

Fine Games' Retirement Liquidation Sale #2 - Magazine-Games & Folios



Mag-Games, Game-Onlys & Folios at Liquidation Prices

www.FineGames.com/retirement.htm

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

This is the second in an ongoing series of **Retirement Liquidation Sales** designed to find a good home for all of our 9,000 wargames & magazines accumulated over a nearly 30 year career selling strategy board games. We aim to make you such a great deal that you take a load off of our shelves so that nothing goes into a dumpster when we finally call it quits.

This second **Retirement Liquidation Sale** focuses exclusively on Mag-Games, Game-Onlys, Folio and other unboxed games, and we offer good number of magazine-onlys for FREE as incentives; all totaled, **480** items are currently offered to be exact. We offer truly great liquidation prices on these games & magazines together with plenty of opportunity to get a variety of FREE items with your order. Included are many of our S&Ts, Command, Vae Victis, GameFix, Modern War, World at War, Paper Wars, Operations, Wargamer & AH General magazines. And then some.

Just act fast as these are first-come, first served and the deal **expires after Wednesday, 17 March**. After that date, these offers are void, and our normal prices apply.

Retirement Liquidation Sale offer includes these rules of the game:

1. **This deal expires after Wednesday, March 17, 2021.** Your order **MUST** be placed and confirmed before then, and paid soon thereafter. This IS a firm deadline; procrastinators take note & put it on your calendar. I mean, geez, you've got a full month!
2. **Items in this Liquidation Sale are divided into four (4) categories.** **Category 1** starts on Page 2; it contains postcard games & other promo items that are FREE with any order. **Category 2** begins on page 3, and includes magazine-onlys we offer either for purchase at the liquidation price shown, OR one FREE with each increment of \$25 purchased. **Category 3** begins on page 8, and includes one item available for purchase OR as a Free item if you purchase \$100 or more (in addition to the Category 2 items you choose). Then the bulk of our offering is in **Category 4** beginning page 9. Only merchandise purchases count toward thresholds.
3. Each item shows our normal, highly competitive selling price and also our **Liquidation Price**. You will buy items only at the Liquidation Price for this sale, and that is the price you'll pay for what you buy. **Items taken for FREE from Category 1, 2 or 3 are free;** you pay nothing for them (aside possibly additional shipping). You can, of course, simply elect to buy items from Category 2 or 3.
4. **Please communicate your order to us by including each items' (1) part# (2) title and (3) price. In addition, please confirm your current address and finally tell us how you intend to pay for your order.** If all this info is include with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you. If you are unclear about whether you are ordering, or how you intend to pay, we may not be able to reserve things for you immediatley since it isn't clear you are ready to order.
5. **Normal ordering, payment, shipping, and customer care terms apply, with one exception.** You get the same swift, top-notch service for this sale, and you pay our normal shipping charges (except when we jump between required ship methods). **Prices here are stated on a cash-basis;** expect to pay 3.1% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds). Bear in mind before you place your order that the price of shipping is based on bulk and weight, and bears no relationship at all to the heavily discounted prices of the items listed here.

In general, expect to pay \$8 for shipment of a single paid item, \$10 for up to roughly 5 items as will fit in a flat-rate priority envelope (postcard games & cards don't count), \$16 for boxed priority mail, or \$22 for UPS for larger orders.
6. **Only those games selected from this Retirement Sale Catalog count towards the terms of this sale.** You may freely add items found in our other catalogs, but not listed as part of this sale, to a Retirement Sale order. Such games do not count in any way toward the terms of the this sale. You may combine items to save on shipping.
7. **We list the number of copies of each item that are available for sale under this sale.** Once that number has been reached, the item is withdrawn from the sale offer without notice.
8. See **Fine Games'** web site for further info on How to Order, Payment Options, Shipping Options & Fees, Customer Care Policies, Contacting Us, and for Explanation of the Codes Used in our catalogs.

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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1. Freebies: Up To 1 of Each FREE On Request

Last Updated:
3/12/2021

Here's the deal: Up to 1 of Each Item FREE with Any Order, up to as many items as you're purchasing. E.g. Buy 4 items, take up to 4 of these FREE.

Against the Odds Magazine (Aogains)

<http://www.atomagazine.com>

90356	Morgan's a'Comin'!	n	New	Y	45	\$0.00
	■ FREE with any order. Small, promotional game on a postcard. Depicts Confed cavalry raider Morgan's foray into Ohio & the US midwest in the summer of 1863 & the US attempt to end his career. '09					
132712	Rattenkreig, Assault on Tractor Factory	n	New	Y	32	\$0.00
	■ FREE with any order. Intro game on a post card. Area move game of the assault on the Tractor Factory in Stalingrad, late 1942. '10					
86462	Showtime Hanoi	n	New	Y	45	\$0.00
	■ FREE with any order. Intro game printed on a post cart. Tiny, simpler game of air-air & air-ground combat between US & northern Vietnamese forces. '08					
86475	Some Poles Apart	n	New	Y	44	\$0.00
	■ FREE with any order. Game on a postcard of a simple, impulse driven game of combat between Germans & Poles, presumably for Warsaw tho the subject is never explained. P.Rohrbaugh'07					

Brotherwise Games (BGM)

120090	Boss Monster: Get Over Here Promo Card	n	New	Y	8	\$0.25	\$0.00
	■ Promotional card for this CCG.						

CheapAss Games (Cheapa)

<http://www.cheapass.com>

124712	Unexploded Cows Around the World Booster	n	New	Y	2	\$2.50	\$0.00
	■ Set of ~10 Around the World Alternate City Deck cards.						
124713	Unexploded Cows Around the World Booster	n	New	Y	2	\$2.50	\$0.00
	Set of ~10 Around the World Alternate City Deck cards. ■ Set of ~10 Around the World Alternate City Deck cards.						

Loonev Lab (Loo)

<http://www.looneylabs.com>

124696	Fluxx Card Game: Creeper Promo Card	n	New	Y	5	\$1.00	\$0.00
	Alliance Treasure card. ■ Killer Croc card.						
124698	Fluxx Card Game: Creeper Promo Card	n	New	Y	5	\$1.00	\$0.00
	Two-face flip card. ■ Killer Croc card.						

Miscellaneous Publishers (Misc)

125113	Card Game Promo Grab Bag	n	New	Y	22	\$0.05	\$0.00
	■ Price EA for a single card chosen randomly from promo cards for 13+ card games. Games include Castle Panic, Chaosmos, Ophidian, J'Accused!, Sword Kings, Hogwarts, Clank!, Fantasy Realm & others.						
124702	Pathfinder: Promo Card Set (2)	n	New	Y	2	\$1.00	\$0.00
	■ 2 card set with Valais Durant & Blessing of khepri.						
124703	Pathfinder: Promo Card Set (2)	n	New	Y	2	\$1.00	\$0.00
	■ 2 card set with Valais Durant & Blessing of khepri.						

Steve Jackson Games (SJJ)

<http://www.sjgames.com>

121298	Munchkin Cthulhu: PROMO BOOKMARK	n	New	Y	9	\$1.00	\$0.00
	Esoteric Empowerment bookmark, giving special abilities in play. ■ Esoteric Empowerment bookmark, giving special abilities in play.						
121299	Munchkin Cthulhu: PROMO BOOKMARK	n	New	Y	9	\$1.00	\$0.00
	Esoteric Empowerment bookmark, giving special abilities in play. ■ Esoteric Empowerment bookmark, giving special abilities in play.						
120086	Munchkin: Apocalypse BearGrill PromoCard	n	New	Y	9	\$0.25	\$0.00
	■ Promotional card for Apocalypse (but useable with any Munchkin product). 3 FREE cards/bookmarks of your choice with any Munchkin purchase.						
120071	Munchkin: Christmas Lite Bookmark	n	New	Y	9	\$1.00	\$0.00
	■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. CHRISTMAS LITE bookmark adds special rule/ability that can be used with ANY Munchkin game. '16						

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120087	Munchkin: Cthulhu Brick Toy Promo Card ■ Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New	Y	9	\$0.50	\$0.00
120085	Munchkin: Curse! Shattered Promo Card ■ Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New	Y	9	\$0.50	\$0.00
120084	Munchkin: Frankenstn's Monster PromoCard ■ Promotional card for Munchkin useable with any Munchkin product. 3 FREE cards/bookmarks of your choice with any Munchkin purchase.	n	New	Y	9	\$0.50	\$0.00
120083	Munchkin: Hostile Jester Promo Card ■ Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New	Y	8	\$0.50	\$0.00
120074	Munchkin: Marvel Hydra Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. MARVEL HYDRA bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	9	\$1.00	\$0.00
120072	Munchkin: Monstrous Unfairness Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. PATHFINDER MONSTROUS UNFAIRNESS bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	7	\$1.00	\$0.00
120075	Munchkin: Moop's Monster Mashup Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. MOOP'S MONSTER MASHUP bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	9	\$1.00	\$0.00
120069	Munchkin: Nightmare Before Xmas Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. Nightmare Before Christmas bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	9	\$1.00	\$0.00
120073	Munchkin: Oz Baum Squad Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. OZ BAUM SQUAD bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	9	\$1.00	\$0.00
120070	Munchkin: Play Munchkin Bookmark ■ 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. PLAY MUNCHKIN bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New	Y	18	\$1.00	\$0.00
120097	Munchkin: Ten-Galleon Hat Promo Card ■ Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New	Y	9	\$0.50	\$0.00
140765	Munchkin: With Bacon PromoCard ■ Munchkin promo card distributed only thru a distributor at GAMA. Adds +5 to Monster during any combat; if monster is defeated +1 treasure.	n	New	Y	3	\$1.00	\$0.00
120088	Simon's Cat: Mouse Promo Card ■ Promotional card for this simple card game. FREE with *any* purchase upon request.	n	New	Y	9	\$0.25	\$0.00

2. Incentive Offers IF You Buy Certain Minimums From This Liquidation Sale

Last Updated:
3/12/2021

Here's the deal: Take ONE of these items for FREE upon request, with each \$25 you buy

AH Avalon Hill GENERAL Ma (AH Gen)

74059	General Magazine 1/4	n	VeryGd	Y	2	\$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Name written on cover; otherws EX. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Best Football Game Ever; Tactis of Isolation in Afrika Korps; Long Romp I in Blitzkrieg; More Realism in Tactics II; Q&A on AK, Tactics II, U-Boat, Stalingrad, D-Day. '64							
74060	General Magazine 1/5	n	VeryGd	Y	2	\$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Opponents Wanted circled. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Operation Stretch Strategy for Blitzkrieg; Afrika Korp Replayed; Limited Intelligence; Midway, D-Day, Tactics II, Stalingrad Reworked; Bismarck Strategy; How to Save your Gettysburg'61 Hex Game; G Bradford & His Computer Results Table; Q&A on Midway, Gettysburg, Chancellorsville, Baseball Strategy; Variant Rules for Tactics II; Afrika Korps Replayed & Rehasted. '65							

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74062	General Magazine 2/1	n	VeryGd	Y	2	\$3.00	\$1.00
<p>PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Behind the Publishing Scene, pt. 2; Critique, Stalingrad Replayed; Probability for Tactics & Strategy; Waterloo Defense; Bismarck by Mail; Tactics; Tactics for Bismarck; Brussels by 20 June in Waterloo; Q&A for AK, Midway, Bulge, Gettysburg'64; Tactis & Strategy, pt.1; New Stalingrad; German Tactics for D-Day. '65</p>							
74063	General Magazine 2/2	n	VeryGd	Y	2	\$2.50	\$1.00
<p>PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: D-Day'65 Hot Off the Press; Midway Solitaire; Another Look at D-Day; Help the Americans in Bulge; How to Lose at Bulge; Waterloo, a Defensive Strategy; Theory of Defense in Bulge; LeMans Chance Table; Racing Hints for LeMans; Grid Coordinates for PBM; Tactics & Strategy pt.2; German Opening for Afrika Korps; Operation Churchill British Strategy for Bismack; Best Stalingrad Defense Ever; Midway's Hidden American Power; Q&A for AK & Bulge. '65</p>							
65612	General Magazine 17/3	n	VeryGd	Y	4	\$4.00	\$1.00
<p>Mag miscolated so pgs 3-4 appear as 45-46, with both upside down; nothing lost or otherws damaged. Some highlighting. 1x3 Inventory label on cover. Otherws VGd. ■ ARTICLES ON: Afrika Korp strategy; Italian play in Third Reich; Crescendo of Doom scenario evaluations; preview of Air Force & Dauntless; adding weather to Russian Campaign; design history of Air Force redesign; air power in Victory in the Pacific; Cross of Iron replay of a scenario from Gen 17/2, pt1. '80</p>							
111899	General Magazine 17/4	n	VeryGd	Y	3	\$2.50	\$1.00
<p>With insert. Some minor stains, and an ink scrawl on cover. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80</p>							
65613	General Magazine 17/4	n	Excel	Y	3	\$8.00	\$3.00
<p>1x3 Inventory label on cover. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80</p>							
75309	General Magazine 17/6	n	New	Y	4	\$9.00	\$3.00
<p>1x3 Inventory label on cover. Otherws new. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including VitP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Ceasar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81</p>							
64561	General Magazine 19/1	n	Excel	Y	2	\$8.00	\$4.00
<p>1x3 Inventory label on cover. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82</p>							
99257	General Magazine 19/2	n	Excel	Y	2	\$9.00	\$2.00
<p>Includes insert. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82</p>							
11170	General Magazine 19/2	n	Mint	Y	2	\$10.00	\$3.00
<p>1x3 Inventory label on cover. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82</p>							
99307	General Magazine 23/5	n	Excel	Y	6	\$6.00	\$1.00
<p>Insert including ASL scen F & G bound in mag. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87</p>							
67519	General Magazine 23/5	n	New	Y	6	\$7.00	\$3.00
<p>1x3 Inventory label on cover, otherws new. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87</p>							
67004	General Magazine 26/5	n	Excel	Y	6	\$7.00	\$2.00
<p>1x3 Inventory label on cover. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90</p>							
75366	General Magazine 26/5	n	New	Y	6	\$7.00	\$3.00
<p>1x3 Inventory label on cover, otherws new ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90</p>							
71622	General Magazine 28/2	n	New	Y	6	\$6.00	\$2.00
<p>1x3 Inventory label on cover. Otherws new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92</p>							

