

This catalog lists all the Magazine-issue Games *Fine Games* has in stock currently. These may or may not include the magazine itself. Each item listing indicates whether the associated mag is included both in the specific description and the Game Only? column.

Items here are listed alphabetically by **publisher** then by **game title**. The number following the game title (e.g. "#23") represents the issue number.

Listed here are **622** items available as of time this catalog was created on **6/1/2021**. We update this catalog periodically; so, a relative handful of items may have sold. If you're keen on specific items, you can check our regular online catalogs which are updated several times each week for current availability. Our bet is that what your looking for IS available for you.

## FINE GAMES Mag Games by Publisher &amp; Game Title

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

See page 36 for an explanation of the various codes &amp; column data used in this catalog.

## Against the Odds Magazine

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Almost a Miracle, Am Rev in North #51</b>	<b>144396</b>	<b>Against the Odds Magazine</b>	<b>\$29.99</b>	New	HP				4
Mag & game. Game of the American Revolution in the northern portion of the US, focused on the area from northern Maryland north. Uses the Tarleton's Quarter game system. Covers the factors that made warfare of the era unique: morale, leadership, disease & desertion. 280 counters, area move. David Jones'20									
<b>Arctic Disaster, Destruction of PQ17 #47</b>	<b>141722</b>	<b>Against the Odds Magazine</b>	<b>\$28.00</b>	New	HP				4
Mag & game. Initial copies of this game had a poorly printed countersheet; a reprint is planned. Game of the disastrous destruction of PQ-17 in July 1942. When this arctic convoy was threatened with focused German nav surface & air attacks, the convoy dispersed making individual ships vulnerable. Each merchant & surface ship & U-Boat is represented by a counter, with ~10 aircraft per counter. 280 counters. Mark Stille'19									
<b>Birth of a Legend, Lee &amp; the 7 Days #32</b>	<b>144399</b>	<b>Against the Odds Magazine</b>	<b>\$28.00</b>	New	HP				4
Mag & Game. Area-move game using the Not War but Murder system. Game of the Seven Days Campaign, June-July 1862, which made Lee famous while ending the Union's best chance for an early victory. While Lee's plan ultimately failed, he demoralized Union leadership such that they evacuated the Peninsula as a result. 176 counters. M.Rinella'11 / ARTICLES ON: There Must be a Victory variant rules & Steampunk rules; Maryland units in the Confederate army; Seven Days Campaign of 1862; Failed attacks (sieges) on capital cities thru history; computer simulations of German options & outcomes in the Bocage area of Normandy; Trafalmodorian military thinking; Pearl Harbor historical alternatives game using Avalanche's Midway.									
<b>Bittereinder 2nd #13</b>	<b>144400</b>	<b>Against the Odds Magazine</b>	<b>\$27.00</b>	New	HP				6
Mag & Game. Game of the entire 2nd Boer War, 1899-1902, that resulted in a Pyrrhic victory of the British over the Boers in a long, bitter struggle. Includes 264 5/8" counters. Updated from earlier MDG edition. Nominate for Charles Robert awards for best DTP & later Best Mag game. H.Gerber'05									
<b>Buffalo Wings #29 2nd</b>	<b>145555</b>	<b>Against the Odds Magazine</b>	<b>\$30.00</b>	New	HP				1
2021 reprint. Mag & Game. Game of aerial combat during the Winter War & Continuation War, 1939-41, over Finland. Uses the Fighting Wings game system, and can mate with other games in the series. Includes solitaire 2 & multiplayer rules. Covers various Brewster Buffalo fighters (which other nations panned but worked well for the Finns), plus other Finnish fighters & a range of Soviet adversaries. '21									
<b>Chennault's First Fight #12</b>	<b>137987</b>	<b>Against the Odds Magazine</b>	<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>Circle of Fire, Siege of Cholm 1942 #41</b>	<b>137640</b>	<b>Against the Odds Magazine</b>	<b>\$29.00</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>Dark and Bloody Ground #7</b>	<b>131253</b>	<b>Against the Odds Magazine</b>	<b>\$29.00</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 st 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>Defeat Into Victory #36</b>	<b>137568</b>	<b>Against the Odds Magazine</b>	<b>\$26.00</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. 3C counters. P.Rohrbaugh'12									
<b>Fortress Berlin 2nd # 8</b>	<b>145949</b>	<b>Against the Odds Magazine</b>	<b>\$29.00</b>	New	HP	OoP			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. Includ 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>Given Up For Dead / Utmost Savagery #43</b>	<b>143082</b>	<b>Against the Odds Magazine</b>	<b>\$40.00</b>	New	HP	OoP			4
Mag & 2 games. GIVEN UP FOR DEAD is a game of the hopeless yet stoic defense of Wake Island in light of overwhelming Japanese strength and no hope of rescue by the US navy. Defenders sank 2 destroyers & caused hundreds of Japanese casualties. / UTMOST SAVAGERY covers the US invasion of Peleliu in what the US navy leaders would be a simple 4 day operation. Instead, it lasted 2 months & caused the greatest percentage of casualties of any battle in the Pacific. '15									
<b>Kesselschlacht #3</b>	<b>135852</b>	<b>Against the Odds Magazine</b>	<b>\$27.00</b>	New	HP	OoP			4
Last copy. ■ 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>Khe Sanh 1968 2nd #2</b>	<b>137992</b>	<b>Against the Odds Magazine</b>	<b>\$27.00</b>	New	HP	OoP			4
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 immediately followed. Co/btlm/reg level w/ hidden movement, deployment modes, infiltration, air & artillery, special units, etc. 3 scenarios. 200 counters. J.Prados'08									
<b>Red Dragon, Blue Dragon #45</b>	<b>132858</b>	<b>Against the Odds Magazine</b>	<b>\$28.00</b>	New	HP				4
Mag & game. Game covers the largely unknown (in the west) yet decisive Huaihai campaign of the Chinese Civil War near the city of Xuzhou from Nov 1948 - Jan 1949. The Communists must quickly capture this key cit or cause very heavy casualties on the Nationalists to win. Corp level, 1wk/turn, 20km/hex, 160 counters. E.Dixon'16 / Also includes mini-game Dueling Eagles!									
<b>Storm Over Taierzhuang 2nd #25</b>	<b>133556</b>	<b>Against the Odds Magazine</b>	<b>\$27.00</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. Btlm lvl, 1day/turn, 0.5km/hex. T.Co'09 / ARTICLES ON: Taierzhuang & the Chinese NV 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>Thunder Upon the Land #42</b>	<b>143310</b>	<b>Against the Odds Magazine</b>	<b>\$28.00</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									

## Alea Magazine (Ludopress)

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Fontenoy 1745 #11</b>	<b>128089</b>	<b>Alea Magazine (Ludopress)</b>	<b>\$18.00</b>	New	n				3
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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale
Mag & game. Game covers the key battle of Fontenoy, 1745, during the War of Austrian Succession. 140m/hex, 160 counters. '91 / Spanish magazine of military history with a game in each issue; ALL text & rules in Spanish. English rules translations may be available by download.								
<b>Guadalajara 1937, Entre dos Banderas # 14</b>	<b>93458 Alea Magazine (Ludopress)</b>	<b>\$15.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag + Game. w/64pg mag. Operational level game of the pivotal battle in the Spanish Civil War for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btlm level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com.								
<b>Guadalajara 1937, Entre dos Banderas # 14</b>	<b>GameOnly 128091 Alea Magazine (Ludopress)</b>	<b>\$9.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
GameOnly. Game only. Spanish-produced, Spanish-language historical wargame included. Operational level game of the pivotal battle in the Spanish Civil War, the battle for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btlm level. Content in Spanish; English rules translation included & also avail via download.								
<b>Inferno Verde, Vietnam 1967 # 15</b>	<b>GameOnly 102995 Alea Magazine (Ludopress)</b>	<b>\$14.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
GameOnly. Green Inferno game covers the Vietnamese War in the Highlands, 1967. Two grand tactical scenarios covering two battles on 2 maps. Includes 200 die cut counters. Rules content is in Spanish; English rules translation included plus avail at www.Grognard.com.								
<b>Kursk 1943, La Pinza Sur pt 2 # 33</b>	<b>109101 Alea Magazine (Ludopress)</b>	<b>\$25.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Sml, 1/2" tear from edge of rear mag cover. Otherw new. ■ 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 btls set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL materi in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '09								
<b>La Guerra de Africa 1859-60 #28</b>	<b>128085 Alea Magazine (Ludopress)</b>	<b>\$23.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherw new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btlm/rgt level. All magazine & game rules in Spanish. '03								
<b>Nordkapp, Los Convoyes del Artico # 29</b>	<b>110558 Alea Magazine (Ludopress)</b>	<b>\$15.00</b>		<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ 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 c 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.Grognard.com. '04								
<b>Shadow of the Eagle: Medellin 1809 #16</b>	<b>94589 Alea Magazine (Ludopress)</b>	<b>\$14.00</b>		<b>New</b>	<b>n</b>			<b>3</b>
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>Tercios 1490-1690 #30</b>	<b>132874 Alea Magazine (Ludopress)</b>	<b>\$20.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
Sml dog ear to btm of mag cover; otherw new. ■ Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunez 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.								

### Compass Games PAPER WARS Magazine

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Belmont, Grant's Baptism of Command #87</b>	<b>138331 Compass Games PAPER WARS</b>	<b>\$35.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Game covers Ulysses S Grant's initial campaign at Belmont, Missouri, Nov 1861, where he won a disputed victory against Polk. Rgt level, 140yd/hex, 228 counters. John Ponsike'17 / ARTICLES ON: Africa Campaign 3rd with new optional rules; Interview with Antonio Pinar Pena; Devil Dogs of Guam; About Compass's Designer Edition Games; Scourge of God, Campaign of the Mongols, 1206-1259; China as a Sea Power; Stalin's World War III, Historical Analysis & Design Notes; Belmont, Grant's Introduction to Civil War Combat; Triumph of the Will alternate history; Clash of Empires in North America, 1744-1782.								
<b>Burning Mountains, 1916 #89</b>	<b>134739 Compass Games PAPER WARS</b>	<b>\$39.00</b>		<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Includes var/err counters for Brezhnev's War (21), Guam (4), Saipan (4), Festung Europe (2), Lion of Judah (1). Game covers the Austro-Hungarian spring 1916 offensive in northern Italy. Aimed at Friuli an along the Isonzo River, it could have changed the war had it succeeded by cutting off a whole section of the front. 2km/hex, 2days/turn, brig level, 176 counters total. Andrea Brusati'19 / ARTICLES ON: Designer Notes fc Night Fighter Ace; Reviews of: 1775 Rebellion, Old School Tactical v2, HFG Bloody Hell, CPS Blood on the Ohio, CPS Lion of Judah, LNL World at War America Conquered, TPS Midway 1942, REV Patton's Vanguard; Designer & Historical Notes for Burning Mountains 1916; History of the Battle of the Philippine Sea; Supply Lines of the American Revolution Q&A; Preview of CPS Conquistadors.								
<b>Finnish Civil War, 1918 #84</b>	<b>122390 Compass Games PAPER WARS</b>	<b>\$35.00</b>		<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Two parallel games of the Finnish civil war in early 1918 using same map & most counters. Simpler Brigade-Level game uses a smaller counterset & faster moving game. Company-Level (standard) game uses more counters & different charts. Set as Finland establishes itself as an independent nation, and Soviet & Finnish communist forces from within & outside Finland surround. Map covers the more populous southern area of Finland. Units ostensibly company-level, reflect the amorphous quality of units in the war, with some btlm/rgt level. Victory based on ratio of control of all towns shown on the map. Many factors including unit's strength in each combat determined by die rolls. B.Train'17 / ARTICLES ON: Reviews of OSG Last Success, DG Red Dragon Green Crescent #1, ATO Beyond Waterloo, GMT Sekigahara; VPG Last King of Scotland, RT Road to Cherin; Designer's Notes on CPS Lamps Are Going Out Event Cards; Finnish Civil War Designer's Notes; History of the Finnish Civil War of 1918; History of the Franco-Prussian War; Interview with Benjamin Richter about his game, Kido Butai.								
<b>Hannibal, Italian Campaign 2nd #95</b>	<b>143866 Compass Games PAPER WARS</b>	<b>\$37.00</b>		<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Update of much earlier SimCan game. Covers the 2nd Punic War in the Roman mainland beginning with Hannibal's 218BC crossing of the Alps with the Carthaginian army and lasted for 13 years. Hanniba army survived in hostile territory, often defeating Roman armies, with sieges, recruitment & Roman elections. 1yr/turn, 40km/hex, 248 counters. Peter Hollinger'20 / ARTICLES ON: Preview of upcoming CPS games; Reviews of: CPS Blue Water Navy, CPS Decision at Kasserine 2nd, CPS Attrition of Souls; the Battle of Lugdunum, France, 197AD; How to Research a Wargame [topic]; new Night Drop scenario for CPS Combat; CPS Russia Designed & the Evolution of East Front games; Company Scale System Bootcamp Tutorial.								
<b>I Will Fight No More Forever #82</b>	<b>121666 Compass Games PAPER WARS</b>	<b>\$40.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana & toward Canada & safety, in 1877. The US army attempts to coral & capture the tribe. Upgraded, colorized & expanded, now with a strategic map & 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New & upcoming Compass games; reviews of Commands & Colors Napoleonic Spanish Arm Commands & Colors Tricolore, DECGMS Battle of Lepanto #272, Blitz!, These Brave Fellows #39, HFD Till Darkness Goes, MMP None But Heroes, Western Desert Force, the War Storm game series including La Bataill de France 1940 & Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpion.								
<b>MacArthur, Road to Bataan 2nd #90</b>	<b>133602 Compass Games PAPER WARS</b>	<b>\$37.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Includes errata/variant counters for: On to Paris (4), Absolute Victory (4), Storming the Reich (4), Proud Monster (1), Balance of Powers (1), Fall Third Reich (1), Empires & Alliances (2), War in Wind (9). Colorization & upscaled reprint of this game of the Japanese invasion of Luzon, Philippines, in the Winter 1941. Small Japanese force must sieze control of a large island with its key facilities intact from an ill-equipped but much larger garrison. 3days/turn, div/rgt level, 11km/hex, 300 counters. Units were previously smaller scale. Graphic quality is now up to snuff. J.Green'18 / ARTICLES ON: Preview of CPS Europe in Turmoil; Concentration in Warfare; Review of TPS Midway 1942; Forgotten Legion scenariowith significant German intervention in Iraq 1941; 9 Days of Hell, 2-map scenario for CPS Guam; Battle of Hondschoote, Sept 1793, duri a siege of Dunkirk; Previews of CPS Lebensraum & TPS Stalingrad, Verdun on the Volga; Updated Errata for Burning Mountains 1916.								
<b>Pitt's War #92</b>	<b>137877 Compass Games PAPER WARS</b>	<b>\$38.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
Mag & game. Game covers the long-running rivalry between England & France in the Napoleonic era. Area-move map covers Europe well into Russia and the Middle East. One player controls the French Empire, the oth the English-led coalition. Uses a force activation system. Contains scenarios for 1792-1800, 1805-1815 and the grand campaign 1792-1815. 1yr/turn, army/corp level, 228 counters. Stanislaw Thomas'19 / ARTICLES ON The Armies of the Bar-Lev, Yom Kippur War; Review of CPS Red Storm Over the Reich, Vietnam Hearts & Minds, Korea Fire & Ice, Forgotten Legions; Preview of Blue Water Navy and Ostkrieg; Errata for MacArthur 2nd #90, Jihad 2nd #91, Hearts & Minds.								
<b>Position Magnifique, Mars Le Tour #81</b>	<b>136450 Compass Games PAPER WARS</b>	<b>\$40.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>
Mag & game. Game covers the battle of Mars La Tour, 1870, a pivotal battle of the Franco-Prussian War. The French have superior numbers and infantry weapons, the Germans better organization & artillery, plus reinforcements on the way. Brigade level, 176 counters, 500yd/hex, 1hr/turn. Tutorial, historical & what-if scenarios. Hermann Luttmann'15 / ARTICLES ON: Reviews of VEUNONUOVO Blocks in the East, HIGH FLYING Death Before Dishonor, MDG MacArthur's War, CPS Fatal Alliances, KOENIG Chancellorville, TPS Metaurus, VPG Hell's Gate; GROGNARD Pacific Island Campaign; ; Analysis of Enemy Action Ardenes, CPS Positic Manifique, CPS Balance of Powers, CPS Blitz!								
<b>Rally 'Round the Flag! Perryville #96</b>	<b>145595 Compass Games PAPER WARS</b>	<b>\$42.00</b>		<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of 2 battles of the American Civil War: Perryville, KY, Oct 1862 in which the Confederate & Union armies blundered into one another. The Confederates withdrew from Kentucky yet the Union failed to used their numerical advantage to win any sort of real victory. Also covers the later battle of Stone's River (Murfreesboro), Dec. 1862, which had the highest casualty rate for both sides in the Civil War, This was a three-d slugfest beginning New Years Eve that the Confederates nearly won but provided the Union a key morale boost. 234 counters, 2 maps, Brigade level with command & control leaders, multiple scenarios with what-ifs. See Chick'21 / ARTICLES ON: Analysis & Strategy for Russia Falling #85; Preview of Expansion Kit for Amerika Bomber; Italian Naval Squadron optional rule for Lion of Judah; History of the Battles of Perryville & Stones River; Human Future Among the Stars, and Stellar Horizons; Previews of Cuba 1898 & the Conquistadors. Upgraded tactical rules for Sovereign of the Seas; Review & strategy for SPI's & CPS's Wagram games.								
<b>Rising Sun Over China, Sino-Jap War # 83</b>	<b>138359 Compass Games PAPER WARS</b>	<b>\$42.00</b>		<b>New</b>	<b>n</b>			<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	
							Incl	Scale	
								Plyrs	
Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenario plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris!; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Bloody April, VPG In Magnificent Style, CPS Paths to Hell, GMT Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;									
<b>Russia Falling, the Coming Civil War #85</b>		<b>138832</b>	<b>Compass Games PAPER WARS</b>	<b>\$35.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
Mag & game. Game of a hypothetical civil war in the near future in the ethnic heartland of Russia, presumably after Putin passes from the scene and the country splits apart. 16mi/hex, 2mo/turn. Based on a very neoconservative understanding of Russia & its history. Ty Bomba'17 / ARTICLES ON: Reviews of DG Meuse-Argonne, 2+ 1911 Revolution of China, GMT Saints in Armor, DG Oil War #2, Whistling Death Spitfires Over Darwin kit, SCHUTZE Struggle for New France; Preview of CPS Absolute Victory; Russia Falling design notes; Finnish Civil War of 1918; Designer's Event Card Notes for CPS 1866 Struggle for Supremacy; New scenario for CPS Fatal Alliances with walkthru, and CPS 1870 On to Paris!; History of the War of the Nine Years War (War of the Grand Alliance).									
<b>Scourge of God 2nd #88</b>		<b>130088</b>	<b>Compass Games PAPER WARS</b>	<b>\$36.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6 1</b>	
Mag & game. Update & colorization of this strategic level game of the rise of the Mongol Empire thruout Asia in 12th Century. Primarily a solitaire game now, the rules suggest each player play each side & total victory points. 5yrs/turn, 275km/hex. S.Newberg'18 / ARTICLES ON: Reviews of Brezhnev's War, Festung Europa, Prelude to Rebellion, BTL MAG Wagram 1809, Red Star White Eagle 2nd, Dien Bien Phu, Raiders of the Deep Designer's Notes for Empires & Alliances; China 1937-9 Scenario for Absolute Victory; History of the battle of Wilson's Creek, 1861; Confederate commanders at Gettysburg, 1863.									
<b>Wagram 1809, Napoleon's Last Triumph #93</b>		<b>140505</b>	<b>Compass Games PAPER WARS</b>	<b>\$39.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
Mag & game. W/41 variant counters for Russia Falling #85. Game covers Napoleon's 1809 campaign that included Napoleon's last great victory at Wagram. The French are on the offensive but both sides have opportunities for attack, and the Austrian's can win a sudden victory by capturing the French bridge across the Danube River. Designer's intent was to show the battle possibilities had Napoleon not been overconfident of I own & his army's abilities. Brig/div level, faster playing. 228 counters, 400m/hex, 2-4hrs/turn. Ty Bomba'19 / ARTICLES ON: Previews of CPS Brief Border Wars, Amerika Bomber, Korean War Deluxe Ed, Once We Move Like the Wind; Battles of Ogoula Tchotoka & Ackia; Reviews of LEG Demyansk Shield; New Bertha in the Mist scenario for Combat!; Stalin's WW III Errata; Variant for A Pragmatic War; Solitaire Rules for Pragmatic War; Battle of Secessionville, near Charleston SC, 1862; Review of Nato Air Commander; Operation Solstice, 1945; Optional Militia Rule for Russian Falling.									
<b>Decision Games S&amp;T Games</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST									
<b>1066, End of the Dark Ages #240</b>		<b>78731</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6 4</b>	
Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turn Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.									
<b>1863, Turning Point in the Civil War #297</b>		<b>114942</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverway During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.									
<b>1918, Imperial Germany's Last Chance #223</b>		<b>66496</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from same time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.									
<b>1918, Imperial Germany's Last Chance #223</b>		<b>140269</b>	<b>Decision Games S&amp;T Games</b>	<b>\$8.00</b>	<b>V.Good</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Missing 4 units, ID included. ■ Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from same time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.									
<b>Agricola #306</b>		<b>131539</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).									
<b>Alesia, Last Stand of the Gauls #312</b>		<b>138935</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gaul is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vimy Ridge, 1917.									
<b>American Civil War 3rd [18] #310</b>		<b>144734</b>	<b>Decision Games S&amp;T Games</b>	<b>\$89.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Mag & game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into southern territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose intially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunnigan, Chris Perello'18 / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.									
<b>American Revolution #270</b>		<b>95601</b>	<b>Decision Games S&amp;T Games</b>	<b>\$72.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. Ty Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.									
<b>American Revolution in the South #304</b>		<b>135472</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, ar 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.									
<b>Angola, Cold War in Africa #290</b>		<b>121426</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
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 Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debadle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwa & Roman reposte; 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>Armies of the White Sun #305</b>		<b>134801</b>	<b>Decision Games S&amp;T Games</b>	<b>\$59.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6 1</b>	
Mag & game. Includes 5 errata counters for Desert Fox Deluxe 2nd #300. Solitaire game covering the battle for China from the Marco Polo Bridge Incident to the planned Operation GO-GO aimed at ending Chinese resistance in 1943. Player commands Japanese forces. Includes random events, and uses untried units for Chinese. Victory is geographically based. 18-24months/turn, 37mi/hex, 280 counters, Div/Corp/Army level. Ty Bomba'17 / ARTICLES ON: The War in China, 1937-45; Belisarius & the Reconquest of Africa; Pyrrhic Victory, the Lava Beds War, 1872-73 [near Tule Lake CA]; Vicksburg, Grant's Masterpiece; Opportunities to Win Wo War I; First Medal of Honor; John Riley, US Traitor & Mexican Hero; U-Boats in the Far East.									
<b>Asia Crossroads, Great Game #216</b>		<b>60890</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.									
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>		<b>130986</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plyrs
Cherry. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs of Am Civ War series (Blue & Grey 2n to covers the two btIs of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.											
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>		<b>103288</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>			Excell	n	OoP		3
Errata counters for Olustee #166 & all (60) 7 Yrs World War counters removed & not included. Otherws complete & EX. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs of Am Civ War series (Blue & Grey 2nd) to covers the two btIs of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.											
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>		<b>104399</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>			Mint	n	OoP		3
Includes 20 Ouluste update counters. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs of Am C War series (Blue & Grey 2nd) to covers the two btIs of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.											
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>117288</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>			Mint	n	OoP		3
Cherry. ■ Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btIs of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.											
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>33440</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>			New	n	OoP		3
Last new copy. ■ Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btIs of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.											
<b>Austrian Succession, War of the... #289</b>		<b>124042</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>			New	n	OoP		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 Atrian 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; CDA Radio Triangulation Systems after WW2.											
<b>Back to Iraq 3rd #208</b>		<b>55699</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>			New	n	OoP		4
Mag & Game. 2nd revision & upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led warmonger do? This version adds advanced rules, detailed airstrikes, command control, additional units. 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02 / ARTICLES ON: Back to Iraq, a Strategic Analysis & Update for 2002 w/ OoB; Update Afghanistan; British Wars in Afghanistan; Turmoil in Afghanistan since the withdrawal of the Soviets; US Special Ops forces; US B-1B Bomber; US 10th Mountain Div; Soviet Hind Helicopters; Afghanistan Civil War 2001 variant for Holy War #147; Pearl Harbor, 1941; Soviet War in Afghanistan 1979-89 w/ OoB.											
<b>Balkan Gambit, 1943-45 #298</b>		<b>114881</b>	<b>Decision Games S&amp;T Games</b>	<b>\$26.00</b>			New	n	OoP		6
Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.											
<b>Balkan Wars, Prelude to Disaster #164</b>		<b>130984</b>	<b>Decision Games S&amp;T Games</b>	<b>\$55.00</b>			Mint	n	OoP		4
Last copy. ■ Mag & Game. Div/Brig lvl game of 2 wars in Balkans, 1912 & 13. First the Ottoman Empire gets bounced by allied Bulgaria, Serbia, Greece & Montenegro. Then Bulgaria gets greedy, seeking much of the spoils of the last war from its former allies. 15km/hex, rgt/brig level, 1wk/turn. Excell map covers all of the Balkans and then some. J.Miranda'93 / ARTICLES ON: Balkan Wars, 1912-3; the German 78th Assault Div in WW2; German assessment of the new tank tactics in 1943; Command Decision, the 1st Panzer Army in the Ukraine, Spr 1944; James Burnham & Western cold-war ideology; extensive ERRATA for Italian Campaign Medwar #160 & Anzio #155.											
<b>Banana Wars, Caribbean 1898-1935 #322</b>		<b>143171</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>			New	n	OoP		4
Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interfered in other nations' affairs 50 times largely to benefit multination fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and als historically based historical actions; card sets vary by president. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & t Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.											
<b>Black Prince, Crecy &amp; Navarette #260</b>		<b>90897</b>	<b>Decision Games S&amp;T Games</b>	<b>\$16.00</b>			New	n	OoP		3
Mag & game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & 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>Blood on the Tigris #176</b>		<b>45062</b>	<b>Decision Games S&amp;T Games</b>	<b>\$17.50</b>			New	n	OoP		6
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaig & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.											
<b>Boer War #205</b>		<b>50769</b>	<b>Decision Games S&amp;T Games</b>	<b>\$74.00</b>			New	n	OoP		4
Mag & Game. Operational, brig/div level game of the Second Boer War, 1899-1902, in South Africa. 280 counters & a very nice map covering S.Africa to Rhodesia at 30k/hex. Comprehensive game with emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. Monthly turns, 280 counters. J.Miranda'01 / ARTICLES ON: Boer War 1899-1902; US Army's Force XXI; MacArthur's First Philippine Campaign 1941-2; Battle of Crecy, Edward III's 1346 Campaign.											
<b>Byzantium #183</b>		<b>134302</b>	<b>Decision Games S&amp;T Games</b>	<b>\$99.00</b>			Mint	n	OoP		6
Mag has been read, otherws mint. Last copy. ■ Mag & Game. 2-4 player of the 4 centuries of conflict preceding the final fall of Byzantine Empire in 1204. Covers most of the Mediterranean, from Italy to Persia. 4 scenaric depicting the ongoing conflict between the Byzantines, the Khazars, the Franks & the Muslims. Uses a simplified version of the 30 Years / 100 Years Wars games. J.Miranda'97 / ARTICLES ON: Byzantium's decline & fal Kitchner, the Khalifa & the Sudan Campaign of 1896-8; French Admiral de Suffren & his successes against the Brits in the Indian Ocean during the American Revolution; the Tulahoma Campaign in Tennessee, June 186 '96											
<b>Caesar in Gallia #165</b>		<b>130983</b>	<b>Decision Games S&amp;T Games</b>	<b>\$65.00</b>			Mint	n	OoP		6
Cherry. Last copy. ■ Mag & Game & errata/var counters for: Zeppelin (1), Red Sun/Red Star (3), Saipan (1). Strategic level game of the Roman campaigns in western Europe & N.Africa, 58-51BC, seeking to conquer its frontiers. Uses the Ancient Wars (Trajan/Roman Civil War) game system. Includes 3 scenarios (Helvatia 59BC, Invasion of Britain 54BC, Alesia 52BC) and the 7 year campaign. Monthly/seasonal turns, legion/tribe level, 200 counters. J.Miranda'94 / ARTICLES ON: Caesar's conquest of Rome's frontier; Red Sun Rising, military art & scient in medieval Japan; Chosin, the UN retreat from the Yalu, 1950; review of James Dunnigan's book, Complete Wargames Handbook, Seven Years War errata & Saipan. '93											
<b>Catherine the Great #232</b>		<b>72715</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>			New	n	OoP		6
Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherine the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushas 1584-1645.											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Pllys
<b>Chad, the Toyota Wars #144</b>	131020	Decision Games S&T Games		\$26.00			Mint	n	OoP			4
Cherry. Last copy. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France the US & Org of African Unity play a key part. Co/btl/guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality.												
<b>Chancellorsville &amp; Plevna #218</b>	62401	Decision Games S&T Games		\$16.00			New	n	OoP			3
Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots in the Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.												
<b>China, Battle for... 4th #259</b>	90429	Decision Games S&T Games		\$22.00			New	n	OoP			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>Chosin, X Corp Escapes the Trap #257</b>	89156	Decision Games S&T Games		\$20.00			New	n	OoP			4
Mag & Game. w/ errata & errata counters for Guantlet (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 Guantlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.												
<b>Civil War in the Far West 1862 #252</b>	85880	Decision Games S&T Games		\$17.00			New	n	OoP			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>Cobra, the Normandy Campaign 3rd #251</b>	85301	Decision Games S&T Games		\$62.50			New	n	OoP			4
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy, D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.												
<b>Cold War Battles II #263</b>	93666	Decision Games S&T Games		\$22.50			New	n	OoP			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; Brawnner's Farm, opening round of Second Manasses 1862.												
<b>Cold War Battles, Budapest &amp; Angola #235</b>	74570	Decision Games S&T Games		\$24.00			New	n	OoP			4
Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order"; possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.Africa army in support of the UNITA faction. Generally btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.												
<b>Cold War Hot Armor: Vietnam #307</b>	130258	Decision Games S&T Games		\$25.50			New	n	OoP			2
Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combin arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.												
<b>Cold War Hot Armor: Vietnam #307</b>	GameOnly 140464	Decision Games S&T Games		\$15.00			Mint	n	OoP			2
Unpunched. Rules have been folded at spine. ■ Game only. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975 including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17												
<b>Constantinople Solitaire #318</b>	144603	Decision Games S&T Games		\$29.50			New	n	OoP			6 1
Mag & game. Solitaire game of the Byzantine Empire in the 7th or 8th Centuries, surrounded by enemies, during a time of two large Barbarian sieges of the city of Constantinople. Player's goal is to protect Constantinople while expanding Byzantine influence against a variety of independent ethnic & cultural forces. Player attempts to capture 4 barbarian home bases while not losing Constantinople, or most points at the end of the game. Each barbarian force follows a set path toward Constantinople which must be defended. Seasonal turns (3-12mo), 55mi/hex, 176 counters. Joseph Miranda'19 / ARTICLES ON: Constantinople, Bulwar of the Byzantine Empire 641-718; Armored Operations in Korea, 1950-53; the Thirty Years' War; Judean War of Independence, 175BC; Allied Laborers during World War I; Battle of Jutland 1916; Generalship of Harold Godwinson, 1065.												
<b>Crimean War #193</b>	32175	Decision Games S&T Games		\$55.00			New	n	OoP			4
Last copy. ■ Mag & Game. Strategic & operational level game of the entire Crimean War, 1854-55, at brig/div level w/ weekly turns, 5km/hex, 280 counters. Scenarios for Balaclava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balaclava; Siege of Exeter early in the British Civil War; Baylors capture of Texas for the Confederacy in 1861; ad hoc armored cars in 1914; an Indian aircraft carrier; Tragedy of Roman leader Quintus Seroius; Revolt in the Congo 1964-5; Nelson v Bonaparte in Egypt, 1798; profile of Napoleon.												
<b>Crimean War Battles #201</b>	53558	Decision Games S&T Games		\$29.00			New	n	OoP			3
Mag & Game. Includes errata counters for Vietnam Btl's (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.												
<b>Cropredy Bridge, A Fleeting Victory #148</b>	91164	Decision Games S&T Games		\$15.00			Mint	n	OoP			2
Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.												
<b>Cropredy Bridge, A Fleeting Victory #148</b>	12027	Decision Games S&T Games		\$20.00			New	n	OoP			2
Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.												
<b>Dagger Thrusts, Patton &amp; Montgomery #233</b>	73001	Decision Games S&T Games		\$24.00			New	n	OoP			4
Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separat a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrusts, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with a & land OoBs.												
<b>Downfall, If the US Invaded Japan #230</b>	71531	Decision Games S&T Games		\$27.00			New	n	OoP			4
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done the style of an XTR/Command issue game by non other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.												

