

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



Before you begin shopping,
is this date current? If not,
download an up-to-date
catalog.

500 Games & Magazines Priced to Be GONE !

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 part of an ongoing series of **Retirement Liquidation Sales** designed to find a good home for all of our remaining 5,000 wargames & magazines accumulated over a nearly 30 year career selling strategy board games. We aim to make you such a great offer that you take a load off of our shelves so that little goes into a dumpster when we finally call it quits. Subscribe if you'd like to be notified of future sales.

This fifth **Retirement Liquidation Sale** focuses on items we have way too many of, particularly mags & mag-games. And to get them gone we've dropped prices here below even those of our beloved, past Annual Clearance Sales. You may see some of the same items on each sale, but the price gets sweeter each time you see it.

~~706~~ **521** items are on the block here. Each at an irresistible price.

You are warned! Most of these are offered in a qty of just one, and are sold first-come, first served. Plus, it ends **Sunday, 31 October**.

Retirement Liquidation Sale offer includes these rules of the game:

1. **This deal expires after Sunday, October 31, 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 each have a liquidation sale price.** Simple. That is the price you pay for each item.
3. **Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

part# 123456	D-Day at Fine Games	\$10.00
--------------	---------------------	---------

In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order.** If all this info is included 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 immediately since it isn't clear you are ready to order.

4. **With one major exception, normal ordering, payment, and customer care terms apply. 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: PayPal & credit cards). 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. Send PayPal to PayPal@FineGames.com.
5. The major exception is that **shipping will generally be charged on the basis of shipping weight.** (This allows us to offer incredible deals but not lose our shorts on shipping, and is in contrast to the largely flat-rate charge we have used historically.) Orders requiring UPS shipment will be assessed shipping per our domestic shipping rates presented on the following page, and at www.FineGames.com/text/dom_ship.pdf. (Smaller orders allowing USPS shipment will ship with our lesser, normal rates. Foreign shipments will continue to be charged on a weight-based basis as always.)

"Weight" is the greater of physical or "dimensional" weight. Dimensional weight presumes a certain density to a given package size, and is UPS's way to generate additional revenue without providing any value in return.
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 -- but the entire order will be shipped at the rates referred to in #5 above.
7. By the nature of this sale, **each item listed is at a quantity of ONE.** In some cases, we may have 1 or more additional copies of specific items available; please inquire. But we suggest assuming only 1 is available.
8. See **Fine Games'** web site for further info on Payment Options, Shipping Options & Fees, Codes Used in our catalogs.

Fine Games' domestic shipping rates apply to this sale. The primary change from our normal terms is that orders requiring UPS shipment will be assessed shipping charges based on shipping weight. Shipping weight the greater of physical or dimensional weight. Rates here reflect seasonal peak increases for USPS.

Fine Games Domestic Shipping Rates					
Rates Effective	4-Oct-21		Last Updated		4-Oct-21
USPS Domestic Weight-Based Shipping Rates & Options					
(pounds)	Media Mail	First Class	Priority Mail	UPS ground	Express
Weight	< definition >	3-7 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$9.00 any 1 item, \$11.00 2+ items	n/a	\$29.50
Legal Flat Rate >	n/a	n/a	\$11.50	n/a	n/a
Flat Rate Box >	n/a	n/a	\$16 for 1 boxed item	n/a	n/a
1	\$5.99	\$8.00 15.9oz max	\$17.00	\$23.00	\$46.85
2	\$7.15	n/a	\$17.00	\$23.00	\$52.74
3	\$8.21	n/a	\$20.42	\$23.00	\$58.13
4	\$9.46	n/a	\$23.38	\$23.00	\$64.46
5	\$10.63	n/a	\$26.49	\$23.29	\$70.88
6	\$11.79	n/a	\$34.24	\$23.37	\$77.06
7	\$12.95	n/a	\$37.91	\$24.05	\$83.59
8	\$14.12	n/a	\$41.69	\$24.87	\$90.02
9	\$15.29	n/a	\$45.46	\$25.90	\$97.03
10	\$16.46	n/a	\$49.31	\$27.25	\$103.71
11	n/a	n/a	\$59.41	\$35.33	\$112.67
12	n/a	n/a	\$63.35	\$36.42	\$117.24
13	n/a	n/a	\$65.18	\$37.75	\$121.96
14	n/a	n/a	\$68.32	\$39.70	\$126.89
15	n/a	n/a	\$69.70	\$41.15	\$131.76
16	n/a	n/a	\$74.96	\$42.25	\$136.95
17	n/a	n/a	\$78.53	\$42.86	\$142.30
18	n/a	n/a	\$82.36	\$44.98	\$146.75
19	n/a	n/a	\$85.58	\$46.11	\$151.50
20	n/a	n/a	\$89.20	\$47.68	\$156.30
21	n/a	n/a	\$92.70	\$48.78	\$165.05
22	n/a	n/a	\$93.66	\$50.39	\$170.75
23	n/a	n/a	\$94.15	\$51.90	\$176.45
24	n/a	n/a	\$96.20	\$54.18	\$183.25
25	n/a	n/a	\$97.69	\$55.00	\$188.95
Above 25#, please inquire for rates.					

We will quote costs per a specific order using the least-cost method. Contact us for rates for 26# or more. Note that both dimensional weight and packaging weight must be considered to arrive at the final weight to be charged, and that surcharges for rural zip codes still apply in addition to the prices stated here.

In general, we will estimate shipping weight and shipping charges at the time of your order. After shipment, if there is a significant discrepancy between estimated and actual shipping weight, you will be credited tor debited as appropriate to reconcile to actual shipping weight as assessed by the carrier (generally UPS).

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
AH Avalon Hill Game Co. (AH)							
123540	Luftwaffe 1st	BC	VeryGd	Out-of-Print	3.0	\$35.00 \$19.00	\$10.00
Sleeved box. Missing 2 units & 1 marker; ID included. 6 blanks made into extra units. Box mildly scuffed. Otherws complete. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70							
145248	Russian Campaign 3rd	FB	Good	Out-of-Print	2.6	\$39.00	\$25.00
15 % of units are neatly made color replacement counters, but missing 2 units entirely. Rules soiled & wrinkled thru heavy use; staples lost & booklet taped to hold it together. Multiple reinforcements of box edges with packing tape. ■ 2nd AH version. Classic gm of the war in the East, 1941-45. A step up from Stalingrad. J.Edwards'77							
AH 3M Reprints (AH-3M)							
88107	Image 2nd	BC	Excel	Out-of-Print	2.3	\$6.00	\$1.00
■ Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.							
AH Avalon Hill GENERAL Ma (AH Gen)							
92062	General Magazine Index 1952-80	n	Excel	Out-of-Print	0.3	\$7.50	\$2.00
Clean photocopy. ■ 20pg mag documenting AH's history thru 1980 & Generals Vol 1-16, 1952-80. Indexes articles by game, document's AH game production thru this time, also. Excell resource. '81							
116417	General Magazine 1/3 (Mag Only)	n	Good	Out-of-Print	0.3 Mag Only	\$9.00	\$7.50
Spine of cover pages spearated due to age, partially repaired with tape. 1" smudge stain on cover. Multiple minor annotations esp opponents wanted. Contest has been cut out & removed. Otherws VGd. ■ ARTICLES ON: Midway Introduction; More Realism in U-Boat; Suggested Revision to Afrika Korp mapboard; Cracking the Unstoppable D-Day Defense; Stalingrad Defense Setup; Stalingrad, Win with Either Side; Martin Leith & His Electric CRT Board; Absurdity of Afrika Korps; Q&A on Chancellorsville, Tactics II, Dispatcher, Stalingrad. '64							
116425	General Magazine 3/6 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$12.00	\$7.50
■ ARTICLES ON: Wargaming Magazines Come On Strong; AH Buyers' Guide; AH At Hobby Show; Major Battles in North Africa, 1940-2; Principles of War: Defense & Retrograde; Phyrirc Victory: Double Exchange; Realism...; How to Change a Jap Victory into an American Win; Realism for Waterloo; D-Day, the Real Thing; New Look at Blitzkrieg; US Plan for Guadalcanal; German Principles for Offense. '67							
116426	General Magazine 4/2 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$9.00	\$7.50
Contest entry removed, which obscures D-Day article on flipside. Otherws EX. ■ ARTICLES ON: AH's 10th Anniversary; Where are Wargaming Clubs Going?; Multi-player Blitzkrieg; Hiding US Strength in Guadalcanal; Principles of War: Surprise; Tournament Waterloo; Midway Unstereotyped; Key to German Victory in Bulge'65; Red's Atomic Mastery in Blitzkrieg; Artillery Shortchanged in Blitzkrieg; Bismarck'62 Search Pattern; German Strategy in Afrika Korps; Rejuvenated Stalingrad; D-Day'65 Strategy. '67							
116427	General Magazine 4/5 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$10.00	\$7.50
■ ARTICLES ON: Principles of War (conclusion); Afrika Korp & Attrition; Think Small in Afrika Korps; PBM Hidden Movement via Cryptogram pt.2; Order out of PBM Chaos; Victory with Superior Forces; Playing Jutland on Paper; Midway Equilibrated variant; Union Victory in Gettysburg '64; Q&A. '68							
67031	General Magazine 14/5-Reprint (Mag Only)	n	Good	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
Reprint. No insert. Covers spearated at spine & repaired; page edges soiled. 1x3 Inventory label on cover. ■ Reprint. w/Insert. SL intro; WS&IM DYO scenario; Russian Campaign strategy; review of main line AH games; Midway strategy; Startrooper analysis.							
65759	General Magazine 14/6 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$8.00	\$2.50
No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution anaylsis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78							
106910	General Magazine 15/1 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$9.00	\$5.00
Doesn't include Gettysburg '77 errata insert. ■ Gettysburg '77 errata insert. ARTICLES ON: Gettysburg'77 adv game description, analysis & designer notes, plus 2 July scenario; Gettysburg as history; interview w/ John Edwards; Squad Leader scenario 1 replay; Starship Trooper'76 campaign scenario generator system; road to Berlin in Russian Campaign.							
84727	General Magazine 15/2 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00	\$2.00
Original printing. Missing original insert; photocopy included. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78							
78899	General Magazine 15/2-Reprint (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$5.00	\$2.00
Reprint with monochrome cover. Mag mildly curved along spine due to being store in an AH sized box, otherws EX. ■ Reprint. ARTICLES ON: PanzerLeader 1940 variant w/ 12 additional scenarios, unit analysis & composition; Stalingrad revision; Andrew McNeil interview; Third Reich 1st clarifications; D-Day redseign to '77; Rail Baron 4th person strategy; Central Pacific gambit in VITP. '78							
106914	General Magazine 15/5 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$4.00
No insert, otherws EX. ■ A HIGHLY RECOMMENDED issue. ARTICLES ON: Coral Sea & Solomons variant for Midway'64 w/3 scenarios; Russo-Swedish War of 1788-90 scenarios for Wooden Ships & Iron Men; the Afrika Korp Gambit; origins of Third Reich; Fortress Europa German strategy for D-Day'65; Tournement War at Sea rules; Starship Troopers'76 expansion w/ scenario; true Line of Sight in tactical games; forts in Caesar Alesia; Feudal variant. '79							
67041	General Magazine 16/4 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00	\$3.00
No insert. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
65603	General Magazine 16/6 (Mag Only) 1x3 Inventory label on cover. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$2.00
65610	General Magazine 17/1 (Mag Only) Edges soiled. 1x3 Inventory label on cover. ■ ARTICLES ON: War & Peace analysis & errata, rules to link 1812-4 scenarios + optional rules; Third Reich strategy; Cross of Iron scenario analysis; interview w/ Mick Uhl; minor variant for Midway; Crescendo of Doom units; Magic Realm variant; German defense in Luftwaffe; War at Sea replay.	n	VeryGd	Out-of-Print	0.3 Mag Only	\$6.00	\$2.00
106923	General Magazine 17/2 (Mag Only) No insert. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80	n	VeryGd	Out-of-Print	0.3 Mag Only	\$4.00	\$1.00
41032	General Magazine 17/2 (Mag Only) No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$4.00	\$1.00
106924	General Magazine 17/3 (Mag Only) w/ insert. ■ 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	n	Mint	Out-of-Print	0.3 Mag Only	\$10.00	\$4.00
111899	General Magazine 17/4 (Mag Only) 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	n	VeryGd	Out-of-Print	0.3 Mag Only	\$2.50	\$1.00
65613	General Magazine 17/4 (Mag Only) 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	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00	\$2.50
84739	General Magazine 18/1 (Mag Only) No insert. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalgliesh; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
75339	General Magazine 18/1 (Mag Only) 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalgliesh; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
75331	General Magazine 18/4 (Mag Only) 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
106933	General Magazine 18/6 (Mag Only) No insert, otherws EX. ■ Insert with British VitP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
99256	General Magazine 19/2 (Mag Only) 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	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
111889	General Magazine 19/5 (Mag Only) No insert. ■ ARTICLES ON: Struggle of Nations strategy & logistical concerns & errata; naval rules changes for War & Peace; British & French naval strategy in War & Peace; Italy in Diplomacy; updated (1983) rules for Waterloo; Russo-Turkish War scenarios for Wooden Ships & Iron Men; SL COD scenarios. '83	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
84762	General Magazine 20/1 (Mag Only) No insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
65192	General Magazine 20/5 (Mag Only) Small tag removal marr on cover. 1x3 Inventory label on cover. Otherws new. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n	New	Out-of-Print	0.4 Mag Only	\$8.00	\$1.00
101411	General Magazine 20/6 (Mag Only) No insert. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
94042	General Magazine 21/1 (Mag Only) No insert, otherws EX. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
41158	General Magazine 21/2 (Mag Only) No insert. 1x3 Inventory label on cover. ■ Insert w/ SL scen P. ARTICLES ON: Napoloen at Bay analysis & strategy, with clarifications; resisting the French in Spain in War & Peace; French strategy in Napoleon (focused on the force march); Allied defense in France 1940; Allied strategy in Fortress Europa; British 'wasp' tactics in Third Reich; strategy for Battle for Italy; British strategy in 1776; analysis of War & Peace scenarios; Squad Leader clinic on smoke. '84	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
76252	General Magazine 21/2 (Mag Only) 1x3 Inventory label on cover. ■ Insert w/ SL scen P. ARTICLES ON: Napoloen at Bay analysis & strategy, with clarifications; resisting the French in Spain in War & Peace; French strategy in Napoleon (focused on the force march); Allied defense in France 1940; Allied strategy in Fortress Europa; British 'wasp' tactics in Third Reich; strategy for Battle for Italy; British strategy in 1776; analysis of War & Peace scenarios; Squad Leader clinic on smoke. '84	n	Mint	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
64563	General Magazine 21/3 (Mag Only) No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: Objectives in Battle of the Bulge '81; 10 Dec. scenario for Bulge '81; Bulge '81 replay & errata; club rules for Third Reich; Squad Leader clinic "gambit"; Men behind the leader counters in Gambit SL scenario; Source of the Nile additional rules; dealing with the loss of a home supply center in Diplomacy; tactics in Frederick the Great; solitaire Fortress Europa; Convoy scenario for Naval War; strategy for scenario 3 in Starship Troopers '76; first turn Allied strategy in Longest Day; Dieppe Panzer Leader scenario; Q&A. '84	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
64564	General Magazine 21/4 (Mag Only) No insert. 1x3 Inventory label on cover. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scnario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$1.00
111877	General Magazine 21/5 (Mag Only) No insert nor Victory mag. Others EX. ■ Conquistador Fur Traders insert. ARTICLES ON: German strategy in Hitler's War, plus variants & errata; Magic Realm tutorial; tournament rules for Origins of WWII; variants for Third Reich; strategy for Rail Baron; Conquistadors Fur Traders variant; choice of nation in Civilization; SL clinic. '85	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
99289	General Magazine 21/6 (Mag Only) w/ insert including Arab-Israeli Lebanon & Firepower variants. Does not contain Victory magazine. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
52191	General Magazine 22/1 (Mag Only) w/ Gunslinger insert but Victory mag removed. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Tirreme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85	n	Excel	Out-of-Print	0.5 Mag Only	\$5.00	\$2.00
64566	General Magazine 22/2 (Mag Only) Insert removed. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: scenarios of Up Front & Banzai; Banzai scenario R replay; tour & quick analysis of Flattop 2nd; 9 Submarine Pacific scenarios; TKO in 2, American strategy in Victory in the Pacific; use of land-based air units in Flattop 2nd. '85	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
67068	General Magazine 22/5 (Mag Only) Return envelope stuck to ads in center of mag, will marr on removal. w/ insert. 1x3 Inventory label on cover. ■ Insert. Devil's Den strategy & advanced rules & errata; 5 Gunslinger scenarios; tactics & Union strategy in Bull Run; PBM Diplomacy; Stellar Conquest variants; interview w/ Bruce Shelley; Diplomacy; plotting revolts in Freedom in the Galaxy 2nd; SL scenario 3000. '86	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
111872	General Magazine 22/6 (Mag Only) w/ Insert ■ ARTICLES ON: ASL first impressions & infantry training; SL clinic on scenarios 1-3; ASL notes; the FMLN (of El Salvador) & Firepower scenarios; invading district 5 in Fortress Europa; ASL scenario A-C; interview with Don Greenwood; War at Sea strategy; Diplomacy strategy & analysis; ASL scenario 5 analysis; German concerns for the first turn of Longest Day. '86	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
99301	General Magazine 23/1 (Mag Only) ■ ARTICLES ON: Basic maneuvers in Flight Leader, with vocabulary & Top Gun intro scenario; additional aircraft for Flight Leader; 3 new Japanese fighters for Dauntless (w/ card inserts bound to the mag) with 3 scenarios using them; 15th Air Force variant for B-17 including map (within mag); research costs in Hitler's War; variants for Victory in the Pacific; interview with Craig Taylor; analysis of 21 rules or key aspects of Third Reich 3rd+; solitaire system for Titan; refitting Luftwaffe; B-17 addition; Assault on the Queen Scenario for Starship Troopers '76; Richthofen's War revision; Hitler's War Q&A. '86	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.50
99304	General Magazine 23/3 (Mag Only) Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
99306	General Magazine 23/4 (Mag Only) Insert bound into mag. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitair Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.	n	Excel	Out-of-Print	0.5 Mag Only	\$6.00	\$2.00
89607	General Magazine 23/5 (Mag Only) ■ 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	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
67519	General Magazine 23/5 (Mag Only) 1x3 Inventory label on cover, otherwise 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	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$2.50

