Eastern Border War 1969, Middle East 1973, 1976 Surprise!, Iran 1979, Poland 1981, Last Gasp 1987. Very strategic army/corp level. 400km & 75km/hex, 2mo/turn. Includes nukes, of course. Sequel to earlier game of the 1950s. B.Costello'05										
<b>POST WW2 HOT WARS: WW-3 in Europe</b>										
<b>Red Tide West #15</b>		<b>106715</b>	Decision Gms Modern War Mag	<b>\$33.50</b>		New	n			4
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btln/rgt/div level. E.Harvey'14 / ARTICLES ON: the Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crockett Nuclear Recoiless Launcher; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 2002; Krushev in the Cold War.										
<b>Lock 'n Load: Honneur &amp; Patrie Kit</b>		<b>98305</b>	Lock 'n Load Publishing	<b>\$22.00</b>		New	zl			1
Kit for Heroes of the Gap & Heroes of the Blitzkrieg; reqs both games. Adds the French army to the series, with the full range of forces in 12 story-driven scenarios. 130 counters. '12										
<b>Firefight, 2nd</b>		<b>97269</b>	TSR Games	<b>\$25.00</b>		New	BC	Going		1
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 lvls of complexity. JD & I.Hardy '84										
<b>POST WW2 HOT WARS: WW-3 in Asia</b>										
<b>Carrier Battle Group Solitaire #14</b>		<b>106351</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4 1
Mag & Game. Solitaire game of operating a US carrier battle group in the North Atlantic against the Soviets in the 1980s. Mission is generated randomly for each game, and determines victory. Incident chits present Soviet ships & aircraft, as well as target opportunities. You manage the aircraft carrier in great detail (ala Goeben 1914). 228 counters & a lush map centered on the Norwegian Sea. 12hrs/turn, 60mi from pt-to-pt, squadron level aircraft. J.Miranda'14 / ARTICLES ON: US Carrier Battlegroups During & Since the 1980s; Battle of Khe Sahn 1968; Battle of Grozny in Chechnya 1994-5; Kopassus, Indonesian Special Forces; Cold War Flying Wings Aircraft; Modernizing the Chinese People's Liberation Army; Ontos, the US Marine's Anti-Tank Weapon; US Navy Laser Weapon Systems.										
<b>Dragon vs Bear, China v Russia #12</b>		<b>104596</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "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.										
<b>POST WW2 HOT WARS: Iran, Iraq &amp; Afghanistan</b>										



Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
See page 51 for an explanation of the various codes & column data used in this catalog.										
<b>Decision Iraq # 6</b>		<b>103847</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003 Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison 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.										
<b>Oil War, Iran Strikes 2nd # 2</b>		<b>106017</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			6
2014 reprint. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
<b>Target Iran #10</b>		<b>104830</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes 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.										
<b>Operation Anaconda, Afghanistan 2002 #276</b>		<b>101594</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			3
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters where Afghan Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.										
<b>POST WW2 HOT WARS: India &amp; Pakistan</b>										
<b>Showdown, the Coming Indo-Pakistani War</b>		<b>103861</b>	Decision Games	<b>\$16.50</b>		New	Fo			4
New design using the DG folio system. Uses a step reduction system with support assets like airpower & artillery - and possibly nuclear weapons. Depicts what might happen should India & Pakistan once again go to war, and do so without reservation. Div level. '10										
<b>POST WW2 HOT WARS: Korea</b>										
<b>Yalu 3rd</b>		<b>106416</b>	Compass Games	<b>\$46.00</b>		New	BC			4
Update of this popular, simpler game of the Chinese-led counteroffensive that routed UN forces, from northern Korea thru the stalemate, 1950-51. Div level, 456 counters (2 sets: classic v graphic), 2 maps. Hi solitaire suitability. J.Hill'10										
<b>ASL:Chosin Few</b>		<b>105309</b>	Critical Hit	<b>\$75.00</b>		New	n			2
ASL game of the initial Chinese assault against the US Marines at Toktong Pass & Chosin Reservoir, Nov 1950. Includes an historical map of the cold, bleak area in northern Korea. 592 counters, 10 scenarios. Reprinted from Toktong Pass. L.Winslow'11										
<b>ATS: Pork Chop Hill</b>		<b>105314</b>	Critical Hit	<b>\$53.50</b>		New	Fo			2
ATS scenario kit about actions near the end of the Korean War, July 1953, at Pork Chop Hill (an action depicted in the movie by this name). Chinese forces make a massed attack under cover of an artillery bombardment & monsoon rain. '12										
<b>ATS: Toktong Pass, Escape from Chosin</b>		<b>102736</b>	Critical Hit	<b>\$58.00</b>		New	BC			2
ATS series game of the initial Chinese assault against the US Marines at Toktong Pass, Nov 1950. Includes an historical map of the cold, bleak area in northern Korea. w/ 2 countersheets, 16 scenarios. '07										
<b>Drive on Pyongyang # 5</b>		<b>104821</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioning the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.										
<b>DMZ, the Next Korean War</b>		<b>103622</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. Depicts what might happen should northern Korea again attack southern Korea. Brig/Div/Corp level. '10										
<b>Forgotten War, Korea 2nd</b>		<b>106330</b>	Decision Games	<b>\$37.00</b>		New	BC			3
2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipyeong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97										
<b>Naktong Bulge, Breaking the Perimeter</b>		<b>97816</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
New design using the DG folio system. Covers the desperate defense late in 1950 as all available US units in the Pusan perimeter defend against 3 NK inf divs attempting to force the Naktong Bulge. Co/Btln/Brig lvl. '10										
<b>Chosin, X Corp Escapes the Trap #257</b>		<b>90440</b>	Decision Games S&T Games	<b>\$24.00</b>		New	n			4
Mag & Game. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Loer Canada, 1837-38.										