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale
See page 36 for an explanation of the various codes & column data used in this catalog.								
<b>Drive on Kursk, July 1943 #253</b>	<b>86304 Decision Games S&amp;T Games</b>	<b>\$59.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design note for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.								
<b>Drive on Moscow #244</b>	<b>80902 Decision Games S&amp;T Games</b>	<b>\$31.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counter Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07								
<b>Duel on the Steppe, Operation Star #285</b>	<b>128030 Decision Games S&amp;T Games</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</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 O 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 Vietna Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.								
<b>Fail Safe, Strategic Air Commmand #283</b>	<b>128031 Decision Games S&amp;T Games</b>	<b>\$84.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>8</b>
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 176 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>Falklands Showdown, 1982 #269</b>	<b>95204 Decision Games S&amp;T Games</b>	<b>\$75.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btln level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falkands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion Tibet 1904; battle of Hattin, 1187ad.								
<b>Fight the Fall #324</b>	<b>144003 Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game syst emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukrainian Underground Army 1943.								
<b>First Afghan War, 1839-42 #179</b>	<b>52966 Decision Games S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persi in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.								
<b>First Air Battle Over Britain #255</b>	<b>87825 Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
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, 1n 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>First Arab-Israeli War, 1947-9 #185</b>	<b>116784 Decision Games S&amp;T Games</b>	<b>\$52.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Sml discoloration where sml label removed on rear cover. Counters reverse printed (as most were for this game). ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brig lvl game of the Israeli war of independence. 7.5km/hex, btln level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLE ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.								
<b>First Arab-Israeli War, 1947-9 #185</b>	<b>104297 Decision Games S&amp;T Games</b>	<b>\$55.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Counters reverse printed. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brig lvl game of the Israeli war of independence. 7.5km/hex, btln level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.								
<b>First Blood, Second Marne 1918 #248</b>	<b>83138 Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>			<b>3</b>
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen 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; Eugene in Hungary 1716. Plus all those ads.								
<b>First Crusade #299</b>	<b>121668 Decision Games S&amp;T Games</b>	<b>\$99.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4 1</b>
Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christensom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.								
<b>Forgotten Axis, Fight to the Finnish#199</b>	<b>43205 Decision Games S&amp;T Games</b>	<b>\$24.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. 2nd game in this btln level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.								
<b>Forgotten Axis, Fight to the Finnish#199</b>	<b>98236 Decision Games S&amp;T Games</b>	<b>\$20.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Cherry; unpunched & very clean. ■ Mag & Game. 2nd game in this btln level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurtti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.								
<b>Forgotten Axis, Murmansk 1941 #194</b>	<b>34675 Decision Games S&amp;T Games</b>	<b>\$34.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Btln-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Attack on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.								
<b>Forgotten Axis, Romanian Campaign #206</b>	<b>51555 Decision Games S&amp;T Games</b>	<b>\$18.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. 3rd game in the Forgotten Axis btln level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btln/rgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.								
<b>Forgotten Napoleonic Campaigns #249</b>	<b>83711 Decision Games S&amp;T Games</b>	<b>\$39.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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, btln/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; Somal the unfinished war; European military orders during the Crusades.								
<b>Frederick's War, Austrian Sucsion #262</b>	<b>94516 Decision Games S&amp;T Games</b>	<b>\$21.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?
							Incl	Scale
								Plyrs
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, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wehrmacht 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>French &amp; Indian War #231</b>		<b>72408</b>	<b>Decision Games S&amp;T Games</b>	<b>\$80.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brg level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 197 Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.								
<b>Friedland 1807 / Vittoria 1813 #151</b>		<b>131159</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Cherry. Last copy. ■ Mag & 2Games. VITTORIA covers the June 1813 battle between the French & Anglo-Allies in Spain, representing the final French defeat in the Peninsula. Relatively simple with 100 counters. 45min/turn. V.Von Borries'92. FRIEDLAND covers Nap's decisive defeat of Russians in Prussia during a dense snow storm in winter. Brig/div level, and a relatively complex game. 1hr/turn. J.Miranda'92 / ARTICLES ON: the Napoleonic Revolution in Battle, with the battles of Friedland 1807 & Vittoria 1813; Rappah & the Military of Alexander's Successors; Battalion supply during Desert Storm; Financing the Spanish-American War; British Harrier Losses in the Falklands War 1982;								
<b>Gates of Vienna, Europe 1683 #295</b>		<b>111315</b>	<b>Decision Games S&amp;T Games</b>	<b>\$52.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.								
<b>Gauntlet, Battle of Chongchon 1950 #190</b>		<b>32403</b>	<b>Decision Games S&amp;T Games</b>	<b>\$62.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Last copy. ■ Mag & Game. Operational, rgt/brg lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.								
<b>Gauntlet, Battle of Chongchon 1950 #190</b>		<b>96736</b>	<b>Decision Games S&amp;T Games</b>	<b>\$47.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Several small mars on mag cover & 1" tear repaired. Otherw/unpunched & unplayed. ■ Mag & Game. Operational, rgt/brg lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Col War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.								
<b>Germania, Rome Beyond the Rhine #175</b>		<b>48649</b>	<b>Decision Games S&amp;T Games</b>	<b>\$32.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhine, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.								
<b>Great Medieval Battles #197</b>		<b>38208</b>	<b>Decision Games S&amp;T Games</b>	<b>\$21.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angora, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.								
<b>Great Northern War #302</b>		<b>139559</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios 45mi/hex. J.Miranda'16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.								
<b>Group of Soviet Forces Germany #220</b>		<b>66771</b>	<b>Decision Games S&amp;T Games</b>	<b>\$45.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SF Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NAT v the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire; Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.								
<b>Hannibal, 2nd Punic War #141</b>		<b>131010</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Cherry. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each side at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Shield O update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).								
<b>Hannibal's War #254</b>		<b>86890</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
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>Hindenburg's War #288</b>		<b>105986</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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>Holy Roman Empire #247</b>		<b>82311</b>	<b>Decision Games S&amp;T Games</b>	<b>\$21.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>8</b>
Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.								
<b>Holy War, Afghanistan #147</b>		<b>104280</b>	<b>Decision Games S&amp;T Games</b>	<b>\$15.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).								
<b>Holy War, Afghanistan #147</b>		<b>122722</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Err 4</b>
Includes 5 errata counters & errata, and 3 articles with variant rules. Unpunched & unplayed. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).								
<b>Hundred Years War, 1337-1453 #177</b>		<b>104337</b>	<b>Decision Games S&amp;T Games</b>	<b>\$75.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenario (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95								
<b>In Country, the Vietnam War #281</b>		<b>117234</b>	<b>Decision Games S&amp;T Games</b>	<b>\$85.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Plyrs
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 a 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; Kuduk 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.												
<b>Indo-Pakistani Wars #174</b>		<b>99043</b>	<b>Decision Games S&amp;T Games</b>	<b>\$42.00</b>			Mint	n OoP				4
Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95												
<b>Indo-Pakistani Wars #174</b>		<b>104302</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>			Mint	n OoP				4
1/8--1/4" margin at btm of most mag pages moisture stained; no other damage. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95												
<b>Italian Campaign, Anzio #155</b>		<b>104277</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>			Mint	n OoP				4
Cherry. ■ Mag & game. Best of the 3 game series, includes rules for the camp game & retrofits for 2 prior gms. Covers the battle for Rome & W central Italy where bulk of the fighting in Italy occurred. Later Med War Addendum #160 contains valuable errata. Includes errata counters for earlier Sicily, and requires counters from Salerno to play. Div level, 1day/turn, 200 counters, excell map akin to Anzio. J.Schettler'92 / ARTICLES ON: Anzio Campaign; Elihu Root & the Colonial Policy of the US; the Malayan Emergency 1948-50; Military Participation Ratio in America's Wars; Resources of the Rival Alliances in WWI; Mule Air Transport in WW2; Kosciusko & the Southern Campaign 1780-82.												
<b>Italian Campaign, Med War Addendum #160</b>		<b>100250</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>			Mint	n OoP				4
Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete gam but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in tl Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.												
<b>Italian Campaign, Sicily #146</b>		<b>62290</b>	<b>Decision Games S&amp;T Games</b>	<b>\$14.00</b>			Mint	n OoP				4
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btlm/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.												
<b>Italian-Ottoman War 1911-12 #325</b>		<b>145841</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>			New	n				4
Mag & Game. Game of the Italian invasion of northern Africa in what is now Libya in 1911-12, seeking to wrest the area from the Ottoman Empire. The Italians easily sieze the coastal towns, but Ottoman defenders & loc: Bedouin tribes hold the interior. The war ended with Italian control after a an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight & secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btlm/rgt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon & the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.												
<b>Jenkins' Ear, War of... 1739-48 #308</b>		<b>130471</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>			New	n OoP				6
Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual ship of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Batt of Carrahe; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.												
<b>Julian, Triumph Before the Storm #266</b>		<b>94520</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>			New	n OoP				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>Kaiser's War in the East 1914-18 #301</b>		<b>132353</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.50</b>			New	n OoP				4
Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be us: to receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 1: 1 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteriam 425BC; Soviet Pre-WWII Breakthru Tanks.												
<b>Kaiser's War, 1918-19 #261</b>		<b>91422</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>			New	n OoP				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 Carolin Spt 1863.												
<b>Khan, Rise of the Mongol Empire #229</b>		<b>72419</b>	<b>Decision Games S&amp;T Games</b>	<b>\$49.00</b>			New	n OoP				6
Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenari: 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.												
<b>Koniggratz, Austria v Prussia 1866 #275</b>		<b>128822</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>			New	n OoP				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 18th Century Appalachian Warfare; End of British Empire in the Middle East.												
<b>Korean War Battles #296</b>		<b>115034</b>	<b>Decision Games S&amp;T Games</b>	<b>\$64.00</b>			New	n OoP				4
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement ga system. Btlm/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.												
<b>Last Stand at Isandlwana #314</b>		<b>139889</b>	<b>Decision Games S&amp;T Games</b>	<b>\$45.00</b>			New	n OoP				4
Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempt: to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.												
<b>Lepanto, Battle of... #272</b>		<b>115472</b>	<b>Decision Games S&amp;T Games</b>	<b>\$45.00</b>			New	n OoP				4
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in 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>Lest Darkness Fall, Rome in Crisis #234</b>		<b>73945</b>	<b>Decision Games S&amp;T Games</b>	<b>\$21.00</b>			New	n OoP				6
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICL: ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.												
<b>Lost Battalion #217</b>		<b>64098</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>			New	n OoP				4 1



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	
							Incl	Scale	
								Plyrs	
Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version a fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare i western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.									
<b>Manila '45, Stalingrad of Pacific #246</b>		<b>136131</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btn level, with 22 different unit types. / ARTICLES ON the Philippines 1945; Memnon Challenges Alex the Great & sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07									
<b>Marathon &amp; Granicus #214</b>		<b>59375</b>	<b>Decision Games S&amp;T Games</b>	<b>\$16.00</b>		<b>V.Good</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Rear mag cover mildly crinkled w/ 3 creases due to poor storage; otherws new & unused. ■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israel's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.									
<b>Marathon &amp; Granicus #214</b>		<b>59378</b>	<b>Decision Games S&amp;T Games</b>	<b>\$26.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Ag of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israel's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.									
<b>Marlborough, War Spanish Succession #238</b>		<b>77649</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Roya Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.									
<b>Marlborough's BtIs, Ramillies etc #256</b>		<b>88426</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>		<b>&lt;New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Create near spine on mag cover due to poor storage. ■ 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. 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>Marlborough's BtIs, Ramillies etc #256</b>		<b>88434</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
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>Middle East Battles, '56 &amp; '67 #226</b>		<b>69334</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btn level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Magint Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.									
<b>Molotov's War #172</b>		<b>24988</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginnings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.									
<b>Molotov's War #172</b>		<b>130992</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginnings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.									
<b>Moscow, Advance Army Group Center #317</b>		<b>141474</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Operational level game of the German drive on Moscow from October 1941 - Jan 1942 using the Leningrad 3rd game system, itself evolved from the popular PanzerGruppe Guderian system. Includes untrn Soviet units, abstracted air power, weather, overrun, Soviet fortification. 30mi/hex, 1wk/turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: Moscow 1941, Turning the Tide of Barbarossa; First Sino-Japanese War, 1894; Bleeding Kansas, Kansas-Nebraska Act to Statehood; Battle of Malplaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.									
<b>Mukden, Russo-Japanese War 1904-5 #326</b>		<b>145032</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game covers the climatic land battles of the Russo-Japanese War in the area near Mukden, Korea, 1905. Predominantly an infantry battle, the Japanese must wear down the Russians, breaking their defensive lines. A successful assault can allow advances and additional combat to roll up a defensive line. Brig/Div level, 228 counters, 3mi/hex, 2days/turn. Ty Bomba'2021 / ARTICLES ON: Battle of Mukden 1905; Batt of Mycale, 479BC; Wavell at Bay, Feb-June 1941; Poland's November 1830 Insurrection; German Saboteurs in America during WWI; Cataphracts v Clibinarii; Wavell's Officers; Death of Bishop Polk & the Army of the Tennessee, 1864; Nagashino Reimagined, 1575; Hitler's Haltebefeh & Dec 1941 Command Decisions.									
<b>No Prisoners! Lawrence of Arabia #237</b>		<b>77085</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (an 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 option 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>No Prisoners! Lawrence of Arabia #237</b>		<b>140171</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
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<b>North Cape, Arctic Convoy Battles #292</b>		<b>116909</b>	<b>Decision Games S&amp;T Games</b>	<b>\$36.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the destruction of PQ-17. Player commands the German air & naval forces seeking to destroy as many ships as possible on their way to the USSR. 20-25 aircraft/counter, individ large ships or sml #s of DDs per counter. 3 scenarios. 280 counters. E.Harvey'15 / ARTICLES ON: Battles in the Arctic, 1941-5; Mercenary Warfare in the Congo, 1960s; the Battle of Waterloo, 1815; the First Punic War, Rome's Rise to Imperium; Clergymen Warriors of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army' Howtars, a mortar in a howitzer cradle.									
<b>Objective, Tunis #140</b>		<b>45073</b>	<b>Decision Games S&amp;T Games</b>	<b>\$9.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.									
<b>Objective, Tunis #140</b>		<b>72282</b>	<b>Decision Games S&amp;T Games</b>	<b>\$9.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
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<b>Old Contemtables, Battle of Mons #228</b>		<b>70490</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btn/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.									
<b>Old Contemtables, Battle of Mons #228</b>		<b>140236</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>

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Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hrs/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.								
<b>On to Moscow, Swedn v Russia 1700-21#171</b>		<b>104340</b>	<b>Decision Games S&amp;T Games</b>	<b>\$31.00</b>		Mint	n OoP	6
Cherry. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.								
<b>Operation Anaconda, Afghanistan 2002 #276</b>		<b>98390</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>		New	n OoP	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 were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.								
<b>Operation Elope #211</b>		<b>57313</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.99</b>		New	n OoP	4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pln/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01								
<b>Operation Jubilee, Dieppe 1942 #265</b>		<b>93829</b>	<b>Decision Games S&amp;T Games</b>	<b>\$89.00</b>		< New	n OoP	3 1
Crease close to & paralleling spine on mag cover front & back due to poor storage. Others new & unused. ■ Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 19 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.								
<b>Operation Jubilee, Dieppe 1942 #265</b>		<b>140189</b>	<b>Decision Games S&amp;T Games</b>	<b>\$89.00</b>		Mint	n OoP	3 1
Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.								
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>20612</b>	<b>Decision Games S&amp;T Games</b>	<b>\$23.50</b>		Mint	n OoP	4
Mag & Game. Btl-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btl level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mita Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armc Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.								
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>104286</b>	<b>Decision Games S&amp;T Games</b>	<b>\$18.00</b>		Mint	n OoP	4
Moisture stain affecting 1/4" margin of innermost rules page (only). Otherws mint. ■ Mag & Game. Btl-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btl level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mita Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.								
<b>Ottomans, Rise of the Turkish Empire#222</b>		<b>65966</b>	<b>Decision Games S&amp;T Games</b>	<b>\$32.00</b>		New	n OoP	6
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWI; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.								
<b>Over the Top: Lemberg &amp; Verdun #198</b>		<b>134295</b>	<b>Decision Games S&amp;T Games</b>	<b>\$38.00</b>		New	n OoP	4
Last Copy. ■ Mag & Game. Pair of brigade lvl games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemberg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00								
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>22761</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>		New	n OoP	4
Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #1 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>117313</b>	<b>Decision Games S&amp;T Games</b>	<b>\$32.50</b>		Mint	n OoP	4
Cherry. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>97017</b>	<b>Decision Games S&amp;T Games</b>	<b>\$12.50</b>		Mint	n OoP	4
Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
<b>Pacific Subs Solitaire #311</b>		<b>135645</b>	<b>Decision Games S&amp;T Games</b>	<b>\$54.00</b>		New	n OoP	6
Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailor & airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popular "run a submarine" scale. 280 counters. Chris Perello'18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency in Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.								
<b>Pacific, War OF the..., 1879-1883 #282</b>		<b>126855</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>		New	n OoP	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/rgt 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 US Navy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13								
<b>Paratrooper, Great Airborne Assaults#321</b>		<b>140091</b>	<b>Decision Games S&amp;T Games</b>	<b>\$34.00</b>		New	n	3
Mag & game. Grand tactical game of 2 key airborne assaults in Korea during the Korean War. Sukchon-Sunchon covers the Oct 1950 in which the US 187th Airborne Regt dropped behind North Korean lines to block the forces retreating north. Op Tomahawk covers the airborne assault again by the 187th as a small part of a general offensive in March 1951 that recaptured Seoul and ended at the 38th Parallel. Key dynamic is command points, which constrains what a player can do in deploying drop zones, coordinating fire & air support, and intelligence operations, with US advantaged in day & the Chinese at night. Reinforcements are generally undercertain. 600m/hex, 8hrs/turn, 176 counters. Joseph Miranda'20 / ARTICLES ON: Korean War Paratroopers; Muslim Attempts to Conquer the Mediterranean; Italian Cavalry in World War I; Bloodbath at Fort Pillow 1864; Caesar & the 10th Legion; British Intervention in Jordan 1958.								
<b>Rangers Lead the Way! Pointe du Hoc #323</b>		<b>143452</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>		New	n	2 1

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

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

See page 36 for an explanation of the various codes & column data used in this catalog.

Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normandy beachhead on D-Day thru the following day, 6-7 June 1944. Player must do better than the rangers did historically to win. Scenarios allow fighting with planned forces and landing areas rather than what happened historically. Includes the chaotic approach from the sea as well as the land battle. Area move, point-point map (1"=1/4mi), fir team & squad level, 280 counters. John Heim'20 / ARTICLES ON: Ranges at Ponte du Hoc at D-Day; Battle of Stony Point 1779; Battle of Chalons, 451AD; Battle of Tczew 1627; the Truly Great Killer, the Spanish Flu; Viking Raids; HMS Nancy in the War of 1812; Soviet Stormovik Tank Buster to Brawny Jet aircraft; UC-58 in Tagga Bay, Spy Sub 1917.									
<b>Reconquista, Struggle for Iberia #279</b>	<b>112324 Decision Games S&amp;T Games</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
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>Red Dragon Rising #250</b>	<b>84658 Decision Games S&amp;T Games</b>	<b>\$85.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, 1 Philippines, Singapore the UK & of course the US. Brig/corp/air wing/task force level. 100mi/inch, 176 counters. B.Costello '08. ARTICLES ON: China as a rising power in the 21st century; Battles of Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.									
<b>Red Sun/Red Star, Nomonhan Campaign #158</b>	<b>117307 Decision Games S&amp;T Games</b>	<b>\$35.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Cherry. ■ Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the rest of WWII. 3 scenarios depicting the initial Japanese attack, the Soviet counterattack, and a Japanese dream option balancing the August scenario. 0.75mi/hex, 1-day/turn. 240 counters. M.Stille'93 / ARTICLES ON: the Nomonhan Campaign in Manchuria, 1939; Inside Desert Shield & Desert Storm; Da Vinci & the Renaissance Military; Operation Leonard, Axis Conques of Leros, Nov. 1943; errata for White Eagle Eastward #156 includr counter corrections.									
<b>Red Tide South #315</b>	<b>137012 Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Includes 49 variant counters for Red Tide West #15. Game of the hypothetical event of World War III as the Soviets invade northern Italy via Austria or Yugoslavia. Soviet goal is to capture key features of th northern industrialized Po Valley of Italy. Includes Nukes & other WMD use. Stand-alone game that can be combined with earlier Red Tide West. Regt/Brig level, 1day/turn, 10mi/hex, 280 counters. Eric Harvey'19 / ARTICLES ON: Possible Soviet Attack on Italy; Stalemate at Borodino, 1812; the Second Boer War, 1899; Collapse of the Civilized Near East, Bronze Age Collapse c1300BC; Destruction of the French Army in 1812; vor Spee's East Asia Squadron in 1914; Support for the United Kingdom by the Pacific island of Niue in 1914; Dr. Barnard's Breechloader Rifle.									
<b>Reichswehr &amp; Freikorps, Europe 1920 #273</b>	<b>108296 Decision Games S&amp;T Games</b>	<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
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; bat of Talva 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>Reinforce the Right, W.Front 1914 #180</b>	<b>104334 Decision Games S&amp;T Games</b>	<b>\$40.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Cherry. ■ Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thr the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.									
<b>Rio Grande, the Battle of Valverde #143</b>	<b>20816 Decision Games S&amp;T Games</b>	<b>\$12.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Gt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederican Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.									
<b>Roman Civil War #157</b>	<b>91863 Decision Games S&amp;T Games</b>	<b>\$35.00</b>		<b>V.Good</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Missing 2 camp markers, otherwise complete. Mag has couple of ink marks & some moisture warps from sml spills. V.Gd overall. ■ Mag & Game. Game of Julius Caesar's challenge to the Roman Senate for control of the Roman state fought thruout Europe, Africa & Mideast, using Trajan/Ancient Wars game system. 240 counters, 50mi/hex, 1mo/turn, 1000men/strength pt. J.Miranda'93 / ARTICLES ON: Roman Civil War; Reforms of Gaius Marius; ERRATA for Italian Campaign Anzio #155, Zama #153, Russo-Turkish War #154; the Japanese Armored Assault on Malaya; Armies of Asia & China in 19th Century; USMC Inf Regt in 1929; Von Moltke the Elde; Redefinition of Warfare.									
<b>Rough &amp; Ready #212</b>	<b>58032 Decision Games S&amp;T Games</b>	<b>\$12.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
Series of creases in the 1" next to spine on rear mag cover due to poor storage; otherwise new & unused. ■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 2 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Inverview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.									
<b>Rough &amp; Ready #212</b>	<b>62423 Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Char & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Inverview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.									
<b>Russian Civil War 2nd #267</b>	<b>127390 Decision Games S&amp;T Games</b>	<b>\$42.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6 M</b>
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politburo, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of th IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11									
<b>Russo-Turkish War, 187-78 #154</b>	<b>32166 Decision Games S&amp;T Games</b>	<b>\$39.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.									
<b>Russo-Turkish War, 187-78 #154</b>	<b>96742 Decision Games S&amp;T Games</b>	<b>\$30.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.									
<b>Saipan, June 1944 / Clontarf #162</b>	<b>131879 Decision Games S&amp;T Games</b>	<b>\$33.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2 1</b>
Cherry. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl's #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl's (10). 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for th Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireldr A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.									
<b>Saipan, June 1944 / Clontarf #162</b>	<b>104405 Decision Games S&amp;T Games</b>	<b>\$27.00</b>		<b>V.Good</b>	<b>n</b>	<b>OoP</b>			<b>2 1</b>
Saipan unpunched; Clontarf punched & missing 1 unit (ID & copy of countersheet included). Includes 21 errata counters to other games; 3 of these have duct tape residue on them. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl's #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl's (10). 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.									
<b>Santiago Campaign, 1898 #258</b>	<b>89887 Decision Games S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/nr/rt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09									

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plys
<b>Savage Station / Olustee #166</b>		<b>130990</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Cherry. Last copy. ■ Mag & 2Games. 2 gms with a total of 120 counters using Seven Days (Blue & Gray) Battles system. SS covers the battle before Richmond, June '62, during the Peninsula Campaign. Game can be linked with the Seven Days Battles game for a campaign game. R.Markham'94 / Olustee covers the decisive battle for control of Florida, Feb'64, and dashed hopes of a quick Union victory there. C.Diamond'94 / ARTICLES ON: Seven Days Battles; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162 (extensive), Successors #161, Zeppelin #159, Red Sun Red Star #158, White Eagle Eastward #156; Urban Guerrilla Warfare in the 1960s & 70s.											
<b>Schlieffen's War #319</b>		<b>139213</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Strategic level game of the opening months of World War I on the western front, depicting the German Schlieffen Plan which emphasized a swing thru the plains of Belgium to outflank the Allies along the m border. Sudden death victory conditions based on control of a Paris or any German city hex as well as attritional victory at game's end. HQs are critical for movement & combat. 16mi/hex, 4days/turn, corp level, 176 counters. Ty Bomba and Doug Johnson'19 / ARTICLES ON: Schlieffen's War, War Plans of 1914; Battle of New Orleans 1815; Battle of Tannenberg, 1410; England's Pirate Wars, 1568-1725; American Civil War Rocket Warfare; Britain's First Incursion Into Afghanistan; German Artillery in the 1918 Offensives.											
<b>Sea Devils, ACW on the High Seas #191</b>		<b>98229</b>	<b>Decision Games S&amp;T Games</b>	<b>\$50.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Cherry. Last copy. ■ Mag & Game. Strategic level, 100 counter game of Confederate merchant raiding around the world during the American Civil War, 1861-5. 4 scenarios & entire campaign. Confeds attempt to disrupt sink Union shipping; Union attempts to locate & sink Confed raiders. [Original game (here) was underdeveloped; revised rules, map & counter set & included in issue S&T#194 (w/ Forgotten War) making it a good game.] T.Garland'98 / ARTICLES ON: First Indochina War 1946-54; the American Civil War on the High Seas; Cardinal Mazarin as Grand Strategist during the 30 Years War; Anglo-French Invasion of China 1860; Canadian Armed Forces Today w/ OoB; the Light Carrier Alternative; Resistance to Roman Invasion of Britain 46BC; Trench Mining in WWI; British ant-mine Fire Ant device; Death of the German Airborne force due to lack of transport.											
<b>Sealords, Vietnam War in the Mekong#243</b>		<b>80324</b>	<b>Decision Games S&amp;T Games</b>	<b>\$40.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 280 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.											
<b>Second Kharkov, Strike &amp; Counterstrk #271</b>		<b>96128</b>	<b>Decision Games S&amp;T Games</b>	<b>\$40.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Ilororo, the Paraguayan Thermopylae; battle of Arzuf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.											
<b>Sedan Campaign, 1870 #224</b>		<b>68212</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8), Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.											
<b>Sepoy Mutiny, 1857-8 #320</b>		<b>145857</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original Windtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscoutn in the Gulf of Bomba, 1940.											
<b>Seven Years World War #221</b>		<b>65102</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>8</b>
Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04											
<b>Shenandoah, Jackson's 1862 Campaign #284</b>		<b>136426</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300mi/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qaddafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochin China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.											
<b>Shiloh, Bloody April 1862 #264</b>		<b>93486</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
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>Soldiers, Decision in the Trenches #280</b>		<b>105610</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
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; th 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>Spanish Civil War Battles, v1 #213</b>		<b>58656</b>	<b>Decision Games S&amp;T Games</b>	<b>\$30.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. First of an intended series of operational, btl/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. 1mi/hex, 1day/turn, btl/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.											
<b>Spanish Civil War Battles, v2 #219</b>		<b>63342</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroja, Jan.1939. 280 counters, 1mi/hex, 1day/turn, btl/rgt/brig/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reilly, Ace of Spies; War Chariot in China; First Sih War, 1845-6.											
<b>Sparta vs. Athens #286</b>		<b>119025</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
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'/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.											
<b>Successors #161</b>		<b>131021</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Last copy. ■ Mag & Game. 2-4 player game of the wars of succession, 320-205BC, which began after the death of Alex the Great. Each player seeks to create the dominant empire in the chaos following the collapse of Alexander's empire. Emphasis on random events, control & economics. Variable time/turn, 240 counters, area move. G&N.Graber'93 / ARTICLES ON: Alexander's Successors; the B-29 & Rise of American Strategic Airpower; Bonaparte in Italy & Egypt; the German 164th Light 'Afrika' Division; the First Stormtroops; 18th Century French Warships; ERRATA for Zeppelins #159, Red Sun/Red Star #158, Italian Campaign series #146, 150, 155); JFC Fuller profile.											
<b>Sun Never Sets, Brit.Colonial Wars #274</b>		<b>98386</b>	<b>Decision Games S&amp;T Games</b>	<b>\$42.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
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>Suwalki Gap, the Baltic 2023 #327</b>		<b>146546</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>				<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?
							Incl	Scale
								Plays
Mag & game. Game covers a hypothetical Russian attack on the Baltic States & Poland between 2023-25, and is focused on the Suwalki Gap, a 65km section of the Polish-Lithuanian border between Belarus & Kaliningrad which the Russians may use to attempt to encircle the Baltic States. Victory depends on the Russians surrounding all NATO-controlled units as well as geographic objectives. Considers the multi-dimensional modern battlefield. 28km/hex, 1day/turn, bt/grp level, 280 counters. Nicholas Edwards'21 / ARTICLES ON: A Future Russian Attack on the Baltic States; Battle of White Plains 1776; Battles of Hannut & Gembloux, May 1940; Nav Dimension of Roman Imperial Power; Radios in the Invasion of France 1914; YB-49, US's Flying Wing; Battle of Wagon Box, 1867; First Israelite Campaign in Canaan, c1400BC; General Stilwell's Art of War; CSS COLON Lovel & the Mississippi Defense Fleet.								
<b>Tarawa, Red Beach One #142</b>		<b>131009</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2 1</b>
Sml 1/8" tear at upper spine repaired. Otherwise cherry. Last copy. ■ Mag & Game. Solitaire game of the bloody Nov. 1943 invasion of Tarawa Island by the US 2nd Marine Div against 3500 Japanese. Includes rules for 2 players. Co lv, 100yd/hex, 6hrs/turn. M.Joslyn'91 / ARTICLES ON: the Battle for Tarawa 1943; ERRATA for Objective Tunis #140; von Clausewitz & the Rise of Modern Warfare; German Merchant U-Boats in WWI; First Air Battle between Balloons 1808; Allied Campaign Against Danube River Traffic in WWII; Soviet (Russian) withdrawal from German in the early 1990s; The Two Key Factors in Wargame Design (Miranda).								
<b>They Died with Their Boots On, v1 #236</b>		<b>74809</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.								
<b>They Died with Their Boots On, v1 #236</b>		<b>140214</b>	<b>Decision Games S&amp;T Games</b>	<b>\$28.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.								
<b>They Died with Their Boots On, v2 #242</b>		<b>79814</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
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, btl/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>Ticonderoga, BtIs for Lake George #277</b>		<b>136428</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
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>Tobruk, Operation Crusader 1941 #278</b>		<b>134625</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & game. Game using 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, btl/rgt lv, 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>Trajan #145</b>		<b>92495</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>	<b>Excell</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.								
<b>Trajan #145</b>		<b>116780</b>	<b>Decision Games S&amp;T Games</b>	<b>\$40.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Label on rear cover, otherwise mint. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.								
<b>Triple Alliance War #245</b>		<b>81303</b>	<b>Decision Games S&amp;T Games</b>	<b>\$23.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.								
<b>Turkish Liberation, War of... #309</b>		<b>145836</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules & 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, i.e. the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan & Georgia with British, Italian & French support) attempt to dismember Turkey per the Sevres Treaty, opposed by Bolsheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberator Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotgun in 19th Century.								
<b>Twilight of the Ottomans #241</b>		<b>78858</b>	<b>Decision Games S&amp;T Games</b>	<b>\$19.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WWI; the Transcaucasia Front in WWI; the Israeli destruction of Iraq's nuclear program; Russ i Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.								
<b>Twilight's Last Gleaming, War v2 #225</b>		<b>68549</b>	<b>Decision Games S&amp;T Games</b>	<b>\$23.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 ma surface. C.Diamond, W.Sariego,T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.								
<b>Twilight's Last Gleaming, War v2 #225</b>		<b>140207</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 ma surface. C.Diamond, W.Sariego,T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.								
<b>Vicksburg, Assault on Stockade Redan#328</b>		<b>146091</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & game. Game covers the two May 1863 Union assaults on the Stockade Redan portion in the NE corner of the Vicksburg perimeter. The area was the most well-fortified area around Vicksburg. Should the Union succeed, players then determine what Jefferson Davis may have done in light of that victory by way of refusing Lee's plan to invade the Union in July, thus prolonging the war. Design focuses on the destructive nature of mid-19th century infantry combat. 12.5yd/hex, 5-10min/turn, co/rgt level, 228 counters. Eric Harvey'21 / ARTICLES ON: Land & Naval Operations during the Civil War; Basis of Chinese Naval Supremacy in the Pacific & Indian Oceans; Armies of the Ptolemies, 305-30BC; Destination Cambrai, 1940; Portugal, the Forgotten Ally of England; Battle of Anzen, 838; Colt Revolver, 1873; P-82/F-82 Twin Mustang; Scythian Horse Archer Swarm								
<b>Vietnam Battles: Hue / Op Pegasus #196</b>		<b>52085</b>	<b>Decision Games S&amp;T Games</b>	<b>\$55.00</b>	<b>&lt; New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mild vertical bend in mag due to poor storage; no creases or wrinkles, just a decided wave that will flatten if pressed flat for some time. Otherwise new. ■ Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurm anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.								
<b>Vietnam Battles: Hue / Op Pegasus #196</b>		<b>54991</b>	<b>Decision Games S&amp;T Games</b>	<b>\$62.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurm anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.								
<b>Vinegar Joe's War #227</b>		<b>69859</b>	<b>Decision Games S&amp;T Games</b>	<b>\$34.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	
							Incl	Scale	
								Plyrs	
Mag & Game. Game of the struggle for SE Asia, Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05 / ARTICLES ON: the Flying Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.									
<b>War Returns to Europe, Yugoslavia #303</b>		<b>126137</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fail Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 17; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.									
<b>Warpath #291</b>		<b>114894</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Includes 24 trech markers for Hindenburg's War. Game covers the campaign for control of Indian Territory during the American Civil War, and for the tribes' 5 capitals in particular. Players draw chits enable a limited amount of movement of one force, or recruiting or fortification. Two tribes can be used & will switch sides with a chit pull. 6mo turn, 228 counters, btlm-level point-point map centered on what is now Oklahoma & Arkansas. J.Miranda'15 / ARTICLES ON: Indian Territory in the Am Civil War; Rudolf Witzig, the Eagle of Eben Emael; China's Six Dynasty Period; Modernizing China's Navy; Llewelyn, Last Welsh Prince of Wales; Fren Foreign Legion Forts; CIA Operations in Guatemala.									
<b>When Lions Sailed #268</b>		<b>120829</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
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>White Eagle Eastward #156</b>		<b>24172</b>	<b>Decision Games S&amp;T Games</b>	<b>\$34.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #15 Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.									
<b>White Eagle Eastward #156</b>		<b>131026</b>	<b>Decision Games S&amp;T Games</b>	<b>\$30.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #15 Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.									
<b>Windhoek, Southwest Africa 1914-15 #313</b>		<b>134101</b>	<b>Decision Games S&amp;T Games</b>	<b>\$26.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portuguese forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vi to Allied logistics and water holes. Small forces can have big effects. Company/btlm/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene & the Art of Phyrnic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I.									
<b>Winged Horse, War in Vietnam 1965-6 #239</b>		<b>77634</b>	<b>Decision Games S&amp;T Games</b>	<b>\$45.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.									
<b>Winged Horse, War in Vietnam 1965-6 #239</b>		<b>145704</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Unpunched & clean. ■ Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.									
<b>Decision Gms Modern War Mag</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST									
<b>Axis of Evil, Conflict in Mid-East # 39</b>		<b>135655</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>		<b>4</b>
Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to the Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, air & special forces to win based on geographic ojective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Plateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.									
<b>Block by Block, Battle of Hue 1968 #48</b>		<b>143459</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>		<b>3</b>
Mag & game. 2-player game of the exceptionally bitter battle for the Vietnamese city of Hue at the height of the northern Vietnamese Tet Offensive in Feb 1968. Area-move map is centered on central Hue area totaling 5 square miles which is entirely surrounded by rivers. Both political & military considerations are modeled, with the NVA seeking to hold the city as long as possible and cause the greatest casualties while the US must retal the city without doing too much damage or taking too many casualties. Platoon-battalion level, 176 counters, 4-5days/turn. Nicholas Edwards'20 / ARTICLES ON: Battle of Hue, 1968; MiG Alley, US Air Force in the Kore; War; Organizations, Tactics & Cohesion during the Iran-Iraq War, 1981-8; What If? The Chinese Invasion of Taiwan; COVID-19 & the World's Militaries; 4 Way Fight in Syria's Idlib Province; Paracel & Spratly Islands in South China Sea; Comoros, Coup Land in the Indian Ocean; Pirate Hijacking of the Maersk Alabama Cargo Ship, 2009; Seal Team Six.									
<b>Chechen War, 1994-96 # 40</b>		<b>134818</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>		<b>4</b>
Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechan independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerilla action to force a political settlement. Th Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btlm/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.									
<b>Cold Start, Next India-Pakistan War #36</b>		<b>131847</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>		<b>4</b>
Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the hee of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.									
<b>Combat Veteran #31</b>		<b>130567</b>	<b>Decision Gms Modern War M</b>	<b>\$28.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>1</b>
Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historial scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nanotechnology and the Military; Back to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid Eas Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.									
<b>Decision Iraq # 6</b>		<b>105826</b>	<b>Decision Gms Modern War M</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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 Grou Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.									
<b>Desert One War, Persian Gulf 1979-81 #44</b>		<b>139906</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>		<b>New</b>	<b>n</b>		<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Plays
Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers NATO invasion to seize Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models air land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?.; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.												
<b>Dien Bien Phu #17</b>		<b>116960</b>	<b>Decision Gms Modern War M</b>	<b>\$32.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4 1</b>
Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate track with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btn level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US Intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.												
<b>Dragon &amp; the Hermit Kingdom #45</b>		<b>140879</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>				<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Drag That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.												
<b>Dragon vs Bear, China v Russia #12</b>		<b>145043</b>	<b>Decision Gms Modern War M</b>	<b>\$27.50</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & 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, brig/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>Drive on Pyongyang # 5</b>		<b>105824</b>	<b>Decision Gms Modern War M</b>	<b>\$22.50</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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>Enduring Freedom, Afghanistan 2001-2 #30</b>		<b>130061</b>	<b>Decision Gms Modern War M</b>	<b>\$25.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4 1</b>
Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willin Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.												
<b>Fallujah 2004, City Fighting in Iraq #23</b>		<b>127792</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3 1</b>
Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.												
<b>Foreign Legion Paratroopers #46</b>		<b>143807</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>				<b>New</b>	<b>n</b>			<b>3</b>
Mag & game. Solitaire game of French anti-insurgent operations in multiple, generic settings around the Africa & the Middle East. Player controls French forces while the game system controls local forces. Can be played cooperatively with other also controlling French forces. Played as missions across 1 or more small maps of unique (generic) geographic types, and individual missions can be linked into campaigns. Shows the French style of fighting with minimal logistical & air support, striking fast & decisively, plus organizational elan. 12hrs-1wk/turn, 0.5-5km/hex, platoon level, 176 counters, pltn level. Joseph Miranda'20 / ARTICLES ON: Foreign Legion Paratrooper, Rapid Response Force; Warsaw Pact's History; British 29th Brigade at the Imjin River, Korea, April 1951; Rise & Fall of Isis Armor; Columbia & Venezuela, Part of Same Problem; NATO's New Joint Support Enabling Command; North Korea's Submarine, Israel's Maritime Power; Egyptian Fishbed Fighters Over Israel's Dimona Nuclear Plant in 1967; American Withdrawal from Syria; the French Path to the Bomb, 1930-60.												
<b>Greek Civil War #11</b>		<b>104211</b>	<b>Decision Gms Modern War M</b>	<b>\$20.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>8</b>
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. B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.												
<b>Green Beret, Vietnam Solitaire #18</b>		<b>115046</b>	<b>Decision Gms Modern War M</b>	<b>\$119.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>2 1</b>
Last copy ■ Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlon & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.												
<b>Holy Land, Next Arab-Israeli War # 8</b>		<b>131846</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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 Israel'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-Isra 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>Invasion Afghanistan #26</b>		<b>127401</b>	<b>Decision Gms Modern War M</b>	<b>\$28.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 starting in 1979 2 in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-28 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.												
<b>Isis War, Next Middle East War # 33</b>		<b>130443</b>	<b>Decision Gms Modern War M</b>	<b>\$24.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Game set in the near future based on the perenial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities & intent). Kurds declare their indepedence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played an expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet & Russian Involvement in the Middle East & Africa; Modern Day Warlords; Eritrea v Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.												
<b>Kandahar, Spl Forces In Afghanistan #21</b>		<b>131571</b>	<b>Decision Gms Modern War M</b>	<b>\$28.00</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>2 1</b>
Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively t 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.												
<b>LZ Albany #24</b>		<b>142477</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>				<b>New</b>	<b>n</b>	<b>OoP</b>		<b>3</b>

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

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

See page 36 for an explanation of the various codes & column data used in this catalog.