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
111866	General Magazine 23/6 (Mag Only) Insert including w/ 1 ASL scenario bound in mag. Envelope removal marred 1/2" margin of ad & an ASL scenario. ■ Insert including w/ 1 ASL scenario bound in mag. ARTICLES ON: designer's notes for 1830 with analysis of the various RR companies; Reading RR variant with new RR & tiles for 1830; strategy, tactics & defensive skills in 1830; Nicaraguan Contra War & Firepower with scenarios; ASL scen G2-3; Axis strategy in Russian Campaign; Devil's Den by email; American strategy in Pax Britannica; city-building in Civilization; strategy in Magic Realm. '87	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$3.00
41139	General Magazine 24/3 (Mag Only) w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player notes for Empires in Arms; Hitler's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
71608	General Magazine 25/3 (Mag Only) w/insert. 1x3 Inventory label on cover, & 1/3" tear at edge. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korps; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89	n	Like New	Out-of-Print	0.4 Mag Only	\$8.00	\$2.00
79252	General Magazine 25/4 (Mag Only) No insert, otherwise EX. ■ Insert. Enemy in Sight replay & history of each major ship & historical analysis; development of naval tactics in the age of sail; choosing sides in Wooden Ships & Iron Men; 1792-1802 scenario for Empire in Arms 2nd & errata; strategy in Victory in the Pacific; league play in Football Strategy or Paydirt; Americans in Wooden Ships & Iron Men w/ 10 scenarios; intro to Tokyo Express; leaders in 1776. '89	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
94023	General Magazine 25/6 (Mag Only) No insert, otherwise EX. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armee Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannica; analysis of Statis Pro Football. '89	n	VeryGd	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
75366	General Magazine 26/5 (Mag Only) 1x3 Inventory label on cover, otherwise 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$2.00
61045	General Magazine 27/3 (Mag Only) Coupon clipped on ad page. 1x3 Inventory label on cover. ■ ARTICLES ON: Mediterranean strategy & double turns in Third Reich; shotgun approach to attacking England in Third Reich; transitioning from Third Reich to Adv Third Reich; designing Wrasslin', Adv Civ & Adv Third Reich; Longest Day replay; Longest Day variant; AtlantiCon ASL tourney scenarios, pt 2; Rommel's plan in Fortress Europa; Invading Brittany in Fortress Europa. '91	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
79258	General Magazine 27/4 (Mag Only) w/ Insert. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$3.00
147694	General Magazine 28/2 (Mag Only) w/ insert. ■ 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	n	Mint	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
71622	General Magazine 28/2 (Mag Only) 1x3 Inventory label on cover. Otherwise 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$1.50
71634	General Magazine 28/3 (Mag Only) 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: German first turn strategy in Russian Front; Tac air rules for Panzerblitz & Panzer Leader; New units & 6 scenarios for Panzerblitz; naval movement in Russian Campaign; variant for Statis Pro Football; Up Front analysis & 2 new scenarios; Government intervention variant for Rail Baron; Russian Front remembrances; Eastern Front variant for Air Force w/ new Hungarian aircraft cards & scenarios. '93	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
104145	General Magazine 28/5 (Mag Only) w/insert. Mailer likely mis ASL scenario (nothing obscured or lost) & text of contest. Otherwise EX. ■ ARTICLES ON: Guadalcanal'92/Midway'92 variant w/ additional ship specs, additional scenarios & rules covering all ships & aircraft from Coral Sea thru the end of the war, plus Wake Island & Two Ocean War variant scenarios (w/ map insert); The Slot campaign rules for Tokyo Express; Mustangs variant; Victory in the Pacific replay & variant rules; ASL scenario G16; 4 scenarios for Dauntless; Samurai game summary; Up Front Scenario; History of the World preview. '93	n	Excel	Out-of-Print	0.4 Mag Only	\$7.00	\$3.00
71654	General Magazine 28/6 (Mag Only) 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Advanced Third Reich initial observations; air & naval combat in Advanced Third Reich; Mediterranean strategies in Adv Third Reich; the double turn in Advanced Third Reich; suggested rules changes for Adv Third Reich; new rules for U-Boats in Adv Third Reich; PBM Adv Third Reich; ASL Scen T13 & T14; Guns of August streamlined rules; satirical Third Reich 4th variant; Rising Sun preview; Up Front scenario; Brak out Normandy preview; Adv Third Reich & Up Front/Banzai errata. '93	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
50295	General Magazine 29/1 (Mag Only) 1x3 Inventory label on cover, otherwise 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	n	New	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
92989	General Magazine 29/2 (Mag Only) 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	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$1.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II