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50295	General Magazine 29/1	n	New	Y	7	\$5.00	\$2.50
	1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93						
94157	General Magazine 29/2	n	VeryGd	Y	28	\$4.00	\$1.00
	No inserts, otherws EX. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94						
92989	General Magazine 29/2	n	Excel	Y	28	\$6.00	\$2.00
	w/ inserts. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94						
71691	General Magazine 29/2	n	New	Y	28	\$6.00	\$3.00
	w/inserts. 1x3 Inventory label on cover. Otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94						
71702	General Magazine 29/3	n	New	Y	4	\$7.00	\$1.00
	1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94						
71734	General Magazine 29/5	n	New	Y	22	\$6.00	\$1.00
	1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94						
71803	General Magazine 30/2	n	New	Y	13	\$4.00	\$1.00
	1x3 Inventory label on cover. Otherws new. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95						
71837	General Magazine 30/4	n	New	Y	6	\$5.00	\$2.50
	1x3 Inventory label on cover. Otherws new ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96						
43851	General Magazine 31/5	n	Like New	Y	17	\$5.00	\$2.50
	Cover beginning to tear at staples along spine. 1x3 Inventory label on cover. Otherws new. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97						
43833	General Magazine 31/5	n	New	Y	17	\$6.00	\$3.00
	1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97						

DecGms WARGAMER v2 Mag (Dec WG)

<http://www.decisiongames.com>

98758	Wargamer (Decision Games) v2 #10	n	Mint	Y	2	\$4.00	\$1.00
	■ ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89						
86782	Wargamer (Decision Games) v2 #10	n	Excel	Y	2	\$3.00	\$1.00
	■ ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89						
84414	Wargamer (Decision Games) v2 #14	n	Excel	Y	2	\$3.00	\$1.00
	■ ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Arme, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89						
90368	Wargamer (Decision Games) v2 #17	n	Excel	Y	2	\$3.00	\$1.00
	■ ARTICLES ON: Hitler's Last Gamble analysis; Survey of Bulge 1944 games; Napoleon's Last BtIs quad analysis; Harvest of Death analysis; PC game reviews. '89						

SJG Fire & Movement Mag (SJG FM)

Fine Games' Retirement Liquidation Sale #2 - Magazine-Games & Folios

Mag-Games, Game-Onlys & Folios at Liquidation Prices



www.FineGames.com/retirement.htm

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

Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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2. Incentive Offers IF You Buy Certain Minimums From This Liquidation Sale

75266	Fire & Movement Magazine # 33	n	Excel	Y	3	\$4.00	\$1.50
	1x3 Inventory label on cover. ■ ARTICLES ON: review of SL GI Anvil of Victory (w/ errata), Seapower & the State; Rules Style Parody; review of Wings 1st; the Language of Wargaming; Miniatures for Wargamers; the Complete Brigadier mini rules set; brief reviews of Gettysburg High Tide of the Confederacy, Little Round Top, Remember the Alamo, Army Group North, Squad Leader. '83						
106868	Fire & Movement Magazine # 33	n	Mint	Y	3	\$5.00	\$2.00
	■ ARTICLES ON: review of SL GI Anvil of Victory (w/ errata), Seapower & the State; Rules Style Parody; review of Wings 1st; the Language of Wargaming; Miniatures for Wargamers; the Complete Brigadier mini rules set; brief reviews of Gettysburg High Tide of the Confederacy, Little Round Top, Remember the Alamo, Army Group North, Squad Leader. '83						
125103	Fire & Movement Magazine # 49	n	Excel	Y	2	\$3.00	\$1.00
	■ ARTICLES ON: Origins '86 review; 10th anniversary of F&M mag, a History; Survey of the Evolution of Wargaming; review of Trial of Strength; SSI Battle of Antietam; World in Flames 1st Barbarossa scenario; Comparison of Board & Computer Wargames; reviews of Duel for Kharkov & Imperium Romanum II. '86						

SPI MOVES Magazine (SPIMov)

116486	Moves Magazine (SPI) #11	n	Excel	Y	2	\$10.00	\$2.00
	Mailing label on rear cover with some writing (on otherwise blank mailing area). Otherws mint. ■ ARTICLES ON: Adding Realism, Simultaneity & Historicity to CA; Foxbat & Phantom designer notes; Franco-Prussian War profile; Footnotes (letters) including Suggested Rule Changes to Nap At Waterloo & Borodino; Wargame Review of in-print games as of 1973; ERRATA for Soldiers, Normandy. '73						
65737	Moves Magazine (SPI) #29	n	Excel	Y	1	\$3.00	\$1.00
	1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76						

SPI S&T Magazine Games (SPIS T)

107748	Strategy & Tactics (SPI) # 53	n	Excel	Y	2	\$8.00	\$2.00
	■ Mag only; no rules. ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report.						
72690	Strategy & Tactics (SPI) # 60	n	Excel	Y	3	\$4.00	\$2.00
	1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devestation of America.						

3. Another Incentive Offer: One Copy of Cedar Mountain #86 for FREE if you purchase \$100

Last Updated:
3/12/2021

Here's the deal: 3. Another Incentive Offer: One Copy of Cedar Mountain #86 for FREE if you purchase \$100

SPI S&T Magazine Games (SPIS T)

56959	Cedar Mountain #86 (w/ Mag)	n	New	Y	24	\$15.00	\$10.00
	■ 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.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.						

4. General Liquidation Sale Offerings

Last Updated:
3/12/2021

Here's the deal: Each Liquidation Sale item individually priced; buy as many or as few as you want.

AH Avalon Hill Game Co. (AH)

100976	Panzer Leader: 1940 Variant COPY	n	Excel	Y	2	\$10.00	\$4.00
	■ Color photocopy of countersheet plus 17pg b&w photocopy of rules & scenarios from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940 campaign to Panzer Leader. '81						

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condt	Condt	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

Australian Design Group (ADG)

<http://www.a-d-g.com.au>

133261	World in Flames 7th: Territories in Flms	n	New	Y	11	\$20.00	\$13.00
<ul style="list-style-type: none"> ■ Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18 							

Avalanche Press, Ltd. (Avalan)

<http://www.AvalanchePress.com>

80941	Panzer Grenadiers: Fronte Russo Kit	Bk	New	Y	3	\$19.00	\$15.00
<ul style="list-style-type: none"> ■ Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07 							
110255	Panzer Grenadiers: North Wind Kit	Fo	New	Y	2	\$10.00	\$4.00
<ul style="list-style-type: none"> ■ Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07 							
95506	Panzer Grenadiers: Romanian Soil Kit	Bk	New	Y	3	\$7.50	\$4.00
<ul style="list-style-type: none"> ■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berline, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09 							
98093	Panzer Grenadiers: Sinister Forces	Bk	New	Y	2	\$22.00	\$19.00
<ul style="list-style-type: none"> ■ Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06 							
126635	Panzer Grenadiers: Spearhead DivisionKit	zl	New	Y	2	\$18.00	\$15.00
<ul style="list-style-type: none"> ■ Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Eisenborn Ridge to play, all focused on the crack 3rd 'Spearhead' Armored division, with 4 campaigns that link scenarios together in a series. 88 counters.'17 							

Compass Games PAPER WARS (Com PW)

<http://www.CompassGames.com>

133602	MacArthur, Road to Bataan 2nd #90 (w/ Mag)	n	New	Y	2	\$43.00	\$35.00
<ul style="list-style-type: none"> ■ 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, Phillipines, 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/regt 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, during a siege of Dunkirk; Previews of CPS Lebensraum & TPS Stalingrad, Verdun on the Volga; Updated Errata for Burning Mountains 1916. 							
137875	Pitt's War #92 (w/ Mag)	n	New	Y	1	\$42.00	\$35.00
<ul style="list-style-type: none"> ■ 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 other 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. 							

Critical Hit (Cri)

<http://www.criticalhit.com>

31223	ASL:Dzerhezinsky Tractor Works	n	New	Y	2	\$20.00	\$16.00
<ul style="list-style-type: none"> ■ Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full sized color, professionally printed map. '98 							
75722	ASL:Rout Pak III	zl	New	Y	2	\$12.00	\$8.00
<ul style="list-style-type: none"> ■ Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98 							
91542	ATS: Berlin-Red Victory: Fuhrer's Bunkr	zl	New	Y	2	\$32.50	\$25.00
<ul style="list-style-type: none"> ■ ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09 							
100645	ATS: Hill of Blood, Mamayev Kurgan	zl	New	Y	2	\$42.50	\$37.50
<ul style="list-style-type: none"> ■ 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13 							
101737	ATS: Omaha West [2nd]	Fo	New	Y	2	\$59.00	\$30.00
<ul style="list-style-type: none"> ■ Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12 							
90694	ATS: Pointe du Hoc	zl	New	Y	1	\$22.00	\$15.00
<ul style="list-style-type: none"> ■ ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09 							

Decision Games (DecGms)

<http://www.decisiongames.com>

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4. General Liquidation Sale Offerings

123105	Frayser's Farm, Wasted Opportunity	Fo	New	n	2	\$19.00	\$14.00
	<p>■ New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumbered & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10</p>						
135606	Pedregal, Santa Anna at Bay	Fo	New	n	2	\$19.00	\$14.00
	<p>■ Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a way thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12</p>						
Decision Games S&T Games (DecS T)		http://www.decisiongames.com					
66852	Objective, Tunis #140 (w/ Mag)	n	Mint	Y	17	\$13.00	\$6.00
	<p>■ 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/btln 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.</p>						
45073	Objective, Tunis #140 (w/ Mag)	n	New	Y	17	\$15.00	\$9.00
	<p>■ 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/btln 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.</p>						
116777	Tarawa, Red Beach One #142 (w/ Mag)	n	Mint	Y	1	\$22.00	\$17.50
	<p>Label & remnant on ad on rear cover, otherws mint. ■ Mag & Game. Solitaire game of the bloody Nov. 1943 invasion of Tarawa Island by the US 2nd Marine Div against 3500 Japanese. Includes rules for 2 players. Co lvl, 100yd/hex, 6hrs/turn. M.Joslyn'91 / ARTICLES ON: 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 Traffice in WWII; Soviet (Russian) withdrawal from German in the early 1990s; The Two Key Factors in Wargame Design (Miranda).</p>						
116778	Rio Grande, the Battle of Valverde #143 (w/ Mag)	n	Mint	Y	3	\$14.50	\$10.00
	<p>Label on rear cover, otherws mint. ■ Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; 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.</p>						
92495	Trajan #145 (w/ Mag)	n	Excel	Y	6	\$35.00	\$25.00
	<p>■ 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.</p>						
116780	Trajan #145 (w/ Mag)	n	Mint	Y	6	\$45.00	\$30.00
	<p>Label on rear cover, otherws 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.</p>						
62290	Italian Campaign, Sicily #146 (w/ Mag)	n	Mint	Y	9	\$19.00	\$6.00
	<p>■ 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, btln/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.</p>						
104280	Holy War, Afghanistan #147 (w/ Mag)	n	Mint	Y	7	\$14.00	\$12.50
	<p>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).</p>						
122722	Holy War, Afghanistan #147 (w/ Mag)	n	Mint	Y	7	\$19.00	\$14.00
	<p>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).</p>						

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4. General Liquidation Sale Offerings

53914	Holy War, Afghanistan #147 (w/ Mag)	n	New	Y	7	\$34.00	\$15.00
	Last new copy. ■ 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).						
91164	Cropredy Bridge, A Fleeting Victory #148 (w/ Mag)	n	Mint	Y	6	\$15.00	\$10.00
	■ Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of 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.						
12027	Cropredy Bridge, A Fleeting Victory #148 (w/ Mag)	n	New	Y	6	\$20.00	\$15.00
	■ Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of 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.						
96742	Russo-Turkish War, 187-78 #154 (w/ Mag)	n	Mint	Y	3	\$30.00	\$25.00
	■ 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.						
32166	Russo-Turkish War, 187-78 #154 (w/ Mag)	n	New	Y	3	\$39.00	\$35.00
	■ 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.						
104277	Italian Campaign, Anzio #155 (w/ Mag)	n	Mint	Y	1	\$25.00	\$13.00
	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.						
131026	White Eagle Eastward #156 (w/ Mag)	n	Mint	Y	1	\$30.00	\$22.50
	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 in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.						
24172	White Eagle Eastward #156 (w/ Mag)	n	New	Y	1	\$34.00	\$25.00
	■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.						
100250	Italian Campaign, Med War Addendum #160 (w/ Mag)	n	Mint	Y	1	\$26.00	\$13.00
	■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.						
104405	Saipan, June 1944 / Clontarf #162 (w/ Mag)	n	VeryGd	Y	1	\$35.00	\$30.00
	Saipan unpunched; Clontarf punched & missing 1 unit (ID & copy of countersheet included). Includes 21 errata counters to other games; 3 of these have duct tape residue on them. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl (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.						