- Mag & game. Covers the ambush of US air cav units (2nd Btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 17 counters, area move. J.Poniske'16 / ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.
- Mike Force # 35** [143177 Decision Gms Modern War M](#) **\$29.50** New n OoP 4 1  
Mag & game. Solitaire game of US Special Forces operations in the I Corp area of Vietnam & Laos near the DMZ during the Vietnam War. Player controls US-led forces. You must exercise defensive operations to delay advancing Communist forces, while your offensive forces hit the enemy at selected areas. Includes 176 counters, Operational level, area move. 4 scenarios covering the early years of active US involvement (1961-4), the early years of active engagement (1965-7), Tet 1968 & the final years of the Mike Force program, 1969-70. Victory determined by points accumulated by many small activities, plus the costs of undertaking operations or receiving reinforcement. Joseph Miranda'18 / ARTICLES ON: US Special Operations in Vietnam; the Hunt for Osama Bin Laden; CIA's Double Agent in Pakistan; Possibilities for a Sino-American War; Africanization of Jihad; Russia Targeting Underwater Cables?; Joys of Coalition Warfare; MBT Upgrades; Turkish Brigade in Korea; Unreported Air War in Tunisia.
- Modern Battles, Kaliningrad & Mosul # 27** [128048 Decision Gms Modern War M](#) **\$25.50** New n OoP 4  
Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces on Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btl/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the South China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.
- New World Order, Kiev & Ulaan Baatar #22** [117009 Decision Gms Modern War M](#) **\$25.50** New n OoP 4  
Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAR depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btl/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACS in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.
- Next War in Lebanon #13** [110283 Decision Gms Modern War M](#) **\$19.00** New n OoP 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 a 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.
- Objective Frankfurt #51** [144776 Decision Gms Modern War M](#) **\$65.00** New n OoP 4  
Mag & game. Third game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers central Germa including Frankfurt, from the eastern German border. Focuses on the Soviet 8th Guards Army, a powerful unit with a colorful history, plus an airborne division, and the drive to both the main US airbase in Europe and the Rhine. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btl/rgt level, 8hrs/turn. Ty Bomba'20 / ARTICLES ON: War in Europe in the 1980s; Israel's Navy during the 1973 Yom Kippur War; French Intervention in Central Africa in the 1980s; Chechnya 1994-96; Assembling Drones; War in the Nile Basin?; US Military & Learning From the French in Vietnam; USN Seaplane Strike Force; the IDF vs Hezbollah in 2006 Lebanon War; F-5 vs MiG-21.
- Objective Havana # 28** [144615 Decision Gms Modern War M](#) **\$29.00** New n OoP 4 1  
Operational level, solitaire game of the planned but not executed US invasion of Cuba after the failure of the Bay of Pigs. Player controls US forces & assets on a point-point map of Cuba. System is mission-oriented, with player executing a string of specific missions including movement of air & land units, conventional & unconventional warfare, air transport & landing, amphibious movement. Outcome judged by points; even if WWII you might still win... J.Miranda'17 / ARTICLES ON: Missile Crisis 1962; Iraq & Iran at War, 1980-8; Rise of ISIS; Air War over Angola 1975-89; Special Ops, Mercs, Killer Robots; Russian Plans for Naval Bases in Latin America; Future Defense of Europe; China's Military Budget; Defending Israel's Natural Gas Fields; War in Mega Cities.
- Objective Kassel #53** [145868 Decision Gms Modern War M](#) **\$49.00** New n OoP 4  
Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btl/rgt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UA War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.
- Objective Munich #49** [144013 Decision Gms Modern War M](#) **\$85.00** New n OoP 4  
Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btl/rgt level, 8hrs/turn. Ty Bomba'20 / ARTICLES ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pt Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle; Israel's Dilemma: Beg Doctrine v Nuclear Proliferation.
- October War, Arab-Israeli War 1973 # 25** [122326 Decision Gms Modern War M](#) **\$44.00** New n OoP 4  
Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btl/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of tl Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.
- Oil War, Iran Strikes 2nd # 2** [136145 Decision Gms Modern War M](#) **\$24.00** New n OoP 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/cr 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.
- Opaque War, Ukraine 2014 # 34** [130655 Decision Gms Modern War M](#) **\$28.00** New n OoP 4  
Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian govt's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btl/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air COMman in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.
- Operation Musketeer #32** [125266 Decision Gms Modern War M](#) **\$24.00** New n OoP 4  
Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1-days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.
- Putin Moves East # 50** [146294 Decision Gms Modern War M](#) **\$32.00** New n 6  
Mag & game. Third game in the Putin series. This game covers the Russian drive into Mongolia & Manchuria, opposed by local forces and the Chinese after a collapse of Russo-Sino relations. Corp level, with special forces, airpower & cyberwar. Victory determined by geographic possession & eliminating units. 6 scenarios of varying focus from Mongolia to Korea. Includes air, electronic, special forces & weapons of mass destruction. 176 counters, 100km/hex, 3-14days/turn. Joseph Miranda'20 / ARTICLES ON: Conflict on the Chinese-Eurasian Frontier; Surface-to-Air Missles & Strike Fighters; Israeli Nave, 1967-73; Syrian Arab Air Force; Russian Anti-Satellite Weapons Test; India in the New Cold War; Iranian Navy Goes Asymmetric; US Navy P6M Nuclear Strike Seaplane; Marines at Chosin Reservoir 1950.
- Putin Moves South # 37** [137417 Decision Gms Modern War M](#) **\$29.50** New n 6



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<u>Game Title (&amp; Edition or Issue #)</u>	<u>Game</u>	<u>Cash-Basis</u>	<u>Ship</u>	<u>General</u>	<u>Box</u>	<u>Out-of</u>	<u>Errata</u>	<u>Game #</u>	<u>of</u>			
<u>Specific Condition, Subject, Designer, Year</u>	<u>Only?</u>	<u>Part#</u>	<u>Publisher Name</u>	<u>Price</u>	<u>EA</u>	<u>Flag</u>	<u>Conditm</u>	<u>Type</u>	<u>Print?</u>	<u>Incl</u>	<u>Scale</u>	<u>Plays</u>
Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgystan). Like combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control of the area.												
Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaries by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program												
Bob Denard, Mercenary; European Air Force Aircraft,												
<b>Putin's War # 29</b>		<b>140891</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Includes Variant counters for Red Dragon/Green Crescent #1 (16), Kandahar #22 (23), Green Beret #18 (25). Simpler, strategic level game of a Russian attempt at resurgence in eastern Europe based on a understanding of Putin as aggressive and expansionist. Russia seeks a fast land grab aiming to restore its 1989 borders at the expense of many of its neighbors & former republics. Fast playing & well suited to solitaire play. Game shows evidence of having been rushed into production prematurely. 176 counters, Brig/div/Corp level, 55mi/hex, 3days/turn. Ty Bomba'17 / ARTICLES ON: Geopolitics in the 21st Century; Analysis of the Potential for an Isis Attack in the US; the Indo-Pakistan War of 1971; Strategic Implications of Global Climate Change; Nigeria's NDA, Reactivation of the Niger Delta Insurgency; Gerasimov Doctrine; Douth China Sea; Afghan Air Force; British Logistical Failures in Operation Iraqi Freedom; Turkish Downing of a Russian Fighter, 2015; FV432 AFV.												
<b>Race to Baghdad, 2003 #20</b>		<b>132055</b>	<b>Decision Gms Modern War M</b>	<b>\$27.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4 1</b>
Mag & game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraqi Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive on Baghdad, Iraqi Freedom 2003 [sic]; the War in Nicaragua, 1979 & the later Contra War; Indo-Pakistani Air Wars, 1965 & 1971; Operation Tomahawk, Korean War Airborne Assault, March 1951; Soviet T-54/55 Tank; China's DF-21D East Wind Anti-Ship Ballistic Missile.												
<b>Red Dragon Falling #19</b>		<b>115630</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Game assumes an observed cycle of development, power & chaos in China's history, and projects that into the near future in the form of a new Chinese civil war set in the 2020s. Any of many social factors provoke a crisis & conflict. Map covers western half of China from north of Korea to Vietnam, including Taiwan. 2mo/turn, 80mi/hex, brig/div/army level, 176 counters. J.Miranda'15 / ARTICLES ON: the Coming Chinese Civil War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 & BMD-4; US Navy's New Raingun; Islamic Revolutionary Guards Corp Air & Space Forces.												
<b>Red Tide West #15</b>		<b>137156</b>	<b>Decision Gms Modern War M</b>	<b>\$79.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Last copy. ■ 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, btn/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; Kruschev in the Cold War.												
<b>Six Day War, 1967 # 4</b>		<b>131586</b>	<b>Decision Gms Modern War M</b>	<b>\$22.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Bt 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 Zulul 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>Sixth Fleet #41</b>		<b>146096</b>	<b>Decision Gms Modern War M</b>	<b>\$35.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. 2-player, strategic-level game of a hypothetical war between NATO & Warsaw Pact forces in the Mediterranean in the 1970s-80s. A new design bearing no relation to prior games by this name. Based on the Red Dragon Rising game series. Uses area movement, with adjoining key land areas & bases. 1-6 squadrons per air counter, 1 capital ship or small units for ships, 1"=20mi, 1-7days/turn. 228 counters. 2 basic scenarios 1970s or 1980s. Based on the Red Dragon Rising system. Joseph Miranda'19 / ARTICLES ON: Sixth Fleet, Naval Confrontation in the Cold War; Rwandan Genocide; A Rare Success, Omani Insurgency 1965-75; Nanotechnology & Combat Sustainability; Russia's New T-34s; Terrorism in the Uighur area of China; Iran's Missiles; Air Power Over the Falklands; Combat Air Support Debate; Las Vegas & the Nuclear Test Site.												
<b>Somali Pirates # 3</b>		<b>105818</b>	<b>Decision Gms Modern War M</b>	<b>\$22.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
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>Soyuz '81 # 38</b>		<b>133341</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53.												
<b>Target Iran #10</b>		<b>126171</b>	<b>Decision Gms Modern War M</b>	<b>\$39.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4 1</b>
Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game include 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>Vietnam Battles: Iron Triangle # 7</b>		<b>105828</b>	<b>Decision Gms Modern War M</b>	<b>\$24.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.												
<b>Visegrad 4, the Coming War in Europe #16</b>		<b>130287</b>	<b>Decision Gms Modern War M</b>	<b>\$27.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Signma '64, Ignored Vietnams Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.												
<b>War by Television, Kosovo 1999 # 9</b>		<b>105900</b>	<b>Decision Gms Modern War M</b>	<b>\$17.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
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>World War Africa, the Congo, '98-'01 #52</b>		<b>146542</b>	<b>Decision Gms Modern War M</b>	<b>\$29.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & game. 2 player game of the war in the Congo between 1998-2001 that drew in multiple African nations into a multi-nation conflict. The rebels are supported by Rwanda, Uganda & Burundi; the Congolese under dictator Kabila are supported by Angola, Zimbabwe and Chad. Roughly 5mil people died during the bitter war. Uses activation chit draws by faction, plus random events & political events. Movement is problematic due to poor infrastructure. 176 counters, 100km/hex, 3mo/turn, Btln/regt/brig level, 176 counters. Javier Romero'21 / ARTICLES ON: World War Africa 1998-01; the Israeli Navy in the 1948 War; Battle for Fire Support Base Ilingworth; Future of Drones & Autonomous Weapons; Green Water War, Colombia; Britain's Armed Forces' Future; Military Implications of China's One Child Policy; Syria, North & South; Anti-Communist Easter Euro Uprisings in the 1950s; Iraqi Warplans in Oman, 1980; Ulyanovsk, the Soviet Navy's Dream Aircraft Carrier; Warmingonger view of Iran's nuclear ambitions.												
<b>Decision Gms World at War Mag</b>												
<b>1940, What IF Germany Went East? #12</b>		<b>116636</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>			<b>&lt; New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Vertical wrinkle down the front cover; otherwise new. ■ 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; Rearmi the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10												
<b>1940, What IF Germany Went East? #12</b>		<b>92610</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Plays
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; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelنيا (Smolensk), first turning point in WW2 in the East. '10				\$35.00			Mint	n	OoP			4
<b>1940, What IF Germany Went East? #12</b>			<b>140197 Decision Gms World at War</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; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelنيا (Smolensk), first turning point in WW2 in the East. '10				\$33.00			New	n	OoP			4
<b>Afrikakorps, Decision in the Desert #11</b>			<b>91778 Decision Gms World at War</b>									
Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Aghela to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.				\$25.00			New	n	OoP			8
<b>Arriba Espana! 4th # 8</b>			<b>90270 Decision Gms World at War</b>									
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 counte 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-3 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 star of WWII.				\$35.00			New	n	OoP			3 1
<b>Bastogne Solitaire #56</b>			<b>137439 Decision Gms World at War</b>									
Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can break through from the south. Can be played cooperatively by two players, each taking parts of the US defense. Germans approach via 4 tracks (roads) around the town. Co/Btlm level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.				\$39.00			New	n	OoP			3 1
<b>Bloody Ridge, Guadalcanal Sept 1942 # 37</b>			<b>107853 Decision Gms World at War</b>									
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 level. 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).				\$27.50			New	n	OoP			4
<b>Breakout, First Panzer Army #69</b>			<b>138589 Decision Gms World at War</b>									
Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counter Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.				\$69.00			Mint	n	OoP			4
<b>Bulge, the Battle of the Bulge 2nd # 3</b>			<b>140234 Decision Gms World at War</b>									
Last copy. ■ Mag & Game. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, division level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944. 176 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johns (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.				\$35.00			New	n	OoP			6 1
<b>Centrifugal Offensive # 75</b>			<b>144757 Decision Gms World at War</b>									
Mag & game. Solitaire, strategic-level game of the period of expansion of the Japanese empire early in World War II, 1941 to Apr-1942. Player commands the Japanese forces seeking to do better than the Japanese did historically, but greater success further brings Victory Fever & increases the need for further victories. Player pursues victories along multiple tracks radiating outwards from Japan. Each turn the player may execute a wide variety of actions, limited by the Action Points available (always few). A wide variety of unit types are available. Rgt/Brig/Div level, air regts, hundreds of km per inch, 228 counters, 1mo/turn. Joseph Miranda'20 / ARTICLE ON: the Japanese Opening Offensive in the Pacific; Operation Tidal Wave, the Raid on Ploesti, Romania, 1943; Breakthrough at Sedan, Blitzkrieg Comes of Age; Demyansk, Hitler & Goring Learn the Wrong Lessons; Hitler's 1942 Plans; Italian Air Raid on Bahrain, 1940; Hitler's Flakpanzers.				\$29.50			New	n	OoP			4
<b>Changsha, Second Battle of... #67</b>			<b>141849 Decision Gms World at War</b>									
Mag & game. Operational level game of the Fall 1941 battle for Changsha, the capital of Hunan Province, China. The city changed hands a few times, then become important as a way to deny support to Hong Kong. Cove the 2nd (Sept 1941 and 3rd (Dec 1941) attempts by the Japanese to secure the city. 3 scenarios including an intro. Uses a chit activation system. Btlms/Rgts level, 3km/hex, 1-2days/turn, 280 counters. Bill Xuan'19 / ARTICLES ON: Second Battle of Changsha, China, 1941; Operation Foxley, plan to kill Hitler 1944; Battle of the Tannenberg Line, 1944; Weather at D-Day, June 6 1944; Australian Intelligence Services in 1942; Stalin's Turning a Blind Eye toward Barbarossa Preparations, 1941; the Axis in Afghanistan in WWII; The P38 Can Opener.				\$39.00			New	n	OoP			2 1
<b>Commandos, Europe Solitaire #55</b>			<b>130501 Decision Gms World at War</b>									
Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to do the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.				\$75.00			Mint	n	OoP	Err		4 1
<b>Coral Sea Solitaire #10</b>			<b>140198 Decision Gms World at War</b>									
Include crucial errata (tables) printed in WaW #11 (but not the errata counters). Last copy. ■ Mag & Game. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player controls the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / ARTICLES ON: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1942; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensive in the Med 1943; Operations research in WW2.				\$20.00			New	n	OoP			4
<b>Counterattack in Ukraine, Dubno '41 # 31</b>			<b>101444 Decision Gms World at War</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 E: Front Battles game series. Operational level, btlm/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 Sosabowki [Polish soldier in WWI, 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, 19				\$50.00			New	n	OoP			2 1
<b>Cruise of the Graf Spee #66</b>			<b>139568 Decision Gms World at War</b>									
Mag & game. Solitaire game of the adventure of the German pocket battleship Graf Spee in the fall of 1939 in the southern Atlantic & Indian Ocean. Player controls the ship, must outfit it and maintain it, and achieve a specific, randomly-generated objective. During movement, the ship may encounter Allied merchantment, warships as well as unexpected events & opportunities. Several scenarios that can be linked into a campaign gam Can be played cooperatively as a 2 player game with 2nd player in command of the Graf Spee's sister ship, the Deutschland. 1 day/turn, point-point movement ~100 nautical miles per space, generally 1 warship/counter 176 counters. Eric Harvey'19 / ARTICLES ON: Battle of the River Plate, 1939; Lvov 1939, Destruction of the Polish Karpathian Army; Eisenborn Ridge, V Corps Holds the Line During the Battle of the Bulge; ANZAC force during the War in the Pacific; Female Snipers in the Soviet Army during WWII; Raiders, the Kriegsmarine Strategy; Bristol Blenheim, Strike Bomber.				\$25.00			< New	n	OoP			4
<b>Destruction of Army Group Center 3rd # 9</b>			<b>90778 Decision Gms World at War</b>									
Mag cover has a couple of life creases parallel to & right beside the spine. Others new. ■ Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections'				\$28.00			New	n	OoP			4
<b>Destruction of Army Group Center 3rd # 9</b>			<b>90779 Decision Gms World at War</b>									
Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of / Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections'09				\$29.50			New	n	OoP			4 1
<b>Drive on Suez, Rommel Drives Deep #78</b>			<b>146555 Decision Gms World at War</b>									

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?
							Incl	Scale
								Plays
Mag & game. Solitaire game of the 1942 campaign in Egypt beginning after the German capture of Tobruk in June 1942, and continues thru October. The player controls Axis forces with the goal of driving hard for the ke cities of Alexandria and near the Suez Canal & Nile Delta. Player must coordinate ground, air & logistical concerns. Can be played cooperatively by splitting forces or by route of advance. 176 counters, btlm/brig/div level point-point move. Lots of special unit/event chits Joseph Miranda'21 / ARTICLES ON: Rommel's 1942 Offensives Toward Egypt; Hubert Zemke, American Fighter Commander in Europe; Operation Marita & the Metaxas Line along the Greek-Bulgarian Border, 1940; Berlin, City of Blood, 1945; Soviet War Planning; US Third Army First Tank Destroyer Brigade; Von Manstein's Operation Vision; Holding Wau, USAAF Troop Carrier Group in the Pacific.								
<b>Duel in the North #48</b>		<b>115476</b>	<b>Decision Gms World at War</b>	<b>\$25.50</b>	New	n	OoP	4
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII; Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.								
<b>Eisenhower's War # 60</b>		<b>131552</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>	New	n	OoP	4
Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugarbun); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.								
<b>Escape Hell's Gate, Korsun Pocket #57</b>		<b>125241</b>	<b>Decision Gms World at War</b>	<b>\$22.00</b>	New	n	OoP	4
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inf specific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.								
<b>Finnish Front, 1941-42 # 5</b>		<b>88096</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>	New	n	OoP	4
Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" ir WW2.								
<b>Finnish Front, 1941-42 # 5</b>		<b>140329</b>	<b>Decision Gms World at War</b>	<b>\$25.00</b>	Excell	n	OoP	4
Complete. Counter corners litely & neatly trimmed. Sml dog ear to mag cover page. ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.								
<b>Forgotten Pacific Battles #71</b>		<b>143693</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	New	n	OoP	6
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guam, Tinian & Angaur. Player directs US forces in each invasion and mu beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Col/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. E Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.								
<b>France 1940 #68</b>		<b>139904</b>	<b>Decision Gms World at War</b>	<b>\$34.00</b>	New	n	OoP	4
Mag & game. Game of the campaign in France, 1940. One scenario covers the historical battle, while a second scenario covers a hypothetical 1939 invasion of Germany by France after the invasion of Poland. Victory judged by achieving events such as defeating the Low Countries, capturing Paris, flanking the Maginot Line, etc. Includes a fair number of special rules covering para drops, Paris, special Panzer restrictions, Dynamo, etc 2-3.5days/turn, div or corp level, 16mi/hex, 228 counters. Ty Bomba'19 / ARTICLES ON: France 1940, Strange Victory & Strange Defeat; Forlorn Battles, East Prussia 1944-45; Alam Halfa in northern Africa, Aug-Sept 1942; German Operational Indecision During Barbarossa, 1941; Naval Battle of Koh Chang, Thailand vs France in Indochina; Vichy France's Merchant Fleet in 1940; Military Metal Food Containers; Jeeps Fitted to Act as Locomotives on RR Tracks.								
<b>France Fights On #39</b>		<b>110362</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>	New	n	OoP	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 soug 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 Battalion 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>114901</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>	New	n	OoP	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/btlm 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>Great Pacific War, Plan Orange #70</b>		<b>143453</b>	<b>Decision Gms World at War</b>	<b>\$33.00</b>	New	n	OoP	6
Mag & game. Game of the hypothetical wars that may have occurred in the Pacific Ocean during the 1920s or 1930s including the US Plan Orange. Includes air, land & naval forces. Players conduct discrete actions suc as combat, supply, intelligence, etc, largely on basis of control of island bases. Uses the Red Dragon Rising game system (from S&T250), also used in South Seas Campaign #18, Mare Nostrum #41. Includes historical & hypothetical forces. Victory is based on control of bases and elimination of enemy ships. Area move map of the entire Pacific Ocean. 176 counters, Joseph Miranda'19 / ARTICLES ON: War in the Pacific in the 1920-30s; Hurtgen Forest Campaign 1944; The Polish Southern Front 1939; Musilini's Military Diplomacy 1922-40; Bridging before AFV Bridging Equipment; Organization of the US Navy during the Era of the World Wars; Soviet Scorched Earth & Industrial Evacuation Policies.								
<b>Greater East Asia War # 6</b>		<b>88891</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>	New	n	OoP	6
Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.								
<b>Green Hell, Burma 1943-4 # 28</b>		<b>100049</b>	<b>Decision Gms World at War</b>	<b>\$21.00</b>	New	n	OoP	4
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indiar 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 acti of WW2.								
<b>Grossdeutschland Panzer Division #20</b>		<b>95810</b>	<b>Decision Gms World at War</b>	<b>\$65.00</b>	New	n	OoP	3
Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by an event chit drawn fi each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.								
<b>Guards Armour Division # 34</b>		<b>103066</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>	New	zl	OoP	3
Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. 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.Schttler, 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>Guards Tank, Battle of Prochorovka #13</b>		<b>93340</b>	<b>Decision Gms World at War</b>	<b>\$80.00</b>	New	n	OoP	3
Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru th 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btlm/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.								
<b>Hinge of Fate, Poland &amp; France 1939 # 30</b>		<b>103958</b>	<b>Decision Gms World at War</b>	<b>\$75.00</b>	New	n	OoP	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plrys
Last copy. ■ 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>Keren 1941, East Africa # 25</b>		<b>118196</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>	New	n	OoP	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, 2 scenarios. D.March, E.Harvey'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis Juno Beach, D-Day 1944; Japanese v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.											
<b>Leningrad '41 #17</b>		<b>94808</b>	<b>Decision Gms World at War</b>	<b>\$20.00</b>	New	n	OoP	4			
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btn/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>Luzon Campaign, 1945 #59</b>		<b>130519</b>	<b>Decision Gms World at War</b>	<b>\$29.00</b>	New	n	OoP	4 1			
Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must seize key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942 Chemical Weapons & Operation Sealion, 1940; the Sinking of the Leopoldville; the Lone KV-2 of Katauskaia.											
<b>Minsk, Battle of...1944 # 22</b>		<b>96463</b>	<b>Decision Gms World at War</b>	<b>\$25.00</b>	New	n	OoP	4			
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wehrmacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analy 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. '12											
<b>Munich War #74</b>		<b>144752</b>	<b>Decision Gms World at War</b>	<b>\$25.00</b>	New	n	OoP	4			
Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 193 Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to seize a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; US PC-461 class Patrol Craft.											
<b>Night Fight Solitaire #44</b>		<b>116647</b>	<b>Decision Gms World at War</b>	<b>\$44.00</b>	New	n	OoP	2 1			
Mag & game. Solitaire game in which the player commands a German kampgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol on Luzon, 1945; Tale of Two Corps: US II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.											
<b>Norway 1940 # 29</b>		<b>102013</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>	New	n	OoP	4			
Last copy. ■ 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 Amphibio 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>Operation Gertrud #49</b>		<b>117405</b>	<b>Decision Gms World at War</b>	<b>\$25.50</b>	New	n	OoP	4			
Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.											
<b>Operation Jupiter, Norway 1942 #76</b>		<b>145448</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	New	n	OoP	4			
Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div level. 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Batle of the Kie Salient 1943; Hollandia, New Guinea, April 1944; Anzio & Cassino 1944; Sinking the Japanese carrier Shinano; Royal Navy's 2-pounder AA Gun; General der Panzertruppen Ludwig Cruwell.											
<b>Operation Typhoon # 65</b>		<b>135654</b>	<b>Decision Gms World at War</b>	<b>\$25.00</b>	New	n	OoP	4 1			
Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakthroughs from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov-1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstorer (German Ju-88 as fighters).											
<b>Pacific Battles, Guadalcanal # 23</b>		<b>100930</b>	<b>Decision Gms World at War</b>	<b>\$30.00</b>	New	n	OoP	3			
Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artiller etc. 2mi/hex (covering the entire island), btn level. J.Miranda'12 / ARTICLES ON: Guadalcanal, the battles & the material disparity; Pacific Battles Design notes; D-Day on Sword Beach, a British command failure; the Stalin Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolph Hess & his flight to England; German heavy AA; Italian partisan attach near Rome & the Ardeatine Caves reprisal, 1944; Indochina duri WW2; 17th SS Panzer Grenadier Division.											
<b>Pacific Battles, Malaya #51</b>		<b>124052</b>	<b>Decision Gms World at War</b>	<b>\$25.00</b>	New	n	OoP	4			
Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive action which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btn/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.											
<b>Pacific Battles, Shanghai #42</b>		<b>111272</b>	<b>Decision Gms World at War</b>	<b>\$25.50</b>	New	n	OoP	4			
Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air force as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [ & weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.											
<b>Panzers East Solitaire #45</b>		<b>131555</b>	<b>Decision Gms World at War</b>	<b>\$69.00</b>	New	n	OoP	4 1			
Last copy. ■ Mag & game. Solitaire game of the German Army Group Center's attack on the USSR early in Operation Barbarossa, June-Aug 1941. You must seize key cities per a schedule to win (or lose if you fail). Do especially well, and Hitler may allow an immediate assault on Moscow instead of detouring into the Ukraine. 10days/turn, Div level, 16mi/hex, 280 counters. T.Bomba'15 / ARTICLES ON: US M26 Pershing Tank in WWII; Pappy Boyington & the Marine's Black Sheep Fighter Squadron; CVEs, Workhorses of US Naval Aviation; Blockade Running to Supply Bataan, 1942; Finnish Lapland Front, 1944-5; Polish Pilots in the Battle of Britain; Axis Platoon Mortar Weapons; Norwegian Telemark Commando Team that partially destroyed the German Heavy Water research facility in Norway, 1943.											
<b>Paratrooper, Palembang &amp; Primosole #72</b>		<b>142464</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	New	n	OoP	6			
Mag & game. Second in a game series descended from SPI's Paratrooper in S&T 77. Covers key airborne assaults of the 20th-21st century. Games in this edition cover the Japanese paratroop at Palembang, Sumatra, F 1942, and the British airdrop in Sicily, July 1943. 176 counters, platoon/company level, 8hrs/turn. Joseph Miranda'20 / ARTICLES ON: Palembang, Japanese Air Assault on Sumatra, Feb 1942; Primosole Bridge, Clash of Airborne on Sicily, July 1943; Soviet Naval Operations on the Black Sea during World War II; Operation Crusader, 1941; Battle at Busa River, New Guinea, 1943; ALSIB, the Alaska-Siberian Lend-Lease Route; Axis Intervention in the Balkans, 1940; SPAM, Unlikely American Hero.											
<b>Patton's Third Army #43</b>		<b>111280</b>	<b>Decision Gms World at War</b>	<b>\$42.00</b>	New	n	OoP	4 1			

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

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

See page 36 for an explanation of the various codes & column data used in this catalog.

Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear tracks, elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulain des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skills & Cultural Awareness in the US Military.										
<b>Peaks of the Caucasus # 61</b>				<b>131559</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's C Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.										
<b>Rampage / Stalingrad Cauldron #40</b>				<b>140172</b>	<b>Decision Gms World at War</b>	<b>\$65.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4 1</b>
Rules separated. Last copy. ■ Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. The player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGE is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allied forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranu & the Destruction of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.										
<b>Rats of Tobruk # 64</b>				<b>134351</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>
Mag & Game. Game of Rommel's Easter attack on Tobruk, April 1941, and with a second offensive in early May 191. Primarily involves the Australian 9th Inf in defense of the western half to the Tobruk perimeter. Uses a formation activation system intended to reflect the chaos of warfare. Company level, 6hrs/turn, 500m/hex. 280 counters. Eric Harvey'18 / ARTICLES ON: Attempt to Capture Tobruk Spring 1941; Allen's US 104th Infantry Timberwolf Division; Operation Toenails, New Georgia June-Aug 1943; Soviet War Plans in 1941; Q-Ship Ranen, 1940; Germany v Finland in Lapland 1944; Operation Brevity 1941 and Desert Tactics.										
<b>Sealion, German Invasion of England #52</b>				<b>137142</b>	<b>Decision Gms World at War</b>	<b>\$84.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, but assumes that the RAF lost the Battle of Britain. With a beautiful map of SE Engla from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 280 counters. E.Harvey, C.Webber '16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomaszko Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the SOLOMONS; Battle of the River Plate, 1939; Italian Marshal Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.										
<b>Sedan 1940, Decisive Btl for France #24</b>				<b>97922</b>	<b>Decision Gms World at War</b>	<b>\$30.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter, review of TSWW Balkan Burg.										
<b>Shingle, the Anzio Beachhead # 33</b>				<b>102467</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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>94116</b>	<b>Decision Gms World at War</b>	<b>\$23.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between Briti 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>South Seas Campaign 1942-3 #18</b>				<b>95118</b>	<b>Decision Gms World at War</b>	<b>\$42.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Operational-strategic level game for control of the south seas & the shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reef & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: The South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.										
<b>Spanish Civil War, Belchite &amp; Teruel #62</b>				<b>133355</b>	<b>Decision Gms World at War</b>	<b>\$27.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. Game covers the battles around Belchite, Aug-Sept 1937, as well as Teruel (Dec 1937) and Alfambra (Dec 1937 - Feb 1938) during the Spanish Civil War. Uses the Fire & Movement game system common to many of DG's folios games. 1km/hex, brigade level. 180 counters. Eric Harvey'18 / ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.										
<b>Spring Awakening #73</b>				<b>142784</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lake Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of what-if additions. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost o French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.										
<b>Stalin Moves West #58</b>				<b>128816</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Juno Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.										
<b>Strike &amp; Counterstrike #53</b>				<b>139901</b>	<b>Decision Gms World at War</b>	<b>\$29.99</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4 1</b>
Mag & game. Includes variant counters for Night Fight #44 (14), plus a 2pg scenario. Solitaire game of the Soviet counteroffensive against the German Army Group Center between Dec 1941 (with the Germans at the ga of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance.20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.										
<b>Strike North #35</b>				<b>135350</b>	<b>Decision Gms World at War</b>	<b>\$22.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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 Ju 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>USAAF, US Strategic Bombing 1944 # 4</b>				<b>87882</b>	<b>Decision Gms World at War</b>	<b>\$89.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Last new copy. ■ Mag & Game. Game of the US strategic bombing campaign over Germany in WW2. US player must shorten the war thru successful bombing actions to win. Germans can manage their production; US can target specific industries. Grp/wing, 1mo/turn, 54km/hex. Based loosely on SPI's Flying Fortress. C.Cummins, T.Bomba, J.Miranda'09 / ARTICLES ON: History of Strategic airpower; SAS commando missions in N.Africa & Germany; the Thai-French War of 1941; Moselle River crossing, Nov 1944; intelligence failures prior to Munich Crisis of 1938; battle for Wake Island, 1941; final battle of the Polish campaign, 1939.										
<b>What IF, Invasion Pearl Harbor #14</b>				<b>130054</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
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.										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plays
<b>Winter War, Finland v the USSR #77</b>		<b>145679</b>	<b>Decision Gms World at War</b>	<b>\$29.50</b>		New	n				4
Mag & game. Game of the Winter War, 1939-40, throught Finland and the Soviet border area down to Leningrad. Soviets have superior numbers, but the Finns are more mobile with better tactics. Soviets must grab geographic goals & inflict casualties on the Finns; the Finns seek to prolong the war to invite international intervention. Intended as an elaboration of the classic SPI game in S&T #33. 21mi/hex, 10day/turn, 176 counters Detachments/Btl/Reg/Div/corp level. Joseph Miranda'21 / ARTICLES ON: the Winter War, 1939-40; Five Days at Oosterbeek, Destruction of British 1st Airborne, Sept 1944; Destruction of Beta Convoy, Nov 1941; Steal the Enemy's Eyes, the Raid on Bruneval 1942; Was the 22nd Panzer Worth Creating?; Operaton Frankton, the Cockleshell Heroes, 1942.											
<b>Winterstorm, Relief of Stalingrad'42 #36</b>		<b>121951</b>	<b>Decision Gms World at War</b>	<b>\$26.00</b>		New	n	OoP			4
Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 5th 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>Zhukov's War #50</b>		<b>117406</b>	<b>Decision Gms World at War</b>	<b>\$50.00</b>		New	n	OoP			4
Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Engineer & Amphibious vehicles; US 34th Nation Guard DI in WWII.											

## Game Publicatns GAME FIX

(541) 756-4711 10am-9pm PST

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<b>Among Nations #9</b>		<b>15209</b>	<b>Game Publicatns GAME FIX</b>	<b>\$5.00</b>		New	n	OoP			A 6
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
<b>Among Nations #9</b>		<b>140176</b>	<b>Game Publicatns GAME FIX</b>	<b>\$3.00</b>		Mint	n	OoP			A 6
Cherry. ■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
<b>Bombs Away! Air War Over Europe #4</b>		<b>22915</b>	<b>Game Publicatns GAME FIX</b>	<b>\$10.00</b>		New	n	OoP			6
Inventory label on cover of mag, otherwise new. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defense try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.											
<b>Greenline, Chechnya #8</b>		<b>116450</b>	<b>Game Publicatns GAME FIX</b>	<b>\$17.00</b>		Mint	n	OoP			6
Mag & game. Operational lvl game of the ongoing conflict between Russian army & Chechnyan rebels in Chechnya in the mid-1990s. Weekly turns, 11km/hex. Additional scenarios cover a wider, regional uprising against the Russians. Currently the only game on this bitter conflict. 120 die-cut counters. J.Miranda'96 / ARTICLES ON: History & current situation in Chechnya; industry news; errata for Redline Korea #6; scenario generation rules for Rebel Yell; interview with Chris Pello.											
<b>Redline Korea #6</b>		<b>140339</b>	<b>Game Publicatns GAME FIX</b>	<b>\$12.00</b>		V.Good	n	OoP			6
Complete. Sml spot on mag cover page. Otherws EX. ■ Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Week turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.											
<b>Redline Korea #6</b>		<b>86762</b>	<b>Game Publicatns GAME FIX</b>	<b>\$18.00</b>		Mint	n	OoP			6
Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.											

## GMT C3i Magazine

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<b>C3i Magazine #25</b>		<b>95642</b>	<b>GMT C3i Magazine</b>	<b>\$75.00</b>		New	n	OoP			A
Mag & Game. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labrynth 10 Normandy'44; 32 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baetis River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New G											
<b>C3i Magazine #26</b>		<b>108923</b>	<b>GMT C3i Magazine</b>	<b>\$99.00</b>		New	n	OoP			A
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 Empire 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; Tannenber 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>C3i Magazine #27</b>		<b>112630</b>	<b>GMT C3i Magazine</b>	<b>\$120.00</b>		New	n	OoP			A 1
Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Levloff'13 / w/ 2 Combat Commander scenario cards with 4 scenarios#117-120; SPQR Dertosa 215BC scenarios, Iron & Oak insert with 2 scenarios plus 2 map inserts. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; ne scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Reds; Dertosa, 215BC scenario for SPQR Deluxe.											
<b>C3i Magazine #28</b>		<b>113397</b>	<b>GMT C3i Magazine</b>	<b>\$114.00</b>		New	n	OoP			Z
Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoplite (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map 80 counters. S.Vasta'15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Combat Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview sith S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoplite scenario.											

## Lock 'n Load LINE OF FIRE Mag

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Line of Fire Magazine #12</b>		<b>114232</b>	<b>Lock 'n Load LINE OF FIRE</b>	<b>\$19.00</b>		New	Bk	OoP			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 Lo & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12											

## Multi-Man OPERATIONS MAG

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Operations Magazine Special Issue #2</b>		<b>136650</b>	<b>Multi-Man OPERATIONS MAG</b>	<b>\$29.00</b>		New	n				Z
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Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am -9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend, OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?
							Incl	Scale
								Plyrs
Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btln/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 (C 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 Cauldron. '09								
<b>Special Ops Wargaming Journal # 1</b>		<b>125022</b>	<b>Multi-Man OPERATIONS MAG</b>	<b>\$17.00</b>		<b>New</b>	<b>n</b>	<b>Z</b>
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 & sm 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 # 8</b>		<b>134058</b>	<b>Multi-Man OPERATIONS MAG</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>Z</b>
MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1m/turn. Tetsuya Nakamura '18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barricade in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.								
<b>Special Ops Wargaming Journal # 9</b>		<b>138128</b>	<b>Multi-Man OPERATIONS MAG</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>Z</b>
MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Greater East Asia Co-Prosperity Sphere. Also includes 2 ASL + 2 ASLSK scenarios. 50 counters. Yasushi Nakaguro '19 / ARTICLES ON: review of Front Toward the Enemy, scenario chronology for Great Campaigns of the American Civil War (GCACW) game series; preview of ASL Starter Kit #4; and Conscripts in Red Factories.								
<b>One Small Step ARES MAG</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>Invasive Species #2</b>		<b>117074</b>	<b>One Small Step ARES MAG</b>	<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>
Mag & game. Game is a 2-player contest that takes places on a star frigate. One player controls the human crew, the other represents an alien infestation unintentionally brought back to the ship from exploration of a new planet. Emphasis of the game is on the suspense of the action. Played on a diagram of the ship's interior. Any resemblance to the plot of Alien is not accidental. M.Anderson '15 / ARTICLES ON: includes numerous sci-fi fiction articles. 78pgs.								
<b>One Small Step COMP EDGE</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>Cybernat, Duel for Cyberspace #1</b>		<b>140201</b>	<b>One Small Step COMP EDGE</b>	<b>\$9.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Cherry. Last copy. ■ Mag & game. StatQuo, a worldwide government ala NWO, is challenged by hackers-Cybernauts- or control of the Net. Counters must be cut apart (& optionally mounted). Conflict occurs in both the real & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.								
<b>Edson's Ridge, Guadalcanal Sept 1942 #10</b>		<b>140200</b>	<b>One Small Step COMP EDGE</b>	<b>\$20.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Cherry. Last copy. ■ Mag & game. Simpler game of the first Japanese offensive on Guadalcanal, Spt 1942. south of Henderson Field. Co IV, 200yd/hex, 4hrs/turn. Counters printed on heavy card stock & must be cut apr. M.Smith'96 / Also includes South Mills, Apr 1862 map & scenario for Rebel Yell; industry news; the battle for Edson's Ridge.								
<b>One Small Step COUNTERFACT MAG</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>1936, What If? the Rhineland Crisis # 4</b>		<b>130629</b>	<b>One Small Step COUNTERFAC</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>
Mag & Game. Game of the situation in 1936 as Hitler announces the remilitarization of the Rhineland area bordering France. What if the French had intervened at that juncture? Game posits that Germany would fall into civil war, that the Soviets would use the opportunity to invade, and so the French must fight their way to Berlin to install the government of their choosing. 88 counters. 1wk/turn, 40mi/hex. Ty Bombo'17 / ARTICLES C The Rhineland Crisis of 1936; What Would Machiavelli Tell the Ukrainians?; Britain, China and Japan's New Aircraft Carriers; Russia's Next-Gen Super-Tank Armada; Terrorism as a Strategy; Accidental Superpower Boc Review; SitRep: Russia's New APC, China has won the Battle of the Nine-Dash Line, US Camouflage Uniforms, Lockheed-Martin SR-72, Boeing X-51A Waverider, Growing Israel Dolphi-2 Sub Flotilla, US Army Cheeta Robot, Growing role of Special Forces Around the World.								
<b>Islamic State, the Coming Libya War # 5</b>		<b>143885</b>	<b>One Small Step COUNTERFAC</b>	<b>\$20.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>
Mag & game. Solitaire game of a hypothetical US-led NATO invasion of Libya & Tunisia after these nations have collapsed into civil war & chaos. US-led forces including Libyan nationalists, Egyptian, NATO & anti-Islami militias attempts to destroy a nascent ISIS organization before it can coalesce into a nation-state. Isis forces seek to maximize damage to coalition forces, including capturing & killing pilots, attrition to allied units, control (localities, etc. 3.5days/turn, btln/rgt/brig level, point-point movement. Javier Romero'17 / ARTICLES ON: Coming War Against Isis in Libya; Thirty Years War, Struggle for the Holy Land 1919-49; German Colonial Wars in South West Africa; US M3 Halftrack vs German SDK FZ-251; Armored Trains at War; Task Force Razor & the US Strategy vs Isis.								
<b>Oregon ConSim Games</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>1914 Dispatches, OR ConSim Journal # 1</b>		<b>144506</b>	<b>Oregon ConSim Games</b>	<b>\$18.00</b>		<b>New</b>	<b>n</b>	<b>4</b>
Premier issue of Oregon ConSim Games supporting games they designed including GMT's 1914 Twilight in the East. This issue adds a variant expanding the latter game based on research not included in the original game, including additional scenarios: Battle of Ivangorad, Oct 1914, and Battles of Lodz & Krakau. Also includes historical analyses of Austro-Hungary's botched deployment at the start of the war, and strategy in the Galicia area for both sides. Also includes 2 play aid cards. '12								
<b>Pacific Rim CntrAtk Mag</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>Drive on Frankfurt #1</b>		<b>139974</b>	<b>Pacific Rim CntrAtk Mag</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>
Mag & game. Good game of a Soviet drive on Frankfurt via Fulda Gap shortly after the outbreak of World War 3 in Europe. Similar to Next War, game envisions a very fluid, non-linear battlefield in which air & ground operations are integrated & violent, and the Soviets are on the move toward the Rhine. Includes the possibility of chemical & nuclear weapons, & electronic warfare. Btl/rgt lvl. J.Southard'87 / ARTICLES ON: Modern battle doctrine; The Bundeswehr, Germany army; Units of the Drive on Frankfurt (ToOE); Soviet Conventional Combat Philosophy; conjectured War of German Reunification.								
<b>Lee Invades the North #2</b>		<b>139975</b>	<b>Pacific Rim CntrAtk Mag</b>	<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>
Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates in invading the North, Sept 1862 & summer 1863. Focuses on command control and following a strateg plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 1863; naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.								
<b>SPI Ares Mag Games</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>Arena of Death #4</b>		<b>140175</b>	<b>SPI Ares Mag Games</b>	<b>\$20.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Rules separated. Unpunched. ■ Mag & Game. Person-person combat w/might & magic for 2 or more using us DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.								
<b>Barbarian Kings #3</b>		<b>140194</b>	<b>SPI Ares Mag Games</b>	<b>\$27.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Last copy. ■ Mag & Game. FUN little 2-5 player game with conventional & magical combat on land & sea in a fictional land. RECOMMENDED. G.Costikyan'80								
<b>Ragnarok #8</b>		<b>140262</b>	<b>SPI Ares Mag Games</b>	<b>\$24.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Rules separated. ■ Mag & Game. Norse gods btl against a traitorous god, Mag & Gameical & mythological elements. D.Esakof'81								
<b>Rescue from the Hive #7</b>		<b>117278</b>	<b>SPI Ares Mag Games</b>	<b>\$30.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Rules separated, unpunched. ■ Mag & Game. Fun 2-player game of space Marines attempt to recover hostages aboard an ant colony space ship. Solitaire rules printed in a later issues of Moves. N.Karp'81 / ARTICLES ON: a Dragonquest adventure scenario; facts for fantasy gaming; Science for Science Fiction; Games set in the Orient: Bushido, Land of the Rising Sun, Compleat Fantasist.								
<b>SPI S&amp;T Magazine Games</b>				(541) 756-4711	10am-9pm PST		(866) 690-7879	10am-9pm PST
<b>American Civil War [74] #43</b>		<b>140345</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$17.50</b>		<b>V.Good</b>	<b>n</b>	<b>OoP</b>
Missing 3 units & 7 markers; ID included. Most rules seam worn or separated, largely repaired. Couple of indentations on map surface. Entirely servicable. ■ Mag & game. Strategic lvl gm of the entire American Civil War land & sea, 1861-65. Captures the essential elements of this war in the way that the designer was so very good at, yet little of the (bloody) color of the conflict came thru. 200 counters, 3mo/turn, basic scenario with varia J.Dunnigan'74 / ARTICLES ON: American Civil War 1861-65; Soldier Kings, 1550-1770.								
<b>Armada, 1st #72</b>		<b>140212</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$19.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>
Unpunched. Rules separated. Some lite spotting on rules cover front & back. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.								

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale
								Plys
<b>Armada, 1st #72</b>	<b>107569</b> SPI S&T Magazine Games	<b>\$25.00</b>		Mint	n	OoP		4
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.								
<b>Armageddon #34</b>	<b>99039</b> SPI S&T Magazine Games	<b>\$44.00</b>		Mint	n	OoP		2
Last copy. ■ Mag & Game. Tactical combat in pre-Greek eras from 3000-500BC w/ many scenarios. S Patrick & J Young72 / ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-8 Diplomacy strategy.								
<b>Armageddon #34</b>	<b>GameOnly 145356</b> SPI S&T Magazine Games	<b>\$19.00</b>		V.Good	n	OoP	Err	2
GmOnly. Complete. 1 blank used as a repl counter for another game and now has white paper mar on whole surface. Couple minor stains w/ margin of map. Rules soiled & stained thru use. Includes a second, neatly-made, color photocopied counterset mounted on thin cardboard. ■ GameOnly. First full-scale game of tactical-level combat in pre-Greek eras pf 3000-500BC. Includes many scenarios and the core unit types of the period together with their tactics. 14 scenarios, 255 counters. Game later revised as part of the Prestages 5-game series. S Patrick & J Young72								
<b>Breitenfeld #55</b>	<b>76700</b> SPI S&T Magazine Games	<b>\$30.00</b>		Mint	n	OoP		2
Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.								
<b>Breitenfeld #55</b>	<b>131475</b> SPI S&T Magazine Games	<b>\$22.00</b>		Excell	n	OoP		2
Complete. Rules folded once horizontally. ■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.								
<b>CA, Tactical Naval Warfr in Pacific #38</b>	<b>130973</b> SPI S&T Magazine Games	<b>\$45.00</b>		Mint	n	OoP		2
Rules folded horizontally once. Countersheet cut into 4 parts but unpunched. Otherws mint. ■ Mag & Game. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan73 / ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.								
<b>Cedar Mountain #86</b>	<b>56968</b> SPI S&T Magazine Games	<b>\$15.00</b>		New	n	OoP		2
Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams81 / ARTICLES ON Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.								
<b>Combined Arms, Combat Ops 1935-70 #46</b>	<b>130955</b> SPI S&T Magazine Games	<b>\$45.00</b>		Mint	n	OoP		2
Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.								
<b>Combined Arms, Combat Ops 1935-70 #46</b>	<b>92835</b> SPI S&T Magazine Games	<b>\$35.00</b>		Mint	n	OoP		2
Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.								
<b>Combined Arms, Combat Ops 1935-70 #46</b>	<b>GameOnly 106939</b> SPI S&T Magazine Games	<b>\$11.00</b>		V.Good	n	OoP		2
Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Game is an attempt to show the application of combined arm tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan74								
<b>Conquistador #58</b>	<b>105431</b> SPI S&T Magazine Games	<b>\$35.00</b>		Mint	n	OoP		6
Rules separated. ■ Mag & game. Great tho very long game for 2-5 players of exploitation & combat while colonizing (conquering) the New World. Plays use explorers to find key land forms & suitable places to colonize, establish resource-generating colonies, and use armies to protect their assets & to raid opponents' colonies. The discovery & flow of gold is an important aspect of the game. 200 counters, 5yrs/turn. R.Berg76 / ARTICLE ON: Pizarro & the conquest of Peru, 1524-33; Nuclear submarine & anti-submarine warfare; ERRATA for Panzergruppe Guderian #57; the Rhodesian army; military spending worldwide.								
<b>Crusades #70</b>	<b>67807</b> SPI S&T Magazine Games	<b>\$35.00</b>		Mint	n	OoP		6
Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R.Berg78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug78 (typically in Moves Mag).								
<b>Desert Fox #87</b>	<b>105428</b> SPI S&T Magazine Games	<b>\$30.00</b>		Mint	n	OoP		4
Rules separated. Single large dog ear crease on mag cover. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the game into Tunisia & 1943. R.Berg81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.								
<b>Desert Fox #87</b>	<b>131169</b> SPI S&T Magazine Games	<b>\$36.00</b>		Mint	n	OoP		4
Cherry. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the game into Tunisia & 1943. R.Berg81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.								
<b>Dixie #54</b>	<b>99141</b> SPI S&T Magazine Games	<b>\$15.00</b>		Mint	n	OoP		6
Rules separated. One map panel moderately sun discolored; otherws mint. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R.Siminson76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.								
<b>Dixie #54</b>	<b>105649</b> SPI S&T Magazine Games	<b>\$19.00</b>		Mint	n	OoP		6
Rules separated. Very clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R.Siminson76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.								
<b>Fifth Corps #82</b>	<b>131174</b> SPI S&T Magazine Games	<b>\$64.00</b>		Mint	n	OoP		2
Cherry. Last copy. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, the key dynamic. J.Dunnigan80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.								
<b>Fighting Sail #85</b>	<b>107374</b> SPI S&T Magazine Games	<b>\$29.00</b>		Mint	n	OoP		1
Some fingerprint mars on rear cover (ad). ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.								
<b>Fighting Sail #85</b>	<b>131171</b> SPI S&T Magazine Games	<b>\$34.00</b>		Mint	n	OoP		1
Cherry. ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.								
<b>Frederick the Great #49</b>	<b>131339</b> SPI S&T Magazine Games	<b>\$28.00</b>		Excell	n	OoP		6
Complete. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegent system rewards a war of maneuver. F.Davis, E.Curran75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.								
<b>Frederick the Great #49</b>	<b>98782</b> SPI S&T Magazine Games	<b>\$35.00</b>		Mint	n	OoP		6
19 units loose in strips from tree. V.clean. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegent system rewards a war of maneuver. F.Davis, E.Curran75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.								
<b>Germany, Battle for... #50</b>	<b>GameOnly 116116</b> SPI S&T Magazine Games	<b>\$42.00</b>		Mint	n	OoP		6
3 sml pinholes in map margins, rules provided as photocopy. 10 counters loose from tree, otherws unpunched & complete. ■ GameOnly. Unique gm of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, v.simple game, good for beginners or experts alike. 100 counters, 67km/hex, 2wks/turn. J.Dunnigan74								
<b>Kaiser's Battle #83</b>	<b>98798</b> SPI S&T Magazine Games	<b>\$20.00</b>		Mint	n	OoP		4