<b>B-29 Superfortress: Hell Over Korea Kit</b>		<b>104345</b>	Legion Wargames	<b>\$27.00</b>		New	BC			1 1
Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MIG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12										

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Korea, the Forgotten War 2nd</b> Update and reprint of this 13 scenario game using the relatively simple & fast moving operational combat system to cover the first year of the war in Korea, 1950-51. 3 maps, 1120 counters, 3days/turn, 5mi/hex, btln/rgt level. 5 scenarios use 1 map, 2 use 2 maps. R.Miller'14		106377	Multi-Man Publishing,	\$66.50		New	BC			4
<b>Korea '95 #4 / Korea 2005 #4.1 Set</b> Mag & Game. Renewed hostilities in Korea, mid-90s. Good bloody game that well covers the nature of possible renewed hostilities in Korea. C.Kamps'92 / Update kit for Korea '95 published in Counterattack #4 in '93. Kit to update game system to the 2004 & future political environment. Adds 20 counters, OoB folio, and 6 scenarios including Rumsfeld's wet dream and NK's efforts to preempt this (having learned a lesson from Iraq). HC.Meyer III'04		101002	Pacific Rim CntrAtk Mag	\$26.00		New	n			6
<b>Chosin 2nd</b> Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Resevior, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. The US forces must retreat in good order during the day, establishing a solid defense before nightfall, day after day. 1 map, 300 counters. 440m/hex, 8hrs/impulse. Lengthy game. T.Carlson'04		103220	Pacific Rim JustPlainWGms	\$25.00		New	HC			3
<b>Pusan Perimeter, Fire on the Naktong 2nd</b> Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13		102761	Schutze Games	\$22.00		New	HC			4
<b>Coree 1950 #107</b> Mag + Game. ■ Mag & game. Game of the Korean War during the first year (1950) in 3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12		100570	VAE VICTUS Magazine	\$20.00		New	n			3
<b>POST WW2 HOT WARS: Viet Nam 1950-1975</b>										
<b>Khe Sahn, 1968 2nd #2</b> Mag & Game. Reprint of this operational level game of the campaign for Khe Sahn firebase and for Quang Tri province generally early in 1968, tho like many US-histories, tends to overrate the importance of Khe Sahn versus the Tet Offensive that immediatley followed. Co/btln/reg level w/ hidden movement, deployment modes, infiltration, air & artillery, special units, etc. 3 scenarios. 200 counters. J.Prados'08		96261	Against the Odds Magazine	\$28.00		New	HP			4
<b>Meatgrinder, Btl for Xuan Loc'75 3rd #33</b> Mag & Game. w/ variants counters for Strike of the Eagle (12); Lash of Turk (4). MEATGRINDER is a further recycling of this Cold War-minded designer's game (also published as Defiance) of the heroic last stand of an ARVN division at Xuan Loc as the northern Vietnamese forces streamed down the road to Saigon in the final days of Ameica's Vietnam in 1975. 3 tank-reinforced NVA divisions attack a depleted ARVN division over a 2 week period. Variabel iniative, with many of the deadly weapons systems depicted. 240 counters. P.Moore'11 / BLOODY HUNLIKELY! is a mini game of Atilla the Hun's two western campaigns into France & n.Italy, 452-3AD. / Includes variant for Pocket at Falaise with 6 counters & rules & setup game aid card. / ARTICLES ON: Development of s.Vietnam's armored forces; battle at Xuan Loc 1975; leaders who took their country's money & ran; US politics during the final days of s.Vietnam; ARVN 1st Airborne at Xuan Loc; s.Vietnam's air force in 1975; the battle of Loos, 1915.		104511	Against the Odds Magazine	\$28.00		New	HP			3
<b>ATS: LZ X-Ray 2nd</b> SHIPS AS BOXED ITEM DUE TO SIZE. ■ SHIPS AS BOXED ITEM DUE TO SIZE. ATS kit covering combat during Nov 1965 in Vietnam as the US 7th Cav meets several rgts of NVA troops, all looking to mix it up, and battling for the Chu Pong landing zone base. 7 scenarios, historical map, 2 counter sheets. Detailed counter art. J.Brown'13		103240	Critical Hit	\$27.00		New	FL			2
<b>Vietnam Battles: Iron Triangle # 7</b> Mag & game. Game of two campaigns by US forces in Vietnam. The first conwers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Traing Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.		101794	Decision Gms Modern War Mag	\$20.00		New	n			4
<b>In Country, the Vietnam War #281</b> Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kuduz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.		106188	Decision Games S&T Games	\$33.50		New	n			4
<b>Fire in the Lake</b> Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'14		106452	GMT Games	\$57.00**		New	DC**			8
<b>Dien Bien Phu, the Final Gamble</b> Game of the decisive, 1954 campaign that destroyed the elite forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on their being artillery being hauled into the area. And the Viet Minh were committing half of their totla forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters. K.Kanger'14		106397	Legion Wargames	\$41.50		New	HC			3
<b>Tonkin, First Indochina War 1950-54 2nd</b> Update of this game previously published in Vae Victis. 2 player game of the First Indochina War, that between the Viet Mihn & the French colonial army, focused on the 4 key years in northern Vietnam. Key dynamic is supply which is spent to perform actions including combat. 352 cointers, modest complexity. K.Kanger'12		106431	Legion Wargames	\$37.00		New	BC			4
<b>Storm Over Dien Bien Phu</b> Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14		106026	Multi-Man Publishing,	\$33.50		New	BC			4
<b>Operation Apocalypse, Vietnam 1966 #10</b> Mag + Game. ■ Mag + Game. w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section d'Assaut is a card game of individual weapons & people in WW2. 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 <a href="http://grogard.com/vaevict.html">http://grogard.com/vaevict.html</a> . '96		93752	VAE VICTUS Magazine	\$16.00		New	n			3
<b>Tonkin, Guerre d'Indochine 1950-54 # 70</b> Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the French attempt to reconquer its former colony of Vietnam. Covers the northern part of the country. Rgt level, 20km/hex, hex based. 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 <a href="http://grogard.com/vaevict.html">grogard.com/vaevict.html</a> . '70		92340	VAE VICTUS Magazine	\$16.00		New	n			4
<b>Vallee de la Drang # 28</b> Mag + Game. ■ Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, co/btln level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see <a href="http://www.grogard.com/vaevict.html">www.grogard.com/vaevict.html</a> for English translation. '99		93756	VAE VICTUS Magazine	\$16.00		New	n			4

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<b>Phantom Leader, Vietnam Air War 2d Delux</b>		<b>106303</b>	Dan Verssen Games	<b>\$60.50</b> **		New	DC **		1	1
Upgrade & reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'13										
<b>POST WW2 HOT WARS: Middle East</b>										
<b>Persian Incursion</b>		<b>106272</b>	Clash of Arms	<b>\$49.00</b>		New	BC			6
Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carson, J.Dougherty'11										
<b>Holy Land, Next Arab-Israeli War # 8</b>		<b>102225</b>	Decision Gms Modern War Mag	<b>\$33.50</b>		New	n			4
NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israeli's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.										
<b>Next War in Lebanon #13</b>		<b>105628</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.										
<b>Six Day War, 1967 # 4</b>		<b>103960</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			4
Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.										
<b>Golan, the Syrian Offensive</b>		<b>103591</b>	Decision Games	<b>\$15.00</b>		New	Fo			4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippur War, defended by 2 Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btl/brig level. '10										
<b>Lebanon '82, Operation Peace for Galilee</b>		<b>103859</b>	Decision Games	<b>\$13.50</b>		New	Fo			4
Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12										
<b>Elusive Victory</b>		<b>105781</b>	GMT Games	<b>\$48.97</b>		New	BC			1
Game using the Downtown system to depict 3 major air combat conflicts in the Middle East, 1967-73: the 6-Day War, the War of Attrition (1967-70), and Yom Kippur War of 1973. 22 scenarios including 2 campaign games. T.Sino'09										
<b>Heights of Courage, Golan Heights 1973</b>		<b>105156</b>	Multi-Man Publishing,	<b>\$29.50</b>		New	BC			3
Std Combat System game (#16) covering the Syrian attempt to recapture the Golan Heights from Israel in the 1973 Yom Kippur War. For nearly 2 weeks, massed Syrian armor attempted to overrun determined defenders who, thru their stiff defense, allowed the Israelis to mobilize their forces for a counteroffensive that stopped just short of Damascus. This war included the largest armored clashes since WWII. Includes rules to play in tandem with Yom Kippur. game (covering the Sinai front). 280 counters. S.Newhouse'13										
<b>Assaut sur Suez 1956 #92</b>		<b>93815</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10										
<b>Kippour 73 # 39</b>		<b>93763</b>	VAE VICTUS Magazine	<b>\$16.00</b>		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, brig level game of the 1973 Arab-Israeli War on both the Golan and Sinai fronts. Hex based, 2 or 3km/hex. 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 grognard.com/vaevict.html. '01										
<b>Days of Battle, Golan Heights</b>		<b>104905</b>	Victory Point Games	<b>\$26.00</b>		New	BC			4
Game of the Syrian attack on the Israeli-held Golan Heights during the first 5 days of the Yom Kippur War, Oct. 1973. Btl/brig level, with cards adding abilities & influencing events. 8hrs/turn, 3km/hex, small map, 75 counters, 24 cards. B.Armor'14										
<b>POST WW2 HOT WARS: Balkans</b>										
<b>Balkan Storm</b>		<b>106441</b>	Pacific Rim JustPlainWGms	<b>\$12.50</b>		New	n			4
Simpler div lvl gm of 3rd WW begun in E.Europe & Balkans. Aggressor player attempts to recruit support among nations to upset the status quo enforced by powerful western nations. T.Honsa'95										
<b>POST WW2 HOT WARS: Insurgencies Around the World</b>										
<b>Somali Pirates # 3</b>		<b>101455</b>	Decision Gms Modern War Mag	<b>\$20.00</b>		New	n			6
Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level, J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.										