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

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|---|--|---|-------|---|----------|--------------------|----------------|
| 131879 | Saipan, June 1944 / Clontarf #162 (w/ Mag) | n | Mint | Y | 1 | \$39.00 | \$35.00 |
| <p>Cherry. ■ Mag & 2 Games. Includes errata counters for: 7 Days BtIs #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First BtIs (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.</p> | | | | | | | |
| 104286 | Operation Shock Troops, Drv Damascus#168 (w/ Mag) | n | Mint | Y | 5 | \$19.00 | \$15.00 |
| <p>Moisture stain affecting 1/4" margin of innermost rules page (only). Otherwts mint. ■ Mag & Game. BtlN-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/btlN level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla 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.</p> | | | | | | | |
| 20612 | Operation Shock Troops, Drv Damascus#168 (w/ Mag) | n | Mint | Y | 5 | \$23.50 | \$15.00 |
| <p>■ Mag & Game. BtlN-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/btlN level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla 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.</p> | | | | | | | |
| 117288 | Atlanta Campaign: Peachtree & Jones #169 (w/ Mag) | n | Mint | Y | 3 | \$30.00 | \$24.00 |
| <p>Cherry. ■ Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btlIs 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.</p> | | | | | | | |
| 103288 | Atlanta Campaign: Bald Hill & EzraC #170 (w/ Mag) | n | Excel | Y | 4 | \$35.00 | \$24.00 |
| <p>Errata counters for Olustee #166 & all (60) 7 Yrs World War counters removed & not included. Otherwts 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 btlIs 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.</p> | | | | | | | |
| 104399 | Atlanta Campaign: Bald Hill & EzraC #170 (w/ Mag) | n | Mint | Y | 4 | \$49.00 | \$29.00 |
| <p>Includes 20 Olustee 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 Civ War series (Blue & Grey 2nd) to covers the two btlIs 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.</p> | | | | | | | |
| 91695 | On to Moscow, Swedn v Russia 1700-21#171 (w/ Mag) | n | Mint | Y | 3 | \$32.00 | \$20.00 |
| <p>Rules separated. ■ 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.</p> | | | | | | | |
| 24988 | Molotov's War #172 (w/ Mag) | n | New | Y | 7 | \$25.00 | \$19.00 |
| <p>■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.</p> | | | | | | | |

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

130992	Molotov's War #172 (w/ Mag)	n	Mint	Y	7	\$22.00	\$22.50
	Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.						
104302	Indo-Pakistani Wars #174 (w/ Mag)	n	Mint	Y	3	\$49.00	\$30.00
	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						
99043	Indo-Pakistani Wars #174 (w/ Mag)	n	Mint	Y	3	\$50.00	\$35.00
	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						
48649	Germania, Rome Beyond the Rhine #175 (w/ Mag)	n	New	Y	6	\$35.00	\$25.00
	■ 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.						
45062	Blood on the Tigris #176 (w/ Mag)	n	New	Y	13	\$17.50	\$13.00
	■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.						
104337	Hundred Years War, 1337-1453 #177 (w/ Mag)	n	Mint	Y	2	\$84.99	\$70.00
	■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95						
52966	First Afghan War, 1839-42 #179 (w/ Mag)	n	New	Y	3	\$25.00	\$20.00
	■ 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 Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.						
91627	Reinforce the Right, W.Front 1914 #180 (w/ Mag)	n	Mint	Y	3	\$35.00	\$25.00
	Rules separated. Mag read & folded over w/ some wrinkles. Otherws unpunched & unused. ■ Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.						
97017	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Y	12	\$12.50	\$10.00
	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.						
104296	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Y	12	\$28.00	\$17.50
	Marne TRC creased (folded) 6 times; otherws 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.						

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4. General Liquidation Sale Offerings

117313	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Y	12	\$40.00	\$30.00
	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.						
22761	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	New	Y	12	\$45.00	\$35.00
	■ 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.						
96736	Gauntlet, Battle of Chongchon 1950 #190 (w/ Mag)	n	Mint	Y	1	\$45.00	\$39.00
	Several small mars on mag cover & 1" tear repaired. Otherws unpunched & unplayed. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.						
32402	Gauntlet, Battle of Chongchon 1950 #190 (w/ Mag)	n	New	Y	1	\$62.00	\$45.00
	■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.						
98232	Forgotten Axis, Murmansk 1941 #194 (w/ Mag)	n	Mint	Y	3	\$30.00	\$20.00
	■ Mag & Game. Btlm-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.						
34675	Forgotten Axis, Murmansk 1941 #194 (w/ Mag)	n	New	Y	3	\$35.00	\$26.00
	■ Mag & Game. Btlm-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.						
52085	Vietnam Battles: Hue / Op Pegasus #196 (w/ Mag)	n	Like New	Y	3	\$55.00	\$45.00
	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. Otherws new. ■ Mag & Game. Grand tac, btlm-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.						
54991	Vietnam Battles: Hue / Op Pegasus #196 (w/ Mag)	n	New	Y	3	\$62.00	\$52.00
	■ Mag & Game. Grand tac, btlm-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.						
38208	Great Medieval Battles #197 (w/ Mag)	n	New	Y	13	\$22.00	\$17.50
	■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tarters 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.						

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

41584	Over the Top: Lemberg & Verdun #198 (w/ Mag)	n	New	Y	2	\$35.00	\$39.00
	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						
98236	Forgotten Axis, Fight to the Finnish#199 (w/ Mag)	n	Mint	Y	9	\$20.00	\$15.00
	Cherry; unpunched & very clean. ■ Mag & Game. 2nd game in this btlm 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.						
43205	Forgotten Axis, Fight to the Finnish#199 (w/ Mag)	n	New	Y	9	\$25.00	\$20.00
	■ Mag & Game. 2nd game in this btlm 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.						
53558	Crimean War Battles #201 (w/ Mag)	n	New	Y	8	\$30.00	\$20.00
	■ Mag & Game. Includes errata counters for Vietnam Btl (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.						
51555	Forgotten Axis, Romanian Campaign #206 (w/ Mag)	n	New	Y	10	\$18.00	\$14.00
	■ Mag & Game. 3rd game in the Forgotten Axis btlm 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, btlm/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 WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.						
55699	Back to Iraq 3rd #208 (w/ Mag)	n	New	Y	3	\$25.00	\$19.00
	■ 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 warmongers 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.						
57313	Operation Elope #211 (w/ Mag)	n	New	Y	14	\$19.99	\$14.00
	■ Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01						
58032	Rough & Ready #212 (w/ Mag)	n	Like New	Y	5	\$11.50	\$11.00
	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, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; 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.						
58599	Rough & Ready #212 (w/ Mag)	n	New	Y	5	\$26.00	\$14.00
	■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; 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.						
58656	Spanish Civil War Battles, v1 #213 (w/ Mag)	n	New	Y	5	\$39.00	\$25.00
	■ Mag & Game. First of an intended series of operational, btlm/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, btlm/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.						

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4. General Liquidation Sale Offerings

59375	Marathon & Granicus #214 (w/ Mag)	n	VeryGd	Y	8	\$16.00	\$20.00
<p>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, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.</p>							
59378	Marathon & Granicus #214 (w/ Mag)	n	New	Y	8	\$39.00	\$27.50
<p>■ 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, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.</p>							
62401	Chancellorsville & Plevna #218 (w/ Mag)	n	New	Y	14	\$16.00	\$12.50
<p>■ 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 int eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.</p>							
63342	Spanish Civil War Battles, v2 #219 (w/ Mag)	n	New	Y	23	\$22.00	\$16.00
<p>■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btn/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.</p>							
66771	Group of Soviet Forces Germany #220 (w/ Mag)	n	New	Y	1	\$50.00	\$35.00
<p>■ Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO 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.</p>							
65102	Seven Years World War #221 (w/ Mag)	n	New	Y	11	\$29.00	\$22.50
<p>■ 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</p>							
65965	Ottomans, Rise of the Turkish Empire#222 (w/ Mag)	n	New	Y	22	\$32.00	\$25.00
<p>■ Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.</p>							
140269	1918, Imperial Germany's Last Chance#223 (w/ Mag)	n	VeryGd	Y	24	\$8.00	\$4.00
<p>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 samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripoltanian War 1798-1803; Shogun's March to Peking, 1592-58.</p>							
66496	1918, Imperial Germany's Last Chance#223 (w/ Mag)	n	New	Y	24	\$24.00	\$13.00
<p>■ Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripoltanian War 1798-1803; Shogun's March to Peking, 1592-58.</p>							
68212	Sedan Campaign, 1870 #224 (w/ Mag)	n	New	Y	10	\$26.00	\$20.00
<p>■ 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.</p>							

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4. General Liquidation Sale Offerings

140207	Twilight's Last Gleaming, War v2 #225 (w/ Mag)	n	Mint	Y	12	\$22.00	\$17.50
	<p>■ Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.</p>						
68549	Twilight's Last Gleaming, War v2 #225 (w/ Mag)	n	New	Y	12	\$23.00	\$19.00
	<p>■ Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.</p>						
69335	Middle East Battles, '56 & '67 #226 (w/ Mag)	n	New	Y	9	\$22.00	\$14.00
	<p>■ Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btn level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.</p>						
69859	Vinegar Joe's War #227 (w/ Mag)	n	New	Y	9	\$38.00	\$32.00
	<p>■ 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.</p>						
140236	Old Contemptibles, Battle of Mons #228 (w/ Mag)	n	Mint	Y	12	\$19.00	\$13.00
	<p>■ 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.</p>						
70490	Old Contemptibles, Battle of Mons #228 (w/ Mag)	n	New	Y	12	\$22.00	\$16.00
	<p>■ 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.</p>						
72416	Khan, Rise of the Mongol Empire #229 (w/ Mag)	n	New	Y	2	\$34.00	\$32.50
	<p>■ Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios, 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.</p>						
71527	Downfall, If the US Invaded Japan #230 (w/ Mag)	n	New	Y	17	\$30.00	\$22.50
	<p>■ Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by non other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.</p>						
72715	Catherine the Great #232 (w/ Mag)	n	New	Y	11	\$22.00	\$17.50
	<p>■ 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; Catherin 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 Mushasi, 1584-1645.</p>						
73001	Dagger Thrusts, Patton & Montgomery #233 (w/ Mag)	n	New	Y	12	\$25.00	\$22.50
	<p>■ 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 seperately 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 air & land OoBs.</p>						

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4. General Liquidation Sale Offerings

74570	Cold War Battles, Budapest & Angola #235 (w/ Mag)	n	New	Y	5	\$26.00	\$22.00
	<ul style="list-style-type: none"> ■ Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order;" possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btlm 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. 						
140214	They Died with Their Boots On, v1 #236 (w/ Mag)	n	Mint	Y	6	\$26.00	\$22.00
	<ul style="list-style-type: none"> ■ 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. 						
74809	They Died with Their Boots On, v1 #236 (w/ Mag)	n	New	Y	6	\$35.00	\$25.00
	<ul style="list-style-type: none"> ■ 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. 						
140171	No Prisoners! Lawrence of Arabia #237 (w/ Mag)	n	Mint	n	10	\$19.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt. 						
77085	No Prisoners! Lawrence of Arabia #237 (w/ Mag)	n	New	n	10	\$22.00	\$20.00
	<ul style="list-style-type: none"> ■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt. 						
77649	Marlborough, War Spanish Succession #238 (w/ Mag)	n	New	Y	5	\$30.00	\$24.00
	<ul style="list-style-type: none"> ■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations. 						
77634	Winged Horse, War in Vietnam 1965-6 #239 (w/ Mag)	n	New	Y	6	\$49.00	\$39.00
	<ul style="list-style-type: none"> ■ 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. 						
78731	1066, End of the Dark Ages #240 (w/ Mag)	n	New	Y	6	\$32.00	\$25.00
	<ul style="list-style-type: none"> ■ Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turning 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. 						
78858	Twilight of the Ottomans #241 (w/ Mag)	n	New	Y	24	\$21.00	\$17.50
	<ul style="list-style-type: none"> ■ Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia's 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. 						