500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
94157	General Magazine 29/2 (Mag Only) 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	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
71691	General Magazine 29/2 (Mag Only) 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.50
71702	General Magazine 29/3 (Mag Only) 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.50
71717	General Magazine 29/4 (Print) 1x3 Inventory label on cover, otherws new ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
71734	General Magazine 29/5 (Mag Only) 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
71767	General Magazine 29/6 (Mag Only) 1x3 Inventory label on cover. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$3.00	\$1.00
66986	General Magazine 30/1 (Mag Only) w/ inserts. 1x3 Inventory label on cover. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
71783	General Magazine 30/1 (Mag Only) 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$1.50
71837	General Magazine 30/4 (Mag Only) 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	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$2.00
94147	General Magazine 30/5 (Mag Only) w/Insert (London's Burning log, March Madness errata cards). ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levay; weapon breakdowns in ASL. '96	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
94148	General Magazine 30/6 (Mag Only) No Insert, otherws EX. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
59200	General Magazine 31/2 (Mag Only) w/Inserts. 1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$2.50
43851	General Magazine 31/5 (Mag Only) 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	n	Like New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$0.75
AH Battleline Reprints (AH-BL)							
502	Samurai 2nd Rules highlighted in yellow. Otherws EX. ■ 2-8 player board game of power politics in feudal Japan. Players each seek to become the dominant power on the Japanese islands between the 12-17th century using military might, alliances, deception & treachery. Modeled after Kingmaker but not as successful. This is the AH reprint of the Battleline edition with no substantive changes. D.Campagna'80	BC	Excel	Out-of-Print	2.2	\$25.00	\$15.00
AH International (AHIKS)							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
118342	Kommandeur Newsletter v15 #4 (Mag Only) ■ v15 #4. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118343	Kommandeur Newsletter v15 #5 (Mag Only) ■ v15 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118345	Kommandeur Newsletter v16 #1 (Mag Only) ■ v16 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '81	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118346	Kommandeur Newsletter v17 #1 (Mag Only) ■ v17 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118347	Kommandeur Newsletter v17 #2 (Mag Only) ■ v17 #2. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118348	Kommandeur Newsletter v22 #4 (Mag Only) ■ v22 #4. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '87	n	Excel	Out-of-Print	0.3 Mag Only	\$3.00 \$2.00	\$1.00
118349	Kommandeur Newsletter v48 #1 (Mag Only) Laser printed in B&W and 3-holed. ■ v48 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
118352	Kommandeur Newsletter v48 #5 (Mag Only) Laser printed in B&W and 3-holed. ■ v48 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$1.00
118353	Kommandeur Newsletter v48 #6 (Mag Only) Laser printed in B&W and 3-holed. ■ v48 #6. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$1.00
Alea Magazine (Ludopress) (Alea)		http://www.SimTacLudoPress.net					
128089	Fontenoy 1745 #11 (w/ Mag) ■ Mag & game. Game covers the key battle of Fontenoy, 1745, during the War of Austrian Succession. 140m/hex, 160 counters. '91 / Spanish magazine of military history with a game in each issue; ALL text & rules in Spanish. English rules translations may be available by download.	n	New		0.6	\$15.00	\$10.00
128091	Guadalajara 1937, Entre dos Banderas# 14 (GameOnly) ■ GameOnly. Game only. Spanish-produced, Spanish-language historical wargame included. Operational level game of the pivotal battle in the Spanish Civil War, the battle for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btlm level. Content in Spanish; English rules translation included & also avail via download.	n	New	Out-of-Print	0.3 Game Only	\$7.50 \$9.00	\$6.00
93458	Guadalajara 1937, Entre dos Banderas# 14 (w/ Mag) ■ Mag + Game. w/64pg mag. Operational level game of the pivotal battle in the Spanish Civil War for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btlm level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com .	n	New	Out-of-Print	1.0	\$18.00 \$14.00	\$10.00
102995	Infierno Verde, Vietnam 1967 # 15 (GameOnly) ■ GameOnly. Green Inferno game covers the Vietnamese War in the Highlands, 1967. Two grand tactical scenarios covering two battles on 2 maps. Includes 200 die cut counters. Rules content is in Spanish; English rules translation included plus avail at www.Grognard.com .	n	New	Out-of-Print	0.4 Game Only	\$18.00 \$14.00	\$9.00
94589	Shadow of the Eagle: Medellin 1809 #16 (w/ Mag) ■ Mag & Game. Includes English rules translation. Gm in the SotE series of battles in Iberia during the Napoleonic Wars. Tac lvl. All original components in Spanish. J.A.V. Zuniga'93	n	New		0.5	\$18.00 \$14.00	\$11.00
128085	La Guerra de Africa 1859-60 #28 (w/ Mag) Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherws new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btlm/rgt level. All magazine & game rules in Spanish. '03	n	Like New	Out-of-Print	0.5	\$29.00	\$10.00
110558	Nordkapp, Los Convoyes del Artico # 29 (w/ Mag) Last copy. ■ Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German captial ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.Grognard.com . '04	n	New		0.8	\$18.00 \$14.00	\$10.00
132874	Tercios 1490-1690 #30 (w/ Mag) Sml dog ear to btm of mag cover; otherws new. ■ Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunez 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.	n	Like New	Out-of-Print	0.5	\$18.00 \$15.00	\$10.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
109101	Kursk 1943, La Pinza Sur pt 2 # 33 (w/ Mag)	n	Like New	Out-of-Print	0.5	\$22.00	\$15.00
Sml, 1/2" tear from edge of rear mag cover. Otherws new. ■ Mag + Game. w/52pg mag. Pt 2 of 2 parts of game; 1st half printed in #31. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Also include LA SOMBRA DEL AGUILA, a game of 2 Napoleonic btls set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes Englished translated rules to Kursk, & translation avail at www.Grognard.com . '09							
<u>Australian Design Group (ADG)</u>		http://www.a-d-g.com.au					
133261	World in Flames 7th: Territories in Flms	n	New	Out-of-Print	0.3	\$35.00 \$16.00	\$13.00
■ Kit containg 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukranians, of the world. Compatible with the Collectors/7th Edition. '18							
<u>Avalanche Press. Ltd. (Avalan)</u>		http://www.AvalanchePress.com					
110942	Gazala 1942	SC	New	Out-of-Print	0.6	\$29.99 \$15.00	\$7.50
■ Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05							
121760	Panzer Grenadiers: First Axis Kit	Bk	New	Out-of-Print	0.4	\$24.99 \$15.00	\$13.00
Last copy. ■ Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08							
120886	Panzer Grenadiers: Hammer & Sickle Kit	Bk	New	Out-of-Print	0.5	\$24.99 \$16.00	\$14.00
Last copy. ■ Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13							
83193	Panzer Grenadiers: Iron Curtain Kit	Bk	New	Out-of-Print	0.4	\$25.00 \$15.00	\$10.00
Last copy. ■ Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to paly all scenarios. '07							
126639	Panzer Grenadiers: Land Cruisers kit	Fo	New	Out-of-Print	0.4	\$24.99 \$14.00	\$10.00
Last copy. ■ Dieselpunk comes to the PG series. Assuming Wilson was able to negotiate a peace ending WWI, and that all nations survived that war, a Second Great War erupts in 1940 with the Allies attacking Germany in a naked land grab. German launches its most secret weapon, a huge tank called the land cruiser. This is an imaginative scenario kit set in an alt-history universe. Reqs 1940, Elsenborn Ridge to play all 10 scenarios. Includes 80 counters. '18							
95506	Panzer Grenadiers: Romanian Soil Kit	Bk	New	Out-of-Print	0.2	\$10.99 \$7.00	\$3.50
■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09							
126636	Panzer Grenadiers: Spearhead DivisionKit	zl	New	Out-of-Print	0.5	\$29.99 \$20.00	\$15.00
Last copy. ■ Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Elsenborn 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							
<u>Avalon Hill VICTORY Mag (AH VM)</u>							
99001	Victory Magazine #1 [Gulf Strike] (Mag Only)	n	Excel	Out-of-Print	0.2	Mag Only \$5.00 \$4.00	\$2.00
Last copy. ■ ARTICLES ON: in-dept strategy in Gulf Strike, plus some optional rules. '84							
94016	Victory Magazine #8 [Index] (Mag Only)	n	Excel	Out-of-Print	0.2	Mag Only \$5.00 \$3.00	\$1.00
■ Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85							
<u>Blackball Games (BlackB)</u>							
117033	Seas of Iron: Battleship Exp Kit	n	New	Out-of-Print	0.1	\$4.99 \$2.99	\$1.50
Last copy. ■ Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14							
<u>Casus Belli Magazine (CasusB)</u>							
117705	Casus Belli Magazine # 53 (Mag Only)	n	Excel	Out-of-Print	0.5	Mag Only \$4.00	\$1.00
Price tag remnant on cover. ■ French-language magazine of simulation gaming of all genres. Includes fiction, game reviews, variants, etc. ALL text in French.							
<u>Cavendish HIST 2nd WW MAG (CavHSW)</u>							
131035	History of the Second World War # 9 (Mag Only)	n	Mint	Out-of-Print	0.3	Mag Only \$4.00	\$1.00
Very clean. ■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
131037	History of the Second World War # 11 (Mag Only)	n	Mint	Out-of-Print	0.3	Mag Only \$4.00	\$1.00
Very clean. ■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
131065	History of the Second World War # 39 (Mag Only)	n	Mint	Out-of-Print	0.3	Mag Only \$4.00	\$1.00
■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
131101	History of the Second World War # 75 (Mag Only)	n	Mint	Out-of-Print	0.3	Mag Only \$3.00	\$1.00
■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
131109	History of the Second World War # 83 (Mag Only) ■ 2nd edition of a once common & popular magazine of the history of World War II around the world.	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00	\$1.00
Clash of Arms (CofA) http://www.clashofarms.com							
118977	Harpoon, 4th: Naval Review 2003 ■ Booklet providing new scenarios, ships & aircraft forms, and info about navies around the world, in a mag format. Intended to keep interested players abreast of new developments in the navies & air forces around the world. D.Schueler'04	Bk	New		0.8	\$21.00 \$9.00	\$5.00
Clash of Arms ART of WAR (CofAAW) http://www.clashofarms.com							
115332	Art of War Magazine #29 (w/ Mag) ■ 28pg issue w/ variant & errata for Jena, 6 Days of Glory, Home Before Leaves Fall, etc. '98	n	Mint		0.4 Mag Only	\$5.00	\$2.50
Command & General Staff (CGSGCo)							
3962	France & Flanders, War in... ■ Packaged in a large ziplock. Part of Crusade of Europe series. Operational-strategic level game of the France 1940 campaign. Map covers Spanish Border to Rome to Berlin, using offset squares rather than hexes. Includes the entire strategic situation on the western front, beginning in peace (and including Italian and Swiss involvement). War can be declared, invasions launched, new units produced. Fairly sophisticated design tho lacking in design notes. Goal is to have the most point based on timing of French surrender, army & air force losses. 1152 counters. Mark Dumdei'81	LZ	Mint	Out-of-Print	0.8	\$32.00	\$27.50
Compass Games (Compas) http://www.CompassGames.com							
138332	Festung Europa, Western Europe 1943-5 ■ Sequel to Shifting Sands. Covers the war in western Europe from the invasion of Italy in 1943 thru the defeat of Germany in 1945. Game system has been streamlined to eliminate all the many special cases. Includes Overlord scenario plus campaign game. Seasonal turns, 70mi/hex, corp/army level, 2wk/turn, 192 counters. M.Rinella'16	BC	New	Out-of-Print	1.4	\$79.00 \$54.00	\$45.00
133123	Lebensraum, War for Europe 1941-5 2nd ■ Massive update by original designer of TWO highly strategic, modest complexity games of the war in Europe during WWII: namesake Lebensraum and mating West Front. Game begins in June 1941 and continues to the end in 1945. Each major campaign scenario can be played in isolation, or the complete grand campaign. Army-level units, with an emphasis on leadership, production, air & naval support & partisans. 3mo/turn, 50mi/hex, 3 maps, 640 counters. Stephen Newberg'18	BC	New		1.6	\$99.00 \$66.00	\$57.50
120891	Nine Years, War of the Grand Alliance ■ Point-point move, stand-alone game that can be mated with No Peace Without Spain. Uses the NPWS system to depict the 9 years of war, 1688-1697, as France's Louis XIV begins a war of aggression called the War of the Grand Alliance in 1688. Concurrently, William III invades England & deposes his father-in-law, King James II. (European history is so very messy!) 1 map, 55 cards, 100 counters. Linking with No Peace allows the entire war, 1688-1713, to be covered in Europe & North America. S.Chick, K.Van Beurden'17	BC	New	Out-of-Print	1.5	\$69.00 \$45.00	\$42.00
127335	Operation Skorpion Last copy. ■ The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13	BC	New		1.3	\$55.00 \$39.50	\$20.00
141099	Ostkrieg, WWII on the Eastern Front ■ Point-Point move, strategic level game of the war in the Soviet Union during World War II. Uses the Pacific Tide game system. Includes a solitaire game system. Combat & production are cardbased. 1yr/turn with multiple segments, army level, high solitaire suitability. Mitchell Ledford & Gregory Smith'20	BC	New	Out-of-Print	1.4	\$59.00 \$42.50	\$33.00
142327	Pragmatic War, War of Austrian Successn ■ Third game in the No Peace Without Spain game series. This game covers the War of Austrian Succession, 1741-48. Charles VI dies without a male heir so has arranged for his daughter's hubby to become emperor. But Frederick the Great's capture of Silesia unravels that. The Austrians & other nations faithful to the original agreement take on the Bavarians, French & Spanish and sometimes Prussia. Card-driven game, 1yr/turn, point-point, corp level, 2 countersheets, 55 cards. John Firer'19	BC	New		3.4	\$75.00 \$53.00	\$47.50
Compass Games PAPER WARS (Com PW) http://www.CompassGames.com							
147134	Rising Sun Over China, Sino-Jap War # 83 (w/ Mag) ■ Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenarios plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris!; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Moody April, VPG In Magnificent Style, CPS Paths to Hell, GMT Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;	n	New		0.9	\$46.95 \$36.00	\$32.50
122390	Finnish Civil War, 1918 #84 (w/ Mag) ■ Mag & game. Two parallel games of the Finnish civil war in early 1918 using same map & most counters. Simpler Brigade-Level game uses a smaller counterset & faster moving game. Company-Level (standard) game uses more counters & different charts. Set as Finland establishes itself as an independent nation, and Soviet & Finnish communist forces from within & outside Finland respond. Map covers the more populous southern area of Finland. Units ostensibly company-level, reflect the amorphous quality of units in the war, with some btln/regt level. Victory based on ratio of control of all towns shown on the map. Many factors including unit's strength in each combat determined by die rolls. B.Train'17 / ARTICLES ON: Reviews of OSG Last Success, DG Red Dragon Green Crescent #1, ATO Beyond Waterloo, GMT Sekigahara; VPG Last King of Scotland, REV Road to Cherin; Designer's Notes on CPS Lamps Are Going Out Event Cards; Finnish Civil War Designer's Notes; History of the Finnish Civil War of 1918; History of the Franco-Prussian War; Interview with Benjamin Richter about his game, Kido Butai.	n	New		0.8	\$46.95 \$34.00	\$29.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
133602	MacArthur, Road to Bataan 2nd #90 (w/ Mag)	n	New	Out-of-Print	0.8	\$46.95 \$37.50	\$27.50
<p>■ Mag & Game. Includes errata/variant counters for: On to Paris (4), Absolute Victory (4), Storming the Reich (4), Proud Monster (1), Balance of Powers (1), Fall Third Reich (1), Empires & Alliances (2), War in Wind (9). Colorization & upscaled reprint of this game of the Japanese invasion of Luzon, Philippines, in the Winter 1941. Small Japanese force must seize 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.</p>							
143866	Hannibal, Italian Campaign 2nd #95 (w/ Mag)	n	New	Out-of-Print	0.9	\$46.95 \$35.00	\$29.00