<b>Border War, Angola Raiders</b>		<b>105593</b>	Decision Games	<b>\$8.50</b>		New	Fo			4 1
Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border raids the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12										
<b>Congo Merc, the Congo, 1964</b>		<b>101103</b>	Decision Games	<b>\$8.50</b>		New	Fo			4 1
Small game in the Mini game series. Solitaire game in which you guide a sml elite unit to intervene to your benefit in the newly independent nation of Congo. Organize the unit, enter the country, then try to make your way to the objective & secure it, and leave safely. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. pltn/co level. J.Miranda'12										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Angola, Cold War in Africa #290</b>		<b>106341</b>	Decision Games S&T Games	<b>\$20.00</b>		New	n			4
Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzkert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposit; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.										
<b>Cold War Battles II #263</b>		<b>93949</b>	Decision Games S&T Games	<b>\$22.50</b>		New	n			3
Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.										
<b>Labyrinth, War on Terror 2nd</b>		<b>103405</b>	GMT Games	<b>\$42.00**</b>		New	BC**			8 1
1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, economic, military & economic issues. '11										
<b>ASL:Long March</b>		<b>102964</b>	Heat of Battle	<b>\$29.00</b>		New	Fo			2
ASL scenario kit with 17 scenarios covering battles between the Chinese Communists under Mao versus the Ghinese govt forces in the late 1940s. A campaign game links 14 of the scenarios. J.Long'09										
<b>Ici, c'est la France, Algeria 1954-62 2d</b>		<b>105183</b>	Legion Wargames	<b>\$37.50</b>		New	BC			6
Crease along one lengthwise box btm edge, with slight concaving. Otherws new. 2014 2nd edition copy. ■ Reprint of this game of the bitter Algerian War for independence from France, 1954-62. Unique design includes 3 dimensions of conflict: political, insurgency & overt military. Ultimate purpose is to sour the French publics' will to fight or to win the hearts & minds of the Algeria. Qtrly turns, rgt level, 344 counters. K.Kanger'13										
<b>Angola 2nd</b>		<b>104312</b>	Multi-Man Publishing,	<b>\$55.50</b>		New	BC			6 4
Multi-player game of a portion of the lengthy Angolan Civil War in 1975-6, that was very much a destructive proxy war between the US & USSR. Heavily revised from earlier Ragner Bro version. Area map, w/ counters representing units & special weapons. Players plan activation of a small number of units each turn in secret, then alternate executing plans. 110 cards, 2 countersheets. G.Dicken, S.Kendall'12										
<b>Boots on the Ground 2nd</b>		<b>101972</b>	Worthington Games	<b>\$27.00</b>		New	BC			1
Block system game of urban combat against insurgents with a well trained, specialized force. One player takes a small fire team including a demolitions expert, a heavy weapons, a medic, a scout, a sniper & a leader. You're appraised of the intel on the area -- but it changes once you have Boots on the Ground. Can also be played with 2 teams cooperating against an insurgent force. '11										
<b>Chinese Civil War, 2nd</b>		<b>103891</b>	Worldwide Wargamer (3W)	<b>\$24.00</b>		New	BC			6
NOTE: No shrinkwrap, & box has a minor ding to upper edge creating creases on cover & side; components cherry, otherws new. ■ Graphic upgrade of this strategic level game of the Chinese Civil War, 1946-9. B.Fowler'93										
<b>POST WW2 HOT WARS: China &amp; Taiwan</b>										
<b>Breaking the Chains</b>		<b>105093</b>	Compass Games	<b>\$40.00</b>		New	BC			6
Game of a future military conflict in the South & East China Seas c2021. China is presumed to come to blows with another SE Asian nation that soon expands to include the major combatants of the area (& of course the US). But opposing sides are not predetermined but a function of the game's developments. Up to 14 nations can be involved. 350 counters, 80mi/hex, 1day/turn. Uses a solitaire-friendly "roll to evade" naval system. J.Gorkowski'13										
<b>Red Dragon / Green Crescent # 1</b>		<b>102189</b>	Decision Gms Modern War Mag	<b>\$33.50</b>		New	n			4
Mag & game. Premiere issue of this new mag with a game in each issue. Game is a strategic level, more complex game of the possible hot wars in SE Asia in the next decade. Game is in part an update of Red Dragon from S&T250. T.Bomba '12 / Premier issue of this mag focused on cold war & recent conflicts in the last 50 years. ARTICLES ON: Hybrid land, air & naval warfare in the western Pacific & Indian Oceans; bio of Gen. Norman Schwartzkopf; 1972 NVA offensive; Seal Team 6 & the killing of Bin Laden; Russia's military organization; Beretta v Colt; Cyber warfare.										
<b>POST WW2 HOT WARS: Other Post-WW Conflicts</b>										
<b>Last King of Scotland</b>		<b>105077</b>	Victory Point Games	<b>\$22.00</b>		New	SC			4
First of a series of games focused on battles in modern Africa that shaped the continent. This game covers the Uganda-Tanzanian War of 1978-79 that ousted Uganda's President Idi Amin. 85 counters, small map, fast playing. 1mo/turn, 30mi/hex, pltn/btln level. B.Armor, A.Emrich'13										
<b>POST WW2 HOT WARS: WW-3 Land Tactical Combat</b>										
<b>Line of Fire Magazine # 7</b>		<b>105244</b>	Lock 'n Load Publishing	<b>\$28.00</b>		New	Bk			2
First professionally printed edition of this mag supporting the World At War game series. Includes 5 scenarios (2 of which were begun in prior issues). Scenarios include action from Operation Torch in Morocco 1942 w/ map as the US 9th Inf attacks Vichy French. Req Band of Heroes, Heroes of Blitz, Noville. '10										
<b>Line of Fire Magazine # 8</b>		<b>105245</b>	Lock 'n Load Publishing	<b>\$33.00</b>		New	Bk			2
Includes 88 counters (mostly LNL), 5 Tank on Tank, 2 Zombie), 2 8.5x11 paper maps (#5,28). Professionally printed edition of this mag supporting the World At War game series. Includes scenarios for All Things Zombie, Tank on Tank, WatW & LnL. Preview of Space Infantry; tactics in All Things Zombie; interview with Alan Emrich ; Totensontag Tobruk replay; Another look at 2 scenarios from Battle Pack Bravo; Battle of Northern Arizona, Vietnam, 1969; strategy in VPG Forlorn Hope; playthru of Blood & Bridges; preview of House of Spirits; What Makes a Good Game Great?; review of Zombie War; tactics in Tank on Tank; the Swedes in Operation Garbo; index of 179 scenarios for the Lock'n'Load game series; Algiers 1943, Border Zon Germany 1968, 3x South Afrika 1985, isolated NATO forces 1985, 2x NATO counterattack 1985, Island War 1945 scenarios for Lock'n'Load; scenario for All Things Zombie, Dawn's Early Light, Tank on Tank. '10										
<b>Line of Fire Magazine # 9</b>		<b>104483</b>	Lock 'n Load Publishing	<b>\$33.00</b>		New	Bk			2
Includes 1map & 88 variant counters to WaW. Couple of pages beginning to pull loose from binding. 66pg mag packed with scenarios, strategy tips & analysis, for LNL's games. ARTICLES ON: Tank on Tank, House of Spirits, Desert Heat, All Things Zombie (w/scen), Run Fight or Die, Untold Stories, Forgotten Heroes, White Star Rising (3 scen), Memoir '44 (scen), First Moves (5 scen), WaW series (3 scen). '11										
<b>Line of Fire Magazine #10</b>		<b>104484</b>	Lock 'n Load Publishing	<b>\$33.00</b>		New	Bk			2
Mag, addon map & counter sheets for Dawn's Early Light. Professionally printed edition of this mag supporting the World At War game series & LNL's other games. ARTICLES ON: scenarios for All Things Zombie, Tank on Tank, White Star Rising, WatW & LnL; Space Infantry basic training; Warparty profile; Dawn's Early Light playthru; Interview w/ Greg Porter; Polisth Strategy in Summer Lightning; Review of Fighting Formations, Steel Wolves; analysis of German naval strategy in WWII. '11										
<b>Line of Fire Magazine #12</b>		<b>104486</b>	Lock 'n Load Publishing	<b>\$27.00</b>		New	Bk			2
Mag + Game. Mag & RAID & RIPOSTE, a complete fast-playing game of the defense of a small German town by Soviet paratroopers attacked by US & German troops during WWII. Co/Pltn level, 1"-1km. Good game for beginners. / Includes counters adding the Nicaraguans to LNL America Conquered. Professionally printed edition of this mag supporting the World At War, Forgotten Heroes, White Star Rising, Band of Heros, Lock 'n Load & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12										



<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Line of Fire Magazine #13</b>		<b>100013</b>	Lock 'n Load Publishing	<b>\$27.00</b>		New	Bk			2
Mag + Game. w/ BLOOD ON THE ALMA complete game of the 1854 Crimean War battle. Grand tactical scale, with 160 counters. T.Russell'12 / ARTICLES ON: preview of Stalin's Triumph; futre of the Nations at War series; strategy in Operation Cobra; interview w/ Marco Arnaudo, online game reviewer; strategy & tactics for the French in Honneur & Patrie; strategy in World at War; replay of Heroes of the Gap; reviews of Martian Dice, Commands & Colors, Napoleonic, Sergeants minis game; many scenarios for Space Infantry, Nations at War, Heroes of the Gap, Lock 'n Load, World at War.										