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www.FineGames.com/retirement.htm

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

Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

80324	Sealords, Vietnam War in the Mekong#243 (w/ Mag)	n	New	Y	10	\$45.00	\$38.00
	<p>■ 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.</p>						
80902	Drive on Moscow #244 (w/ Mag)	n	New	Y	19	\$62.00	\$49.00
	<p>■ Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07</p>						
81301	Triple Alliance War #245 (w/ Mag)	n	New	Y	7	\$24.00	\$18.00
	<p>■ Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.</p>						
134615	Manila '45, Stalingrad of Pacific #246 (w/ Mag)	n	New	Y	2	\$21.00	\$16.00
	<p>■ 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 status3days/turn, 0.5km/hex, co/btl level, with 22 different unit types. / ARTICLES ON the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07</p>						
82311	Holy Roman Empire #247 (w/ Mag)	n	New	Y	20	\$21.00	\$17.50
	<p>■ 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.</p>						
83138	First Blood, Second Marne 1918 #248 (w/ Mag)	n	New	n	20	\$20.00	\$16.00
	<p>■ 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.</p>						
84658	Red Dragon Rising #250 (w/ Mag)	n	New	Y	2	\$85.00	\$75.00
	<p>■ Mag & Game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, the Philippines, Singapore the UK & of course the US. Brig/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.</p>						
85301	Cobra, the Normandy Campaign 3rd #251 (w/ Mag)	n	New	Y	4	\$69.00	\$40.00
	<p>■ 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.</p>						
86301	Drive on Kursk, July 1943 #253 (w/ Mag)	n	New	Y	6	\$45.00	\$38.00
	<p>■ Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front 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 notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.</p>						
86890	Hannibal's War #254 (w/ Mag)	n	New	Y	12	\$20.00	\$15.00
	<p>■ 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.</p>						
87823	First Air Battle Over Britain #255 (w/ Mag)	n	New	n	5	\$20.00	\$17.50
	<p>■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btl of Sand Creek & Franklin; the Colombian battalion in the Korean War.</p>						

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Part#	Game Title & Edition	Box General Condtm	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

88426	Marlborough's Btles, Ramillies etc #256 (w/ Mag)	n	Like New	G	9	\$18.00	\$14.00
<p>Crease 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. 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.</p>							
88433	Marlborough's Btles, Ramillies etc #256 (w/ Mag)	n	New	G	9	\$22.50	\$15.00
<p>■ 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.</p>							
89156	Chosin, X Corp Escapes the Trap #257 (w/ Mag)	n	New	G	8	\$20.00	\$18.00
<p>■ 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.</p>							
90427	China, Battle for... 4th #259 (w/ Mag)	n	New	n	3	\$24.00	\$19.00
<p>■ 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.</p>							
90897	Black Prince, Crecy & Navarette #260 (w/ Mag)	n	New	G	12	\$16.00	\$14.00
<p>■ 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</p>							
91422	Kaiser's War, 1918-19 #261 (w/ Mag)	n	New	n	9	\$22.50	\$19.00
<p>■ Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.</p>							
94516	Frederick's War, Austrian Suceession #262 (w/ Mag)	n	New	n	18	\$22.50	\$17.50
<p>■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.</p>							
93664	Cold War Battles II #263 (w/ Mag)	n	New	n	3	\$22.50	\$20.00
<p>■ Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.</p>							
93486	Shiloh, Bloody April 1862 #264 (w/ Mag)	n	New	Y	4	\$22.50	\$18.00
<p>■ 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.</p>							
94520	Julian, Triumph Before the Storm #266 (w/ Mag)	n	New	Y	5	\$34.00	\$34.00
<p>■ 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</p>							
94627	Russian Civil War 2nd #267 (w/ Mag)	n	New	Y	3	\$44.00	\$37.50
<p>■ Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11</p>							

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

120829	When Lions Sailed #268 (w/ Mag)	n	New	Y	6	\$25.00	\$21.00
	<p>■ 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 Justin's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11</p>						
95204	Falklands Showdown, 1982 #269 (w/ Mag)	n	New	Y	4	\$92.00	\$75.00
	<p>■ 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 Falklands 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 of Tibet 1904; battle of Hattin, 1187ad.</p>						
95601	American Revolution #270 (w/ Mag)	n	New	Y	3	\$79.00	\$49.00
	<p>■ Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.</p>						
96128	Second Kharkov, Strike & Counterstrk #271 (w/ Mag)	n	New	Y	6	\$40.00	\$34.00
	<p>■ 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 Itororo, the Paraguayan Thermopylae; battle of Arsuf, 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.</p>						
115472	Lepanto, Battle of... #272 (w/ Mag)	n	New	Y	5	\$49.00	\$40.00
	<p>■ 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.</p>						
108296	Reichswehr & Freikorps, Europe 1920 #273 (w/ Mag)	n	New	Y	2	\$27.00	\$19.00
	<p>■ Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12</p>						
98386	Sun Never Sets, Brit.Colonial Wars #274 (w/ Mag)	n	New	Y	4	\$45.00	\$39.00
	<p>■ 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.</p>						
98390	Operation Anaconda, Afghanistn 2002 #276 (w/ Mag)	n	New	n	12	\$20.00	\$18.00
	<p>■ 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.</p>						
133327	Ticonderoga, Btlns for Lake George #277 (w/ Mag)	n	New	Y	3	\$25.00	\$20.00
	<p>■ 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.</p>						

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

103514	Tobruk, Operation Crusader 1941 #278 (w/ Mag)	n	New	n	5	\$21.00	\$15.00
	Last copy. ■ Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btln/rgt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.						
105610	Soldiers, Decision in the Trenches #280 (w/ Mag)	n	New	n	3	\$22.50	\$17.50
	■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.						
117234	In Country, the Vietnam War #281 (w/ Mag)	n	New	Y	2	\$95.00	\$75.00
	■ Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kuduz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.						
126855	Pacific, War OF the..., 1879-1883 #282 (w/ Mag)	n	New	n	4	\$22.50	\$19.00
	■ 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, btln/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; Kampfgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13						
128030	Duel on the Steppe, Operation Star #285 (w/ Mag)	n	New	n	3	\$22.50	\$17.50
	■ Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.						
119025	Sparta vs. Athens #286 (w/ Mag)	n	New	n	1	\$25.50	\$21.00
	■ 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.						
105605	Hindenburg's War #288 (w/ Mag)	n	New	G	4	\$37.50	\$32.00
	■ 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.						
124042	Austrian Succession, War of the... #289 (w/ Mag)	n	New	G	2	\$22.50	\$17.50
	■ Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2.						
121160	Angola, Cold War in Africa #290 (w/ Mag)	n	New	G	6	\$22.50	\$20.00
	■ Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reoposte; 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.						

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114894	Warpath #291 (w/ Mag)	n	New	n	4	\$25.50	\$22.50
<p>■ 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 enabling 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; French Foreign Legion Forts; CIA Operations in Guatemala.</p>							
111315	Gates of Vienna, Europe 1683 #295 (w/ Mag)	n	New	Y	11	\$59.00	\$49.00
<p>■ Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.</p>							
115033	Korean War Battles #296 (w/ Mag)	n	New	Y	1	\$59.00	\$45.00
<p>■ 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 game 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 Carribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.</p>							
114942	1863, Turning Point in the Civil War#297 (w/ Mag)	n	New	Y	10	\$30.00	\$25.00
<p>■ 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 Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.</p>							
114881	Balkan Gambit, 1943-45 #298 (w/ Mag)	n	New	Y	6	\$27.00	\$22.50
<p>■ 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.</p>							
126703	Kaiser's War in the East 1914-18 #301 (w/ Mag)	n	New	Y	3	\$30.00	\$22.50
<p>■ Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used 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. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles in Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteria 425BC; Soviet Pre-WWII Breakthru Tanks.</p>							
139559	Great Northern War #302 (w/ Mag)	n	New	n	2	\$29.50	\$22.50
<p>■ 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.</p>							
126137	War Returns to Europe, Yugoslavia #303 (w/ Mag)	n	New	n	2	\$25.50	\$22.50
<p>■ 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 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.</p>							
131539	Agricola #306 (w/ Mag)	n	New	G	4	\$24.00	\$22.00
<p>■ Mag & game. Game of the campaign waged by the Roman governor of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).</p>							
130258	Cold War Hot Armor: Vietnam #307 (w/ Mag)	n	New	n	8	\$25.50	\$22.00
<p>■ Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of 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.</p>							

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130471	Jenkins' Ear, War of... 1739-48 #308 (w/ Mag)	n	New	Y	13	\$25.50	\$17.50
	<p>■ 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; Battle of Carrhae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.</p>						
134101	Windhoek, Southwest Africa 1914-15 #313 (w/ Mag)	n	New	Y	13	\$29.50	\$24.00
	<p>■ 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 vital to Allied logistics and water holes. Small forces can have big effects. Company/btn/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 Phyrriic 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.</p>						
136425	Red Tide South #315 (w/ Mag)	n	New	n	6	\$29.50	\$25.00
	<p>■ 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 the 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; Callapse of the Civilized Near East, Bronze Age Collapse c1300BC; Destruction of the French Army in 1812; von 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.</p>						
139213	Schlieffen's War #319 (w/ Mag)	n	New	n	4	\$24.00	\$19.00
	<p>■ 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 main 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.</p>						
Decision Gms Modern War M (Dec MW)		http://www.decisiongames.com					
105818	Somali Pirates # 3 (w/ Mag)	n	New	n	2	\$22.50	\$19.00
	<p>■ 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.</p>						
131586	Six Day War, 1967 # 4 (w/ Mag)	n	New	Y	1	\$22.50	\$20.00
	<p>■ Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.</p>						
105823	Drive on Pyongyang # 5 (w/ Mag)	n	New	n	2	\$22.50	\$19.00
	<p>■ 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.</p>						
104819	Decision Iraq # 6 (w/ Mag)	n	New	Y	11	\$20.00	\$17.50
	<p>■ Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.</p>						
105828	Vietnam Battles: Iron Triangle # 7 (w/ Mag)	n	New	Y	10	\$35.00	\$25.00
	<p>■ Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Traing Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.</p>						

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

Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

131846	Holy Land, Next Arab-Israeli War # 8 (w/ Mag)	n	New	n	4	\$37.50	\$32.50
	<p>NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israeli's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.</p>						
105900	War by Television, Kosovo 1999 # 9 (w/ Mag)	n	New	n	3	\$19.00	\$12.50
	<p>■ 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.</p>						
126171	Target Iran #10 (w/ Mag)	n	New	Y	7	\$42.00	\$34.00
	<p>■ Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.</p>						
104211	Greek Civil War #11 (w/ Mag)	n	New	Y	5	\$21.00	\$17.50
	<p>■ 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.</p>						
110283	Next War in Lebanon #13 (w/ Mag)	n	New	n	2	\$22.50	\$18.00
	<p>■ Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hoccery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.</p>						
130287	Visegrad 4, the Coming War in Europe #16 (w/ Mag)	n	New	n	4	\$27.00	\$24.00
	<p>■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigma '64, Ignored Vietnames 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.</p>						
116960	Dien Bien Phu #17 (w/ Mag)	n	New	Y	15	\$35.00	\$25.00
	<p>■ Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btln 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.</p>						
115630	Red Dragon Falling #19 (w/ Mag)	n	New	Y	9	\$25.50	\$21.00
	<p>■ 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 Railgun; Islamic Revolutionary Guards Corp Air & Space Forces.</p>						
132055	Race to Baghdad, 2003 #20 (w/ Mag)	n	New	G	1	\$27.50	\$23.00
	<p>■ Mag & game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraq Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines of attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive 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.</p>						