<p>■ Mag & game. Update of much earlier SimCan game. Covers the 2nd Punic War in the Roman mainland beginning with Hannibal's 218BC crossing of the Alps with the Carthaginian army and lasted for 13 years. Hannibal's army survived in hostile territory, often defeating Roman armies, with sieges, recruitment & Roman elections. 1yr/turn, 40km/hex, 248 counters. Peter Hollinger'20 / ARTICLES ON: Preview of upcoming CPS games; Reviews of: CPS Blue Water Navy, CPS Decision at Kasserine 2nd, CPS Attrition of Souls; the Battle of Lugdunum, France, 197AD; How to Research a Wargame [topic]; new Night Drop scenario for CPS Combat!; CPS Russia Besigned & the Evolution of East Front games; Company Scale System Bootcamp Tutorial.</p>							
Critical Hit (CRD)		http://www.criticalhit.com					
75722	ASL:Rout Pak III	zl	New	Out-of-Print	0.4	\$10.00	\$7.50
<p>■ 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</p>							
101748	ATS: Omaha West [2nd]	Fo	New	Out-of-Print	2.1	\$80.00 \$59.00	\$39.00
<p>Last copy. ■ 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</p>							
90694	ATS: Pointe du Hoc	zl	New	Out-of-Print	0.5	\$30.00 \$18.00	\$15.00
<p>■ 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</p>							
Dan Verssen Games (Versse)		http://www.DVG.com					
147188	Sherman Leader / Tiger Leader Upg BUNDLE	DC	Like New	Out-of-Print	6.8	\$99.99 \$62.00	\$50.00
<p>Very sml ding to one box btm corner; otherws new & shrinkwrapped. ■ Game & Upgrade Kit bundle. Solitaire game of tactical combat in northern Africa & western Europe between 1942 and 1945. Player commands US army forces in engagements with German forces, trying to achieve objectives while minimizing casualties. '17 / Tiger Leader Upgrade Kit upgrades Tiger Leader to Sherman Leader game standards with 4pgs of revised rules, new unit cards with armor projectile values (AP & HE), new enemy battalion cards, revised campaign cards, plus complete set of revised unit counters, and revised tactical display sheet. '17</p>							
146475	Warfighter, WWII: Exp 6 USA #2	SC	New		0.3	\$19.99 \$14.00	\$12.00
<p>■ Expansion set consisting of 56 cards for one nation's force, the US; second set for this country. '17</p>							
147366	Warfighter, WWII: Exp 8 Germany #2 Kit	SC	New		0.3	\$19.99 \$14.00	\$12.50
<p>■ Expansion set consisting of 56 cards for one nation's force, the Germany. Second set for this key player. '17</p>							
146502	Warfighter, WWII: Exp 9 USSR #1 Kit	SC	New		0.3	\$19.99 \$14.00	\$12.00
<p>■ Expansion set consisting of 56 cards for one nation's force, the USSR. '17</p>							
127662	Warfighter, WWII: Exp 11 Poland #1	SC	New		0.3	\$19.99 \$15.00	\$12.50
<p>■ Expansion set consisting of 56 cards for one nation's force, Poland. '17</p>							
DecGms FIRE & MOVEMENTMag (Dec FM)		http://www.decisiongames.com					
56129	Fire & Movement (Dec Gms) # 82 (Mag Only)	n	New	Out-of-Print	0.5	Mag Only \$6.00 \$4.00	\$2.00
<p>1x3 Inventory label on cover, otherws new. ■ ARTICLES & reviews ON: detailed profile of Four Battles of the Ancient World w/ designer respons & ERRATA; reviews on Wings Over France, GMT Thunderbolt Apache Leader 1st, 3W Zitadelle, PACRIM Honour Alone, 3W Royalists & Roundheads, MOORE Body Count in Laos 1971, SOCOMER Auerstaedt 1806; Anthology of American Civil War games, pt 3, Campaign Games: GUIDON Atlanta, GREEVER Atlanta Campaign, Campaigns in the Valley #123, QTRDCK Grant Moves South, COA Great Invasion, WEG Killer Angels, PAC RIM Lee Invades the North #2, SPI Lee Moves North, VG Lee v Grant, COA Marching Thru Georgia & Mississippi Fortress, VG Mosby's Raiders, BL Obj Atlanta & Seven Days BtIs & Shenandoah, RAND Vicksburg, SPI Wilderness Campaign; Comparison of World in Flames vs. European Theater of Operations; reviews of Omega Carrier War Expansion Kit, Franco-Prussia War #149, GDW Sands of War Expansion Kit, XTR I Am Spartacus #15, AH Adel Verpflichtet. '92</p>							
46719	Fire & Movement (Dec Gms) #119 (Mag Only)	n	New	Out-of-Print	0.4	Mag Only \$7.99 \$3.00	\$1.00
<p>1x3 Inventory label on cover, otherws new. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00</p>							
89649	Fire & Movement (Dec Gms) #134 (Mag Only)	n	Excel	Out-of-Print	0.5	Mag Only \$8.00 \$4.00	\$2.00
<p>■ 48pgs of industry news; ARTICLES ON: Adv Tobruk system, hex map game tactics, Group of Soviet Forces #220 strategy, an extensive Afrika Korps variant w/ color counters, and reviews of Sun of Austerlitz, Asia Crossroads, ASL Starter Kit #1, Great BtIs Alex 4th and Europe Engulfed. Plus those 12pgs of DG ads. '04</p>							
87925	Fire & Movement (Dec Gms) #135 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$8.00 \$4.00	\$2.00
<p>■ 48pgs. ARTICLES ON: desigers' notes for USN & Europe Engulfed, African variant for AH Civilization, scenarios for Panzer'44, ZOC tactics, Europe Engulfed strategy, and reviews on 11 games including several DTP games. '05</p>							
140231	Fire & Movement (Dec Gms) #141 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$8.00 \$3.00	\$2.00
<p>■ 48pgs. ARTICLES ON: Cold War battles design & tactics & errata; alternative Rebels & Redcoats CRT; 2 new scenarios for Imperium Romanum II; Armored personel carrier variant for Up Front, pt.1; reviews of Lock'n'Load, Politics as Usual, Devil's Horsemen, Assyrian Wars. '06</p>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
140232	Fire & Movement (Dec Gms) #142 (Mag Only) Soiled & wrinkled thru use w/ some staining of edge of pages. ■ 48pgs. ARTICLES ON: Winged Horse design notes; AETO tactics; Tactics 101 by JF Dunnigan; very extensive Back to Iraq 3rd variant for 2003 war & insurgency; SPI Battle for Germany replay; New Millennium Checkers variant (sort of a Warmaster Chess for checkers); 2nd part of Up Front variant: armored Infantry scenarios; MINDEN's Brandy Station review; Avalance's Alsace 1945; Minden's Race to Vistula; CofA's Lobositz; GMT's Command & Colors Ancients; plus many pages of ads. '07	n	VeryGd	Out-of-Print	0.4 Mag Only	\$8.00 \$3.00	\$2.00
DecGms WARGAMER v2 Mag (Dec WG)		http://www.decisiongames.com					
84702	Wargamer (Decision Games) v2 # 3 (Mag Only) ■ ARTICLES ON: M-B Shogun review; Aesthetics, function & history in wargame graphics by RB MacGowan et al w/ check list [a must read]; 2 reviews of AH Britannia; review of GDW Scorched Earth w/ Siege of Sevastopol sceario & house rules; reviews of Bard's Tale PC & Russia, the Great War in East 1941-5 PC; novice v veteran gaming tips; 2-map campaign game for TSR Eckmuhl & Abensberg; tactics in WWW Napoleon & Archduke Charles; reviews of VG Omaha Beachhead, CoA Last Victory; WWW Battle Cry! errata. '87	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
67722	Wargamer (Decision Games) v2 # 6 (Mag Only) 1x3 Inventory label on cover. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
86782	Wargamer (Decision Games) v2 #10 (Mag Only) ■ 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	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
98758	Wargamer (Decision Games) v2 #10 (Mag Only) ■ 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	n	Mint	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
84414	Wargamer (Decision Games) v2 #14 (Mag Only) ■ 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 Armee, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
86788	Wargamer (Decision Games) v2 #16 (Mag Only) ■ ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strateic Conquest PC. '89	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
98765	Wargamer (Decision Games) v2 #17 (Mag Only) ■ 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	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
90741	Wargamer (Decision Games) v2 #18 (Mag Only) ■ ARTICLES ON: Steel Thunder PC review; TSR La Grande Armee review w/ suggested revisions; AH Raid on St. Nazaire analysis & strategy & errata; WWW Tsushima review & tactics; SSG Decisive BtIs Am Civil War PC; GDW House Divided 2nd Designer Notes; WWW ASG Basebal review; WWW Modern Naval Battles review; WWW Knights of Justice scenario; SSI BtIs of Napoleon PC. '89	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
Decision Games (DecGms)		http://www.decisiongames.com					
131795	Chalons, Fate of Europe ■ New design using the DG folio format. Covers the battle of Chalons in 5th century where a Roman army challenges the dominant Huns under Atilla who had seized much of Europe with their bow-armed cavalry. '10	Fo	New		0.4	\$24.95 \$15.00	\$12.50
138248	Crusader, Battle for Tobruk ■ Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btl/rgt/brig level. '10	Fo	New	Out-of-Print	0.4	\$24.95 \$18.00	\$15.00
146517	D-Day at Peleliu 2nd Box cover concaved along half of two adjacent box cover edges, causing edge tears. Otherws new & shrinkwrapped. ■ 2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18	BC	Like New		3.2	\$80.00 \$52.50	\$55.00
127575	Frayser's Farm, Wasted Opportunity ■ 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	Fo	New		0.4	\$24.95 \$15.00	\$12.50
16116	Krieg! World War II in Europe 1st 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96	BC	Mint	Out-of-Print	1.8	\$44.00 \$24.00	\$12.50
120050	Krieg! World War II in Europe 1st Includes 20 errata counters but not errata text. ■ 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96	BC	Mint	Out-of-Print	1.8	\$44.00 \$25.00	\$15.00
141827	Marengo, Morning Defeat-Afternoon Victry ■ Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. Btl/rgt lvl. '10	Fo	New		0.4	\$24.95 \$18.00	\$15.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
132807	Over the Top! 2nd	HC	Like New	Out-of-Print	1.0	\$50.00 \$45.00	\$29.00
	Very light, short, minor crease on box cover; purely cosmetic & not obvious. ■ Simpler set of 4 brigade, operational lvl battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'0						
143984	Pea Ridge, St Louis then Huzzah!	Fo	New		0.4	\$24.95 \$17.50	\$15.00
	■ Folio game using the Musket & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. Btlm/brig level, 352yd/hex. '12						
144694	Wellington's Victory 3rd	LB	New		3.3	\$160.00 \$109.00	\$95.00
	■ Colorized & revised update of this grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. System streamlined to require only one die roll to resolve fire combat & disorder. Originally, game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougoumont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btlm/rgt level, 110yd/hex, 15min turns. F Davis'15						
Decision Games S&T Games (DecS T)		http://www.decisiongames.com					
131011	Objective Tunis #140 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$20.00 \$8.00	\$5.00
	Cherry. ■ 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/btlm 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.						
45075	Objective Tunis #140 (w/ Mag)	n	New	Out-of-Print	1.0	\$20.00 \$10.00	\$7.00
	■ 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/btlm 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.						
91059	Trajan #145 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$45.00	\$35.00
	■ 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.						
104280	Holy War, Afghanistan #147 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$14.00	\$10.00
	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).						
97472	Cropredy Bridge, A Fleeting Victory #148 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00	\$10.00
	Cherry. ■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.						
12027	Cropredy Bridge, A Fleeting Victory #148 (w/ Mag)	n	New	Out-of-Print	0.8	\$19.00	\$15.00
	■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.						
96742	Russo-Turkish War, 187-78 #154 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$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.						
104286	Operation Shock Troops, Drv Damascus#168 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$18.00	\$10.00
	Moisture stain affecting 1/4" margin of innermost rules page (only). Otherws mint. ■ Mag & Game. Btlm-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/btlm 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.						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
104340	On to Moscow, Swedn v Russia 1700-21#171 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$28.00	\$23.00
Cherry. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.							
130992	Molotov's War #172 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$18.00	\$10.00
Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.							
24988	Molotov's War #172 (w/ Mag)	n	New	Out-of-Print	0.8	\$18.00	\$12.50
■ 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.							
48651	Germania, Rome Beyond the Rhine #175 (w/ Mag)	n	New	Out-of-Print	0.8	\$45.00	\$29.00
■ 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.							
33455	Blood on the Tigris #176 (w/ Mag)	n	New	Out-of-Print	0.8	\$20.00	\$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.							
97017	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$20.00	\$9.00
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 Schamhorst & 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.							
57326	Vietnam Battles: Hue / Op Pegasus #196 (w/ Mag)	n	New	Out-of-Print	1.0	\$62.00	\$45.00
■ 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.							
37823	Great Medieval Battles #197 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$10.00
■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottomon 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.							
43202	Forgotten Axis, Fight to the Finnish#199 (w/ Mag)	n	New	Out-of-Print	0.8	\$22.50	\$15.00
■ 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.							
53561	Crimean War Battles #201 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00	\$16.00
■ Mag & Game. Includes errata counters for Vietnam Btlm (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.							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
51558	Forgotten Axis, Romanian Campaign #206 (w/ Mag)	n	New	Out-of-Print	1.0	\$20.00 \$16.00	\$12.50
<p>■ Mag & Game. 3rd game in the Forgotten Axis btln level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btln/rgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in 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.</p>							
72068	Operation Elope #211 (w/ Mag)	n	New	Out-of-Print	1.3	\$20.00 \$16.00	\$11.00
<p>Mag & game. Contents folded vertically at 2 places; no actual creases but slight folds evident on mag, map & countersheets. Otherws new. ■ 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</p>							
57313	Operation Elope #211 (w/ Mag)	n	New	Out-of-Print	1.3	\$20.00 \$18.00	\$11.00
<p>■ 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</p>							
58032	Rough & Ready #212 (w/ Mag)	n	Like New	Out-of-Print	1.2	\$20.00 \$13.00	\$10.00
<p>Series of creases in the 1" next to spine on rear mag cover due to poor storage; otherws 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; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.</p>							
58657	Spanish Civil War Battles, v1 #213 (w/ Mag)	n	New	Out-of-Print	1.2	\$20.00 \$39.00	\$25.00
<p>■ Mag & Game. First of an intended series of operational, btln/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, btln/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.</p>							
59375	Marathon & Granicus #214 (w/ Mag)	n	VeryGd	Out-of-Print	1.0	\$20.00 \$16.00	\$15.00
<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	Out-of-Print	1.0	\$24.00	\$20.00
<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	Out-of-Print	1.0	\$22.00 \$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 outmaneuvered 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>							
66771	Group of Soviet Forces Germany #220 (w/ Mag)	n	New	Out-of-Print	1.2	\$42.00	\$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>							
65968	Ottomans, Rise of the Turkish Empire#222 (w/ Mag)	n	New	Out-of-Print	1.0	\$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>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
66497	1918, Imperial Germany's Last Chance#223 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00 \$18.00	\$12.50
■ 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.							
141238	Strategy & Tactics (DecGm) #223 (Mag Only)	n	VeryGd	Out-of-Print	0.5	Mag Only \$5.00 \$2.00	\$1.00
Some moisture rippling on upper margin of mag; pages otherws clean. ■ Magazine only, Rules not included. 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.							
68549	Twilight's Last Gleaming, War v2 #225 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00 \$18.00	\$13.00
■ 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.							
70032	Middle East Battles, '56 & '67 #226 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00	\$14.00
■ 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. Btlm 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.							
69862	Vinegar Joe's War #227 (w/ Mag)	n	New	Out-of-Print	1.0	\$42.00	\$20.00
■ 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.							
70490	Old Contemptibles, Battle of Mons #228 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.99 \$19.00	\$13.00