<b>World at War, America Conquered</b>		<b>103751</b>	Lock 'n Load Publishing	<b>\$50.00</b>		New	BC			2
Stand alone game of platoon-level tactical combat in the hypothetical world in which a limited nuclear exchange has occurred, the USSR conquered Europe, and the rag-tag remnants of the world's armies duke it out on the eastern shores of the USA. The USSR, Cuba, Nicaragua & other central & south American forces combat US, Canadian & even French forces. Many of the AFVs are decades old, like Cuban T-62s. Includes 4 mounted boards depicted Texas desert, Florida swamp & beach & urban settings; 528 counters; 12 scenarios. M.Walker'12										
<b>World at War: Into the Breach Kit</b>		<b>103758</b>	Lock 'n Load Publishing	<b>\$33.50</b>		New	HC			2
Kit requiring Untold Stories covering the US's front line experience in the first days of WW3. Big fun with big scenarios. 12 scenarios including an E.German attack, American defense in depth, screening & counterattacking. M.Walker'12										
<b>World at War: Paris is Burning Kit</b>		<b>103275</b>	Lock 'n Load Publishing	<b>\$39.00</b>		New	BC			2
Kit covering the scenario where the Soviets have broken thru NATO lines in Germany and are now approaching the French border as are retreating NATO forces. French military -- and para-military organizations -- defend French soil against all comers. 2 boards, 176 counters. Reqs Untold Stories to play. '11										
<b>POST WW2 HOT WARS: WW-3 Naval Combat</b>										
<b>Naval SITREP Magazine #32</b>		<b>105683</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Balearic Belligerents 1937 scenario for CAS; new Iranian aircraft; Harpoon Convoy ambush scenario; rebuilding the Russian air force; PT Survivor scenario for CAS; unified critical hit & damage control rules for Admiralty series; Russia's Pacific Fleet; Harpoon rule change for Carrier Flight Decks; Afterburners in a dogfight & missile movement errata; aircraft damage value listing; short of war CAS scenario; India's Barak refits. '07										
<b>Naval SITREP Magazine #33</b>		<b>105684</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: German AA in WWI; Baltic Intrigue 2008 Harpoon scenario; Levant Lamentations 1941 CAS scenario; Long range Air-Air missiles; Tsingtao Demonstration 1914 Fear God scenario; review of Jap. Men of Yamato movie; Japan's newest DD; Falklands Scenario Combat Tables; More Things Change 1959 CAS scenario; HMS Skate & R Class DDs; Evolution of the MiG-29; Russian export subs. '07										
<b>Naval SITREP Magazine #34</b>		<b>105685</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Dance of the Vampires Harpoon scenario in the N.Atlantic; Bight Me Fear God scenario 1914; new Uzbek & S.Korean ships, air force tankers; 1944 English Channel scenario for CAS; Harpoon data for Columbian, Venezuelan & Equadoran navies; list of modified maneuver ratings per issue #31 formula. '08										
<b>Naval SITREP Magazine #35</b>		<b>103662</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Taiwan Skirmish scenario; simplified AAW gunnery in Harpoon; Blockade runners in the Bay of Biscay 1943; Norwegian Navy in exile 1940-5; Rescue the Bismarck CAS scenario; Spahis FG scenario 1914; Iowa BB & Alaska BC conversion projects 1942-4 & others book reviews. '08										
<b>Naval SITREP Magazine #36</b>		<b>101031</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: CaS Catalonia scenario, 1937; sensor tech development in 20th century; fog (the weather) in gaming; Op Opera Harpoon scenario, Israeli attack on Iraqi nuclear reactor; Cas Scenario between Australian CL Sydney & German raider Kormoran, 1941; Skagerak Harpoon scenario, WW3 in 1991; Fear God scenario, 1919; Israel's special mission aircraft; US Navy's new patrol aircraft. '09										
<b>Naval SITREP Magazine #37</b>		<b>103127</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '09										
<b>Naval SITREP Magazine #38</b>		<b>105686</b>	Clash of Arms	<b>\$6.00</b>		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '10										
<b>Naval SITREP Magazine #39</b>		<b>100586</b>	Clash of Arms	<b>\$6.00</b>		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: 2nd Btl of Latakia, Syria 1973, Harpoon scenario; Op Vesuvius, Red Sea 1935 & Makin Raid, Aug 1942, CAS scenarios; Assault & Defense, Persian Gulf 1924, Fear God scenario; French Aquitaine Class Frigate; the Korean Chenonan incident, March 2010; Russian Severodvinsk nuclear sub launches; Taiwan's Kuang Hua IV, NATO's NH90 helicopter; Updating Portugal's fleet; Radar Q&A; CAS 4th Clarifications. '11										
<b>Naval SITREP Magazine #40</b>		<b>104794</b>	Clash of Arms	<b>\$6.00</b>		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Soviet Flankers aircraft pt2; in-flight refueling w/ tanker table; late WWI German ship building philosophy; CAS hypothetical scenarios Sept'39 off S.America; India's Tejas aircraft; Japanese torpedo doctrine; Japanese AA rockets; Strike Group Reagan & hypothetical "rescue" missions; new class of n.Korean troop transports; air group attack integrity & quality. '11										
<b>Naval SITREP Magazine #41</b>		<b>104795</b>	Clash of Arms	<b>\$6.00</b>		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Wisdom of Shi Lang scenario positing a Chinese assertion of control in the central South China Seas c2013; hypothetical Maru-Ni (suicide motor boats) scenario during Okinawa Landings in March 1945; ships of the Norwegian Navy 1939-40; fictional scenario of an Allied combined force & landing defended by a light carrier group & surface group; Fear God scenario of the blockade of Tsingtao, China. '11										
<b>Naval SITREP Magazine #43</b>		<b>105687</b>	Clash of Arms	<b>\$4.50</b>		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Gray Seas Gray Skies Harpoon scenario adapted from 1983 computer game; new crafts: Korean T-50 Eagle fighter, Philippine Frigate (formerly USCG Hamilton), Japanese Shimakaze correction, P-63 King Cobra (in Soviet service), MiG-21 updates w/ 10 variations, Korean mini sub; corrections to Bismarck's main battery range; new minis at Shapeways; alternate San Bernardino Strait scenario; Guns & Roses scenario for Fear God; USS America carrier stats; Battle of Lissa scenario for CAS; 6 British aircraft for CAS; modernizing AEGIS cruisers; the Chinese Eagle Strike missile family; Chinese warship developments; review of Al Nofi's To Train the Fleet for War book. '12										
<b>Naval SITREP Magazine #44</b>		<b>105418</b>	Clash of Arms	<b>\$4.50</b>		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Product updates related to Harpoon/CAS, plus 4th ed Errata; Fear God Venezuela 1902 scenario; CAS Luzon, Philippines 1938 (Bywater) scenario; the Soviet Merkury SSGN project; Russia's Vladivostok LHD, the largest ship built since the collapse of the USSR; Russia's Naval-gator; Norwegian aircraft 1939-40; German Plan Z ship designs; Israeli plans for new aircraft; Chinese warship developments, pt 2; AIS use by US & other navies; India's AEW aircraft; Germany's WWII torpedo; Battle of the South China Seas, c.1980, as the Philippine navy tries to fend off Chinese & Vietnamese aid to Communist rebels on Mindanao; 3 book reviews. '13										

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

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	Game <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag <u>Conditn</u>	<u>General</u>	<u>Box</u> Type	Out-of Print?	Game Scale	#-of Plyrs
<b>Naval SITREP Magazine #45</b>		<b>106052</b>	Clash of Arms	<b>\$4.50</b>	New	n				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Commentary on the USN's Littoral combat ships; Corvette designs; Seen at the Sea-Air-Space Exposition; Sri Lankan Crisis between India & Sri Lanka & China; German Graf Zeppelin characteristics; Midway Cruiser Action CAS scenario; loss of the Indian Sindhurakshak submarine, 2013. Oct'2013.										