Fine Games' Retirement Liquidation Sale #2 - Magazine-Games & Folios



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131571	Kandahar, Splc Forces In Afghanistan #21 (w/ Mag)	n	New	Y	5	\$29.00	\$24.00
	<p>■ Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.</p>						
117008	New World Order, Kiev & Ulaan Baatar #22 (w/ Mag)	n	New	n	2	\$25.50	\$22.00
	<p>■ 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, btlm/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.</p>						
127792	Fallujah 2004, City Fighting in Iraq #23 (w/ Mag)	n	New	Y	10	\$25.50	\$22.50
	<p>■ 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.</p>						
122326	October War, Arab-Israeli War 1973 # 25 (w/ Mag)	n	New	n	2	\$45.00	\$35.00
	<p>■ 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, btlm/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.</p>						
128048	Modern Battles, Kaliningrad & Mosul # 27 (w/ Mag)	n	New	n	2	\$25.50	\$22.50
	<p>■ 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, Btlm/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 the 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.</p>						
130061	Enduring Freedom, Afghanistan 2001-2 #30 (w/ Mag)	n	New	n	3	\$25.00	\$22.50
	<p>■ Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of 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.</p>						
130567	Combat Veteran #31 (w/ Mag)	n	New	Y	5	\$28.00	\$26.00
	<p>■ Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.</p>						
125266	Operation Musketeeer #32 (w/ Mag)	n	New	n	30	\$25.00	\$19.00
	<p>■ 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 Musketeeer, 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; Houthi Missiles & Saudi Arabia.</p>						

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130443	Isis War, Next Middle East War # 33 (w/ Mag)	n	New	n	5	\$25.50	\$20.00
	<p>■ Mag & game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities & intent). Kurds declare their independence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as 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 vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.</p>						
130655	Opaque War, Ukraine 2014 # 34 (w/ Mag)	n	New	n	9	\$29.00	\$23.00
	<p>■ Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian gov't'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.</p>						
131847	Cold Start, Next India-Pakistan War #36 (w/ Mag)	n	New	n	5	\$29.50	\$23.50
	<p>■ 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 heart 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.</p>						
135483	Putin Moves South # 37 (w/ Mag)	n	New	n	4	\$29.50	\$25.00
	<p>■ 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). Likely 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 Mercenaris 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,</p>						
133341	Soyuz '81 # 38 (w/ Mag)	n	New	n	5	\$29.50	\$24.00
	<p>■ 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.</p>						
134818	Chechen War, 1994-96 # 40 (w/ Mag)	n	New	n	4	\$29.50	\$22.50
	<p>■ 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 guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btl/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.</p>						

Decision Gms World at War (DecWaW)

<http://www.decisiongames.com>

140329	Finnish Front, 1941-42 # 5 (w/ Mag)	n	Excel	Y	10	\$25.00	\$20.00
	<p>Complete. Counter corners lively & 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.</p>						
88095	Finnish Front, 1941-42 # 5 (w/ Mag)	n	New	Y	10	\$35.00	\$25.00
	<p>■ 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.</p>						
88891	Greater East Asia War # 6 (w/ Mag)	n	New	Y	3	\$32.00	\$25.00
	<p>■ 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.</p>						

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90778	Destruction of Army Group Center 3rd # 9 (w/ Mag)	n Like New	Y	19	\$35.00	\$19.00
<p>Mag cover has a couple of lite creases parallel to & right beside the spine. Otherws 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' 09</p>						
90779	Destruction of Army Group Center 3rd # 9 (w/ Mag)	n New	Y	19	\$35.00	\$21.00
<p>■ Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09</p>						
91777	Afrikakorps, Decision in the Desert #11 (w/ Mag)	n New	Y	11	\$35.00	\$29.00
<p>■ 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 Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.</p>						
140197	1940, What IF Germany Went East? #12 (w/ Mag)	n Mint	Y	2	\$35.00	\$29.00
<p>■ Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelnia (Smolensk), first turning point in WW2 in the East. '10</p>						
116636	1940, What IF Germany Went East? #12 (w/ Mag)	n Like New	Y	2	\$32.00	\$30.00
<p>Vertical wrinkle down the front cover; otherws 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; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelnia (Smolensk), first turning point in WW2 in the East. '10</p>						
92610	1940, What IF Germany Went East? #12 (w/ Mag)	n New	Y	2	\$39.00	\$32.50
<p>■ Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelnia (Smolensk), first turning point in WW2 in the East. '10</p>						
93342	Guards Tank, Battle of Prochorovka #13 (w/ Mag)	n New	Y	3	\$84.00	\$69.00
<p>■ Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/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.</p>						
130054	What IF, Invasion Pearl Harbor #14 (w/ Mag)	n New	Y	4	\$32.00	\$25.00
<p>■ 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.</p>						
94116	Soft Underbelly, Southern Italy 1943 #15 (w/ Mag)	n New	Y	11	\$24.00	\$20.00
<p>■ 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 British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10</p>						
94808	Leningrad '41 #17 (w/ Mag)	n New	Y	16	\$22.00	\$17.50
<p>■ Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, 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.</p>						

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

95117	South Seas Campaign 1942-3 #18 (w/ Mag)	n	New	Y	4	\$45.00	\$35.00
<p>■ Mag & Game. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: the South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.</p>							
95810	Grossdeutschland Panzer Division #20 (w/ Mag)	n	New	Y	3	\$69.99	\$59.00
<p>■ Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by a event chit drawn for each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.</p>							
96463	Minsk, Battle of...1944 # 22 (w/ Mag)	n	New	Y	11	\$35.00	\$32.00
<p>■ Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12</p>							
97233	Pacific Battles, Guadalcanal # 23 (w/ Mag)	n	New	Y	7	\$35.00	\$22.50
<p>■ Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artillery, etc. 2mi/hex (covering the entire island), btln 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 during WW2; 17th SS Panzer Grenadier Division.</p>							
97922	Sedan 1940, Decisive Btl for France #24 (w/ Mag)	n	New	Y	9	\$39.00	\$32.50
<p>■ Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.</p>							
118196	Keren 1941, East Africa # 25 (w/ Mag)	n	New	Y	3	\$22.50	\$18.00
<p>■ 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, btl level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.</p>							
100049	Green Hell, Burma 1943-4 # 28 (w/ Mag)	n	New	Y	7	\$22.50	\$19.00
<p>■ Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.</p>							
101444	Counterattack in Ukraine, Dubno '41 # 31 (w/ Mag)	n	New	Y	5	\$28.00	\$22.50
<p>■ Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were largely impervious to most of the German's weapons lead to several days of mobile battles tho in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw 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</p>							
102467	Shingle, the Anzio Beachhead # 33 (w/ Mag)	n	New	Y	2	\$35.00	\$29.00
<p>■ 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.</p>							

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4. General Liquidation Sale Offerings

103066	Guards Armour Division # 34 (w/ Mag)	zl	New	Y	5	\$37.50	\$32.50
<p>■ Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Bonninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Combat is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.</p>							
121951	Winterstorm, Relief of Stalingrad'42 #36 (w/ Mag)	n	New	Y	5	\$26.00	\$22.50
<p>■ Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forces encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. 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.</p>							
107853	Bloody Ridge, Guadalcanal Sept 1942 # 37 (w/ Mag)	n	New	Y	2	\$39.00	\$32.50
<p>■ Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).</p>							
114899	Ghost Division #38 (w/ Mag)	n	New	Y	4	\$22.50	\$17.50
<p>■ Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/btl level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.</p>							
110362	France Fights On #39 (w/ Mag)	n	New	n	3	\$22.50	\$17.50
<p>■ Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.</p>							
111272	Pacific Battles, Shanghai #42 (w/ Mag)	n	New	n	9	\$25.50	\$24.00
<p>■ Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces 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.</p>							
111280	Patton's Third Army #43 (w/ Mag)	n	New	Y	6	\$64.00	\$50.00
<p>■ 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 Moulin des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skils & Cultural Awareness in the US Military.</p>							
115612	Night Fight Solitaire #44 (w/ Mag)	n	New	Y	6	\$45.00	\$39.00
<p>■ 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 in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.</p>							
115476	Duel in the North #48 (w/ Mag)	n	New	n	6	\$25.50	\$22.00
<p>■ 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.</p>							

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4. General Liquidation Sale Offerings

117405	Operation Gertrud #49 (w/ Mag)	n	New	Y	3	\$25.50	\$21.00
<p>■ 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; Exercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.</p>							
124052	Pacific Battles, Malaya #51 (w/ Mag)	n	New	n	5	\$25.50	\$21.00
<p>■ Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btlm/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.</p>							
137779	Strike & Counterstrike #53 (w/ Mag)	n	New	n	1	\$25.50	\$21.00
<p>■ 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 gates 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.</p>							
125241	Escape Hell's Gate, Korsun Pocket #57 (w/ Mag)	n	New	Y	15	\$25.00	\$19.00
<p>■ 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, inspecific 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.</p>							
128816	Stalin Moves West #58 (w/ Mag)	n	New	Y	4	\$29.50	\$22.50
<p>■ 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.</p>							
130519	Luzon Campaign, 1945 #59 (w/ Mag)	n	New	Y	2	\$30.00	\$22.00
<p>■ 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 sieze 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.</p>							
131552	Eisenhower's War # 60 (w/ Mag)	n	New	Y	3	\$32.00	\$29.00
<p>■ 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 (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.</p>							
131559	Peaks of the Caucasus # 61 (w/ Mag)	n	New	Y	7	\$29.50	\$24.00
<p>■ 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 Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.</p>							
133335	Spanish Civil War, Belchite & Teruel #62 (w/ Mag)	n	New	n	5	\$27.50	2,222.00
<p>■ 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.</p>							
134351	Rats of Tobruk # 64 (w/ Mag)	n	New	n	6	\$29.50	\$15.00
<p>■ 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.</p>							

Fine Games' Retirement Liquidation Sale #2 - Magazine-Games & Folios

Mag-Games, Game-Onlys & Folios at Liquidation Prices



www.FineGames.com/retirement.htm

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

135654	Operation Typhoon # 65 (w/ Mag)	n	New	n	15	\$29.50	\$18.00
<p>■ 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 breakouts 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, Nov1943-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 Zerstoror (German Ju-88 as fighters).</p>							
138589	Breakout, First Panzer Army #69 (w/ Mag)	n	New	n	4	\$27.50	\$22.50
<p>■ 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 counters. 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.</p>							
142781	Spring Awakening #73 (w/ Mag)	n	New	n	2	\$29.50	\$25.00
<p>■ 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 additons. 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 of 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.</p>							
Game Publicatns GAME FIX (GPGGFx)							
22915	Bombs Away! Air War Over Europe #4 (w/ Mag)	n	New	Y	3	\$12.00	\$6.00
<p>Inventory label on cover of mag, otherws 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 defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.</p>							
140339	Redline Korea #6 (w/ Mag)	n	VeryGd	Y	3	\$12.00	\$8.00
<p>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. 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.</p>							
86762	Redline Korea #6 (w/ Mag)	n	Mint	Y	3	\$20.00	\$10.00
<p>■ 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.</p>							
140343	Big One, War in Europe 1939-45 #7 (w/ Mag)	n	Excel	Y	2	\$19.00	\$10.00
<p>Complete & EX. ■ Mag & Game. V.Irg scale, strat lvl gm of all of World War II in Europe, Africa & the Middle East. Army level, with naval forces & production. 100 counters. Good BEGINNER's game. B.Banks, P.Cooper'95 / ARTICLES ON: Game Marketing 101; World's Worst Terrorists; Panzerfaust 3; Cheyenne & Sioux War of 1868; Chronology of WWII in Europe; Military Reality in Wargaming; Reviews Reviewd; Review of DG On to Moscow; Interview with Richard Berg.</p>							
116451	Big One, War in Europe 1939-45 #7 (w/ Mag)	n	Mint	Y	2	\$25.00	\$15.00
<p>Cover scuffed. ■ Mag & Game. V.Irg scale, strat lvl gm of all of World War II in Europe, Africa & the Middle East. Army level, with naval forces & production. 100 counters. Good BEGINNER's game. B.Banks, P.Cooper'95 / ARTICLES ON: Game Marketing 101; World's Worst Terrorists; Panzerfaust 3; Cheyenne & Sioux War of 1868; Chronology of WWII in Europe; Military Reality in Wargaming; Reviews Reviewd; Review of DG On to Moscow; Interview with Richard Berg.</p>							
116450	Greenline, Chechnya #8 (w/ Mag)	n	Mint	Y	2	\$20.00	\$10.00
<p>■ 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.</p>							
91069	Among Nations #9 (w/ Mag)	n	Mint	Y	13	\$3.00	\$2.00
<p>■ 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.</p>							
15209	Among Nations #9 (w/ Mag)	n	New	Y	13	\$5.00	\$3.00
<p>■ 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.</p>							

Gamers (% MMP) (Gamers)

<http://www.multimanpublishing.com>

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		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

42543	Gamers Repl Counters 1992 ■ Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92	n	New	Y	31	\$7.00	\$4.00
42554	Gamers Repl Counters 1994 ■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94	n	New	Y	20	\$6.00	\$3.00
60517	Gamers Repl Counters 1995 ■ Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95	n	New	Y	15	\$6.00	\$3.00
42589	Gamers Repl Counters 1998 ■ Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98	n	New	Y	13	\$6.00	\$3.00

GMT Games (GMT)