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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Plyrs
Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.												
<b>Kaiser's Battle #83</b>		<b>140173</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$15.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Unpunched but rules separated, innermost mag page loose from staples. Mag shows more than normal wear. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.												
<b>Kampfpanzer, Armored Combat 1937-40 #41</b>		<b>140264</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$12.00</b>			<b>V.Good</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Missing 2 units; ID included, otherws 20% punched. 1 unit mildly stained. ■ Mag & Game. Si-Move game of armored combat, 1937-40, in 9 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW. 3.75min/turn, 100m/hex. JDunnigan'73 / ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.												
<b>Kampfpanzer, Armored Combat 1937-40 #41</b>	<b>GameOnly</b>	<b>131325</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$25.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Cherry. ■ GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD73												
<b>Lost Battles #28</b>		<b>131908</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$62.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
10 units loose from tree, otherws unpunched. Sml discoloration or marr on one unit. Both map & rules have an extra horizontal fold. Otherws clean. Last copy. ■ Mag & Game. 4 scenario game of btln/regt scale battles or the Eastern Front in WWII intended to characterize the war in the east. Emphasizes logistics of movement esp along roads, and that inconveniences gamers who don't like that form of realism. JDunnigan'71 / ARTICLES ON: The War in the East; Dark Ages 500-1200AD.												
<b>Oil War #52</b>		<b>140337</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$30.00</b>			<b>Excell</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Complete. Rules & a few pgs of mag litely dog-eared. Otherws EX. ■ Mag & Game. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. JDunnigan'75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive again Imperial Japan 1942-45.												
<b>Operation Grenade #84</b>		<b>100153</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$10.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag cover finger print marred. Map seam intersections worn & neatly repaired on bckside. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.												
<b>Operation Grenade #84</b>		<b>98788</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$18.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag cover mildly scuffed (far less so than most copies of this issue). ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.												
<b>Operation Grenade #84</b>	<b>GameOnly</b>	<b>140423</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$12.00</b>			<b>Excell</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Complete. ■ GameOnly. Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81												
<b>Operation Olympic #45</b>		<b>131332</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$44.00</b>			<b>V.Good</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Complete. Rules & map folded once horizontally. Japanese counters have location coding on blank backside (per rules). Sml cigarette burn hole on unused margin of map. ■ Mag & game. SOLITAIRE game (with 2-player rules) of the planned invasion of the southern-most Japanese home island, Kyushu, in Nov'45. Long a popular solitaire game. It depicts the orthodox understanding of the bitter nature of a possible invasion of Japan. 200 counters, 1wk/turn, 6.5km/hex. JDunnigan'74 / ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.												
<b>Operation Olympic #45</b>	<b>GameOnly</b>	<b>122687</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$25.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Sml price tag remnant on rules cover, otherwsi mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. JDunnigan'74												
<b>Panzer Battles #73</b>		<b>131179</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$30.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Cherry mint. Last copy. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.												
<b>Paratroop #77</b>		<b>131177</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$28.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Err</b>	<b>2</b>
Cherry. ■ Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.												
<b>Paratroop #77</b>		<b>140181</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$24.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>Err</b>	<b>2</b>
Rules separated. Rules cover has 2 creases from being misfolded. Mag cover & 2pgs dogeared. ■ Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.												
<b>Patton's 3rd Army #78</b>		<b>107488</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$25.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Patton's Nov44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.												
<b>Patton's 3rd Army #78</b>		<b>140209</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$20.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Unpunched. Mag cover shows slight wear. ■ Mag & Game. Patton's Nov44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.												
<b>Punic Wars, Rome v Carthage #53</b>	<b>GameOnly</b>	<b>116180</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$5.00</b>			<b>Fair</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Incomplete; missing 21 units & markers; ID included. Rules provided as photocopy. Otherws clean & EX. ■ GameOnly. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. 1yr/turn. I.Hardy'75												
<b>Revolt in the East #56</b>		<b>131472</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$21.00</b>			<b>Excell</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Complete. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. JDunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & Soviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).												
<b>Revolt in the East #56</b>		<b>105452</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$24.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. JDunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & Soviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).												
<b>Revolt in the East #56</b>	<b>GameOnly</b>	<b>116184</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$8.00</b>			<b>Fair</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Incomplete; missing 31 units & markers; ID included. Rules provided as photocopy. Map wrinkled by poor storage. Otherws VGd. ■ GameOnly. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. JDunnigan'76												
<b>Scrimmage #37</b>		<b>92481</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$15.00</b>			<b>Excell</b>	<b>n</b>	<b>OoP</b>			<b>1</b>
Complete. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. JDunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.												
<b>Scrimmage #37</b>		<b>101054</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$25.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>1</b>
1 mag center pg litely discolored by exposure to counters. Some yellowing to rules edge & map seam; otherws cherry. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. JDunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.												
<b>Sicily, Race for Messina #89</b>		<b>24094</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$20.00</b>			<b>&lt; New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Remnant copy. 2nd half-sized countersheet replaced by color copy, front & back. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btln/rgt level, 300 counters. D.rustin'81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.												
<b>Sicily, Race for Messina #89</b>		<b>131167</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$29.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Top of mag cover & a few pages show evidence of mild moisture warping. Otherws cherry. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btln/rgt level, 300 counters. D.rustin'81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.												
<b>Siege of Constantinople #66</b>		<b>140215</b>	<b>SPI S&amp;T Magazine Games</b>	<b>\$38.00</b>			<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg'78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.												

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl
								Scale
								Pllys
See page 36 for an explanation of the various codes & column data used in this catalog.								
<b>Siege of Constantinople #66</b>	107492 SPI S&T Magazine Games	\$33.00			Mint	n	OoP	4
Minor scuffs & 1 sml dog ear on mag cover. ■ Mag + Game. Operational lvi game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.								
<b>South Africa, Vestige of Colonialism #62</b>	107485 SPI S&T Magazine Games	\$30.00			Mint	n	OoP	6
Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.								
<b>South Africa, Vestige of Colonialism #62</b>	131184 SPI S&T Magazine Games	\$27.00			Mint	n	OoP	6
Mag cover scuffed. Complete & others clean. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.								
<b>South Africa, Vestige of Colonialism #62</b>	GameOnly 115765 SPI S&T Magazine Games	\$19.00			Mint	n	OoP	6
Cherry mint; game-only. ■ GameOnly. Guerilla & conventional revolt in S.Afrika thru the '70s. Possible mass uprising against the apartheid regime in S.Africa in the late '70s, and how the regime might have responded. Focuses on the conventional and guerilla conflict, much less so to the political elements involved. 200 counters. I.Hardy77								
<b>Stonewall in the Shenandoah #67</b>	104396 SPI S&T Magazine Games	\$25.00			Mint	n	OoP	4
Rules separated. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.								
<b>Stonewall in the Shenandoah #67</b>	140247 SPI S&T Magazine Games	\$23.00			Mint	n	OoP	4
Rules separated. Mag cover lightly scuffed. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.								
<b>Tank! #44</b>	130951 SPI S&T Magazine Games	\$32.00			Mint	n	OoP	1
Unpunched, clean. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.								
<b>Tank! #44</b>	99121 SPI S&T Magazine Games	\$30.00			Mint	n	OoP	1
Slight sun discoloration to rules cover page. Unpunched. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.								
<b>Tank! #44</b>	GameOnly 122691 SPI S&T Magazine Games	\$20.00			Mint	FT	OoP	1
GameOnly, packaged in a flat tray with cover sheet. Includes base game only. Very clean. ■ GameOnly, packaged in a flat tray with cover sheet. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan74								
<b>Tannenberg [78] #69</b>	GameOnly 140466 SPI S&T Magazine Games	\$15.00			Mint	n	OoP	4
GameOnly. Div/corp level gm of opening campaign in east using the excellent Great War system. Includes very strict victory conditions that accurately reflect the situation by gamers often don't enjoy, plus a 3 player version where 2 players command the two Russian armies and are not allowed to communicate with each other (reflecting their commanders' animosity towards each other). Completes the Great War Quad. D.Isby78								
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	107454 SPI S&T Magazine Games	\$9.00			Mint	n	OoP	6
One slight fingerprint on mag cover. Others unpunched & clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.								
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	99147 SPI S&T Magazine Games	\$9.00			Mint	n	OoP	6
Slight creased dog-ear at upper right corner of mag; otherwise very clean & unpunched. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.								
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	131175 SPI S&T Magazine Games	\$10.00			Mint	n	OoP	6
Cherry. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.								
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	GameOnly 35944 SPI S&T Magazine Games	\$9.00			Mint	n	OoP	6
GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80								
<b>USN, War in the Pacific 1941-3 #29</b>	107439 SPI S&T Magazine Games	\$20.00			Fair	n	OoP	6
Complete but a very used, worn, soiled, poorly cared-for copy. Map, rules & all charts soiled & significantly stained over the entirety of each. All counters marked with an X on blank backsides, but basically clean. All 10 rules panels separated, w/ Scotch tape remanents & some tearing on edges (& a few words missing). CRT/OoB charts seam fold repaired; some penciled writing on one chart. Mag has stains on mage cover front & back a couple inside. Again, a very soiled, worn copy that is yet complete & still servicable. ■ Mag & Game. Still one of the best Pacific games. Strategic level game of the war in the Pacific (sans China), 12/41-6/43. Units represent naval squadrons, air flotillas, and land units are div/corp/army sized. Game system is fluid, and offers many strategic approaches to the game. HIGHLY RECOMMENDED. J.Dunnigan, J.Young, R.Champen71 ARTICLES ON: The blitzkrieg, an analysis including German armor & AT production; the War in the Pacific, 1941-43; review of Origins of WWII, War at Sea; Diplomacy strategy.								
<b>Veracruz, US Invasion of Mexico 1847 #63</b>	107484 SPI S&T Magazine Games	\$20.00			Mint	n	OoP	4
Cherry. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btl/nrgt level. R.Berg77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.								
<b>Wilson's Creek #80</b>	131176 SPI S&T Magazine Games	\$39.00			Mint	n	OoP	3
Cherry. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.								
<b>Wilson's Creek #80</b>	141291 SPI S&T Magazine Games	\$21.00			V.Good	n	OoP	3
Complete. Some moisture spots on cover of std rules. Mag scuffed & stained thru use. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.								
<b>Wilson's Creek #80</b>	92866 SPI S&T Magazine Games	\$29.00			Excell	n	OoP	3
Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.								
<b>World War I #51</b>	131191 SPI S&T Magazine Games	\$65.00			Mint	n	OoP	6
Cherry. Last copy. ■ Mag & game. Strategic level game of WWI thruout Europe using resource points as the essential representation of national resources & will. Effective, elegant design with but 100 counters & small map. RECOMMENDED. J.Dunnigan75 / ARTICLES ON: Strategic Assessment of World War I; Designer Notes for WWI (game); Fast Carriers Weapon Systems Survey 1917-75.								
<b>World War I #51</b>	GameOnly 116117 SPI S&T Magazine Games	\$12.50			Good	n	OoP	6
Incomplete: Missing 25 units & markers; ID & color photocopy of countersheet included. Rules provided as photocopy. Quite servicable once replacement counters are created. Others VgD. ■ GameOnly. Strategic lvi WW1 thruout Europe using resource pts as the essential representation of national resources & will. Effective, elegant design. JD75								

### TSR Ares Games

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

#### Universe: Mongoose & Cobra Module #17

72578 TSR Ares Games

\$18.00

Mint

n OoP

1 M

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

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditm	Type	Print?	Incl	Scale	Plys
<b>TSR S&amp;T Games</b>												
(541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST												
<b>13: Colonies in Revolt #104</b>	<b>131200</b>	<b>TSR S&amp;T Games</b>		<b>\$40.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>				
Cherry. Last copy. ■ Mag & Game. Operational level game covering the entire Revolutionary War, 1775-81, from Maine to George & the Great Lakes. Onus is on the British to conquer the continent. 200 counters, 26mi/hex, 2mo/turn, Rgt+ level. R.Berg'85. / ARTICLES ON: Roman Honorific Titles; 34 Campaigns for which the US Army awarded participation medals; Siege of Khe Sahn 1968; the Southern Campaigns during the Am Revolutionary War, 1778-81; Duel in the Desert variants for TSR Sirocco; New variants & Mediterranean scenarios for TSR WWII European Theater of Operations 2nd, with ERRATA; Berg's review of games: GDW Arctic Front, TSR Twilight War; VG Pax Britannica; 3W East Wind Rain, HISTCON Marengo, AH Firepower; ERRATA for Monty's D-Day #102; Pluses for the Game Hobby; Previews of TSR TSS 2nd, Barbarossa; Strategy for Monty's D-Day #102.												
<b>American Civil War ['83] #93</b>	<b>131211</b>	<b>TSR S&amp;T Games</b>		<b>\$39.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>				
Cherry. Last copy. ■ Mag & game. Game covering all of the American Civil War at strategic level with 200 cntrs. Includes riverine forces & a greater emphasis on leaders & supply than prior efforts. 35mi/hex, generic strength units. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWII; Motorized & Panzer Grenadier Divs; von Luchins & the Voyage of teh German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Remember Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, Iwo Jima #92.												
<b>Central Command #98</b>	<b>101462</b>	<b>TSR S&amp;T Games</b>		<b>\$26.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Cherry. ■ Mag & Game. Game of air-land combat between elite, airborne formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btl/nrg level. Col/btl level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Origins'84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.												
<b>Cromwell's Victory #101</b>	<b>105726</b>	<b>TSR S&amp;T Games</b>		<b>\$25.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Rules separated. ■ Mag & Game. Game of the Battle of Marston Moor, Jul 1644, one of the decisive battles of the English Civil War. Royalists under Newcastle & Rupert meet the Parliamentarians & Scots under Fairfax Manchester & Leven. 200yd/hex, 30min/turn, 100 counters. D.Ritchie'85 / ARTICLES ON: Swiss Mercenaries 1480-1985; Am Civil War General nicknames; Napoleon's 1809 Campaign; the English Civil War 1642-6; Batt of Marston Moor, with Organization & Equipment; profile of TSR Twilight War; ERRATA for Superpowers at War#100; Berg reviews: 1984 in review, MB Axis & Allies 2nd, VG 1809, TFG Hitler Turns Against Russia, VG Panzer Command, WWW Khyber Rifles #34; Action Element in Games; ERRATA for Central Command #98 (w/ additional counter images).												
<b>Cromwell's Victory #101</b>	<b>131203</b>	<b>TSR S&amp;T Games</b>		<b>\$29.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Cherry. ■ Mag & Game. Game of the Battle of Marston Moor, Jul 1644, one of the decisive battles of the English Civil War. Royalists under Newcastle & Rupert meet the Parliamentarians & Scots under Fairfax, Manchester & Leven. 200yd/hex, 30min/turn, 100 counters. D.Ritchie'85 / ARTICLES ON: Swiss Mercenaries 1480-1985; Am Civil War General nicknames; Napoleon's 1809 Campaign; the English Civil War 1642-6; Batt of Marston Moor, with Organization & Equipment; profile of TSR Twilight War; ERRATA for Superpowers at War#100; Berg reviews: 1984 in review, MB Axis & Allies 2nd, VG 1809, TFG Hitler Turns Against Russia, VG Panzer Command, WWW Khyber Rifles #34; Action Element in Games; ERRATA for Central Command #98 (w/ additional counter images).												
<b>Hastings, 1066 #110</b>	<b>GameOnly 129725</b>	<b>TSR S&amp;T Games</b>		<b>\$18.00</b>	<b>Good</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Substantially complete. Missing 1 unit & 4 markers; ID included. rules have 2 spill stains. Counter corners heavily clipped; counters look octoganal. ■ GameOnly. Tactical level game of the pivotal battle of Hastings, 1066, in which the Normans under William decisively defeated Saxons under King Harold, shaping British (& the world's) history forever after. 200 counters, 45yds/hex, indefinite time periods covering 4 historical assault periods. R.Berg'86												
<b>Iwo Jima #92</b>	<b>116786</b>	<b>TSR S&amp;T Games</b>		<b>\$59.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	<b>1</b>			
Mag & Game. Well-regarded solitaire game of the US invasion by 3 Marine divs of this fortress island defended by 21,000 fortified Japanese, Feb-Mar '45. Company level. Players takes US side. Goal is to clear the island quickly as possible with minimum casualties. 200 counters, 250m/hex, 1day/turn, 2 short scenarios plus full campaign. D.Rohde, G.Gillete'83 / ARTICLES ON: German Panzer Div mobilization in WWII; Berg's Review of Games: Trenchfoot, Carrier Strike #16, Richard the Lionhearted; Iwo Jima, Feb-Mar 1945; Rise & Fall of the British Empire, 1583-1983; Afghan Wars; Sepoy Rebellion; Boer War; Opium & Boxer War.												
<b>Monmouth #90</b>	<b>101476</b>	<b>TSR S&amp;T Games</b>		<b>\$12.50</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rg level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.												
<b>Monty's D-Day #102</b>	<b>105727</b>	<b>TSR S&amp;T Games</b>		<b>\$35.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Rules separated. ■ Mag & Game. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battl Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.												
<b>Monty's D-Day #102</b>	<b>GameOnly 91168</b>	<b>TSR S&amp;T Games</b>		<b>\$15.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85												
<b>Pleasant Hill, Battle of... #106</b>	<b>131198</b>	<b>TSR S&amp;T Games</b>		<b>\$32.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Cherry. Last copy. ■ Mag & Game. Volume 7 in the Grt Battles of the Am Civil War series. Taylor's Confederate forces attack Bank's prepared position in Louisiana, Apr'64, forestalling further Union threats to Texas. 200 counters, 20min/turn, 120yd/hex, 100men/strength pt. regt level. Martin & Millman'86 / ARTICLES ON: Battle of Mazikert, Armenia, 1071; Red River Campaign of 1864; Military Wargame Exercises; Berg's review of: AH Russian Front, 3W Rise of the House of Sa'ud, MOORE Operation Thunderclap, TSR Julius Caesar; Additional Southern Campaign scenario for 13 Colonies in Revolt #104; Command & Design, a Perspective (K Zucke												
<b>Rapid Deployment Force RDF #91</b>	<b>131213</b>	<b>TSR S&amp;T Games</b>		<b>\$32.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.												
<b>Road to Vicksburg #103</b>	<b>107477</b>	<b>TSR S&amp;T Games</b>		<b>\$22.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Cherry. ■ Mag & Game. Decisive btl of Champion Hill, May 1863, that decided the Vicksburg campaign and gave the Union control of the Mississippi River. Uses the Blue & Gray game system. Rgt/brig level, 100 counter 300m/hex, 45min/turn, 125-300men/strength point. R.Land'85. / ARTICLES ON: POWs in the US; Roman Emperor as Warrior; Ukraine Insurgent Army 1942-9; Future of the Carrier; Vicksburg Campaign. Grant's Masterpiece; Battle at Champion Hill; 10 Year Retrospective on Napoleon's Last Battles Quad; Unexpected War in the Falklands; New Mortain & Falaise Pocket scenarios for TSR Cobra 2nd, plus OoB variants & ERRAT Berg's Reviews of: VG Cold War, Thunder at Luetzen #99, MB Conquest of the Empire, AH B-17 2nd; Choosing a Wargame Topic; Cromwell's Victory after-action report, plus variants & ERRATA.												
<b>Ruweisat Ridge #105</b>	<b>97461</b>	<b>TSR S&amp;T Games</b>		<b>\$24.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Cherry. ■ Mag & Game. Grand tactical game of btls near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.												
<b>Singapore, Fall of Malaya #96</b>	<b>101463</b>	<b>TSR S&amp;T Games</b>		<b>\$30.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Cherry aside from a couple of sml spots on an inner mag pg. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.												
<b>Soldiers of the Queen #95</b>	<b>107482</b>	<b>TSR S&amp;T Games</b>		<b>\$32.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>				
Cherry. ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules.												
<b>Superpowers at War #100</b>	<b>131204</b>	<b>TSR S&amp;T Games</b>		<b>\$35.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Cherry. Last copy. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt-lvl game of operational combat in western Germany during the opening days of World War III. 2 scenarios: Drive on Munich & Across the Rhine. Double impulse game emphasizing mobility. 4km/hex, 24hr/turn, btl/nrg level. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98.												
<b>Target, Libya #109</b>	<b>131195</b>	<b>TSR S&amp;T Games</b>		<b>\$30.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>				
Cherry. Last copy. ■ Mag & Game. Hypothetical btl/brig lvl inv of Libya by US & Egypt. Lots of air & naval power. D Ritchie 86												