<b>Naval SITREP Magazine #47</b>		<b>106275</b>	Clash of Arms	<b>\$4.50</b>	New	n				Z
3 lite acordian style vertical creases on mag cover due to misshipment from publisher. Otherwise new & clean. ■ Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product upates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Secenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14										
<b>Naval SITREP Magazine, Best of GDW</b>		<b>104798</b>	Clash of Arms	<b>\$19.00</b>	New	Bk				1
Booklet compiling a lengthy list of the best of the GDW-issued Naval SitRep mags. Contains many artiles, most 1-2pgs long, plus more than a dozen scenarios. 58pgs. '07										
<b>POST WW2 HOT WARS: WW-3 Air Combat</b>										
<b>Birds of Prey, Air Combat in Jet Age DLX</b>		<b>105215</b>	Ad Astra Games	<b>\$95.00**</b>	New	BC **				1
Detailed game of air-air combat in the contemporary era, & in the tradition of earlier Speed of Heat & Air War, but with more fun. Contains 24 of the most famous jet fighter aircraft, 24 missile types, 48 1:950 scale minis, 2 maps. Deluxe edition adds double counter sheets, double laminated player cards & full color tutorial book. Extensive tutorial with laminated, color-coded play aids. '11										
<b>OTHER 20th CENTURY CONFLICTS, 1900 -- Present</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>OTHER 20th CENTURY: Political &amp; Social Conflicts</b>										
<b>War by Television, Kosovo 1999 # 9</b>		<b>103961</b>	Decision Gms Modern War Mag	<b>\$20.00</b>	New	n				6
Mag & game. Game of the possibility of a NATO or US-led coalition attack on Serbia in 1999 seeking a military solution to the Kosovo crisis. Game assumes such an attack would have led to a short, 1-month long war. 7.5mi/hex, brig/div/corp level, 176 counters. J.Miranda'13 / ARTICLES ON: War by Television, Kosovo 1999; Tanks in Counter-Insurgency Operations; Operation Red Dragon, Hostage Rescue in the Congo, 1964; Italy's Aircraft Carriers; AC-130U Spooky II Air Gunship; The Vertical Dimensions of Amphibious Warfare.										
<b>OTHER 20th CENTURY: Ahistorical WW2 Era Wargames</b>										
<b>War Plan Crimson 3rd</b>		<b>97136</b>	Fiery Dragon Productions	<b>\$20.00</b>	New	SC				4
Reprint of this 280 counter, btn/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08										
<b>OTHER 20th CENTURY: Russo-Japanese War 1904-5</b>										
<b>Great War at Sea, the Russo-Jap War 2nd</b>		<b>106231</b>	Avalanche Press, Ltd.	<b>\$40.00</b>	New	BC				3
Major revision in a bigger box w/ lots more scenarios. Naval combat between the Japanese & Russian fleets thruout the Asian seaboard during the Russo-Japanese War, 1904-5, on both a strategic & tactic level. 50 scenarios, 210 counters. Many changes in this edition including ship speeds, # of scenarios, greater consistency with series rules, larger map area. J.Stear'13										
<b>Tide at Sunrise, Russo-Jap War 1904-5</b>		<b>106027</b>	Multi-Man Publishing,	<b>\$32.00</b>	New	BC				4
Operational level game of the Russo-Japanese War of 1904-5, using the Victory Lost game system. Easy to learn & modest complexity but with excellent strategy & tight balance. 184 counters, 1 map.'10										
<b>SPORTS Games, All Eras</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>SPORTS: Auto Racing</b>										
<b>Formula Motor Racing Card Game 2nd</b>		<b>106657</b>	GMT Games	<b>\$20.00</b>	New	SC				1 6
Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07										
<b>Thunder Alley</b>		<b>106241</b>	GMT Games	<b>\$43.00**</b>	New	BC **				1 7
2-7 player, fast playing & exciting game of stock car racing using a card-driven system. Each player controls a team of 3-6 cards. Play remains quite fluid, with several cards allowed to move with the play of a single card. Positioning is important to maintain draft & keep your team together. Wear & mechanical failures will force pit stocks. Game includes 4 tracks on 2 dbl-sided mounted boards. Includes 42 car counters & 110 Racing & Event cards. J & C.Horger'14										
<b>SPORTS: Baseball, Football, Soccer, Hockey, etc.</b>										
<b>Main Event Wrestling</b>		<b>103813</b>	One Small Step	<b>\$10.00</b>	New	zl				1 M
Simpler card game of pro wrestling for 2+ players. Compete in matches, winner of most matches wins the game. Colorful cards & a few counters, all of which must be cut apart. '01										
<b>MULTIPLE or INDEFINITE ERA Games</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>VARIOUS ERAS: Multiple Games Spanning Multiple Eras in One Package</b>										
<b>They Died with Their Boots On, v2 #242</b>		<b>79824</b>	Decision Games S&T Games	<b>\$20.00</b>	New	n				3
Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btn/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.										