<http://www.gmtgames.com>

121481	Combat Commander: Sea Lion Kit 1st edition ■ Kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14	Fo	New	Y	1	\$18.00	\$13.50
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GMT C3i Magazine (GMTC3i)

<http://www.gmtgames.com>

46921	C3i # 5 (w/ Mag) ■ 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95	n	New	Y	11	\$27.00	\$22.50
51752	C3i # 6 (w/ Mag) ■ w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96	n	New	Y	20	\$30.00	\$20.00
53660	C3i # 8 (w/ Mag) ■ Mag & Game. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97	n	New	Y	1	\$60.00	\$55.00
50993	C3i # 9 (w/ Mag) ■ w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99	n	New	Y	6	\$79.00	\$65.00
53236	C3i #12 (w/ Mag) ■ w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00	n	New	Y	7	\$89.00	\$79.00
58530	C3i #14 (w/ Mag) ■ Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02	n	New	Y	3	\$64.00	\$59.00
63941	C3i #15 (w/ Mag) ■ w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04	n	New	Y	16	\$39.00	\$30.00
70950	C3i #16 (w/ Mag) ■ With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR sceario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigs for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsians/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05	n	New	Y	14	\$59.00	\$50.00
88596	C3i Magazine #20 (w/ Mag) ■ Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARITICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08	n	New	Y	3	\$69.00	\$59.00

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4. General Liquidation Sale Offerings

88272	C3i Magazine #21 (w/ Mag)	n	New	Y	5	\$69.00	\$62.50
<p>■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09</p>							
89857	C3i Magazine #22 (w/ Mag)	n	New	Y	4	\$50.00	\$45.00
<p>■ A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). ARTICLES ON: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadians variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09</p>							
93642	C3i Magazine #23 (w/ Mag)	n	New	Y	13	\$55.00	\$40.00
<p>■ Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.; Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col</p>							
108923	C3i Magazine #26 (w/ Mag)	n	New	Y	2	\$99.00	\$50.00
<p>■ Mag & game & inserts. A beefy issue with OBJECTIVE KIEV (a complete game) plus 280 counters: 1914 Twilight in East (140); Combat Commander (18); Infidel (10); SPQR Magna Graecia (4) & Bactis Tadar (14); 1805 (14); Barbarian (3); Am Rev series (4); Empire of the Sun (8); No Retreat! (12); Obj Kiev (40+blanks). Plus inserts for SPQR Barbarian Sipontum 334BC, Baetis River 236BC, Tader River 228BC scenarios; Space Empires 4X log sheet; Red Winter Ice Ball variant; Andean Abyss flow charts; CC Europe scenario location reference map & terrain effects aid; CC Europe scenarios 115-116; 2 scenarios for C&C Epic Ancients II; Set up aids for 1914 Twilight in East (2 scenarios); No Retreat! solitaire rules with card & play aide inserts. OBJ KIEV is a small (40) counter game of Army Group South's campaign toward Kiev in the summer of 1941. This was a hard-fought campaign, with the USSR's southern forces being far more alert & prepared for the Axis offensive than its forces in the north. And armored attacks can have a serious impact on the German schedule. Soviet goal is to delay a victory in the Ukraine such that any attack on Moscow would be delayed & unlikely to succeed. F Chadwick'12 / ARTICLES ON: Designers & Developers share their thoughts on the design process; Tannenberg campaign variant for 1914 Twilight in the East & historical article on Austria-Hungary's mobilization; Labyrinth walk-thru; Initiative in Game Design by Mark Herman; Space Empires 4X optional rules; interview with John Butterfield; Argentoratum 357AD scenario for C&C Ancients; Union strategy in For the People; scenario & variant rules for 1805; GBoH magna Graecia scenarios covering Greece's attempts to preserve its dominance in the late 4th century BC; Red Winter optional rules; interviews with Mark Barker & Leland Myrick; intro to Andean Abyss, plus solitaire variants.</p>							

Heat of Battle (HOB)

<http://heatofbattlegames.com>

114328	ASL:Berlin, Red Vengeance (remnant)	n	New	Y	5	\$30.00	\$23.00
<p>Rules & chapter dividers are photocopies. ■ W/revised (large hex) map. Rules & scenario cards are b&w photocopies. Does NOT include counters which much be downloaded from HOB web site (but are not necessary for play). Set of 10 scenarios, large map of Berlin & 56 counters focusing on the fight for the Reichstag, Apr 28 - May 1'45. Reqs Beyond Valor, Yanks, KGP II. '97</p>							
114334	ASL:Buckeyes	Fo	New	Y	6	\$45.00	\$39.00
<p>■ Kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03</p>							
126962	ASL:Firefigts Kit #2	Fo	New	G	7	\$35.00	\$32.00
<p>■ Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1, 14, 19, 26-31, 33. '05</p>							

Legion Wargames (Legion)

<http://www.LegionWargames.com>

134507	Ball's Bluff, Battle of..., Oct 1861 2nd	zl	New	n	2	\$12.00	\$9.00
<p>■ Revised from earlier War Diary version, adding a 16pg historical booklet. Covers the Oct 1861 abortive raid and recon by a Union force south of the Potomac. After encountering some Confederate forces, the bulk of the Union forces had to be transported across the river in small groups, thus negating their 4:1 advantage in numbers. Confederate reinforcements defeated then routed the union forces, with more than half the Union force becoming casualties or captured. 120 counters. John Poniske'18</p>							

Mavfair Games (Mavfr)

<http://www.coolgames.com>

109221	Mayfair Promo Expansion Set #15	n	New	Y	3	\$6.00	\$1.00
<p>■ Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15</p>							
109760	Mayfair Promo Expansion Set #18	n	New	Y	3	\$4.00	\$1.00
<p>■ Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15</p>							

Multi-Man Publishing. (MMP)

<http://www.advancedsquadleader.com>

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4. General Liquidation Sale Offerings

134703	ASL:Action Pack #12, Oktoberfest XXX	Fo	New	n	2	\$13.00	\$11.00
	<ul style="list-style-type: none"> ■ Scenario kit that celebrates the 30th ASL Oktoberfest in Cleveland. Includes new board #73, plus 10 scenarios spanning 13 years surrounding World War II from all fronts & including one in the Korean War. '15 						
133029	ASL:Best of Friends Scenario Pack	n	New	n	8	\$12.00	\$10.00
	<ul style="list-style-type: none"> ■ 12 scenarios drawn from the Swedish Friendly Fire ASL toumy including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13 						
132970	ASL:Rivers to the Reich Scenario Pack	n	New	n	6	\$16.00	\$14.00
	<ul style="list-style-type: none"> ■ 15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13 						
125053	ASL:Winter Offensive # 5 2014 Bonus Pack	Fo	New	Y	3	\$18.00	\$14.00
	<ul style="list-style-type: none"> ■ 2014 Winter Offensive kit. Includes a new map & 3 scenarios involving the Soviets & Germans or Japanese & Americans. '14 						
129855	ASL:Winter Offensive # 9 2018 Bonus Pack	Fo	New	Y	3	\$39.00	\$36.00
	<ul style="list-style-type: none"> ■ ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18 						

Multi-Man OPERATIONS MAG (MMP On) <http://www.advancedsqadleader.com>

125022	Special Ops Wargaming Journal # 1 (w/ Mag)	n	New	n	6	\$17.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag. 						
138128	Special Ops Wargaming Journal # 9 (w/ Mag)	n	New	n	1	\$25.00	\$22.50
	<ul style="list-style-type: none"> ■ 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 Nakaguroa '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. 						
133004	Operations Magazine Special Issue #2 (w/ Mag)	n	New	n	3	\$29.00	\$24.00
	<ul style="list-style-type: none"> ■ Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btl/n/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. ARTICLES ON: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09 						

One Small Step ARES MAG (OneAre) <http://www.ossgames.com.OSSGamesCart.com>

117074	Invasive Species #2 (w/ Mag)	n	New	Y	3	\$22.00	\$18.00
	<ul style="list-style-type: none"> ■ 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. 						

One Small Step COUNTERFAC (OneCFC) <http://www.ossgames.com>

130628	1936, What If? the Rhineland Crisis # 4 (w/ Mag)	n	New	Y	1	\$20.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 ON: 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 Book 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 Cheetah Robot, Growing role of Special Forces Around the World. 						

Pacific Rim JustPlainWGms (PacRim) <http://www.justplain.com>

137543	Demyansk Pocket	n	New	n	2	\$15.00	\$10.00
	<ul style="list-style-type: none"> ■ Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91 						
110415	Salla 1941, Fight to the Finnish	n	New	n	2	\$13.00	\$10.00
	<ul style="list-style-type: none"> ■ 3 div Axis offensive at neck of Kuralia Peninsula attempting to isolate Murmansk. Btl n lvl. Unique move system & subject matter. Good game. M Bennighof'91 						
121042	Summer of 1863	zl	New	n	2	\$22.00	\$17.50
	<ul style="list-style-type: none"> ■ Strategic level, point-point game of the American Civil War in the pivotal year of 1863. Focuses on the political & economic drivers that lead to the Gettysburg campaign. Game covers a 1 month period beginning immediately after the battle of Chancellorsville, June-July 1863. 3days/turn, div level, 96 counters. T.Eskey'14 						

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4. General Liquidation Sale Offerings

121048	Taman '42	n	New	n	2	\$13.00	\$10.00
<ul style="list-style-type: none"> ■ Aug 1942 drive by the Rumanian Cav Corp to clear the Taman peninsula, the Axis right flank of AG South at the east end of Kerch Straits. Btlm lvl, using the Salla system of alternating divisional activation. M.Bennighof'93 							

114812	Troina '43	n	New	n	2	\$15.00	\$10.00
<ul style="list-style-type: none"> ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93 							

Revolution Games (Revolu)

<http://www.Revolutiongames.us>

135317	Across the Narva, Estonia Feb 1944 2nd	zl	New	n	3	\$34.00	\$29.00
<ul style="list-style-type: none"> ■ Game of the Soviet assault on the Estonia area of German-occupied USSR early in 1944, a continuation of the Leningrad-Novogorod Offensive of Jan 1944. The Soviets sought air and naval bases for later attacks on both Finland and East Prussia. The Germans offered a stout defense of the Narva Isthmus; while the Soviets established many brigeheads, they failed to expand them before the Germans eliminated them north of Narva, stabilizing the front until the summer. Covers the three-month campaign in 1 week turns using a chit activation system. Uses same system as earlier Konigsberg game. Game previously published by 3 Crown Ent. 300 counters, 1wk/turn, btlm/rgt level. Stefan Ekstrom '19 							
135711	Counter-Attack, the Battle of Arras 1940	zl	New	n	4	\$24.00	\$20.00
<ul style="list-style-type: none"> ■ 2-player, area-move game of the 21 May 1940 attack by British forces that gave the Germans their greatest fear of the French campaign as the offensive threatened to cut off the panzer divisions from the German infantry lagging behind. Includes one modest sized map, 1 countersheet, rgt/div level. Michael Rinella'19 							
143128	Fury at Midway [2nd]	zl	New	n	2	\$28.00	\$25.00
<ul style="list-style-type: none"> ■ Updated and enlarged from the Japanese game, Midway Turning the Tide in the Pacific. Primarily a game of air operations during the battle of Midway, June 1942. Players struggle with the key questions of what & when to strike, and how to defend your fleet (and for the Americans, the island of Midway). Game system adds variability to strike navigation & coordination and escort forces, which may undercut a good plan. Surface naval forces are not depicted directly. 2 maps, 72 counters, 12 cards. Yasushi Nakaguro'20 							
131998	Patton's Vanguard, Arracourt 1944	zl	New	n	3	\$25.00	\$20.00
<ul style="list-style-type: none"> ■ Game of the battles surrounding Arracourt, France, in late summer 1944 as Patton's 4th Armored Div approached the German frontier. Played in 2 scenarios. In the first, 2 raw panzer brigades attacks the experienced & well-supported Americans. In the second, the 11th Panzer attacks Combat Command A & B. 176 counters. Publisher made a setup correction in black ink to all copies. Mike Rinella'17 							

Sim Design Corn (Conflict) (SDC)

126825	Arab-Israeli Armor in the Yom Kippur War	n	New	Y	2	\$5.00	\$4.00
<ul style="list-style-type: none"> ■ 32pg booklet contrasting weaponry, training, organization in armored units of combatant nations of '73 Yom Kippur War. '75 							

Simulaciones Tacticas (SimTac)

<http://www.simtacludopress.net>

128080	Rivoli 1797, Bonaparte in Italy 2nd	zl	New	n	2	\$55.00	\$35.00
<ul style="list-style-type: none"> ■ Reprint in a ziplock. 2nd game in the BtIs of the Revolution series, a simplified La Bataille system. Modest complexity, grand tactical game of the Austrian assault at Rivoli that caught Napoleon somewhat unprepared with its enveloping maneuver. One map, 432 counter game with 2 distinct levels of complexity. '98 							

SPI Games (SPI)

77298	Next War Errata [9/79]	n	Excel	Y	5	\$2.00	\$0.25
<ul style="list-style-type: none"> ■ Photocopy of 4pgs of comprehensive errata published 9/79. 							
77273	War in Europe / War in the World Addendm	n	Excel	Y	13	\$3.00	\$2.00
<ul style="list-style-type: none"> Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WiE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game. 							