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Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price	Ship Surchage Flag	General Condition	Box Type	Out-of-Print?	Errata Incl	Game #-of Scale	Game #-of Plyrs
<b>Thunder at Luetzen #99</b>		131205	TSR S&T Games	\$30.00		Mint	n	OoP			2
Cherry. Last copy. ■ Mag & Game. Army-level game of Napoleon's May 1813 battle for central Europe. The Allies lost a good opportunity at the time; the game begins the day before the 2 May battle. Good game. 475m/hex, 1hr/turn, 2500men/unit, rgt/brig level. B.Simmons'85 / ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.											
<b>Trail of the Fox #97</b>		105733	TSR S&T Games	\$24.00		Mint	n	OoP			4
Rules separated. Very clean & unpunched. ■ Mag & Game. Btln-rgt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (whe including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btln/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.											
<b>Trail of the Fox #97</b>		134300	TSR S&T Games	\$34.00		New	n	OoP			4
Last new copy. ■ Mag & Game. Btln-rgt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btln/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.											
<b>Warsaw Rising #107</b>		11934	TSR S&T Games	\$39.00		New	n	OoP			2
Last copy. ■ Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-hovse fighting. 200 counters, btln/rgt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Gleam of Bayonet.											
<b>Udo Grebe COMMAND &amp; STRAT</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>Command &amp; Strategy Magazine</b>		96570	Udo Grebe COMMAND & STRAT	\$0.00		New	zl	OoP			Z
Any of the available 7 issues is print; price differs for #7 on as these have a full game in them. See online catalogs for full details.											
<b>Command &amp; Strategy Magazine # 1</b>		145988	Udo Grebe COMMAND & STRAT	\$10.00		New	zl				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 Apocypse 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 # 2</b>		123954	Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); ARTICLES ON: 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05											
<b>Command &amp; Strategy Magazine # 5</b>		137631	Udo Grebe COMMAND & STRAT	\$8.50		New	zl				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). ARTICLES ON: 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 & oth games in that system.											
<b>Command &amp; Strategy Magazine # 6</b>		137382	Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
Mag & Game & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. ARTICLES ON: pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07											
<b>Vae Victis Cerigo Editions Vae Victis</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>100 Hours at Waterloo #124</b>		132889	Vae Victis Cerigo Edition	\$26.00		New	n	OoP			4
Last copy. ■ Mag & game. Operational level game of the entire 8 day Waterloo campaign, June 1815. (Despite the game title, it covers 8 days, 15-22 June.) Uses a point-point map of Belgium, event markers (instead of cards), and allows great variation from historical events if players choose alternative strategies. Demi-corp level, 1day/turn, 20-25km between locations. Magazine of military history in all eras, with a complete board game in each issue. ALL content in French; English rules translations generally available on publisher's website. '15											
<b>Charlemagne Attaque a L'Est #147</b>		139162	Vae Victis Cerigo Edition	\$24.00		New	n				6
Mag & Game. French-language game of military history with a complete game in each issue. Covers Charlemagne's conquest of Saxony in the late 700s AD against a coalition of Saxons and their Danish & Frisian allies. Charlemange uses terror and massacre as one tool toward that end. 1yr/turn. '19											
<b>La Der des Ders [War to End Wars] #145</b>		139159	Vae Victis Cerigo Edition	\$25.00		New	n				6
Mag & Game. French-language game of military history with a complete game in each issue. Strategic level game World War I in Europe. Players must develop their national armies, including their technology, to gain an opportunity to win. Can be played solitaire. 4mo/turn. '19											
<b>Landau ou la Mort! #141</b>		139153	Vae Victis Cerigo Edition	\$29.00		New	n				3 1
Mag & Game. Landau or Death. Grand tactical game of the attempt by two French armies to relieve the city of Landau besieged by the Prussians & Austrians under the Duke of Brunswick and about to fall, 1793. The armies are separated by a river, and must surprise & overwhelm the defenders. 3 scenario (two playable solitaire), 108 counters, 1000men/strength point, 6km/hex, 1day/turn. Vincent Gerard'18 / French produced, French language magazine; all text & game components in French.											
<b>Les Aigles due Danube #144</b>		139157	Vae Victis Cerigo Edition	\$24.00		New	n				3
Mag & Game. French-language game of military history with a complete game in each issue. Game of Napoleon's spring 1809 campaign, as Austria seeks revenge for its defeat at Austerlitz. Archduke Charles attacks Bavaria as Napoleon is in Spain, hoping that the Germans will join the Austrians in rising up, and to crush the dispersed French forces in Germany. 2days/turn, Divisional level, grand tactical scale. '19											
<b>Montenotte 1796 #128</b>		128106	Vae Victis Cerigo Edition	\$24.00		New	n	OoP			3
Mag & game. Game covers the operational campaign near Montenotte in the south of France between Prussian, English & French forces in 1796. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
<b>Neerwinden 1793 #134</b>		125654	Vae Victis Cerigo Edition	\$24.99		New	n				3
Mag & game. Operational level game of the 1793 campaign in the Neerwinden Valley of France, as the Austrian's again try to snuff out the newly founded French Republic. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
<b>Second Bull Run 1862 #148</b>		139164	Vae Victis Cerigo Edition	\$24.00		New	n				4
Mag & Game. French-language game of military history with a complete game in each issue. Covers the Second Battle of Bull Run, 1862. Uses system previously used for Cedar Creek (#94) and Stones River (#121). 1.5hrs/turn, brig level, on a small map. '19											
<b>VAE VICTUS Magazine</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>1870, L'Aigle Fourdroye #38</b>		111681	VAE VICTUS Magazine	\$19.00		New	n	OoP			4
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 materi for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '01											
<b>A la Charge! Deux Bat due Xle Siecle #87</b>		116773	VAE VICTUS Magazine	\$24.00		Mint	n	OoP			3
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, scenari etc. ALL material in French; translated game material for most games available at <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '09											
<b>Alamo 1836 #97</b>		128102	VAE VICTUS Magazine	\$16.00		< New	n	OoP			2 1
Mag cover mildly scuffed, with a price tag. Others new ■ Mag & Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut apart (& optionally mounted) before play. French magazine with all elements printed in French; English rules may be available for download on the internet. '11											
<b>Alsace 1944 # 59</b>		108362	VAE VICTUS Magazine	\$23.00		New	n	OoP			4
Last copy. ■ Mag + Game. w/68pg mag. Operational, btl level game of the 1944 Alsace campaign between the 1st French Army and the Germans. 2km/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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '04											
<b>Ardennes 1944 # 48</b>		100529	VAE VICTUS Magazine	\$24.00		New	n	OoP			4
Last copy. ■ Mag + Game. w/68pg mag. Operational, div level game of the Battle of the Bulge, 1944 using the Arnhem 1944 game system. 4.5km/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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '03											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale
								Plyrs
<b>Assaut sur Suez 1956 #92</b> Last copy. ■ 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '10	93815 <a href="#">VAE VICTUS Magazine</a>	\$22.00		New	n	OoP		4
<b>Austerlitz, Partie Nord #64</b> Last copy. ■ 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '02	125342 <a href="#">VAE VICTUS Magazine</a>	\$22.00		New	n	OoP		4
<b>Bull Run #89</b> Cover mildly scuffed; new in all other respects. ■ 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '09	125334 <a href="#">VAE VICTUS Magazine</a>	\$15.00		< New	n	OoP		4
<b>Bull Run #89</b> 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '09	93813 <a href="#">VAE VICTUS Magazine</a>	\$17.50		New	n	OoP		4
<b>Campagne de Gettysburg 1863 # 8</b> Label on rear cover, otherwise mint. ■ Mag & game. French-language magazine; all mag & game text is in French. Game is a strategic level game of the grander campaign of 1863 the resulted in the battle of Gettysburg. Scenarios begin either 22 or 28 June and end about 5 July. Point-point map covering most of the northern Eastern Theater, corp level. Counters must be cut apart (and optionally mounted) prior to play. Also includes a Wissembourg 1870 scenario with counters for the game in VV#5. '96	116751 <a href="#">VAE VICTUS Magazine</a>	\$28.00		Mint	n	OoP		4
<b>Cedar Creek 1864 #94</b> Price tag on cover; otherwise new & unused. ■ 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . Game covers the 1864 battle at Cedar Creek using same system as earlier Bull Run. '10	139147 <a href="#">VAE VICTUS Magazine</a>	\$22.00		New	n	OoP		3
<b>Champs de Bataille / Les Ages Sombres #9</b> Last copy. ■ Mag & Game. Magazine & game in entirety 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 French history, the battle of Soissons 486 and Poitiers 732. 50m/hex, 384 counters. P.Oliver'96	102553 <a href="#">VAE VICTUS Magazine</a>	\$19.00		New	n	OoP		3
<b>Champs de Bataille En Asie #53</b> Mag + Game. w/68pg mag. Game covers tactical battles in medieval Asia, Japan in particular. 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://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '02	108366 <a href="#">VAE VICTUS Magazine</a>	\$21.00		New	n	OoP		3
<b>Coree 1950 #107</b> 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	125355 <a href="#">VAE VICTUS Magazine</a>	\$27.00		New	n	OoP		3
<b>Irlande 1798 #86</b> 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	116772 <a href="#">VAE VICTUS Magazine</a>	\$20.00		Mint	n	OoP		6
<b>Kippour 73 # 39</b> 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. Frer 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://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '01	93763 <a href="#">VAE VICTUS Magazine</a>	\$20.00		New	n	OoP		4
<b>Koursk 1943 #51</b> 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '02	100532 <a href="#">VAE VICTUS Magazine</a>	\$18.00		New	n	OoP		4
<b>La Bataille Dorell, 1919 #75</b> 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://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '07	132878 <a href="#">VAE VICTUS Magazine</a>	\$24.00		New	n	OoP		4
<b>La Fleur au Fusil 1914 # 68</b> Mag + Game. w/68pg mag. Grand tactical level, btl/n/rgt, game of initial meeting engagements along the French & Belgian frontier, August 1914. The French Colonial Corp, the best in their army, assaults toward Neufchateau. 800m/hex, 2hr/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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '06	111671 <a href="#">VAE VICTUS Magazine</a>	\$21.00		New	n	OoP		3
<b>La Fronde 1652 #84</b> Mag + Game. w/68pg mag. 2 grand tactical games covering a battle 150km from Paris, and another IN Paris, 1652. 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://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '07	111660 <a href="#">VAE VICTUS Magazine</a>	\$21.00		New	n	OoP		3
<b>La Guerre de Sept Aus 1756-63 #65</b> Mag + Game. w/68pg mag. Operational game of 2 years of the 7 Years War & Frederick the Great, 1757-8, thruout central Europe. 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://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '05	108358 <a href="#">VAE VICTUS Magazine</a>	\$21.00		New	n	OoP		3
<b>La Mious 1943 #85</b> 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '09	100545 <a href="#">VAE VICTUS Magazine</a>	\$22.00		New	n	OoP		3
<b>La Mious 1943 #85</b> 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '09	116771 <a href="#">VAE VICTUS Magazine</a>	\$19.00		Mint	n	OoP		3
<b>Le Guepier Espagnol, Marechaux II #111</b> Last copy. ■ 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	125663 <a href="#">VAE VICTUS Magazine</a>	\$23.00		New	n	OoP		3
<b>Le Matz 1918 #24</b> Last copy. ■ 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://grognard.com/vaevict.html">http://grognard.com/vaevict.html</a> . '99	102552 <a href="#">VAE VICTUS Magazine</a>	\$20.00		New	n	OoP		4
<b>Leuthen 1757 #32</b> 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 <a href="http://grognard.com/vaevict.html">http://grognard.com/vaevict.html</a> . Game covers a key battle of the 7 Years War.	108380 <a href="#">VAE VICTUS Magazine</a>	\$21.00		New	n	OoP		3
<b>Leuthen 1757 #32</b> Dog ear on rear cover; otherwise mint. ■ 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 <a href="http://grognard.com/vaevict.html">http://grognard.com/vaevict.html</a> . Game covers a key battle of the 7 Years War.	116770 <a href="#">VAE VICTUS Magazine</a>	\$19.00		Mint	n	OoP		3
<b>Loups Gris en Atlantique #90</b> 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 <a href="http://grognard.com/vaevict.html">grognard.com/vaevict.html</a> . '10	93814 <a href="#">VAE VICTUS Magazine</a>	\$22.00		New	n	OoP		6 1
<b>Operation Apocalypse, Vietnam 1966 #10</b> 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 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://grognard.com/vaevict.html">http://grognard.com/vaevict.html</a> . '96	102994 <a href="#">VAE VICTUS Magazine</a>	\$23.00		New	n	OoP		3
<b>Pour Dieu et Pour Roy # 60</b>	108361 <a href="#">VAE VICTUS Magazine</a>	\$20.00		New	n	OoP		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plyrs
Mag + Game. w/68pg mag. Operational, area move game of the fratricidal conflict in the area of Nantes, France in 1793 as the Republicans clashed with the Vendeeans. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. 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> . '05											
<b>Semper Victor, Imperator II # 56</b>		<b>100534</b>	<b>VAE VICTUS Magazine</b>	<b>\$25.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>8</b>			
Last copy. ■ 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 <a href="http://grogard.com/vaevict.html">grogard.com/vaevict.html</a> . '0											
<b>Tobrouk 1941-42 # 34</b>		<b>111684</b>	<b>VAE VICTUS Magazine</b>	<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Mag + Game. w/84pg mag. Operation level, btln/rgt/brig level game of the various battles for Tobruk in N. Africa, 1941-2, including Battleaxe, Gazala & Crusader offensives. Hex based map. w/ 432 color cardstock counter 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> . '00											
<b>Vallee de la Drang # 28</b>		<b>93756</b>	<b>VAE VICTUS Magazine</b>	<b>\$23.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	<b>1</b>		
Last copy. ■ Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. Solitaire game of the US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, col/btln level. V 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											
<b>WWW Strategy &amp; Tactics</b>											
(541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>Abensberg, Battle of... #113</b>		<b>72272</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$19.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensberg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated it. Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.											
<b>Afrika Orientale #128</b>		<b>130981</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$39.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Last copy. ■ Mag & Game. Rgt/Brig/div level, Europa system game of the Allied invasion of Italian East Africa (Somoliland, Sudan, Kenya), Dec'40-41. 32mi/hex, 2wks/turn, 200 counters. J.Brown'89 / ARTICLES ON: the End of Italian East Africa; the First Golden Era of Gaming (by Balkoski, Isby & Nofi; Rush to Glory errata.											
<b>Anzio Beachhead 2nd ['90] #134</b>		<b>97429</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$30.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Cherry. ■ Mag & Game. Operational, btln/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V. von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90											
<b>Arabian Nightmare: Kuwait War #139</b>		<b>104285</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$30.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Last copy. Rules highlighted in yellow; others unpunched & clean. Unpunched & unplayed. ■ Mag & Game. Complex & rushed game design covering the military aspects to the 1990 Kuwaiti War. Later heavily revised and expanded to include the more-important political elements to the campaign. 300 counters, lots of rules. J.Dunnigan, A.Bay '90 / Published with a color, unmounted page of additional counters (November Mobilization). ARTICLES ON: the 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.											
<b>Baton Rouge #133</b>		<b>36648</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$20.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 1C 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.											
<b>Beirut '82, Arab Stalingrad #126</b>		<b>125705</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$15.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
All (18) counters for 3rd Reich East Africa variant removed & not included. Others mint. Mag very clean. ■ Mag & Game. Includes 18 counters for the 3rd Reich Ethiopia variant in Battleplan #8. Game covers the Israeli drive to capture first southern Lebanon then Beirut & clear the area of Palestinian opposition. Determined, guerilla-like Palestinian resistance together with diplomatic pressure ended further Israeli efforts. 2000ft/hex, 3days/turn, widely varying units. T.Kane'89 / ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.											
<b>Beirut '82, Arab Stalingrad #126</b>		<b>105748</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$19.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Err</b>	<b>4</b>		
Rules separated. Very clean. ■ Mag & Game. Includes 18 counters for the 3rd Reich Ethiopia variant in Battleplan #8. Game covers the Israeli drive to capture first southern Lebanon then Beirut & clear the area of Palestinian opposition. Determined, guerilla-like Palestinian resistance together with diplomatic pressure ended further Israeli efforts. 2000ft/hex, 3days/turn, widely varying units. T.Kane'89 / ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.											
<b>Campaigns in the Valley #123</b>		<b>24106</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.											
<b>Campaigns in the Valley #123</b>		<b>19241</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$16.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>			
Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.											
<b>Eckmuhl, Battle of... #114</b>		<b>102640</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$16.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Cherry. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
<b>Eckmuhl, Battle of... #114</b>		<b>105737</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$15.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Rules separated. Others unpunched, unplayed, clean. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
<b>Eckmuhl, Battle of... #114</b>		<b>14662</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Last new copy. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreat Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.											
<b>Harvest of Death, 2nd Day at Gettysburg #129</b>		<b>130980</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$20.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>3</b>			
Cherry ■ Mag & Game. Errata/variant counters for Tomorrow the World 1st (9), Zulu War (1), Army of Tennessee (1). Small, brigade-lvl game of the Confederate attack on the southern end of Union line at Little Round Top on 2 July'63. Emphasis on the command problems each side faced. 100 counters. 240yd/hex, 20min/turn. Martin & Milman'89 / ARTICLES ON: Angola, pt.2; Harvest of Death, the 2nd Day at Gettysburg; Sevastopol, a Modern Siege; German Plans for War with America, 1889-1942; Dispatches in the Soviet Prada newspaper; Essence of Supply, Logistics in Wargames; WWII, Old Facts, New Knowledge.											
<b>Horse Soldiers, Forrest at Bay #119</b>		<b>131003</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$40.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>			
Cherry. Tupelo AND Brice's Crossroad. Last copy. ■ Mag & 2 Games: Tupelo AND Brice's Crossroad. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great Bits of the Am Civil War system. 300 counters total, btln/rgt level, 115 or 160yd/hex, 1hr/turn. R.Berg'88 / ARTICLES ON: Armies with the highest proportion outside their borders; German Army Personnel Policies; Caesar's Legions; Third World Ballistic Missiles; Forrest at Bay, Summer 1864.											
<b>Indian Mutiny, Sepoy Rebellion 1857 #121</b>		<b>117327</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$19.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>			
Cherry. ■ Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribed Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherland WW2.											
<b>Iron Cross #132</b>		<b>131019</b>	<b>WWW Strategy &amp; Tactics</b>	<b>\$29.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>1</b>			

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

See page 36 for an explanation of the various codes & column data used in this catalog.

Cherry. Last copy. ■ Mag & Game. Detailed, 6 scenario game of man-man combat in the USSR 1941-2 w/ a few tanks & AT guns too. 10m/hex, 2min/turn, 200 counters. M.Sprock'90 / ARTICLES ON: Generals in the Waterloo Campaign; the 39th New York Rgt in the Am Civil War; Intro of Firearms into Japan; the Proliferation of WMDs in the Third World; Infantry Battle at Khristische, USSR, Jan 1942; Gladiators in Rome; New & Variant Rules for Beirut '82 #126.								
<b>Kanev, Parachutes Across the Dnepr #115</b>	<b>105433</b> WWW Strategy & Tactics	<b>\$24.00</b>		Mint	n	OoP		4
Rules separated. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.								
<b>Kanev, Parachutes Across the Dnepr #115</b>	<b>85125</b> WWW Strategy & Tactics	<b>\$28.00</b>		Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.								
<b>Korea, the Mobile War #111</b>	<b>97437</b> WWW Strategy & Tactics	<b>\$30.00</b>		Mint	n	OoP		4
Slight discoloration to 2 units; otherwise cherry. Unpunched. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.								
<b>Korea, the Mobile War #111</b>	<b>105722</b> WWW Strategy & Tactics	<b>\$30.00</b>		Mint	n	OoP		4
Rules separated. Sml lite spot on mag cover. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.								
<b>Men At Arms #137</b>	<b>117299</b> WWW Strategy & Tactics	<b>\$19.00</b>		Mint	n	OoP		2
Mag & Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest & main men. 200 counters. J.Dunnigan & A.Nofi'90 / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.								
<b>North German Plain #117</b>	<b>130976</b> WWW Strategy & Tactics	<b>\$59.00</b>		Mint	n	OoP		2
Cherry. Last copy. ■ Mag & Game. 4th gm in Central Front series; 2nd ed rules. Covers northern Germany in the Hamburg area. Detailed btlm lvl operations emphasizing unit fatigue due to the non-stop pace of modern combat. 200 counters, 4km/hex, btlm level. C.Kamps'88 / ARTICLES ON: Military Balance in Europe; observation of Soviet weaknesses in training; Low Level Wars; ERRATA for Kanev #115, Manchu #116; Future Comt in northern Germany; Marshal Davout, Duke of Auerstadt & Prince of Eckmuhl; Mozambique National Resistance; Strategy in Tigers Are Burning #117.								
<b>Patton Goes to War #112</b>	<b>92766</b> WWW Strategy & Tactics	<b>\$18.00</b>		Excell	n	OoP		2
Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Btlm of Nafirca game system. Co/btlm/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87								
<b>Patton Goes to War #112</b>	<b>117317</b> WWW Strategy & Tactics	<b>\$23.00</b>		Mint	n	OoP		2
Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Btlm of Nafirca game system. Co/btlm/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87								
<b>Rush to Glory, War with Mexico 1846#127</b>	<b>130996</b> WWW Strategy & Tactics	<b>\$25.00</b>		Mint	n	OoP		6
Cherry. Last copy. ■ Mag & Game. Strategic, army level, area-move game of the Mexican-American War of 1846-7 in which an isolated border dispute grew in scope & was exploited to strip Mexico of its substantial holdings in the southwest. Small map, 100 counters. R.Speer'89 / ARTICLES ON: Origins of Gunpowder; German Field Marshals 1933-45; Musket Accuracy during the Napoleonic Wars; Colonel Geo Washington At War the US-Mexican War 1846-48; ERRATA for Echmuhl #114, Far Seas #125, Fortress Stalingrad #127; Ships of the Atlantic in WWII.								
<b>Sideshow, German East Africa 1914-8 #135</b>	<b>131016</b> WWW Strategy & Tactics	<b>\$35.00</b>		Mint	n	OoP		6
Cherry. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force-in-being in the face o massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btlm level, 1mo/turn, 200 counters. R.Berg'90 / ARTICLES ON: Georgia & the Defense of Colonial America 1733-47; Abner Doublday; Hero & Myth; Assault at Odessa 1941; World War I in East Africa; Quality Factors at Arracourt 1944; Artillery & the 20th Century Wargame; Doing Right by Ancient Armies in Games.								
<b>Sideshow, German East Africa 1914-8 #135</b>	<b>92659</b> WWW Strategy & Tactics	<b>\$30.00</b>		Excell	n	OoP		6
Classified ads inside back cover of mag marked in ink. Otherwise Ex. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both convention and guerilla tactics to remain a force-in-being in the face of massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btlm level, 1mo/turn, 200 counters. R.Berg'90 / ARTICLES ON: Georgia & the Defense of Colonial America 1733-47; Abner Doublday; Hero & Myth; Assault at Odessa 1941; World War I in East Africa; Quality Factors at Arracourt 1944; Artillery & the 20th Century Wargame; Doing Right by Ancient Armies in Games.								
<b>Tigers are Burning #118</b>	<b>105434</b> WWW Strategy & Tactics	<b>\$19.00</b>		Mint	n	OoP		6
Rules separated. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.								
<b>Tsushima, May 1905, Btl of... #130</b>	<b>130979</b> WWW Strategy & Tactics	<b>\$45.00</b>		Mint	n	OoP		1
Cherry. Last copy. ■ Mag & Game. Tactical level, ship-ship naval combat at 2 engagements, Ulsan & Tsushima during the Russo-Japanese War of 1904-5. Tsushima is the climactic, large battleship contest that destroys the Russian fleet & effectively ended the war. Good detail from a yeoman naval designer. 100 counters, 1km/hex, 7.5min/turn. J.Green'89 / ARTICLES ON: Military Participation Rates around the world; Civil War Babies the White House; Sweden & the Barbary Pirates; Strategically Important Epidemics; Life Under the Missiles in Tehran; the Russo-Japanese War at Sea, 1904-5; the Battle of Tsushima 1905; Extensive ERRATA for 3W Hitler's Last Gamble.								
<b>WWW Wargamer Magazine</b>			(541) 756-4711 10am-9pm PST				(866) 690-7879 10am-9pm PST	
<b>Anvil-Dragoon, Southwall 1944 #60</b>	<b>12893</b> WWW Wargamer Magazine	<b>\$25.00</b>		New	n	OoP		4
Last copy. ■ Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragoon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.								
<b>Birth of a Nation #18</b>	<b>135800</b> WWW Wargamer Magazine	<b>\$29.00</b>		New	n	OoP	Err	2
Last copy. ■ Mag & Game. Grand tactical-operational level game of the battle of Freeman's Farm at Saratoga, Sep 1777. Company level, 150yd/hex, 25min. Colorful, airbrushed map. 280 counters. R.Berg'82 / ARTICLE: ON: Review of AH Guns of August with ERRATA; the Leading Edge of Game Design; Review of Texas Revolution; Review of AH Air Force 2nd, with variant rules & a train busting scenario; Review of YAQ Ironclads Expansion 1st; Review of House Divided 1st; ERRATA for Carrier Strike #16, Napoleon at Austerlitz #17; Squad Leader scenario 85; Review of Ironbottom Sound; Review of PWG Kanev; brief reviews of: SIMCAN Jihad, META Hitler's War 1st, Beat to Quarters, YAQ Superiority & Beachhead, GDW EYlau, MAYFR Transylvania, Space Empires, ICBM, the Castle, Richard the Lion Hearted.								
<b>China Incident #37</b>	<b>46347</b> WWW Wargamer Magazine	<b>\$18.00</b>		New	n	OoP		6
Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.								
<b>Clash of Empires, 1914 #58</b>	<b>98821</b> WWW Wargamer Magazine	<b>\$12.50</b>		Mint	n	OoP		6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history 8 the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delt Force, Rolling Thunder.								
<b>Clash of Empires, 1914 #58</b>	<b>12306</b> WWW Wargamer Magazine	<b>\$18.00</b>		New	n	OoP		6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #	of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plrys
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delt Force, Rolling Thunder.											
<b>Clash of Steel #31</b>		<b>12336</b>	<b>WWW Wargamer Magazine</b>	<b>\$12.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Glean of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.											
<b>Condottieri #54</b>		<b>64203</b>	<b>WWW Wargamer Magazine</b>	<b>\$13.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.											
<b>Condottieri #54</b>		<b>91327</b>	<b>WWW Wargamer Magazine</b>	<b>\$11.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
unpunched/unused. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.											
<b>Custer's Luck #45</b>		<b>13875</b>	<b>WWW Wargamer Magazine</b>	<b>\$39.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Last copy. ■ Mag & game. Operational level game of the US 7th Cav's Little Big Horn campaign against the Sioux & Cheyenne, 1876. Game begins after the defeat of Crook at Rosebud, leaving Terry, Gibbon & Custer c the field. 4 scenarios including an historical battle scenario & historical campaign, & two what-ifs. 10mi/hex, 2day/turn. 100 counters. W.Close'85 / ARTICLES ON: major ERRATA for MacArthur & End Iron Dream; the Wa for the American Plains; World In Flames 1st overview & strategy & designer's notes, plus official ERRATA as of Aug '85; review of AH Russian Front; review of COA La Bataille d'Auerstadt 2nd, with comparison to 1st ec brief reviews of TSR RPGs, PANTER Trial of Strength.											
<b>Decision at Kasserine #23</b>		<b>120868</b>	<b>WWW Wargamer Magazine</b>	<b>\$29.00</b>		<b>Good</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Missing 29 units & markers; ID included and also color photocopy of main countersheet front & back. Playable once repl counters made. 1/4" hole in Terrain Effects Table on map, obscuring 1 value (value annotated). Otherwise clean. ■ Mag & Game. HIGHLY RECOMMENDED, col/btln lvl game of Rommel's Feb 43 attack on the green American's in Tunisia. Tense & well balanced. V.Von Borries'83											
<b>Duel in the Desert #51</b>		<b>98810</b>	<b>WWW Wargamer Magazine</b>	<b>\$10.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Cherry. ■ Mag & Game. Btln/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.											
<b>Duel in the Desert #51</b>		<b>12624</b>	<b>WWW Wargamer Magazine</b>	<b>\$17.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. Btln/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.											
<b>Dynamo, Dunkirk 1940 #53</b>		<b>98801</b>	<b>WWW Wargamer Magazine</b>	<b>\$19.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Cherry. Our last copy. ■ Mag & Game. Div lvl German drive across northern France & Belgium to the French coast, May 1940, the middle phase of the invasion of France. The Germans seek to turn every new defensive line the Allies attempt to create, while the Allies need to stabilize the situation and maintain a supplied beachhead in Flanders or smash the thinly spread German panzers. Beautiful map of France & low countries, 6.5km/hex, 1day/turn, 200 counters. Special rules for blitzkrieg, airpower, sea evacuation. 2 scenarios. T.Bomba'86 / ARTICLES ON: Dynamo & the near miss of Allied responses to the German breakout in May 1940; reviews of PWG Duel for Kharkov, OMEGA Main Battle Area & TSR 13 Colonies in Revolt; strategy in China Incident; errat for War to End Wars, Rommel at Bay, GDW Op Market-Garden.											
<b>Fallen Eagle, Battle of Khe Sanh #62</b>		<b>100317</b>	<b>WWW Wargamer Magazine</b>	<b>\$22.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.											
<b>Fallen Eagle, Battle of Khe Sanh #62</b>		<b>98823</b>	<b>WWW Wargamer Magazine</b>	<b>\$19.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Cherry. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.											
<b>Fight on the Beaches #40</b>		<b>98803</b>	<b>WWW Wargamer Magazine</b>	<b>\$14.50</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambshhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPCAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.											
<b>Fight on the Beaches #40</b>		<b>12530</b>	<b>WWW Wargamer Magazine</b>	<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counter T.Sundell, J.Lambshhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPCAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.											
<b>Glory Road #52</b>		<b>12642</b>	<b>WWW Wargamer Magazine</b>	<b>\$11.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceario; review of TSR's Julius Caesar.											
<b>Glory Road #52</b>		<b>20881</b>	<b>WWW Wargamer Magazine</b>	<b>\$4.50</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceario; review of TSR's Julius Caesar.											
<b>Hell Hath No Fury #38</b>		<b>91063</b>	<b>WWW Wargamer Magazine</b>	<b>\$15.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Rules separated. Otherwise mint. ■ Mag & Game. Most issues have a circular sticker with correct issue # on it. Strategic level gm of revolt thruout Britain led by Queen Boudica against the Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative, while the Romans must stem the rebellion then crush the rebels. Uses a variable activation system to generate rebellios forces. Area move Cohort/band level. T.Sundell' / ARTICLES ON: Boudica's Revenge; Bull Run v. Forward to Richmond; review of Hitler Turns Against Russia; review of Spanish Main; Critique of House Divided 1st; Brief reviews of: Web & Starship, Escape from Coldit Espionage, B-17; Hell Hath No errata.											
<b>Khyber Rifles #34</b>		<b>67906</b>	<b>WWW Wargamer Magazine</b>	<b>\$20.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Cherry. ■ Mag & Game. 7 scenario game tactical combat focused on British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. Includes 100 counters, 2 geomorphic boards E.Furey'84 / ARTICLES ON: Afghanistan, Britain's imperial migraine; discussion of the start of wargaming, design & graphics in 1984; review of WEG's South Mtn with example of play; brief reviews of Overwatch Mini Rules, VG's 1809; Moscow '41; Ace of Aces variant.											
<b>Khyber Rifles #34</b>		<b>98818</b>	<b>WWW Wargamer Magazine</b>	<b>\$10.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
1" dogear to mag cover partially torn away & repaired. Unpunched & others clean. ■ Mag & Game. 7 scenario game tactical combat focused on British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. Includes 100 counters, 2 geomorphic boards E.Furey'84 / ARTICLES ON: Afghanistan, Britain's imperial migraine; discussion of the start of wargaming, design & graphics in 1984; review of WEG's South Mtn with examp of play; brief reviews of Overwatch Mini Rules, VG's 1809; Moscow '41; Ace of Aces variant.											
<b>Knights of Justice, Siege of Malta #50</b>		<b>85115</b>	<b>WWW Wargamer Magazine</b>	<b>\$30.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Last copy. ■ Mag & Game. Game of the unsuccessful Muslim siege Malta in 1565 that was a close call. Grand tactical level battle for key defenses of the Grand Harbor. 1wk/turn, 50yd/hex, 30-525men/counter. Suitable 1 solitaire play. C.Bruce'86 / ARTICLES ON: The Siege of Malta 1565; Napoleon & the Archduke Charles, the battle of Aspern-Essling tactical guide; The Crunch, a new scenario for AH's Battle of the Bulge [81]; review of JEDKO's Europe at War & others.											
<b>Lawrence of Arabia #24</b>		<b>117301</b>	<b>WWW Wargamer Magazine</b>	<b>\$49.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Operational, btln/brig lvel, gm of the British offensive in Palestine from Jersalem to Damascus, Fall 1918, w/ Lawrence of Arabia leading Bedouin guerillas in the eastern desert. 4 scenarios. 240 counters. Colorful airbrushed map & a good game. R.Nord'83 / ARTICLES ON: strategy in Lawrence of Arabia; hobby news; review of VI Caesars; a variant for GDW's House Divided; errata for Siege of Peking #21; review of Combat; analysis of 1942 scenario of AH's Third Reich; survey of SL scenarios 81-90 by 3W; brief reviews of AH's Civilization, Fight for the Sky, Attack in the Ardennes. Seapower and the State, French Foreign Legion, Shootout at the Saloon, Borderlands, Illuminati, Falklands Wars.											
<b>Little Round Top #20</b>		<b>12791</b>	<b>WWW Wargamer Magazine</b>	<b>\$23.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>		<b>Err</b>	<b>2</b>