<b>Coronel &amp; Falklnds/Rhinelnd / Remagen# 7</b>		<b>90527</b>	Minden Games/PanzerDigest	<b>\$20.00</b>	New	n				Z
Three games, all solitaire: CORONEL & FALKLANDS covers two naval battles in 1914 at tactical level using the Salvo! game system. 44 counters. / OCCUPATION OF THE RHINELAND covers the political contest as German remilitarizes the Rhineland in 1936. 21 counters. / REMAGEN BRIDGEHEAD is a hex wargame of the US crossing of the Rhine at Remagen, March 1945. 63 coutners. '09										
<b>Courage Under Fire / NavTac 1914 # 4</b>		<b>87808</b>	Minden Games/PanzerDigest	<b>\$18.00</b>	New	zl				Z
Mag & Game. Includes 3 games: COURAGE UNDER FIRE is a 2 player game of the northern Vietnamese assault on An Loc during the NVA 1972 offensive. P.Rohrbaugh. / NAVTAC 1914 is a miniatures oriented game of ship-ship combat during WW1 using a variation of the Fletcher Pratt rules. Includes 110 ship counters. G.Graber. / GLADIATORS OF ROME is a solitaire game of man-man combat in the coliseum of ancient Rome. B.Flood. / Also includes a variant for Proud Monster w/ counters, and variants for Dreadnoughts & Battlecruisers, and Salvo!. '08										
<b>ALTERNATE HISTORY, any era</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>ALTERNATE HISTORY</b>										
<b>Nuklear Winter '68</b>		<b>104472</b>	Lock 'n Load Publishing	<b>\$40.00**</b>	New	BC **				2
Tactical level game in the alternate world where lots of Nazi's survive the nuclear exchange between the USSR & Western Allies in 1946, only to reemerge in 1968 to reestablish the Reich amidst the nuclear devastation. They face small groups wise to the ways of the wasteland, as well as the dominant NATO alliance. Platoon level, 15min/turn, 150m/hex. P.Tutunea'12										
<b>SCIENCE FICTION and FANTASY Games</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>SCI FI: Space Trading &amp; Economics</b>										

<u>Game Title (&amp; Edition or Issue #)</u> Specific Condition, Subject, Designer, Year	<u>Game</u> <u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	Cash-Basis <u>Price EA</u>	Ship Surcharge Flag	<u>General</u> <u>Conditn</u>	<u>Box</u> <u>Type</u>	Out-of <u>Print?</u>	Game <u>Scale</u>	#-of <u>Plyrs</u>
<b>Star Trek Catan</b> Settlers of Catan game system ported to the galactic world of Star Trek. Converts much of the theme of the original game into the Star Trek world, with players being Federation, Klingon, Romulan, etc, and the resources being things like dilithium. Uses cards depicting the famous characters of the original TV series. And designed by the original designer, K.Tauber'13		<b>103091</b>	Mayfair Games	<b>\$37.00</b>		New	FB		A	M
<b>Trailblazer</b> Sml, mod complex gm of space exploration & economics in deep space, unencumbered by government meddling between multi-nation corporations. G.Costikyan'81		<b>91219</b>	Metagaming	<b>\$9.00</b>		New	SC		1	4
<b>High Frontier: Colonization Kit</b> Kit adding many features to this game (either 1st or 2nd ed) including new ships (rocket, bernal, freighter, mobile factories); more powerful thrusters; factories; sunspot cycles; expansion map, Werner's Star solitaire scenario. P.Ecklund'13		<b>105698</b>	Sierra Madre Games Co.	<b>\$27.00</b>		New	HC		Z	5
<b>SCI FI: Space Galactic Exploration &amp; Conflict</b>										
<b>Federation and Empire: Combined Operatns</b> Expands the F&E game system with electronic warfare, marine landing troops, light tactical transports, war destroyers, monitors, prime teams, stasis field generators, auxiliary carriers, 8 new scenarios, and much more. Includes 800+ die-cut counters, plus rules and special maps. '03		<b>103913</b>	Amarillo Design Group	<b>\$22.00</b>		New	Bk		8	8
<b>Federation and Empire: ISC War</b> Kit adding the ISC (Interstellar Concordium) to F&E. Includes OoB, structure, ship characteristics & scenarios. '11		<b>103804</b>	Amarillo Design Group	<b>\$39.00</b>		New	Fo		2	8
<b>Federation and Empire: Strategc Operatns</b> Kit for F&E that includes 100+ new ship & ship concepts from later years of the General War. Also includes rules for engineer construction, diplomacy, survey ships, sector bases, hospital ships, etc. '06		<b>105046</b>	Amarillo Design Group	<b>\$18.00</b>		New	Fo		2	8
<b>Federation Commander, Klingon Border</b> 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		<b>101957</b>	Amarillo Design Group	<b>\$42.00**</b>		New	HC **		9	M
<b>Federation Commander, Referenc Rules 6th</b> 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		<b>102745</b>	Amarillo Design Group	<b>\$11.00</b>		New	Fo		9	M
<b>Federation Commander, Romulan Border</b> 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		<b>101160</b>	Amarillo Design Group	<b>\$44.00**</b>		New	BC **		9	M
<b>Federation Commander: Battleships Attack</b> Kit adding components depicting the kings of the fleets, battleships, such as the Fed's Mars, the Klingon's B10, the Romulan's Imperiosus. Includes 2 asteroid map panels, rules, 148 counters, 8 dbl sized cards w/ ship data. S.Cole'07		<b>105051</b>	Amarillo Design Group	<b>\$22.00</b>		New	Fo		9	M
<b>Federation Commander: Distant Kingdom</b> Adds new alien empires, the Lyrans, Hyrdans & Wyns. '08		<b>103196</b>	Amarillo Design Group	<b>\$25.00</b>		New	Fo		9	M
<b>Federation Commander: Klingon Space Kit</b> Kit intended for those who own Romulan Border & want to secure the unique, additional components of Klingon Border for a lesser price. Packaged in a B&W cover folio, and has all (& only) the components of Klingon Border NOT included in Romulan Border. 256 counters, 16 dbl-sided laminated ship cards, background & scenarios for Klingon Border. '11		<b>102137</b>	Amarillo Design Group	<b>\$29.00</b>		New	Fo		9	M
<b>Federation Commander: Line of Battle Kit</b> Expansion kit providing extra double-sided battleship cards to make for a bigger & more powerful fleet. Includes 9 cards for the Fed Mars, Klingon B10, Romulan King Condor, Kzinti Supercat, Gorn Godzilla, Neo-Tholian Warhammer, Lyran Cave Lion, Hydran Monarch & the Seltorian Battlewagon. Also includes 3 scenarios. '08		<b>104970</b>	Amarillo Design Group	<b>\$15.00</b>		New	Fo		9	M
<b>Federation Commander: Orion Attack Kit</b> 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		<b>105084</b>	Amarillo Design Group	<b>\$20.00</b>		New	Fo		9	M
<b>Federation Commander: Reinfremnts Attack</b> Kit adding 19 new ships for all the empires, includes counters & color laminated ship cards. Includes among others a Klingon F6B, Romulan K7R, Dzinti destroyer, Gorn DBC battlecruiser, Tholian TK5, Hydran D7H, Lyran Jagdpanther, a battlestation and a sunsnake monster. '13		<b>105085</b>	Amarillo Design Group	<b>\$20.00</b>		New	Fo		9	M
<b>Federation Commander: Romulan Attack Kit</b> Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '06		<b>105369</b>	Amarillo Design Group	<b>\$23.00</b>		New	Fo		9	M
<b>Federation Commander: Tactics Manual</b> Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14		<b>105506</b>	Amarillo Design Group	<b>\$16.50</b>		New	Bk		9	M
<b>Federation Commander: Tholian Attack Kit</b> Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '07		<b>105370</b>	Amarillo Design Group	<b>\$22.00</b>		New	Fo		9	M
<b>Federation Commander: Transports Attackd</b> 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		<b>104673</b>	Amarillo Design Group	<b>\$20.00</b>		New	Fo		9	M
<b>Federation Commander: War &amp; Peace Kit</b> Kit adding new weapons, scenarios counters & ship cards. Also adds 3 new empires: Vudar (a rebellious Klingon subject race), the ISC, Andromedans. Sqd Box 28-30, Boosters 28-30 & Border Box 10 recommended. '10		<b>102127</b>	Amarillo Design Group	<b>\$23.00</b>		New	Fo		6	M
<b>Star Fleet Battles: A+ Mod Cptn Yeomn 2d</b> Revision of this kit w/ impulse cards to track game flow, command cards to program intentions & constrain future actions simply, 216 counters, play aids, record forms, etc. '03		<b>106616</b>	Amarillo Design Group	<b>\$17.00</b>		New	Fo		1	M
<b>Star Fleet Battles: Advanced Missions 2d</b> Additional 192pgs of rules, 216 counters & 144pg SSD book of charts & tables, plus 20 scenarios & new ships, new weapons. Oh my! '99		<b>104674</b>	Amarillo Design Group	<b>\$27.00</b>		New	HC		1	M
<b>Star Fleet Battles: C2 New Worlds 2nd</b> Module dealing with exploration & discovery of new worlds. Adds rules, shps & scenarios for Andromedans, Neo-Tholians & Concordium. '99		<b>105633</b>	Amarillo Design Group	<b>\$11.00</b>		New	Bk		1	M
<b>Star Fleet Battles: C3 New Worlds 2nd</b> Module dealing with exploration & discover of new worlds. '99		<b>105508</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M