SPI S&T Magazine Games (SPIS T)

92481	Scrimmage #37 (w/ Mag)	n	Excel	Y	2	\$22.00	\$15.00
<ul style="list-style-type: none"> ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917. 							
101054	Scrimmage #37 (w/ Mag)	n	Mint	Y	2	\$32.00	\$20.00
<ul style="list-style-type: none"> 1 mag center pg litely discolored by exposure to counters. Some yellowing to rules ege & 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. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917. 							
130951	Tank! #44 (w/ Mag)	n	Mint	Y	1	\$39.00	\$25.00
<ul style="list-style-type: none"> 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.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830. 							

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92835	Combined Arms, Combat Ops 1935-70 #46 (w/ Mag)	n Mint	Y	2	\$35.00	\$25.00
Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.						
99141	Dixie #54 (w/ Mag)	n Mint	Y	3	\$15.00	\$12.50
Rules separated. One map panel moderately sun discolored; otherws mint. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.						
105649	Dixie #54 (w/ Mag)	n Mint	Y	3	\$19.00	\$12.50
Rules separated. Very clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.						
131475	Breitenfeld #55 (w/ Mag)	n Excel	Y	4	\$29.00	\$15.00
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 Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.						
76700	Breitenfeld #55 (w/ Mag)	n Mint	Y	4	\$36.00	\$25.00
■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.						
131472	Revolt in the East #56 (w/ Mag)	n Excel	Y	3	\$21.00	\$10.00
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. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).						
105452	Revolt in the East #56 (w/ Mag)	n Mint	Y	3	\$25.00	\$19.00
Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).						
131184	South Africa, Vestige of Colonialism #62 (w/ Mag)	n Mint	Y	3	\$30.00	\$20.00
Mag cover scuffed. Complete & otherws clean. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.						
107485	South Africa, Vestige of Colonialism #62 (w/ Mag)	n Mint	Y	3	\$35.00	\$25.00
■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.						
77257	Siege of Constantinople NAVAL RULES #66	n Excel	Y	2	\$3.00	\$1.00
■ Photocopy of 6 pages of addendum rules, charts & B&W outline counters from Moves 37 adding a naval aspect to this game by the original designer, R.Berg.						
104396	Stonewall in the Shenandoah #67 (w/ Mag)	n Mint	Y	3	\$28.00	\$17.50
Rules separated. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman'78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.						
67807	Crusades #70 (w/ Mag)	n Mint	Y	4	\$45.00	\$25.00
■ Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).						
140212	Armada, 1st #72 (w/ Mag)	n Mint	Y	3	\$30.00	\$15.00
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.						
107569	Armada, 1st #72 (w/ Mag)	n Mint	Y	3	\$25.00	\$20.00
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.						

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140181	Paratroop #77 (w/ Mag)	n	Mint	Y	3	\$25.00	\$15.00
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.							
131177	Paratroop #77 (w/ Mag)	n	Mint	Y	3	\$32.00	\$19.00
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.							
140209	Patton's 3rd Army #78 (w/ Mag)	n	Mint	Y	1	\$25.00	\$15.00
Unpunched. Mag cover shows slight wear. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.							
107488	Patton's 3rd Army #78 (w/ Mag)	n	Mint	Y	1	\$30.00	\$18.00
■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.							
141291	Wilson's Creek #80 (w/ Mag)	n	VeryGd	Y	4	\$25.00	\$12.50
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.							
92866	Wilson's Creek #80 (w/ Mag)	n	Excel	Y	4	\$39.00	\$17.50
■ 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.							
107486	Wilson's Creek #80 (w/ Mag)	n	Mint	Y	4	\$35.00	\$20.00
Unpunched. A few fingerprints on mag cover. ■ 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.							
35944	Tito & His Partisan Army, Yugoslavia #81 (GameOnly)	n	Mint	Y	3	Game Only \$13.00	\$9.00
■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80							
131175	Tito & His Partisan Army, Yugoslavia #81 (w/ Mag)	n	Mint	Y	12	\$13.00	\$10.00
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.							
140173	Kaiser's Battle #83 (w/ Mag)	n	Mint	Y	4	\$15.00	\$9.00
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.							
98798	Kaiser's Battle #83 (w/ Mag)	n	Mint	Y	4	\$25.00	\$15.00
■ 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.							
98788	Operation Grenade #84 (w/ Mag)	n	Mint	Y	3	\$19.00	\$12.50
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.							
107374	Fighting Sail #85 (w/ Mag)	n	Mint	Y	4	\$32.00	\$20.00
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.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.							
131169	Desert Fox #87 (w/ Mag)	n	Mint	Y	1	\$40.00	\$25.00
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 Berg'81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.							

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24094	Sicily, Race for Messina #89 (w/ Mag)	n	Like New	Y	4	\$20.00	\$17.50
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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, btl/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.

Task Force Games (TFG)

26800	Escape from Altassar	zl	New	Y	3	\$7.00	\$4.00
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■ Cannibalistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83

TSR S&T Games (TSRS T)

131213	Rapid Deployment Force RDF #91 (w/ Mag)	n	Mint	Y	2	\$35.00	\$25.00
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■ 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.

105735	Soldiers of the Queen #95 (w/ Mag)	n	Mint	Y	3	\$24.99	\$19.00
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Rules separated. Very clean ■ 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.

101463	Singapore, Fall of Malaya #96 (w/ Mag)	n	Mint	Y	1	\$35.00	\$22.50
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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 process in game design; Nordkapp #94 variants, strategy, new rules & counter images.

105733	Trail of the Fox #97 (w/ Mag)	n	Mint	Y	5	\$29.00	\$20.00
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Rules separated. Very clean & unpunched. ■ Mag & Game. Btl/rgt level game of the Tunisian campaign, Nov'42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/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.

134300	Trail of the Fox #97 (w/ Mag)	n	New	Y	5	\$39.00	\$29.00
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■ Mag & Game. Btl/rgt level game of the Tunisian campaign, Nov'42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/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.

105726	Cromwell's Victory #101 (w/ Mag)	n	Mint	Y	3	\$29.00	\$19.00
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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; Battle 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).

105727	Monty's D-Day #102 (w/ Mag)	n	Mint	Y	3	\$45.00	\$29.00
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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 Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.

107477	Road to Vicksburg #103 (w/ Mag)	n	Mint	Y	1	\$23.00	\$18.00
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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 counters, 300m/hex, 45min/turn, 125-300men/strength point. R.Land'85. / ARTICLES ON: POWs in the US; Roman Emperor as Warrior; Ukraine Insurgent Army 1942-9; Future of the Carrier; Vicksburg Campaign, Grant's Masterpiece; Battle at Champion Hill; 10 Year Retrospective on Napoleon's Last Battles Quad; Unexpected War in the Falklands; New Mortain & Falaise Pocket scenarios for TSR Cobra 2nd, plus OoB variants & ERRATA; Berg's Reviews of: VG Cold War, Thunder at Luetzen #99, MB Conquest of the Empire, AH B-17 2nd; Choosing a Wargame Topic; Cromwell's Victory after-action report, plus variants & ERRATA.

Udo Grebe Game Design Co. (UGG)

<http://www.UGG.de>

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condtn	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

108553	Empires of Apocalypse: Desert Fox	zl	New	Y	2	\$18.00	\$12.00
	<ul style="list-style-type: none"> ■ Second of a planned series of mating Op-Strategic lvl WW2 games. This one covers the war in Africa from the Italian declaration of War thru the fall of Tunis, plus Italian East Africa, all at a 'corp' level. 5 scenario + campaign game. Plus, "the number one reason to buy the game: the most beautiful swamp hex in wargaming today!!" That's what it says... U.Grebe'99 						
	Vae Victis Cerigo Edition (VaeV C)		http://www.vaevictismag.fr/contactENG.html				
132888	100 Hours at Waterloo #124 (w/ Mag)	n	New	Y	2	\$32.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 						
132903	Landau ou la Mort! #141 (w/ Mag)	n	New	n	2	\$32.00	\$16.00
	<ul style="list-style-type: none"> ■ 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. 						
	VAE VICTUS Magazine (VaeVic)		http://vaevictis.histoireetcollections.com/en/home.html				
102994	Operation Apocalypse, Vietnam 1966 #10 (w/ Mag)	n	New	Y	2	\$25.00	\$17.50
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section d'Assaut is a card game of individual weapons & people in WW2. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96 						
116770	Leuthen 1757 #32 (w/ Mag)	n	Mint	Y	3	\$22.00	\$15.00
	<ul style="list-style-type: none"> Dog ear on rear cover; otherws 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 http://grognard.com/vaevict.html. Game covers a key battle of the 7 Years War. 						
108380	Leuthen 1757 #32 (w/ Mag)	n	New	Y	3	\$25.00	\$16.00
	<ul style="list-style-type: none"> ■ 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 http://grognard.com/vaevict.html. Game covers a key battle of the 7 Years War. 						
108375	Tobrouk 1941-42 # 34 (w/ Mag)	n	New	Y	3	\$25.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. w/84pg mag. Operation level, btlm/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 counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '00 						
111681	1870, L'Aigle Fourdroye #38 (w/ Mag)	n	New	Y	2	\$24.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01 						
100533	Koursk 1943 #51 (w/ Mag)	n	New	Y	2	\$25.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02 						
108366	Champs de Bataille En Asie #53 (w/ Mag)	n	New	Y	2	\$25.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 grognard.com/vaevict.html. '02 						
108361	Pour Dieu et Pour Roy # 60 (w/ Mag)	n	New	Y	2	\$22.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 Vendéens. 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 grognard.com/vaevict.html. '05 						
111671	La Fleur au Fusil 1914 # 68 (w/ Mag)	n	New	Y	2	\$23.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Grand tactical level, btlm/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 grognard.com/vaevict.html. '06 						
111660	La Fronde 1652 #84 (w/ Mag)	n	New	Y	2	\$25.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 grognard.com/vaevict.html. '07 						
116771	La Mious 1943 #85 (w/ Mag)	n	Mint	Y	2	\$19.00	\$15.00
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09 						

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100545	La Mious 1943 #85 (w/ Mag)	n	New	Y	2	\$24.00	\$17.50
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09 						
116772	Irlande 1798 #86 (w/ Mag)	n	Mint	Y	2	\$22.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 						
125334	Bull Run #89 (w/ Mag)	n	Like New	Y	1	\$15.00	\$9.00
	<ul style="list-style-type: none"> 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 grognard.com/vaevict.html. '09 						
93813	Bull Run #89 (w/ Mag)	n	New	Y	1	\$17.50	\$12.50
	<ul style="list-style-type: none"> ■ Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09 						
93814	Loups Gris en Atlantique #90 (w/ Mag)	n	New	Y	2	\$23.00	\$19.00
	<ul style="list-style-type: none"> ■ 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, & sepcial events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10 						
100568	Coree 1950 #107 (w/ Mag)	n	New	Y	1	\$25.00	\$17.50
	<ul style="list-style-type: none"> ■ 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 						
111688	Indochine 1952, Operation Bruno #113 (GameOnly)	n	New	Y	2	\$28.00	\$22.50
	<ul style="list-style-type: none"> ■ GameOnly. Solitaire game covers the struggle of the French 6th Colonial Para Btl to escape the Viet Minh forces hot on their heels as they retreat thru 80km along a mountainous jungle trail after a battle at Tu Le, Oct.1952. 108 counters, company level. F.Yeghicheyan'13. ALL components printed in French language. English language rules can be downloaded from the publishers website or from Grognards. 						

VAE VICTUS Stand-Alone Ga (VaeVGm)

<http://vaevictis.histoirecollections.com/en/home.html>

128072	Inkermann 1854	Fo	New	Y	2	\$30.00	\$25.00
	<ul style="list-style-type: none"> ■ Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brits fought with discipline and the Russians withdrew. Battle was often fought in very small groups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. Btl level, 45min/turn. English language rules. '13 						

Worldwide Wargamer (3W) (WWW)

145253	SL: Squad Leader, SCENARIOS 81-90	n	VeryGd	Y	6	\$2.50	\$1.00
	<ul style="list-style-type: none"> Photocopy. Sml amount of text truncated on 3 of 10 scenarios. ■ 10 additional scenarios for Squad Leader games spanning the years 1940-43 in western Europe & the USSR. '82 						
142363	SL: Squad Leader, SCENARIOS 81-90	n	New	Y	6	\$6.00	\$4.00
	<ul style="list-style-type: none"> ■ 10 additional scenarios for Squad Leader games spanning the years 1940-43 in western Europe & the USSR. '82 						

WWW Strategy & Tactics (WWWS T)

92766	Patton Goes to War #112 (w/ Mag)	n	Excel	Y	5	\$18.00	\$10.00
	<ul style="list-style-type: none"> ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Btl of NAfrica game system. Co/btl/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87 						
117317	Patton Goes to War #112 (w/ Mag)	n	Mint	Y	5	\$25.00	\$20.00
	<ul style="list-style-type: none"> ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Btl of NAfrica game system. Co/btl/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87 						
72272	Abensberg, Battle of... #113 (w/ Mag)	n	Mint	Y	3	\$23.00	\$15.00
	<ul style="list-style-type: none"> ■ 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 the Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87. 						