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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?
							Incl	Scale
								Plyrs
Mag & Game. 3 scenario, grand tactical level gm of Hood's assault on the Devil's Den & Little Round Top, 2 July 1863, one of the key missed opportunities of Gettysburg. 130 counters, 80yd/hex, 10min/turn. Martin & Milman'82 / ARTICLES ON: Cry Havoc review; Raider review; Warsaw Pact review; 1941 review; News of SPI sale & demise; Images of an Uncivil [American] War; Battle of the Bulge '81 Revisited; Ironbottom Sound pla thru; errata for Drive on Damascus #15, Birth of a Nation #18, Sturm Nach Osten #19; Brief Reviews of: Trenchfoot, Southern Flank, Dark Passage, Wings 1st, Axis & Allies 1st, Fall of South Vietnam, Valley of the Four Winds, Norway 1940.								
<b>Lodz 1914, Blitzkrieg in the East #29</b>	<b>12884</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$15.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; repla of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSE' Silo-14, Secret Agents, CLOSE's Hovertank.								
<b>MacArthur, Road to Bataan #44</b>	<b>13820</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$10.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Err 4</b>
Mag & Game. Btl/rgt lvl gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.								
<b>Napoleon &amp; the Archduke Charles #49</b>	<b>90745</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$16.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Last copy. Couple of sml mrrs on mag cover. Unpunched & otherws clean. ■ Mag & Game. Covers the Btl of Aspern-Essling, May 1809, between the French & Austrians. 150yd/hex. Austrians attempt to avenge previo defeats & take advantage of France's involvement in Spain. First of 3W's abortive Bontaparte series. K Poulter'86 / ARTICLES ON: The Battle of Aspern-Essling; review of Total Fighting Power's games Clash of Empires I Iron and Fire; errata for House of Sa'ud & Red Baron; review of SimCan's Norseman, TSR's Cromwell's Victory, Jedko's Field Marshal.								
<b>Napoleon at Lutzen #32</b>	<b>GameOnly 66836</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$14.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
GameOnly. Last copy. ■ GameOnly. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.								
<b>Never Call Retreat #25</b>	<b>12829</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$10.00</b>	<b>&lt; New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Unit IDs partially or completely offset onto other counters on backside (only) of about 10 units. Otherws new & unused. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's W with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, Unit Nations; review of MAYFR's Red Star Falling.								
<b>Never Call Retreat #25</b>	<b>12827</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$15.00</b>	<b>&lt; New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Unit IDs partially cutoff on backside (only) of 2 units. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.								
<b>O'Connor's Offensive #41</b>	<b>98807</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$20.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Upper spine mildly dinged creating some ripples at corner of spine; otherws cherry & unused. ■ Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian frontier, Dec.1940, using Btl of NAfrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex, co/btl/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; bri bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.								
<b>O'Connor's Offensive #41</b>	<b>12465</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$22.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian frontier, Dec.1940, using Btl of NAfrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex co/btl/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; brief bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.								
<b>Okinawa #55</b>	<b>GameOnly 98322</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$29.00</b>	<b>Excell</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
GameOnly. Complete. ■ GameOnly. Large game of the invasion of Okinawa and the difficult fight for every foot of the island which made this the bloodiest battle in the Pacific. Includes the air battle as well as land, with aircraft assigned from the many hundreds available on both sides, including kamikaze waves & the picket defenses of the USN. Co/btl/lvl, 880yd/hex, 3days/turn, 300 counters. Includes 3 shorter scenarios plus the full campaign. R.Nord'86								
<b>Peter the Great #27</b>	<b>98404</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$17.50</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Unpunched but missing 2 units; color photocopy of countersheet included. Lrg lite stain on margin of map. Sun discoloration to one map seam. Mag back cover dog-eared & scuffed. Otherws mint/unpunched/unused. ■ Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.England'83 (Lesjenka addon for this gam printed in issue #30 with essential errata in #35.). / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDCK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker.								
<b>Port Stanley #28</b>	<b>GameOnly 131323</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$32.99</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Err 2</b>
Last copy. ■ GameOnly. Btl-nvl game of the British attempt to recover the East Falklands Island from the Argentinian Army, which had captured the Falklands in a surprise invasion a few weeks prior in 1982. Includes air sea support. Includes 200 counters, 2days/turn, 2.8km/hex. A.Parker'84								
<b>Race for Tunis #57</b>	<b>98799</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$12.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Cherry mint. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.								
<b>Race for Tunis #57</b>	<b>12727</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>2</b>
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.								
<b>Race to the Meuse #26</b>	<b>98805</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$12.50</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.								
<b>Race to the Meuse #26</b>	<b>12844</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$18.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>
Last new copy. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.								
<b>Red Baron #48</b>	<b>98812</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$13.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>1</b>
Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; reviw of PANTHER's Trial of Strength.								
<b>Red Baron #48</b>	<b>12595</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>1</b>
Last new copy. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; reviw of PANTHER's Trial of Strength.								
<b>Rise of the House of Sa'ud #46</b>	<b>13916</b>	<b>WWW</b>	<b>Wargamer Magazine</b>	<b>\$18.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.								

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale
								Plyrs
<b>Struggle for Stalingrad #47</b>	13949 WWW Wargamer Magazine	\$16.00		New	n	OoP		4
Mag & Game. Sml. div lvl. area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.								
<b>Unconditional Surrender #36</b>	67907 WWW Wargamer Magazine	\$15.00		Mint	n	OoP		2
Cherry. ■ Mag & Game. Confed attempt to prevent or lift siege the of Ft Donelson, Feb 1862, by the 18,000 strong garrison. Rgt/brig lvl, 140 counters, 200yd/hex, 80min/turn. J Southard'84 / ARTICLES ON: The capture Ft. Donelson & the rise of U.S. Grant; review of HISCON Marengo with errata; review of GDW's Third World War & Southern Front; Kirovograd replay; brief reviews of Napoleon in Spain.								
<b>Unconditional Surrender #36</b>	12385 WWW Wargamer Magazine	\$19.00		New	n	OoP		2
Last new copy. ■ Mag & Game. Confed attempt to prevent or lift siege the of Ft Donelson, Feb 1862, by the 18,000 strong garrison. Rgt/brig lvl, 140 counters, 200yd/hex, 80min/turn. J Southard'84 / ARTICLES ON: The capture of Ft. Donelson & the rise of U.S. Grant; review of HISCON Marengo with errata; review of GDW's Third World War & Southern Front; Kirovograd replay; brief reviews of Napoleon in Spain.								
<b>Wellington v. Massena #43</b>	109783 WWW Wargamer Magazine	\$9.00		Mint	n	OoP	Err	2
Rules separated. Several counters annotated per errata, neatly. ■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; br reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.								
<b>Wellington v. Massena #43</b>	12569 WWW Wargamer Magazine	\$12.00		New	n	OoP		2
Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.								
<b>West Wall #35</b>	12365 WWW Wargamer Magazine	\$15.00		New	n	OoP		6
Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.								
<b>XTR: Command Magazine</b>		(541) 756-4711 10am-9pm PST			(866) 690-7879 10am-9pm PST			
<b>Across the Potomac #30</b>	91170 XTR: Command Magazine	\$25.00		Mint	n	OoP		4
Last copy. ■ Mag & Game & var counters for 1914 (2), Seven Seas (1). Div lvl game of the 1863 campaign in the East, June-July, from Philadelphia to Petersburg, VA using a Double-blind system (w/option to ignore it). Fairly simple. 125 counters. 10mi/hex, 1day/turn. B.Knight'94 / ARTICLES ON: The Charge of the Light Brigade; the Failure of Confederate Strategy in 1863; Quest for Annihilation in battle; the Monkey Army: Union Strategy; Marines Take Belleau Wood; The Alamo, American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.								
<b>Back to Iraq 2nd / Warmastr Chess v2 #50</b>	48875 XTR: Command Magazine	\$14.00		New	n	OoP		4
Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clamoring for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for...); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Cameron, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.								
<b>Blitzkrieg '41, Barbarossa Campaign # 1</b>	76703 XTR: Command Magazine	\$25.00		Mint	n	OoP		6
Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: The Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.								
<b>Blitzkrieg '41, Barbarossa Campaign # 1</b>	87208 XTR: Command Magazine	\$20.00		Mint	n	OoP		6
Rules separated. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: The Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.								
<b>Blood &amp; Iron #21</b>	16769 XTR: Command Magazine	\$19.00		New	n	OoP		4
Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangel'93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelina, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915 - Apr 1916.								
<b>Chattanooga, Death Knell of Confed. #43</b>	22286 XTR: Command Magazine	\$25.00		New	n	OoP	Err	3
Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumseh, Indian Leader; Norden Bombsight.								
<b>Chattanooga, Death Knell of Confed. #43</b>	GameOnly 98220 XTR: Command Magazine	\$17.00		Mint	n	OoP		3
GameOnly, w/ 1 err counter for each of Hell Before Night & Wave of Terror. ■ GameOnly, w/ 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97								
<b>Czechoslovakia 1938 #24</b>	77029 XTR: Command Magazine	\$17.00		New	n	OoP		4
Mag & Game. W/ Smithereens errata & variant counters (10), Shogun (1), Antietam (23). What if Germany invaded the Czech Rep in 1938? Good Game of this what-if the Czech's had resisted. 142 units, 7.5mi/hex, brig/div level. P.Gryner'93 / ARTICLES ON Czech'38; the Czech Legion in the the Russian Civil War; the Growth of Rome; Fire & Shock tactics in age of musket & cannon.								
<b>Czechoslovakia 1938 #24</b>	GameOnly 53041 XTR: Command Magazine	\$10.00		New	n	OoP		4
GameOnly. What if Germany invaded Czech. in 1938? Good Game.								
<b>Death &amp; Destruction#34</b>	102577 XTR: Command Magazine	\$35.00		Mint	n	OoP		4
Rommel at Gazala components NOT included. 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.								
<b>End of the Empire #46</b>	GameOnly 48918 XTR: Command Magazine	\$7.00		New	n	OoP		6
GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97								
<b>Fire Next Time / WarMaster III #51</b>	53051 XTR: Command Magazine	\$19.00		New	n	OoP		4
Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.								
<b>Fire Next Time / WarMaster III #51</b>	GameOnly 55097 XTR: Command Magazine	\$5.00		New	n	OoP		4
GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues th series of chess variation (or continues to flog a dead horse). D.Elliott'99								
<b>Great War in the Near East #38</b>	32561 XTR: Command Magazine	\$20.00		New	n	OoP		6
Mag & Game. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgrim Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugg								
<b>Hell Before Night / Blitzkrieg 1940 #42</b>	19499 XTR: Command Magazine	\$32.00		New	n	OoP	Err	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditm	Type	Print?	Incl	Scale	Plays
Last copy. ■ Mag & Game. w/ errata/addit counters for Wave of Terror (5), Moscow Burning (1), and Buena Vista (8). HBN is the battle of Shiloh at reg lvl, modest amount of rules & moderate complexity. 415 counters. C.Perello'97 / B1940 is a div lvl game of the German attack in the West that crushed France in ten days. Historical scenario plus a what-if the French had attacked in 1939 while Germany was tied up in Poland. 551 counters. T.Bomba'97 / ARTICLES ON: Surprise at Dawn, battle of Shiloh; France v Germany, 1640-1940; Blitzkrieg 1940, How & Why the German's Won; Missed Opportunities, the ground war in Holland; The Luftwaffe Campaign in the Netherlands, 1940; the French in Mexico, 1862-7.											
<b>Hougoumont, Rock of Waterloo #11</b>		<b>91066</b>	<b>XTR: Command Magazine</b>	<b>\$23.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btlm/brig level. R.Breaun. S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.											
<b>Iron Dream, War in Russia 1941-2 #53</b>		<b>GameOnly 55105</b>	<b>XTR: Command Magazine</b>	<b>\$7.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00											
<b>Jutland, Duel of the Dreadnoughts #8</b>		<b>96750</b>	<b>XTR: Command Magazine</b>	<b>\$35.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Unpunched. 1" tear repaired & several horizontal creases on mag back cover. 1" spine tear repaired. ■ Mag & Game. w/ variant/errata counters for Nato Nukes Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10) TTW 1st (29). Squadron-lvl game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior number: 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91 / ARTICLES ON: Sick Call in the Union Army; Skorzeny & the Mossad, Partners?; A Special Forces Soldier's Experience in El Salvador; Jutland, Clash of Dreadnoughts; D-Day 1994 Variant Scenario for Nato Nukes & Nazis, plus ERRATA; Variants for Operation Solace #5; Tomorrow the World 2nd Variant; Ukraine's Role in a Dying Soviet Union; Strategy for Jutland; ERRATA for Kadesh, Mississippi Banzai; I Remember...Pearl Harbor.											
<b>Jutland, Duel of the Dreadnoughts #8</b>		<b>GameOnly 97575</b>	<b>XTR: Command Magazine</b>	<b>\$24.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
GameOnly. All variant/ errata counters to other games removed. Rules & charts are photocopies. Maps neatly separated. Others unpunched, unplayed, complete. ■ GameOnly. w/ variant/errata counters for Nato Nukes Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10), TTW 1st (29). Squadron-lvl game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91											
<b>Like Lions They Fought #28</b>		<b>GameOnly 22217</b>	<b>XTR: Command Magazine</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Last copy. ■ GameOnly. Strategic lvl gm of the British invasion & destruction of Zululand, Jan-Aug 1879. 5mi/hex, 1mo/turn, 176 counters. D.Bishop'94											
<b>Lion of Ethiopia #4</b>		<b>105444</b>	<b>XTR: Command Magazine</b>	<b>\$55.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Very clean. ■ Mag & Game. W/ errata counters for Sam Sunset (16), Blitz'41 (13), Sunrise Victory (1), Tigers Burning (1), TTW 1st (5). Italians attempt assert the Roman might by conquering Ethiopia in 1935-6, marking the first signs of the coming world war & the largest colonial war in Africa. The Italian army has the weapons of modern war while the Ethiopians are poorly armed & trained but numerous & highly mobile. Surprisingly great game! RECOMMENDED. 200 counters total. M.Duffield'90 / ARTICLES ON: the Ox & the Army; Ethiopia, the Unconquered Lion of Africa; Panama 1989; Blitzkrieg '41 variant rules; Samurai Sunset variant rules (& counters) & errata; Tigers Are Burning variant (with counters).											
<b>Mason-Dixon / Balkan Hell #35</b>		<b>GameOnly 53098</b>	<b>XTR: Command Magazine</b>	<b>\$15.00</b>		<b>&lt; New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
1x3" inventory label on rules cover; otherwise new. ■ GameOnly. GmsOnly. Another huge, 2 gm set. w/errata counters for Blood & Iron (2), Fateful Lightning (10). MD assumes the South won the Am Civ War & both nation grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovina during 1995 assuming that Bosnia & Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parello'95 / T.Bomba'95											
<b>Mukden / Moscow Option #37</b>		<b>15657</b>	<b>XTR: Command Magazine</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Last copy. ■ Mag & 2 Games. MUKDEN is a sml, divison-lvl game of the climactic (land) btl of Russo-Japanese War at Mukden. Japanese set the pace, and must capture Mukden, threaten their logistics or destroy much their army. 3mi/hex, 2-3days/turn. 88 counters. R.Bell'96 / MOSCOW OPTION Guderian's Gambit is a division-lvl game that assumes the Germans had focused on capturing Moscow rather than diverting to other goals in the late summer of 1941. Instead of diverting forces to the Ukraine, the Germans focus on charging 150mi to Moscow. 9mi/hex, 1day/turn. 176 counters. T.Bomba'96 / ARTICLES ON: the Granville Raid 1945; German Recoiless Rifles in WW2; German WW2 Smart Bombs; Hannibal in Campania 217BC; Mukden, the Climax of the Russo-Japanese War; Little Bighorn, Myths & Realities of the Custer Defeat; 9th Inf Rgt, US's First Rapid Deployment Force in 1898; Op Storm & the Rise of the Croatian Guards Corp; Persian Gulf War of 1856-7; German Naval Special Force & Weapons in WW2; Tarawa & Tinian & the US Invasions.											
<b>Rommel @ Gazala / Death &amp; Destruction #34</b>		<b>113626</b>	<b>XTR: Command Magazine</b>	<b>\$39.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag cover, esp rear, has several vertical accordion creases due to poor storage. Interior of mag & all game components, very clean. Last copy. ■ Mag & 2 games. W/ errata counters for Proud Monstr (2) & Budapest'45 (1). ROMMEL AT GAZALA is a sml brig/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend the early Proud Monster game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.											
<b>Shogun Triumphant, Btl of Sekigahara #23</b>		<b>87575</b>	<b>XTR: Command Magazine</b>	<b>\$33.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Last copy. ■ Mag & Game. Includes errata counters for Smitherreens (1) and 1918 (1). Tac btl of Sekigahara in Japan, 1600, which established the sole Shogunate & unified the country. 2-800men/unit, 180yd/hex, 45min/hex. L.Ty, M.Chris'93 / ARTICLES ON: Shogun Triumphant; Military aspects of the wars in Yugoslavia 1991-3; War casualties & history; Combat history of the 1st SS Panzer Div; Serbia in World War I; Baltic Assault, Op Albion, 1917; the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.											
<b>Tet '68 #18</b>		<b>18655</b>	<b>XTR: Command Magazine</b>	<b>\$25.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. Game of the Nationalist Vietnamese offensive in Jan'68 thruout Vietnam that tipped the scales of the American will to pursue this endless war. 200 counters, btlm/rgt/div level. 1wk/turn, 25mi/hex. / ARTICLE ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92											
<b>Vietnam, Hamburger Hill/Op Solace #5</b>		<b>105443</b>	<b>XTR: Command Magazine</b>	<b>\$45.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Last copy. Rules separated. Includes both games. ■ Mag & Game. w/ Samurai Sunset #3 Triumph of the Will variant counters (60). Two games: HAMBURGER HILL covers 3 btlns of US 101 Airborne assaulting a prepared defense by 2 crack NVA btlns in the A Shau Valley, May 68. 240m/hex, 1day/turn. OP SOLACE: hypothetical, large scale US POW rescue attempt in northern Vietnam by 2-3 divisions. 10km/hex, 1day/turn, J.Meldrum'90 / ARTICLES ON: Hamburger Hill, futile tactics, bankrupt strategy; raid on Son Tay POW camp; role of Viet Cong irregulars in the US defeat in Vietnam; Vietnam, the theory of revolutionary warfare; Triumph of the Will variant for Samurai Sunset.											
<b>Warmaster Chess 2000 #49</b>		<b>26235</b>	<b>XTR: Command Magazine</b>	<b>\$6.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>A</b>
Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghaz overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.											
<b>Warmaster Chess 2000 #49</b>		<b>91177</b>	<b>XTR: Command Magazine</b>	<b>\$3.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>A</b>
Mag cover moisture warped. Mailing label on cover. Others unpunched & clean. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil; overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.											
<b>Wave of Terror, Battle of the Bulge #41</b>		<b>22269</b>	<b>XTR: Command Magazine</b>	<b>\$26.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Large, simple (in the XTR style), btlm-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! And maps cover a larger territory than most, giving a strategic perspective. maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944 Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943.											
<b>Wave of Terror, Battle of the Bulge #41</b>		<b>GameOnly 129712</b>	<b>XTR: Command Magazine</b>	<b>\$25.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Unpunched. Rules have several diagonal creases. ■ GameOnly. Large, simpler (in the XTR style), btlm-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! Maps cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97											
<b>When Dragons Fight #54</b>		<b>53145</b>	<b>XTR: Command Magazine</b>	<b>\$29.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01 / ARTICLES ON: Geoffrey Pyke & the Frozen Carrier; Code Cyphers & Thomas Jefferson; US Army's Apache Attack Helicopter Force; Armament of Late Model Me-109s; With Custer at Death, 1876; Patton's Hammelburg Raid, March 1945; the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Commanad articles, games, errata & variants.											
<b>When Eagles Fight #25</b>		<b>117277</b>	<b>XTR: Command Magazine</b>	<b>\$30.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>6</b>

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Game Title (& Edition or Issue #)	Game	Cash-Basis	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Ship Surchage	Conditm	Type	Print?	Incl Scale Plyrs
Mag & Game. w/errata counters for Back to Iraq (5). Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93 / ARTICLES ON: German Anticipation of a 1942 Soviet Winter Offensive; Gen. Sherman's Objection to Civilian Control of the Military; Trench Warfare in WWI & II; Stalingrad Pocket, Overall Numbers & Survivors; Send in the Drones; Gen. McNair & the Development of US Ground Forces in WWII; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWII; the Eastern Front in WWI, Militarily & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Sub Attack on a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era.							
<b>When Eagles Fight #25</b>	<b>GameOnly 92129 XTR: Command Magazine</b>	<b>\$17.50</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Last copy. ■ GameOnly. Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93							
<b>When Tigers Fight #26</b>	<b>20712 XTR: Command Magazine</b>	<b>\$17.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>
Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Afric							

**Game Rating System Explained**

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

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

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

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

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

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

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

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

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