■ 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, btlm/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.							
71531	Downfall, If the US Invaded Japan #230 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$19.00
■ Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by none 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.							
72715	Catherine the Great #232 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00 \$19.00	\$13.00
■ 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.							
73001	Dagger Thrusts, Patton & Montgomery #233 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00 \$19.00	\$14.00
■ 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 Thrus, 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 Opportunitites 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.							
77087	No Prisoners! Lawrence of Arabia #237 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.99 \$22.00	\$15.00
■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Brige Brocken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1)Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.							
77651	Marlborough, War Spanish Succession #238 (w/ Mag)	n	New	Out-of-Print	1.0	\$30.00	\$23.00
■ 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.							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
77634	Winged Horse, War in Vietnam 1965-6 #239 (w/ Mag)	n	New	Out-of-Print	1.0	\$35.00	\$25.00
	■ 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.						
78734	1066, End of the Dark Ages #240 (w/ Mag)	n	New	Out-of-Print	1.0	\$35.00	\$25.00
	■ 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.						
79561	Twilight of the Ottomans #241 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$19.00 \$14.00
	■ 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.						
80325	Sealords, Vietnam War in the Mekong #243 (w/ Mag)	n	New	Out-of-Print	1.0	\$55.00	\$39.00
	■ 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.						
80902	Drive on Moscow #244 (w/ Mag)	n	New	Out-of-Print	1.4	\$40.00	\$24.00 \$21.00
	■ 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						
81303	Triple Alliance War #245 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$20.00 \$14.00
	■ 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.						
82313	Holy Roman Empire #247 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$22.00 \$17.00
	■ 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.						
83139	First Blood, Second Marne 1918 #248 (w/ Mag)	n	New		1.0	\$23.99	\$19.00 \$14.00
	■ 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.						
86304	Drive on Kursk, July 1943 #253 (w/ Mag)	n	New	Out-of-Print	1.0	\$35.00	\$25.00
	■ 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.						
86892	Hannibal's War #254 (w/ Mag)	n	New	Out-of-Print	0.9	\$24.99	\$20.00 \$12.50
	■ 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.						
87826	First Air Battle Over Britain #255 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$25.00	\$18.00 \$14.00
	Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. ■ 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/Sqdm level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
88426	Marlborough's Btls, Ramillies etc #256 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$25.00 \$18.00	\$10.00
	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.						
88434	Marlborough's Btls, Ramillies etc #256 (w/ Mag)	n	New	Out-of-Print	0.9	\$25.00 \$22.00	\$15.00
	■ 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.						
89158	Chosin, X Corp Escapes the Trap #257 (w/ Mag)	n	New	Out-of-Print	1.0	\$26.00 \$24.00	\$17.00
	■ 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.						
90900	Black Prince, Crecy & Navarette #260 (w/ Mag)	n	New	Out-of-Print	0.9	\$25.00 \$22.00	\$14.00
	■ 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						
91425	Kaiser's War, 1918-19 #261 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$19.00
	■ 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.						
94516	Frederick's War, Austrian Suceession #262 (w/ Mag)	n	New	Out-of-Print	1.0	\$30.00 \$20.00	\$16.50
	■ 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.						
93486	Shiloh, Bloody April 1862 #264 (w/ Mag)	n	New	Out-of-Print	0.8	\$30.00 \$19.00	\$16.50
	■ 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.						
94938	Julian, Triumph Before the Storm #266 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00 \$28.00	\$20.00
	■ 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						
124047	When Lions Sailed #268 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$25.00	\$20.00
	■ Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11						
95205	Falklands Showdown, 1982 #269 (w/ Mag)	n	New	Out-of-Print	0.8	\$99.00	\$70.00
	■ Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of 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.						
96128	Second Kharkov, Strike & Countstrkr #271 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00 \$25.00	\$20.00
	■ 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.						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
109250	Reichswehr & Freikorps, Europe 1920 #273 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$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>							
99723	Operation Anaconda, Afghanistan 2002 #276 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$17.50
<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>							
124044	Austrian Succession, War of the... #289 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$24.00	\$17.50
<p>■ 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 Autrian Succession; America's Road to Civil War anaylisis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemisis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDA Radio Triangulation Systems after WW2.</p>							
115475	Warpath #291 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$29.00	\$25.00
<p>■ Mag & game. Includes 24 trench markers for Hindenburg's War. Game covers the campaign for control of Indian Territory during the American Civil War, and for the tribes' 5 capitals in particular. Players draw chits enabling 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>							
114942	1863, Turning Point in the Civil War#297 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$26.00	\$22.50
<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	Out-of-Print	0.9	\$34.99 \$25.00	\$20.00
<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>							
131539	Agricola #306 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$24.00	\$21.00
<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 Kirchholm 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	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<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>							
130471	Jenkins' Ear, War of... 1739-48 #308 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$20.00	\$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>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
134101	Windhoek, Southwest Africa 1914-15 #313 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$22.00	\$15.00
<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/btln/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?; Hobbkirk's Hill, Nathanael Greene & the Art of Phyrirc Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gattling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I.</p>							
139889	Last Stand at Isandlwana #314 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$35.00	\$28.00
<p>■ Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.</p>							
137012	Red Tide South #315 (w/ Mag)	n	New		0.9	\$39.99 \$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; Collapse 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>							
Decision Gms Modern War M (Dec MW)		http://www.decisiongames.com					
105882	Decision Iraq # 6 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00 \$24.00	\$20.00
<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: Decision Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.</p>							
105832	Vietnam Battles: Iron Triangle # 7 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$29.00	\$24.00
<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>							
126171	Target Iran #10 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$23.00	\$17.50
<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>							
110284	Next War in Lebanon #13 (w/ Mag)	n	New		0.9	\$29.99 \$22.50	\$15.00
<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>							
116965	Dien Bien Phu #17 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$29.00	\$20.00
<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>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
115659	Red Dragon Falling #19 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.00	\$20.00
<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	Out-of-Print	0.9	\$34.99 \$27.50	\$23.00
<p>■ Mag & game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraqi Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines of attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive 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>							
127792	Fallujah 2004, City Fighting in Iraq #23 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.00	\$19.00
<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>							
130570	Combat Veteran #31 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$27.00	\$23.00
<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 Musketeer #32 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$22.50	\$15.00
<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 Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houthi Missiles & Saudi Arabia.</p>							
130443	Isis War, Next Middle East War # 33 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$23.00	\$12.50
<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 indepedence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as 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	Out-of-Print	0.9	\$39.99 \$27.50	\$19.00
<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. Btlm/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 COnman 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		0.9	\$39.99 \$29.50	\$22.00
<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>							
139906	Desert One War, Persian Gulf 1979-81 #44 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$23.00
<p>■ Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers a NATO invasion to seize Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models air land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.</p>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
140879	Dragon & the Hermit Kingdom #45 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$25.00
■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.							
Decision Gms World at War (DecWaW)		http://www.decisiongames.com					
140329	Finnish Front, 1941-42 # 5 (w/ Mag)	n	Excel	Out-of-Print	0.8	\$25.00 \$19.00	\$12.50
Complete. Counter corners litely & neatly trimmed. Sml dog ear to mag cover page. ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.							
88096	Finnish Front, 1941-42 # 5 (w/ Mag)	n	New	Out-of-Print	0.8	\$25.00	\$21.00
■ 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.							
89485	Greater East Asia War # 6 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$34.00	\$29.00
Rear mag cover has 2 light creases close & parallel to spine. Otherws new & clean. ■ 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.							
91812	Afrikakorps, Decision in the Desert #11 (w/ Mag)	n	New	Out-of-Print	1.0	\$39.00	\$32.50
■ 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 Airborne Operations.							
94808	Leningrad '41 #17 (w/ Mag)	n	New	Out-of-Print	0.8	\$30.00 \$17.00	\$14.00
■ Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btln/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.							
97923	Sedan 1940, Decisive Btl for France #24 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00	\$17.50
■ 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. Btln 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.							
118196	Keren 1941, East Africa # 25 (w/ Mag)	n	New	Out-of-Print	0.8	\$29.99 \$22.50	\$17.50
■ Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btln level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.							
100049	Green Hell, Burma 1943-4 # 28 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$18.00	\$15.00
■ 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.							
101444	Counterattack in Ukraine, Dubno '41 # 31 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$18.00	\$15.00
■ 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, btln/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							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
103067	Guards Armour Division # 34 (w/ Mag)	zl	New	Out-of-Print	1.3	\$49.99 \$37.50	\$30.00
<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.Schttler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brolo; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.</p>							
135350	Strike North #35 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$20.00
<p>■ Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory.. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June or July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape, the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longstreet & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks: light projectors as weapons in WWII.</p>							
115615	Bloody Ridge, Guadalcanal Sept 1942 # 37 (w/ Mag)	n	New	Out-of-Print	0.9	\$42.00	\$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>							
128810	Ghost Division #38 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$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/btlm level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.</p>							
110362	France Fights On #39 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$12.50
<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	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<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>							
111337	Patton's Third Army #43 (w/ Mag)	n	New	Out-of-Print	0.9	\$35.00	\$29.00
<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 Skills & Cultural Awareness in the US Military.</p>							
116650	Night Fight Solitaire #44 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.00	\$35.00
<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	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<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>							
117405	Operation Gertrud #49 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.00	\$20.00
<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; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.</p>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
125251	Pacific Battles, Malaya #51 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$21.00
	■ 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.						
125241	Escape Hell's Gate, Korsun Pocket #57 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$21.00	\$18.00
	■ 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.						
128816	Stalin Moves West #58 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$22.50
	■ 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.						
130519	Luzon Campaign, 1945 #59 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$26.00	\$22.00
	■ Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must seize key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight & sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942; Chemical Weapons & Operation Sealion, 1940; the Sinking of the Leopoldville; the Lone KV-2 of Katauskaiai.						
131855	Eisenhower's War # 60 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$29.00	\$25.00
	■ 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; Debreceen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.						
131559	Peaks of the Caucasus # 61 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$27.00	\$22.00
	■ 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.						
134114	Spanish Civil War, Belchite & Teruel #62 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$22.00
	■ 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.						
134351	Rats of Tobruk # 64 (w/ Mag)	n	New		0.9	\$39.99 \$24.00	\$12.50
	■ 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.						
137140	Operation Typhoon # 65 (w/ Mag)	n	New		0.9	\$39.99 \$28.00	\$15.00
	■ 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 Zerstorer (German Ju-88 as fighters).						
138589	Breakout, First Panzer Army #69 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$25.00	\$21.00
	■ 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.						