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

105737	Eckmuhl, Battle of... #114 (w/ Mag)	n	Mint	Y	9	\$15.00	\$7.50
<p>Rules separated. Otherws unpunched, unplayed, clean. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.</p>							
102640	Eckmuhl, Battle of... #114 (w/ Mag)	n	Mint	Y	9	\$16.00	\$9.00
<p>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.</p>							
105433	Kanev, Parachutes Across the Dnepr #115 (w/ Mag)	n	Mint	Y	5	\$29.00	\$15.00
<p>Rules separated. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidfy their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Eckmuhl ERRATA; The 1862 Vicksburg Campaign.</p>							
105434	Tigers are Burning #118 (w/ Mag)	n	Mint	Y	4	\$30.00	\$20.00
<p>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.</p>							
117327	Indian Mutiny, Sepoy Rebellion 1857 #121 (w/ Mag)	n	Mint	Y	3	\$25.00	\$12.50
<p>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 Netherlands, WW2.</p>							
19241	Campaigns in the Valley #123 (w/ Mag)	n	Mint	Y	6	\$16.00	\$5.00
<p>■ 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.</p>							
24106	Campaigns in the Valley #123 (w/ Mag)	n	New	Y	6	\$20.00	\$12.00
<p>■ 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.</p>							
125705	Beirut '82, Arab Stalingrad #126 (w/ Mag)	n	Mint	Y	3	\$15.00	\$10.00
<p>All (18) counters for 3rd Reich East Africa variant removed & not included. Otherws 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.</p>							
105748	Beirut '82, Arab Stalingrad #126 (w/ Mag)	n	Mint	Y	3	\$19.00	\$12.50
<p>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.</p>							
97429	Anzio Beachhead 2nd [90] #134 (w/ Mag)	n	Mint	Y	2	\$30.00	\$25.00
<p>Cherry. ■ Mag & Game. Operational, btn/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</p>							
92659	Sideshow, German East Africa 1914-8 #135 (w/ Mag)	n	Excel	Y	2	\$30.00	\$25.00
<p>Classified ads inside back cover of mag marked in ink. Otherws Ex. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force-in-being in the face of massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btn 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.</p>							

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ Liqd Price	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

WWW Wargamer Magazine (WWWmag)

12791	Little Round Top #20 (w/ Mag)	n	New	Y	2	\$25.00	\$19.00
<p>■ 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 play 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.</p>							
12829	Never Call Retreat #25 (w/ Mag)	n	Like New	Y	7	\$10.00	\$7.50
<p>Unit IDs partially or completely offset onto other counters on backside (only) of about 10 units. Otherwise new & unused. ■ Mag & Game. Rgt lvi, 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.</p>							
12827	Never Call Retreat #25 (w/ Mag)	n	Like New	Y	7	\$15.00	\$8.00
<p>Unit IDs partially cutoff on backside (only) of 2 units. ■ Mag & Game. Rgt lvi, 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.</p>							
98805	Race to the Meuse #26 (w/ Mag)	n	Mint	Y	4	\$12.50	\$8.00
<p>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.</p>							
12884	Lodz 1914, Blitzkrieg in the East #29 (w/ Mag)	n	New	Y	5	\$16.00	\$10.00
<p>■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.</p>							
12336	Clash of Steel #31 (w/ Mag)	n	New	Y	2	\$12.00	\$9.00
<p>■ 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 Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.</p>							
98818	Khyber Rifles #34 (w/ Mag)	n	Mint	Y	4	\$9.75	\$9.00
<p>1" dogear to mag cover partially torn away & repaired. Unpunched & otherws 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 example of play; brief reviews of Overwatch Mini Rules, VG's 1809; Moscow '41; Ace of Aces variant.</p>							
67906	Khyber Rifles #34 (w/ Mag)	n	Mint	Y	4	\$20.00	\$10.00
<p>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.</p>							
46347	China Incident #37 (w/ Mag)	n	New	Y	6	\$23.00	\$12.00
<p>■ Mag & Game. Div/corp/army lvi 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 Adventuruses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.</p>							
91063	Hell Hath No Fury #38 (w/ Mag)	n	Mint	Y	3	\$30.00	\$20.00
<p>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 rebellious forces. Area move Cohort/band level. T.Sundell'85 / 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 Colditz, Espionage, B-17; Hell Hath No errata.</p>							
98803	Fight on the Beaches #40 (w/ Mag)	n	Mint	Y	5	\$14.50	\$9.00
<p>Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btl/rgt lvi. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lamshead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.</p>							

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

12530	Fight on the Beaches #40 (w/ Mag)	n	New	Y	5	\$19.00	\$12.50
<p>■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btlm/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.</p>							
98807	O'Connor's Offensive #41 (w/ Mag)	n	Mint	Y	3	\$21.00	\$10.00
<p>Upper spine mildly dinged creating some ripples at corner of spine; otherwise 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/btlm/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.</p>							
12465	O'Connor's Offensive #41 (w/ Mag)	n	New	Y	3	\$23.00	\$15.00
<p>■ 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/btlm/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.</p>							
98808	Wellington v. Massena #43 (w/ Mag)	n	Mint	Y	13	\$10.00	\$5.00
<p>Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. Unpunched & unplayed. ■ 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: Wellington 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.</p>							
12569	Wellington v. Massena #43 (w/ Mag)	n	New	Y	13	\$12.00	\$7.50
<p>■ 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: Wellington 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.</p>							
13820	MacArthur, Road to Bataan #44 (w/ Mag)	n	New	Y	8	\$12.00	\$9.00
<p>■ Mag & Game. Btlm/rgt lvl gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must seize control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btlm/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.</p>							
13916	Rise of the House of Sa'ud #46 (w/ Mag)	n	New	Y	1	\$20.00	\$12.50
<p>■ 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.</p>							
13949	Struggle for Stalingrad #47 (w/ Mag)	n	New	Y	5	\$19.00	\$10.00
<p>■ 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.</p>							
98812	Red Baron #48 (w/ Mag)	n	Mint	Y	3	\$13.00	\$9.00
<p>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; review of PANTHER's Trial of Strength.</p>							
12594	Red Baron #48 (w/ Mag)	n	New	Y	3	\$15.00	\$13.00
<p>■ 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; review of PANTHER's Trial of Strength.</p>							
98810	Duel in the Desert #51 (w/ Mag)	n	Mint	Y	4	\$10.00	\$10.00
<p>Cherry. ■ Mag & Game. Btlm/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.</p>							
12624	Duel in the Desert #51 (w/ Mag)	n	New	Y	4	\$17.00	\$12.50
<p>■ Mag & Game. Btlm/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.</p>							
20881	Glory Road #52 (w/ Mag)	n	Mint	Y	4	\$4.50	\$3.00
<p>■ 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 scenario; review of TSR's Julius Caesar.</p>							

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condtn	Condt	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

12642	Glory Road #52 (w/ Mag)	n	New	Y	4	\$11.50	\$8.00
<p>■ 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 scenario; review of TSR's Julius Caesar.</p>							
91327	Condottieri #54 (w/ Mag)	n	Mint	Y	8	\$12.00	\$8.00
<p>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.</p>							
64203	Condottieri #54 (w/ Mag)	n	New	Y	8	\$14.50	\$12.50
<p>■ 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.</p>							
98799	Race for Tunis #57 (w/ Mag)	n	Mint	Y	6	\$15.00	\$8.00
<p>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 Btls for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.</p>							
12727	Race for Tunis #57 (w/ Mag)	n	New	Y	6	\$16.00	\$10.00
<p>■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btls for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.</p>							
98821	Clash of Empires, 1914 #58 (w/ Mag)	n	Mint	Y	6	\$12.50	\$8.00
<p>■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; 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 Delta Force, Rolling Thunder.</p>							
12306	Clash of Empires, 1914 #58 (w/ Mag)	n	New	Y	6	\$18.00	\$10.00
<p>■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; 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 Delta Force, Rolling Thunder.</p>							
98823	Fallen Eagle, Battle of Khe Sanh #62 (w/ Mag)	n	Mint	Y	8	\$19.00	\$12.50
<p>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.</p>							
100317	Fallen Eagle, Battle of Khe Sanh #62 (w/ Mag)	n	New	Y	8	\$22.00	\$16.00
<p>■ 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.</p>							

XTR: Command Magazine (XTRCmd)

87208	Blitzkrieg '41, Barbarossa Campaign # 1 (w/ Mag)	n	Mint	Y	5	\$30.00	\$25.00
<p>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.</p>							
76703	Blitzkrieg '41, Barbarossa Campaign # 1 (w/ Mag)	n	Mint	Y	5	\$35.00	\$35.00
<p>■ 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.</p>							
91066	Hougoumont, Rock of Waterloo #11 (w/ Mag)	n	Mint	Y	2	\$28.00	\$20.00
<p>■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btl/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.</p>							
88620	I Am Spartacus: Pyhrric Victory COPY	n	Excel	Y	5	\$4.00	\$0.50
<p>■ Rules & color counter photocopy from #19 allowing play of Tarentine War, 280-275BC, using IAS for phalanx v legion fun.</p>							

Fine Games' Retirement Liquidation Sale #2 - Magazine-Games & Folios

Mag-Games, Game-Onlys & Folios at Liquidation Prices



www.FineGames.com/retirement.htm

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Part#	Game Title & Edition	Box	General	Out of	Qty Avail @	Our Normal	Individual
		Condt	Condt	Print ?	Liqd Price	Cash-Basis Price	Liquidtn Price

4. General Liquidation Sale Offerings

18655	Tet '68 #18 (w/ Mag)	n	Mint	Y	2	\$27.00	\$22.50
	<p>■ 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, btl/rgt/div level. 1wk/turn, 25mi/hex. / ARTICLES 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</p>						
16769	Blood & Iron #21 (w/ Mag)	n	New	Y	4	\$19.00	\$12.50
	<p>■ 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-Yelnia, 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.</p>						
53041	Czechoslovakia 1938 #24 (GameOnly)	n	New	Y	3	\$15.00	\$10.00
	<p>■ GameOnly. What if Germany invaded Czech. in 1938? Good Game.</p>						
77029	Czechoslovakia 1938 #24 (w/ Mag)	n	New	Y	4	\$19.00	\$14.00
	<p>■ 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.</p>						
20712	When Tigers Fight #26 (w/ Mag)	n	New	Y	5	\$17.00	\$12.00
	<p>■ Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.</p>						
53098	Mason-Dixon / Balkan Hell #35 (GameOnly)	n	Like New	Y	5	\$19.00	\$10.00
	<p>1x3" Inventory label on rules cover; otherws 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 nations 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-Herzegovnia 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</p>						
45882	Great War in the Near East #38 (GameOnly)	n	New	Y	2	\$8.00	\$5.00
	<p>■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96</p>						
48918	End of the Empire #46 (GameOnly)	n	New	Y	15	\$12.00	\$5.00
	<p>■ 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</p>						
91177	Warmaster Chess 2000 #49 (w/ Mag)	n	Mint	Y	4	\$3.00	\$1.00
	<p>Mag cover moisture warped. Mailing label on cover. Otherws 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; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.</p>						
26235	Warmaster Chess 2000 #49 (w/ Mag)	n	New	Y	4	\$6.00	\$4.00
	<p>■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.</p>						
48875	Back to Iraq 2nd / Warmastr Chess v2 #50 (w/ Mag)	n	New	Y	3	\$17.50	\$12.50
	<p>■ Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for..!); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.</p>						
55097	Fire Next Time / WarMaster III #51 (GameOnly)	n	New	Y	14	\$7.50	\$4.00
	<p>■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99</p>						
55105	Iron Dream, War in Russia 1941-2 #53 (GameOnly)	n	New	Y	5	\$7.99	\$6.00
	<p>■ 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</p>						

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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Qty Avail @ <u>Liqd Price</u>	Our Normal Cash-Basis Price	Individual Liquidtn Price
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4. General Liquidation Sale Offerings

53145	When Dragons Fight #54 (w/ Mag)	n	New	Y	3	\$35.00	\$25.00
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■ 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.

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