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<b>Star Fleet Battles: C3a Andremedn Threat</b> Module focused on the mysterious Andromedans - and the fleet intelligence services' mostly wrong-headed assessments of this very foreign race that wil hinder an effective response to their aggression. '11		<b>105377</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: C4 Fleet Training 2d</b> SFB Module w/ 9 new races. '99		<b>103077</b>	Amarillo Design Group	<b>\$18.00</b>		New	Bk		1	M
<b>Star Fleet Battles: C5 Magellanic Cloud</b> SFB Module w/ 6 new races plus details of the Magellanic Cloud & 90 new ships, weapons & tech. '06		<b>106144</b>	Amarillo Design Group	<b>\$19.00</b>		New	Fo		1	
<b>Star Fleet Battles: C6 Lost Empires</b> SFB Module introducing the extinct Paravian & Carnivon empires, presented as they would have been at the time of the General War (save that they no longer exists). Existence of these empires may change the set of oppositions & alliances, and they could exist as edge of the map raiders. 280 counters, 188pgs. '13		<b>106058</b>	Amarillo Design Group	<b>\$18.50</b>		New	Fo		1	
<b>Star Fleet Battles: Captain's Log #37</b> 112pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '08		<b>104679</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #38</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '08		<b>104939</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #40</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '09		<b>106623</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #41</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10		<b>106059</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #42</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10		<b>105378</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #43</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11		<b>106227</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #44</b> 120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11		<b>105380</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #45</b> Enlarged format now with 144pgs of SFB, Fed Commander, Starmada & Fed & Empire fiction w/ new scenarios, ships, many new rules & battle framework, etc. '12		<b>106228</b>	Amarillo Design Group	<b>\$17.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #46</b> Enlarged issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '13		<b>104682</b>	Amarillo Design Group	<b>\$16.50</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #47</b> Enlarged issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '13		<b>104054</b>	Amarillo Design Group	<b>\$16.50</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #48</b> Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Subtitled 'Battle With Tribbles.' Covers Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '14		<b>106406</b>	Amarillo Design Group	<b>\$16.50</b>		New	Bk		1	M
<b>Star Fleet Battles: Captain's Log #49</b> Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '14		<b>105691</b>	Amarillo Design Group	<b>\$16.50</b>		New	Bk		1	M
<b>Star Fleet Battles: E2 Module Tri Galaxy</b> Module adding a new galaxy, new weapons & 3 new races: arachnids, Helgardia & Mallarans, each with unique technology & ships. '11		<b>99494</b>	Amarillo Design Group	<b>\$8.00</b>		New	Fo		6	M
<b>Star Fleet Battles: E3 Module Borak Leag</b> SFB prototype supplement describing an entirely new empire, the Boraks, who were destroyed before they became a real threat. J.Gray'11		<b>105536</b>	Amarillo Design Group	<b>\$10.00</b>		New	Fo		6	M
<b>Star Fleet Battles: E4 Module</b> Some light scuffs on the cover as it was shipped from publisher not shrinkwrapped. ■ SFB prototype supplement describing an entirely new empire, the Peladine Republic. 110pg, with background, special rules, charts & lots of SSDs. '12		<b>106628</b>	Amarillo Design Group	<b>\$6.50</b>		New	Fo		6	M
<b>Star Fleet Battles: F1 Jindarians 2nd</b> Reprinted supplement covering the very ancient Jidarian race, who use hollow asteroids as ships & travel in small bands ignoring borders & others' wars. When they move in, you can fight or just move out. '05		<b>104869</b>	Amarillo Design Group	<b>\$11.50</b>		New	Fo		8	
<b>Star Fleet Battles: G3 Master Annexes</b> Master data annex for the Alpha Octant of the galaxy. Includes master ship & fighter & gunboard chart, sequence of play, & many other data tables. Plus the first complete Table of Contents for the SFB system. '09		<b>105139</b>	Amarillo Design Group	<b>\$21.00</b>		New	Bk		1	M
<b>Star Fleet Battles: G3a Suppl Annex</b> More Master Annex! Supplementary rules & addenda, including rules for Alpha Octant, TOC for entire system, summary of abbreviations, Carrier Escort Tabless, Master Scenario Index. '09		<b>97187</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Galactic Conquest</b> Revision 4C. Largely stand-alone campaign game rules set set in the Star Fleet Battles universe. Strategic game scale with 6mo/turn, economics, politics, technology & various objectives. Requires map & counters from SFB to play. J.Bern, M.Incavo'09		<b>101666</b>	Amarillo Design Group	<b>\$15.00</b>		New	Bk		1	M
<b>Star Fleet Battles: Omega 5 Module</b> SFB fiction w/ new scenarios, 75 new ships & 5 new races, based in a new & unconquered bit of space known as the Omega Sector. '08		<b>105637</b>	Amarillo Design Group	<b>\$16.00</b>		New	Fo		1	M
<b>Star Fleet Battles: R12 Unusual Ships</b> Module adding over 100 ships to SFB in the form of unusual variants, outrageous designs, prototypes, experiments, etc. '10		<b>106405</b>	Amarillo Design Group	<b>\$20.00</b>		New	Bk		1	M
<b>Star Fleet Battles: X1 Module X-Ships 2d</b> Module adding new weapon systems to all races, retrofitting existing ships. '08		<b>106972</b>	Amarillo Design Group	<b>\$15.00</b>		New	Fo		1	M



Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of- Print?	Game Scale	#-of Plyrs
<b>Star Fleet Battles: X1R Mod X-Ship Reinf</b> Module adding new classes of "X" (experimental) ships, new rules & scenarios utilizing them, and an expanded history of their use thru several wars. '11		105634	Amarillo Design Group	\$21.00		New	Fo		1	M
<b>Star Fleet Battles: Y3 Early Years III</b> Third of the Early Years modules. Covers the time when warp power was new & Andromedans hadn't been encountered. '10		105635	Amarillo Design Group	\$21.00		New	Bk		1	M
<b>Starmada Core Rulebook, Nova Edition</b> Revised rulebook for Starmada, with streamlined inertial movement, options for various settings, an intuitive combat system with 3 layers of defense, and a comprehensive starship design & construction rules. The game itself focuses on fleet-level space combat using a system that is intended to be a universal game of starship combat. You can pick & choose the rules options to use. '12		103766	Amarillo Design Group	\$13.00		New	Fo		6	
<b>Starmada Rule Annex, Admiralty Ed.</b> Admiralty Rules annex (additions) for this game series. Requires base rules to use. Compiles game-related data from the first 4 (and now out of print) supplements (Sourcebook, Hammer & Claw, Dreadnoughts & Iron Stars). Includes new starship options such as anti-fighter batteries & limited ammo; new rules for 3D movement & critical damage, new weapon traits. Note that two rules dialects exists: Admiralty & Nova, this is the Admiralty.		101316	Amarillo Design Group	\$10.00		New	Fo		6	
<b>Starmada: Battleships Armada Nova 2nd Ed</b> Nova (2nd) edition module in the Starmada series. This covers the massive battleships in this universe: the Fed Mars, Klingon B10, Romulan King Condor, Kzinti Patriarch, Gorn Godzilla, Tholian Death Dealer, etc. Includes heavy & light dreadnoughts & other special classes. The Nova edition is the later series sold thru retailers & is the current version; it is generally not compatible with earlier Admiralty edition. '12		102295	Amarillo Design Group	\$11.50		New	Fo		6	
<b>Starmada: Klingon Armada</b> Module adding all the rules, starship designs & more to add the Klingon Empire's forces to battles against other empires. '11		103437	Amarillo Design Group	\$13.00		New	Fo		6	
<b>Struggle for the Galactic Empire [PC]</b> CD; req Windows 95/NT or later. Windows PC part 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		105007	Decision Games	\$13.50		New	JC		8	1
<b>Struggle for the Galactic Empire 2nd</b> 2014 (2nd ed) reprint. ■ 2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14		104814	Decision Games	\$40.00		New	BC		8	1