Eagle Games (EGL)

<http://www.eaglegames.net>

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
131977	Civilization, the Boardgame 1 panel of one board section neatly separated. Offered as substantially complete: appears to be missing a handful of minis from one color (yellow), but can't confirm for lack of a definitive parts inventory. IS more than complete to play a full game. Rules have been folded over. Some box edge wear repaired. Several creases on box. ■ 2-6 player board game that loosely ports the classic computer game (my only addition) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02	GB	VeryGd	Out-of-Print	8.5	\$60.00 \$35.00	\$19.00
Earth Decision Systems (EDSGms)							
3991	Meganation ■ 2-8 player, fast playing game of politics, technology & generational expansion using a fictional world. Designed as a teaching tool. 1989	HC	Excel	Out-of-Print	1.2	\$20.00 \$15.00	\$10.00
Englemann Military Simultrn (EMS)							
3954	Crisis Games, Columbia ■ 2-3 player game of civil, dirty & drug war in Columbia in the 1980s-90s. Designed to be a simpler, fast playing & fun game. Tense, balanced fight between government forces, the drug cartels and rebel insurgents that was one of the longer insurgencies in the 20th century. Includes a small area map of Columbia, 200 counters representing military assets & random events cards. Karsten & Kaarin Englemann'90	zl	Mint	Out-of-Print	0.5	\$15.00	\$10.00
Euro Games / Descartes (EuroG) http://www.descartes-editeur.com/english.htm							
129241	Serenissima Substantially complete: missing 1 (of 28) galley, 2 (of 28) flag bases, 26 flag masts, 1 coin, 1 sailor. 4" piece of masking tape on box btm, 1" tape removal mar on 1 box side. Otherwise complete & clean. ■ 2-4 player, modestly simple game of international trade & warfare thruout the Mediterranean prior to Columbus. Emphasis is on trade & player interaction. Excell component quality thruout.	GB	VeryGd	Out-of-Print	4.4	\$60.00 \$18.00	\$10.00
Excalibre Games (Excal) http://www.Excalibregames.com							
145341	Ironclads, 2nd: Expansion, 2nd ■ Adds 300 counters, adv CRT, 88 ships & 2 forts for US, Confed, European & S.American navies from the Civ War era. Adds land unit interaction. '93	BC	New	Out-of-Print	2.2	\$41.95 \$32.00	\$25.00
Fantasy Games Unlimited (Fantas)							
965	Middle Sea Sml lite coffee drip splatter on the blank rear cover of the rules. Otherws clean. ■ Multi-player game of economics, warfare & diplomacy set in the Medieval Mediterranean era, roughly 1200AD. Allows any number of players, and for an indefinite length game. Elaborates on Diplomacy-style game using written simultaneous orders, but with more detail of raising & financing an army, terrain, naval movement and leadership. Players must collect taxes in order to first buy, then maintain, their military units. Various towns and provinces set limits on the army size the commanding leader may lead. T.Donnely, W.Backhaus'79	BC	Excel	Out-of-Print	1.9	\$20.00 \$15.00	\$15.00
FASA Corp. (Fasa)							
140168	Star Trek RPG: Romulans ■ Expansion kit proving details of the Romulan civilization, their history & culture, government and their navy. Contains 2 booklets in a folio: 32pg Intelligence Sourcebook & a 48pg Operations manual. '84	Fo	Excel	Out-of-Print	0.5	\$9.00	\$5.00
972	Whirlwind ■ Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86	BC	Excel	Out-of-Print	1.5	\$12.00 \$10.00	\$5.00
Fire Fight Games (FireFi)							
83578	Fischfang, Smashing the Anzio Beachhead Our last copy. ■ Game depicting the German attack beginning 16 Feb 1944 intended to drive the Allies into the sea at Anzio. Pltn/Co/Btn level, 400yd/hex, 8hrs/turn. 280 colorful, unmounted counters. P.Moore'07	n	New	Out-of-Print	0.3	\$17.00 \$10.00	\$8.00
Fresno Gaming Association (FGA)							
975	Civil War Classics: Pea Ridge & Shiloh Cherry. ■ Graphic upgrade & minor redesign of 2 of SPI's better Blue & Gray quad Civil War games. Demi-brig scale. M.Crane, T.Shrum, R.Whitney'91	BC	Mint	Out-of-Print	1.4	\$28.00 \$22.00	\$20.00
Game Designers Workshop (GDW)							
122907	2300AD RPG: Deathwatch Program ■ Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monteray Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90	Bk	Excel	Out-of-Print	0.4	\$3.00	\$2.00
122914	Twilight 2000 2nd: Free City of Krakow Major coffee spill stains 4 pgs & spine of other pages; otherws VGd. ■ Adventure module set in & around the Polish town of Krakow, as the US 5th Div tries to make its way west & stops in this haven that was spared most of the ravages of WWII. William Keith'85	Bk	Good	Out-of-Print	0.5	\$10.00 \$6.00	\$2.50
122888	Challenge Magazine # 34 (Mag Only) ■ GDW's mag of adventure & sci-fi gaming. '88	n	Excel	Out-of-Print	0.5	Mag Only \$3.25 \$3.00	\$1.00
122889	Challenge Magazine # 35 (Mag Only) ■ GDW's mag of adventure & sci-fi gaming. '88	n	Excel	Out-of-Print	0.5	Mag Only \$3.25 \$3.00	\$1.00
Game Publicatns GAME FIX (GPGGFx)							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
22915	Bombs Away! Air War Over Europe #4 (w/ Mag)	n	New	Out-of-Print	0.6	\$8.00	\$5.00
	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.						
140339	Redline Korea #6 (w/ Mag)	n	VeryGd	Out-of-Print	0.6	\$10.00	\$5.00
	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.						
140176	Among Nations #9 (w/ Mag)	n	Mint	Out-of-Print	0.6	\$6.95 \$3.00	\$2.00
	Cherry. ■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
15209	Among Nations #9 (w/ Mag)	n	New	Out-of-Print	0.6	\$6.95 \$5.00	\$3.00
	■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.						
Gamers (% MMP) (Gamers)		http://www.multimanpublishing.com					
140960	Barren Victory	BC	VeryGd	Out-of-Print	1.2	\$32.50	\$25.00
	Complete. Counter corners fairly heavily clipped on most counters, making them nearly octagonal. Tape remnants & sml tape removal mars at corners of both maps. Charts cut into individual pages. Box cover creased & concaved along btm edges, with a couple lite stains; price tag on box btm. Otherws clean. ■ 4th game in Civil War Brigade game series. 1st ed rules included plus 2nd ed update. Brig level game of the battle Chickamauga, 19-20 Sept 1863. The Confederates exploit a weakness in Union positions to defeat their battle line, but then fail to exploit their victory. 2 maps, 2 countersheets. Dean Essig, David Powell'91						
123363	Black Wednesday	BC	New	Out-of-Print	1.5	\$43.00 \$32.00	\$20.00
	■ Large game of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments preceed wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95						
42543	Gamers Repl Counters 1992	n	New	Out-of-Print	0.2	\$4.00	\$1.00
	May have some label residue on face of some counters. ■ 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						
42561	Gamers Repl Counters 1994	n	New	Out-of-Print	0.2	\$6.00	\$4.00
	■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94						
60549	Gamers Repl Counters 1998	n	New	Out-of-Print	0.2	\$6.00	\$4.00
	■ Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98						
Gamers OPERATIONS Mag (Gam Op)		http://www.multimanpublishing.com					
115334	Operations Magazine # 1 (Mag Only)	n	Mint		0.3 Mag Only	\$5.00 \$3.00	\$2.00
	■ ARTICLES ON: Allied armor-Inf coordination at Normandy, 1944; Barren Victory designers preview; Civil War Brig Series design theory; Bloody Lane scenario for In Their Quiet Fields; Omaha designer's preview; line entry command system ariant for the Tactical Combat System; Q&A for Civil War & Tac Combat series; errata for In Their Quiet Fields 2nd, Thunder at the crossroads, August Fury, Bloody 110th, Obj Schmidt, Force Eagles War. '91						
115335	Operations Magazine # 2 (Mag Only)	n	Mint		0.3 Mag Only	\$8.00 \$3.00	\$2.00
	■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Myth of the Blitzkrieg; The Status Rule, Fact or Fiction?; Use of Breastworks; Extended Movement; Technique of the Tank Platoon as the Point in an Exploitation; Umpired Bloody 110th Game Rules; Omaha Playtest; First Peek at Operational Combat Series; Background Colors & Contour Lines; Q&A/Errata for CWS & TCS. '91						
115337	Operations Magazine # 4 (Mag Only)	n	Mint		0.3 Mag Only	\$8.00 \$3.00	\$2.00
	■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: 101st Airborne Air Assault Operations during Desert Storm/Desert Shield pt.2; Abstraction Due to Lack of Design Focus on Scale; Limited Foretell; Bloody Roads South Preview; Defensive Orders for Barren Victory; Barren Victory Solitaire; Artillery in the CWB System; Tactical Combat System tables; German Strategy in Bloody 110; Stalingrad Pocket Preview; Q&A & Errata for Civil War Brigade & Tactical Combat series games. '92						
115338	Operations Magazine # 5 (Mag Only)	n	Mint	Out-of-Print	0.3 Mag Only	\$8.00 \$3.00	\$2.00
	■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92						
115340	Operations Magazine # 7 (Mag Only)	n	Mint		0.3 Mag Only	\$8.00 \$3.00	\$2.00
	■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Assaulting with Success in the ACW, pt.1; Manuever Warfare & the Wargamer pt.3, Combined Arms; Being Out of Command in ACW Rules; Proposed 3rd Ed TCS Changes; Visit to the Kall Trail used in the Hurtgen Forest; Putting Some Blitz in your Krieg; Dynamiting Bridges in the OCS games; Tank Recovery in WWII; Playtest Game of Guderian's Blitzkrieg; German Strategy in Stalingrad Pocket; Q&A & Errata for CWB, Standard, Tactical & Operational games; Making a Game Map. '92						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
115341	Operations Magazine # 8 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers's Hobby Game Assessment for 1992; Saving Origins from Infidels; Game Industry in 1992; Solitaire plays of Force Eagles War & Sands of War; Maneuver Warfare, pt.4, Bulldozerkrieg; Optional Rules for CWB & Operational games; Strategy in Omaha; Painful Birth Process for Guderian's Blitzkrieg; CRT Results in Stocket Pocket; Revised Stalingrad Pocket Victory Conditions; Status report on Afrika; Q&A & Errata for CWB, Tactical, Standard & operational games. '93	n	Mint		0.3 Mag Only	\$8.00 \$3.00	\$2.00
115342	Operations Magazine # 9 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Hobby Game Industry in 90s, pt.2; Burnside's Bridge scenario for In Their Quiet Fields; Assaulting with Success, pt.2; Playability, Detail & Realism; Making Playtest Counters; Review of key rules changes for Stalingrad Pocket; Stalingrad Pocket Victory Matrix; Soviet Strategy in Guderian's Blitzkrieg; Additional Rules for Operational Combat System games; Strategy in Guderian's Blitzkrieg, with Soviet Setup; Q&A & Errata. '93	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115343	Operations Magazine #10 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins 93 Report; European Gaming; Civil War Leaders; Effective Use of Firepower in the CWB series; Civil War v Napoleonic series; Strategy in Afrika; Panzer Rgt Composition in North Africa; Italian Gambit in Afrika; Afrika Scenarios; Playtester's Lament, pt.3; Errata & Q&A. '93	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115344	Operations Magazine #11 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Refereed CWB Play; Incremental Combat in CWB; Leadership structures in CWB; Enemy at the Gates Preview; Preview of TCS 3rd Ed; Key Aspects of OCS; Italian & British Strategy in Afrika; Option & Variants for Afrika; Soviet Armies in Stalingrad Pocket; Errata. '93	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115345	Operations Magazine #12 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Review of Gamers' & Game Industry Performance in '93; Origins Awards; Siezing the Initiative; Changes to the OCS as of Enemy at the Gates; Extension to Scenarios 7 & 8 in Guderian's Blitzkrieg; Soviet Strategy in Guderian's Blitzkrieg; History of the Defeat of the Italian Army in 1940-1; Errata. '94	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115346	Operations Magazine #13 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Profile of Murfreesboro; Scenarios for Bloody Roads South; CWB Random Events; Unlearning Bad Habits in the New OCS Games; Variants for Guderian's Blitzkrieg; Revised GD'40 Air Table; Omaha 3rd edition changes; Strategy in Ardennes; German Strategy in Stalingrad Pocket; Variant Rules for Stalingrad Pocket; Errata. '94	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115347	Operations Magazine #14 (Mag Only) ■ ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94	n	Mint		0.3 Mag Only	\$8.00 \$3.00	\$2.00
115349	Operations Magazine #16 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers Sales Analysis for 1994; New Products; Yom Kippur Preview; Union Strategy in Bloody Roads South; Command Changes to CWB, Napoleonic & La Bataille Game Systems; TCS 3.1 Rules Changes; Mastering the OCS system; Battle Groups in TCS games; OCS House Rules; Article Index for Operations thru #16; Errata. '95	n	Mint	Out-of-Print	0.3 Mag Only	\$8.00 \$3.00	\$2.00
115350	Operations Magazine #17 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Ed Wimble & Dean Essig on the Hobby Game Sales in 1995; Suggested Revisions to Afrika; CWB Headquarters, Another Look; Fog of Battle Etc; Hunters from the Sky Historical Setup, West Map Scenario, Variable Greek Option, and a replay; Prepared Defenses for TCS; Preview of Tunisia; Errata. '95	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115351	Operations Magazine #18 (Mag Only) ■ ARTICLES ON: Origins 95 report; Basing military observation on 'common sense' derived from wargames; No Better Place to Die replay; Operational Combat Series rules v2.0i with optional rules; Locating the Center of Gravity in Tactical Combat Series; Soviet strategy in Black Wednesday; Weapons of Yom Kippur, pt 1: Armor, Inf & Recon units; Changes in retailing. '95	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115352	Operations Magazine #19 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers '95 Retreat; Army HQs for CWB series; Larger Reserve Variant for Enemy at the Gates; Maneuver in TCS, Learning the Tools of the Trade; Weapons of the Yom Kippur War of 1973, pt.2, Artillery & Engineers; Yom Kippur Variants; Errata. '95	n	Mint	Out-of-Print	0.3 Mag Only	\$5.00 \$3.00	\$2.00
115355	Operations Magazine #22 (Mag Only) ■ Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins '96 Report; Can a Gamers Fan Club Exist?; CWB discussion; Napoleon & the Art of War; Running an OCS Air Campaign; Strategy in Stalingrad Pocket II. '96	n	Mint	Out-of-Print	0.3 Mag Only	\$8.00 \$3.00	\$2.00
Games Research & Design (GRD)		http://hmsgrd.com					
145297	Fire in the East: Urals Kit ■ Europa XIII expansion kit to Fire in the East/Scorched Earth. Adds 4 maps covering the Urals, & an area map covering the balance of the USSR, an Apr'43 scenario & comprehensive errata for FiTE/SE. Adds industrial capacity to Europa system. '89	FB	New		1.5	\$20.00 \$19.00	\$15.00
Gate Keeper Games (GKG)							
140754	Halfsies Dwarf Dice Set (7), Beard Brown ■ Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.	SC	New	Out-of-Print	0.2	\$13.95 \$4.00	\$3.00
GMT Games (GMT)		http://www.gmtgames.com					
142163	Commands & Colors, Napoleonic: Generals ■ Generals, Marshalls & Tacticians kit for the C&C Napoleonic game. Includes scenarios for 18 historical battles, with several focused on the 1813 campaign in Germany or 1814 campaign in France. Adds 50 tactician cards reflecting the roles of leaders in battle. Also adds an updated deck of 90 Command cards, as well as mechnaics for garrison markers, Grand Battery, leader casualties & more. Requires based game as well as all 4 prior kits to play all scenarios. R.Borg'15	BC	New	Out-of-Print	2.4	\$55.00 \$30.00	\$25.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
143526	Fort Sumter, Secession Crisis 1860-61	BC	New		2.0	\$42.00 \$22.00	\$19.00
	■ Game of the US Secession Crisis of 1860-61, which ended with the namesake bombardment of Fort Sumter. Card-driven, fast-playing game using the key dynamic of Political Capital which can be used to manipulate the four dimensions of the crisis. 50 wood tokens, mouted board, 52 cards. Mark Herman'18						
130390	Great Battles of Alexander, 2nd	HC	VeryGd	Out-of-Print	1.4	\$40.00 \$15.00	\$5.00