<b>Space Empires 4x 2nd</b> 2012 Update with thicker counters plus an additional countr sheet. 1-4 player game of galactic space eXploration, eXpansion, eXploitation & eXtermination! Players explore a largely empty map of space, discovering 12 types of space terrain including asteroids, planets, nebulae. Players can form colonies for long term growth, or mining operations for quick income. And build ships from 10 classes and 50 levels of tech. And of course when empires meet, there is conflict... Multiple scenarios and very high solitaire suitability. 4 countersheets, mounted map. J.Krohn'12		103726	GMT Games	\$43.50**		New	BC**		4	M
<b>Space Empires 4x: Close Encounters Kit</b> Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. J.Krohn'12		100833	GMT Games	\$39.50**		New	BC**		4	M
<b>SCI FI: Space Tactical Combat</b>										
<b>Star Fleet Battles, Stellar Shadow #1</b> The "Sci-Fi" journal of the Star Fleets Battles (& F&E, Fed Commander, Starmada & Call to Arms) world. Contains some fiction plus LOTS of material on bizarre, improbable or impossible ship designs, plus new races, etc. 64pgs. '01		106614	Amarillo Design Group	\$8.00		New	n		1	M
<b>Hard Vacuum</b> Tactical combat in space between the US Space Patrol and Nazi space Luftwaffe. Uses a playable vectored thrust calc system, and can be adapted to minis play. Packaged in a booklet format w/ color counters on thickstock that must be cut out. '00		102167	Fat Messiah Games	\$11.00		New	Bk		1	
<b>Hard Vacuum: Science Gone Mad Kit</b> Add-on kit for this game of tactical combat in space between the US Space Patrol & the Nazis. This booklet adds shadow fighters, space battlecruisers, magnetic raiders, the British fleet, plus lots of additional rules. Includes 168 1" cardboard counters '01		100511	Fat Messiah Games	\$12.00		New	Bk		1	
<b>SCI FI: Space Strategic Combat</b>										
<b>Star Fleet Battles Master Rulebook</b> Silver anniversary compilation & revision of all existing rules (from 14 products) into a single v.large, 408pg source. Comes in an unbound 3-hole booklet. '12		106615	Amarillo Design Group	\$35.00		New	Bk		4	M
<b>SCI FI: Space Abstract Conflict</b>										
<b>Starforce Terra, Contact</b> Simple 2-6 player card gm of space warfare using system similar to Modern Naval Btts. Good w/ lots of beer & pretzels, and a good beginners game. '91		47384	Worldwide Wargamer (3W)	\$19.00		New	HC		A	6
<b>SCI FI: Terrestrial Tactical &amp; Strategic Combat</b>										
<b>UFO</b> Very simple family game of alien invasion of Earth for 2 players. 2pgs of rules & suitable for most everyone. As the alien, you try to invade the earth by hiding behind things in the heavens, slowly approaching the Earth. As Earth, you must locate the invading fleet wherever they are hiding. '78		104649	AH Avalon Hill Game Co.	\$15.00		New	BC		A	M
<b>Space Infantry: New Worlds Kit</b> Kit for this solitaire game of tactical combat in the future. Adds new missions, new enemies, new creatures, new weapons & 88 new counters. '13		103262	Lock 'n Load Publishing	\$22.00		New	zl		2	1
<b>Ogre Pocket Edition [7th]</b> 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		105574	Steve Jackson Games	\$2.00		New	Fo		1	
<b>SCI FI / FANTASY: Terrestrial Creatures &amp; Things</b>										
<b>Hornet Leader 2nd: Cthulhu Conflict Kit</b> 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		102515	Dan Verssen Games	\$20.00		New	SC		1	1
<b>SCI FI / FANTASY: Zombies &amp; the Walking Dead</b>										
<b>Zombies of the World Field Guide</b> Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12		98369	Slang Design	\$14.00		New	Bk		A	

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<b>Zombies!!! 3rd</b>		97531	Twilight Creations	\$19.00		New	FB		1	6
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										
<b>ZombieTown: Road Rage Kit</b>		83635	Twilight Creations	\$7.50		New	SB		1	M
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										
<b>Rise of the Zombies</b>		103207	Dan Verssen Games	\$27.00		New	BC		1	8
1-8 player game that pits all players against the system, not each other, making it wholly suitable to solitary play. Players are survivors in the early days of a zombie outbreak who must leave a safe house & reach a rescue helicopter by traveling across zombie-infested territory. They must reach their goal by a set time - or be abandoned. D.Verssen'13										
<b>Dawn of the Zeds, Btl for Framingdl 2nd</b>		105702	Victory Point Games	\$33.50		New	BC		1	
Boxed, 2nd edition of this solitary game of zombie horror & survival. You must organize a defense of your isolated corner of the world, and hold out until a national guard relief force fights its way thru to you. Fight off the zombies while protecting the remaining living inhabitants of the town of Farmingdale. '13										
<b>Infection, Humanity's Last Gasp</b>		106987	Victory Point Games	\$26.00		New	SC		1	
Solitaire game in which the player is the Director of Plague Control, and must organize the lab to produce a vaccine to combat an infection resistant to all known treatment & that threatens human existence. Fast playing. J.Gibson'13										
<b>South Shall Rise Again</b>		106248	Victory Point Games	\$22.00		New	SC		2	
Game based on the alternate history fiction of S.M. Cross's The South Shall Rise Again. Players alter the course of a fractured US menaced by Confederate soldier-zombies (Zeds). Game of tactical combat set during the time of the Civil War, where the South took a big risk in employing zombified soldiers. 5 scenarios, 45 counters, 25 cards, fast playing, 1-4 players. J.Welch'14										
<b>FANTASY Combat Campaigns</b>										
<b>Wizard Kings 3rd</b>		106134	Columbia Games	\$45.00		New	BC		4	4
Called WK 2nd by publisher (incorrectly); this is the 2007 version. Further revision of Columbia's block game system applied to the magical & mystical world of humans, Orcs, Elves, the Undead & Dwarves. 2-7 Players build their forces & use might & magic on 4 geomorphic maps. Includes 7 full armies. '07										
<b>Lord of the Rings, Nazgul Board Game</b>		97643	Wiz Kids LLC	\$50.50**		New	LB **		2	M
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										
<b>FANTASY Tactical Combat</b>										
<b>Shapeshifters, 3rd [10th Anniv Edi]</b>		77705	Fat Messiah Games	\$12.00		New	Fo	Going	1	M
Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenarios & new rules. M.Wasson, N.Sofge'03										
<b>FAMILY-ORIENTED, Simpler Games</b> email: M.Dean@FineGames.com (541) 756-4711 or (866) 690-7879 10am -9pmPST										
<b>FAMILY-ORIENTED Strategy Board Games</b>										
<b>For the Crown 2nd</b>		102719	Victory Point Games	\$33.50		New	BC		6	
Simple, abstracted 2-player card game that is also a variation on chess. Players train an army & maneuver forces on a chess board with the goal of asserting a claim to the throne. J.Lennert'13										
<b>FAMILY-ORIENTED Abstract Board Games</b>										
<b>Leaping Lemmings</b>		107011	GMT Games	\$25.00		New	BC		A	
Fun, fast playing card-driven family board game. Players represent genetic scientists seeking to manipulate their colony of lemmings to be best at throwing themselves off a cliff. But there are hazards: hungry eagles & lots of treachery. Has a depth of strategy that isn't obvious by the topic. R.Young, J.Poiniske'10										
<b>FAMILY-ORIENTED Card Games (NON-Collectables)</b>										
<b>Dominant Species Card Game</b>		98203	GMT Games	\$19.50		New	SB		A	6
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										
<b>Hooyah, Navy Seals Card Game</b>		104023	US Games Systems	\$17.00		New	SC		A	M
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										
<b>Kill Shot, Counter-Terrorist Party Game</b>		103370	Dan Verssen Games	\$16.00		New	SC		A	
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										
<b>Modern Naval Battles 3rd: Campaign Kit 2</b>		105060	Dan Verssen Games	\$17.00		New	SC		1	6
Expansion kit #2 for this card game of ahistorical ship-ship combat structuring individual games into campaigns. Adds 18 strategy, 10 mission, 68 ship, 16 target cards, plus a die cut countersheet. Adds an entirely new navy: India. D.Verssen'12										
<b>Modern Naval Battles 3rd: Ship Exp Kit 1</b>		103445	Dan Verssen Games	\$17.50		New	SC		1	6
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										
<b>Modern Naval Battles, Global Warfare 3rd</b>		104444	Dan Verssen Games	\$40.00		New	BC		1	6
Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08										

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