	Missing 9 markers; all units present; ID & color photocopied replacement counters included. Rules are provided as a clean 1-sided photocopy. Directional compass drawn onto maps per errata. ■ Four of Alexander the Great's most famous battles: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v the Persian screening force @ Granicus (May 334BC); Alex recovers his Line Of Communication from Persian forces @ Issus (Nov 333BC); and Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC). Grand tactical level. Supplemented by kits adding new battles (and maps & counters). 600 counters, 2 double-side maps, 15-20min/turn, 60-70yd/hex. Multiple later editions were published. R.Berg, M.Herman'93						
1224	Silver Bayonets 1st	BC	Excel	Out-of-Print	1.4	\$25.00 \$15.00	\$10.00
	Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desparate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90						
143027	Space Empires 4x: 4th Ed DC BOX	DC	New		0.9	\$15.00 \$8.00	\$7.00
	■ 3", doublecase box, only, for this game designed to hold the mounted map & all the "stuff." '20						
143277	Wing Leader, Victories 1940-42 2nd	BC	New		3.3	\$69.00 \$39.00	\$34.00
	■ Reprint. First in an intended series of faster playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This first game covers air battles in the years 1940-42, including 23 scenarios for the Battle of Britain, Malta, Coral Sea, Midway, northern Africa and Stalingrad. Tactical map is essentially oriented in the vertical plane (rather than horizontal as is traditional), thus easily depicting altitude. Includes characteristics of 40 aircraft from all major combatants, 3 countersheets. Sqd level, L.Brimcombe-Wood'19						
GMT C3i Magazine (GMTC3i)		http://www.gmtgames.com					
51752	C3i # 6 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$18.00	\$12.50
	■ 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						
50994	C3i # 9 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$59.00	\$39.00
	■ 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						
53239	C3i #12 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$89.00	\$79.00
	■ 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						
58530	C3i #14 (w/ Mag)	n	New	Out-of-Print	1.0 Mag Only	\$39.00	\$25.00
	■ 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						
63942	C3i #15 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$39.99	\$30.00
	■ 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						
70951	C3i #16 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$39.00	\$15.00
	■ 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 seanrio for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigns 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						
74157	C3i #17 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$59.00	\$39.00
	■ 48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. ARTICLES ON: Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06						
103729	C3i Magazine #20 (w/ Mag)	n	New	Out-of-Print	0.7 Mag Only	\$72.00	\$55.00
	■ 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). ARITCLES 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						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
90555	C3i Magazine #22 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$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>							
95015	C3i Magazine #23 (w/ Mag)	n	New	Out-of-Print	1.0 Mag Only	\$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>							
94279	C3i Magazine #24 (w/ Mag)	n	New	Out-of-Print	0.9 Mag Only	\$50.00	\$35.00
<p>■ W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10</p>							
110866	C3i Magazine #26 (w/ Mag)	n	New	Out-of-Print	1.2	\$99.00	\$80.00
<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>							
Goodman Games (GMG)							
142923	GenCon 2015 Program Guide [& RPG Rules]	Bk	New	Out-of-Print	1.6	\$30.00	\$7.00 \$4.00
<p>■ Contrary to its title, this is a large book primarily filled with role playing adventures, new rules & tables of all sorts, with only a little content focused on GenCon 2015 or past events. Still a very solid addition for RPG'ers.</p>							
GRD's Europa Mag (GRD Eu)							
123820	Europa MAGAZINE # 52 (Mag Only)	n	Mint		0.4 Mag Only	\$7.00	\$4.00 \$2.00
<p>■ ARTICLES ON: the P51 & ME-264; Canadian forces in Europe, 1943-45, w/ organization, vehicles & weapons & OoB; Long Left Flank scenario for Second Front; Logistical system for Second Front allies using Army HQ; Raid on Dieppe 1942 Second Front scenario, with history; Victoria Cross awards; Hawker Typhoon & Tempest; Discussion of Rule 5, Zones of Control; War in the Desert errata. '97</p>							
123850	Europa MAGAZINE # 69 (Mag Only)	n	New		0.4 Mag Only	\$7.00	\$5.00 \$3.00
<p>■ ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99</p>							
55451	Europa MAGAZINE # 78 (Mag Only)	n	New		0.4 Mag Only	\$8.00	\$4.00 \$3.00
<p>1x3 inventory label on mag cover, with 2 handwritten notes. Some label residue on cover, and a sml 1/2" mar nearby. ■ w/ articles on the purchase of GRD by Mill Crk Ventures; Pt. I of a Second Front reply; Torch landing history; integrating War in the Desert & Second Front; supply in Second Front; Damned Die Hard notes & replay; US WW2 infantry weapons.</p>							
Heat of Battle (HOB)							
http://heatofbattlegames.com							
114330	ASL:Berlin, Red Vengeance (remnant)	n	New	Out-of-Print	0.4	\$35.00	\$24.00 \$20.00
<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>							
126963	ASL:Firefighths Kit #2	Fo	New		0.5	\$28.00	\$24.00 \$21.00
<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>							
Hexasim Games (Hexasi)							
144555	Liberty Roads: Roundhammer 1943 Kit 2nd	zl	New		0.5	\$22.00	\$17.00 \$12.50
<p>■ Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.le Queller'16</p>							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
Jagdpantner (Jagd)							
22695	Spanish Civil War 1936-39, 2nd	zl	Mint	Out-of-Print	0.4	\$24.00	\$18.00
Paper counters uncut. Each map panel numbered in ink on margin; back of one map has game's name scrawled across it; edges of all maps sections & 2 paper counters sheets have minor liquid stains on margin, extending into a single counter. Unpunched. ■ Simple, strategic level game of the entire Spanish Civil War, 1936-9, using basic mechanics at more-or-less a div level. Later revised as Battleline's Viva Espana. A.Eldridge'75							
Jagdpantner Magazine (Jagdpn)							
145274	Jagdpantner (Battlefield) Magazine # 8 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$12.00	\$7.50
Does not included either of the games originally published with mag. ■ Mag only. ARTICLES ON: Arctic Convoys (PQs) during WWII, including PQ-17; Alternatives for Introducing Command Control & Panic Rules; Variant to the Hills of Korea Variant; Introducing Commanding General & command control rules; Suppressive Fire in Panzerblitz; Origins of the 3 WWI Air-Air Games at the time; Adding the French Fleet to SPI's CA; Sim-Move & Revised CRT for CA; El Cid Scenario for Dark Ages; Lensman Scenarios; Midway Variant; 2 Historically-based Scenarios for Diplomacy (1519, 1810); Russian Participation in Operation Olympic; Wolfpack Variant; Survey of wargaming 'zines in the early 1970s; Biography of Jagdpantner Organization; WWI Naval Combat Using the CA system. '75							
116432	Jagdpantner (Battlefield) Magazine #11 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$12.00	\$7.50
Includes March on India rules. ■ Mag only ARTICLES ON: Japanese Offensive into India 1944; 1948 Variant for SPI WWII; Anarchist Variant for JAGD Spanish Civil War; Variants for SPI World War One; Revision of SPI Napoleon at Waterloo; Navies in AH Blitzkrieg; Scenario for GDW Triplanetary; Update to JAGD Marine!; Variants & new units for SPI Modern Battles Quad; Strategy in CONFL Kasserine Pass; Naval Movement using a grid system; OoB Changes to SPI Wilderness War; Variant rule sfor SPI Dreadnought; Third Reich 1941-3 scenario; Zeppelin Tweaks.							
116433	Jagdpantner (Battlefield) Magazine #12 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$10.00	\$7.50
Includes Anvil-Dragoon rules. ■ Mag only. ARTICLES ON: The Second D-Day; a Point System to resolve rules inconsistencies in Anzio '69; Americans in SPI Soldiers; Air War in the War in the East; Historic Schutztruppe; Japanese Fantasy Midway Scenario for Fast Carriers; Dreadnought Campaign; Adding a Cavalry Division to March on India 1944; Correcting flaws in Stellar Conquest; Locaton of unit values on counters; Update to SPI WW3 based on recent history; critique of Fall of Rome #39; Historical changes to 1776; Soviet navy in SPI Korea; New units for Mech War; brief review of MAPLAY Guerilla; ERRATA for March on India 1944; CASE Battalion in Wurzburg; Morale in SPI Soldiers; Goeben scenario for Dreadnought; Adding a German carrier fleet to SPI Fast Carriers; Adding CVs to Third Reich.							
Legion Wargames (Legion) http://www.LegionWargames.com							
143849	B-29 Superfortress: Hell Over Korea Kit	BC	New		1.0	\$40.00	\$22.50
■ Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12							
134931	Toulon, 1793, Napoleon's First Victory	BC	New		1.4	\$70.00	\$42.50
■ Operational level game for 2-7 players covering the siege of Toulon, France, Aug-Dec 1793. Area-move, operational level, covering the entire campaign from the landing of Anglo-Spanish forces thru their evacuation. It became Napoleon's first great victory. Operational points are the key dynamic, with the interaction of multiple nations' forces interacting adding another layer. As an artillery captain, Napoleon makes his presence known & eventually turns their guns on the supporting Allied ships, making their moorings unsafe, thus ending the siege & rebellion within Toulon. 1wk/turn, co/btln/regt level, 528 counters. A.Loakes'14							
Lock 'n Load LINE OF FIRE (LNLLoF) http://www.LocknLoadGame.com							
114232	Line of Fire Magazine #12 (w/ Mag)	Bk	New	Out-of-Print	0.6	\$34.99	\$15.00
Last copy. ■ Mag + Game. Mag & RAID & RIPOSTE, a complete fast-playing game of the defense of a small German town by Soviet paratroopers attacked by US & German troops during WWII. Co/Pltn level, 1"=1km. Good game for beginners. / Includes counters adding the Nicaraguans to LNL America Conquered. Professionally printed edition of this mag supporting the World At War, Forgotten Heroes, White Star Rising, Band of Heros, Lock 'n Load & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12							
Lock 'n Load Publishing (LocknL) http://www.LocknLoadGame.com							
99995	Band of Heroes: Dark July Kit 2nd	zl	New	Out-of-Print	0.4	\$42.99	\$10.00
Last copy. ■ Slimmed down, 2nd ed kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front during the battle of Kursk (Prochorovak). Includes a single piece paper historical map, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '12							
Ludonress (LudoPr)							
128081	Iberos, 2nd Punic War in Hispania	HC	New	Out-of-Print	1.2	\$65.00	\$25.00
■ Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02							
MicroGame Design Group (MDG) http://www.microgamedesigngroup.ca							
51338	Barnard's Star 1st	Fo	New	Out-of-Print	0.3	\$10.00	\$5.00
■ Small, DTP game of tactical combat for ground installations on a key planet. Played w/ 280 color counters that must be mounted & cut apart and 2 11x17 color maps. K.Anderson'99							
Miscellaneous MAG Publshr (MiscMg)							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
59171	CounterMoves Magazine v1 #2 (Mag Only) Wntr/Spr '02 ■ Winter/Spr'02. 36pg DTP newsletter including multiple games printed within the mag: GREEK FIRE (game) of Naval Combat in Ancient Greece, COUNTER SPACE game of space exploration and conflict, and ARENA game of Gladiators & Christians in the Colosseum. ARTICLES ON: 2d6 Percentage Results; Metagaming Word Search Puzzle; Vertical Take-off & Landing Units for OGRE/G.E.V.; Gaming with the Kids. '02	n	Mint	Out-of-Print	0.2 Mag Only	\$2.50	\$1.00
128919	Simulacrum, Jrnl Wargame Collecting v1#2 (Mag Only) ■ V.1 #2. Quarterly Journal of Board Game Collecting. ARTICLES ON: Ace of Aces Reference Guide listing all variations of AofA including Wingleader & Jet Leader, with errata; How to Run a Successful Wargame Auction; More on Auctions; How to Determine What Games Are Available, Collectable and Worth; Review of SPI's Demon game; Analysis of SPI Campaign for North Africa as a collector's item; Civil Wargames, games on civil unrest, riots & rebellion. '98	n	Mint	Out-of-Print	0.3 Mag Only	\$2.00 \$1.00	\$0.50
95980	Volunteers Newsletter # 4 (Mag Only) 2pgs of mag misprinted; photocopies of those pages included. Otherws clean & mint. ■ #4 Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '87	n	Mint	Out-of-Print	0.1 Mag Only	\$4.50 \$1.00	\$0.25
Miscellaneous Publishers (Misc)							
89105	Dice, d6 1" Oversized ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.	n	Mint	Out-of-Print	0.1	\$0.50	\$0.25
1432	Dirty Words ■ Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77	SB	Excel	Out-of-Print	0.6	\$10.00 \$4.00	\$2.00
Multi-Man Publishing. (MMP) http://www.advancedsquadleader.com							
138109	Guadalajara Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btln level, 280 counters, 1 map. E.Sassot'06	BC	Like New		1.0	\$32.00 \$21.00	\$17.50
132982	Salerno, the 1943 Invasion of Italy ■ First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15	BC	New	Out-of-Print	1.3	\$42.00 \$32.00	\$25.00
123377	Screaming Eagles in Holland Slightly circular crease along one long side panel edge. Otherws new & shrinkwrapped. ■ Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02	BC	Like New	Out-of-Print	1.4	\$49.00	\$37.50
123380	Screaming Eagles in Holland ■ Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02	BC	New	Out-of-Print	1.4	\$59.00	\$47.50
136837	Warriors of Japan, a Country Aflame ■ Sequel to Warriors of God, covering the period of 1335-1339 in Japan as two courts duel for control of the country. Game previous published (& apparently very popular) in Japan. Played on a colorful, area-move map of Japan. 140 large counters. M.Nakajima'16	BC	New		1.2	\$44.00 \$33.00	\$25.00
One Small Step (One) http://www.ossgames.com , http://www.ossgames.com , http://www.ossgames.com , http://www.ossgames.com							
138423	Arc of the Kaiser's Last Raider ■ Game in which you are a writer in the 1920s, creating the arc of a story set in World War I focused on the captain of a German raider in 1917. Trying to find a lost secret which will be of great value if it can be returned to Germany. In the meantime, the ship faces perils of all sorts from haunted lost islands to an arch nemesis. High solitaire suitability. Not a wargame per se. 1 small map, 6 sheets of playing car, 1 countersheet. Joseph Miranda'19	Fo	New	Out-of-Print	0.8	\$44.95 \$27.50	\$22.50
130586	Kandahar, Southern Afghanistan 2008-10 Last copy. ■ Small 2-3 player game of the conflict in southern Afghanistan, 2008-10. Players represent the struggling Afghan factions contesting the resources of the area. Control of a resources gamers victory points as well as further resources. 12 objective card, 140 counters. B.Train'15	Fo	New	Out-of-Print	0.5	\$24.95 \$17.00	\$12.50
One Small Step ARES MAG (OneAre) http://www.ossgames.com , http://www.ossgames.com , http://www.ossgames.com , http://www.ossgames.com							
117074	Invasive Species #2 (w/ Mag) ■ 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.	n	New	Out-of-Print	1.0	\$30.00 \$18.00	\$12.50
Pacific Rim GRENADE MAG (PacRGr) http://www.justplain.com							
115311	Grenadier Magazine #30 (Mag Only) ■ ARTICLES ON: Review of TSR Gleam of Bayonet; Wargamer's Guide to Civil War Battlefields; Review of AH Russian Front; Preview of OSG Emperor Returns by designer; History of Italy on the Eastern Front; Origins '86 report; Wargaming in Japan; What is 'Developing' a Game?; Reviews of Atlanticon '86; Playtests of GDW Scorched Earth; Brief Reviews of recently published games. '86	n	Mint	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
Pacific Rim JustPlainWGms (PacRim) http://www.justplain.com							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II


500 Games & Magazines Priced to Be GONE !
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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
122973	Troina '43	n	New	Out-of-Print	0.4	\$15.00	\$14.00	\$10.00
■ 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								
<u>Panzerfaust/Campaign MAG (PanzrF)</u>								
106758	Panzerfaust Magazine # 60 (Mag Only)	n	Mint	Out-of-Print	0.2	Mag Only	\$5.00	\$4.50 \$2.50
Vertical scuff discoloration on mag cover. ■ Small booklet format. ARTICLES ON: What is a Combat Factor?; Nuts & Bolts about Game Design; Modeling Cavelry in Am Civil War Games, with rules for AH Chancellorsville; SGC Rules Clarifications for AH Waterloo; the realities of miniature manufacturing business; Games for 3 players?; brief reviews of CONFLICT Kasserine Pass, SDC Norad; Analysis of AH Battle of the Bulge; the Tonkin War 1950-4; Roman Legions Ennumerated; Luftwaffe Jets & Rockets & Other Fancy Stuff; Game Design, the Cohesion Factor; Diplomacy, the Youngstown Variant; brief reviews of GDW Unterschieden kit, RESEARCH Patton. '73								
84249	Panzerfaust Magazine # 67 (Mag Only)	n	Excel	Out-of-Print	0.2	Mag Only	\$5.00	\$4.00 \$2.00
■ Small booklet format. ARTICLES ON: variant rules for AH Third Reich (extensive); Verdun, history & the CONFLICT game, plus variant rules; Napoleonic miniatures replay of Waterloo campaign; Strategy in SPI Wolfpack; brief reviews of JEDKO Russian Campaign, African Campaign, HISTSIM Manassas, GDW Torgau, GDW Narvik, SPERRY Romme, Campaign in North Africa. '74								
<u>Paper Wars (PapWar)</u>								
106543	Wargame Collector's Journal # 8 (Mag Only)	n	Mint	Out-of-Print	0.2	Mag Only	\$3.00	\$2.00 \$1.00
■ Game review mag that evolved into Paper Wars magazine. Reviews of: GAM Guderian's Blitzkrieg 1st, OSG Bonaparte in Italy, CORMIER Trafalgar, RHINO Campaign to Stalingrad, SPI Patton's 3rd Army; Errata for NES Napoleon on the Danube plus optional rules; Errata for Campaign to Stalingrad. '92								
<u>Parker Brothers (Parker)</u>								
140956	Shadowlords! Struggle for Ultimate Prize	LB	VeryGd	Out-of-Print	2.5		\$12.50	\$9.00
Substantially complete: missing several of 3 character counters plus parts all provided in abundance, most ID'd. Moderate wear & used. Quite servicable. ■ 2-4 players compete for master of the universe after the death of the great Starlord, with a Shadowlord played by each player against all of them. Players use force (by way of numbers) and very simple forms of diplomacy & bribary, to build their power. '83								
<u>Rainbow Starlight (Rainbo)</u>								
140751	Party Hats Party Game	GB	New	Out-of-Print	2.4		\$10.00	\$5.00
■ Pure party game in which players compete for possession of 3 party hats while avoiding the dreaded horse mask. Includes all sorts of noise making devices. Requires a device with an interet connection to play. Goal is to command 3 party masks while avoiding the awful horse mask. '19								
<u>Revolution Games (Revolu)</u> http://www.Revolutiongames.us								
141604	Siege of Orgun, Afghanistan 1983	zl	New		0.4	\$33.00	\$25.00	\$20.00
■ Operation level game of the Afghani Mujahideen's assault on fortified positions in the eastern province of Paktika held by an Afghan regiment with some Soviet forces as well. Area-move, impulse driven game with interactive play. Includes 36 event cards, 88 counters, pltn/company level. P.Ruestschmann'15								
<u>Schutze Games (Schutz)</u> http://sites.google.com/site/schutzegames								
127341	Blood & Steel 1st Expansion	n	Mint	Out-of-Print	0.4	\$25.00	\$14.00	\$8.00
■ Stand-alone game that can be mated with original B&S. This game covers two additional battles from the Kursk offensive, the battles for Oboyan Hills & Rzhavets Bridgehead, July 12 1943. 0.5mi/hex, 1.5hrs/turn, btl/rgt/brig scale, 192 color counters that must be mounted & cut apart. P.Rohrbaugh'01								
68587	Breaking into Valhalla	n	New	Out-of-Print	0.3	\$21.50	\$15.00	\$10.00
Last copy. ■ Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. Btl/rgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01								
135405	Fall of France 2nd	HC	New		1.1	\$30.00	\$24.00	\$19.00
Last copy. ■ Professionally produced games w/ die cut counters. Covers the campaign for France, 1940, in which both the Germans & Allies are treated as competent armies. Corp level, 216 die cut counters. 2nd ed includes addition variants & counters. P.Schultz'11								
86174	Fox's Gambit, Battle of Gazala	Fo	New	Out-of-Print	0.3	\$12.50	\$7.50	\$5.00
Last copy. ■ Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl/rgt/div level, 1day/turn. P.Rohrbaugh'03								
102758	Pusan Perimeter, Fire on the Naktong 2nd	HC	New		0.9	\$30.00	\$23.00	\$19.00
■ Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13								
68581	Revanche! Btl of Dompaire, Sept 1944	n	New	Out-of-Print	0.3	\$15.00	\$9.00	\$5.00
Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompaire. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01								
<u>SJG Fire & Movement Mag (SJG FM)</u>								
106857	Fire & Movement Magazine # 22 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$3.00	\$1.00
■ ARTICLES & reviews ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80								
106867	Fire & Movement Magazine # 32 (Mag Only)	n	Mint	Out-of-Print	0.4	Mag Only	\$4.00	\$2.00
■ ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83								

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
125090	Fire & Movement Magazine # 37 (Mag Only) ■ ARTICLES ON: VG The Civil War review; Origins '83 report; Anzio Puzzle Solution (from #35); Black Sea Black Death review; Umpired Multi-Commander Flat Top, pt.2; Miniature product reviews; brief reviews of: Russia's War, Recon RPG, No Trumpets No Drums #22, Rapid Deployment Force #91. '37	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00 \$2.50	\$1.00
117504	Fire & Movement Magazine # 36 (Mag Only) ■ ARTICLES ON: review of Bomber; Survey of Modern Micro-Armor; review of Napoleon's Last Triumph (w/ errata); brief reviews of: VI Caesars, Commando Actions, Gunslinger, Command at Sea 1st, Red Star Falling, Two Ocean War Variant; Umpired Multi-Commander Flat Top. '83	n	Mint	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
98844	Fire & Movement Magazine # 41 (Mag Only) ■ ARTICLES ON: Keith Poulter interview; Gazala 1942 review & errata;; Empires in Arms 1st review & example of play & designer notes; Up Front review & errata; HARRIS National Liberation Front; GDW Western Desert; IRON CROWN Manassas; TSR Nordkapp. '84	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.50
125102	Fire & Movement Magazine # 44 (Mag Only) ■ ARTICLES ON: reviews of Panzer Command, Holy Roman Empire #33 w/ errata, Fire in the East, Singapore #96; Charge to Glory, West Wall #35, Fight on the Beaches #40, Combat Cards, Battle Stations!, Conquest of the Empire 1st, Cold War, Battle for the First Panzer Army. '85	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
98853	Fire & Movement Magazine # 50 (Mag Only) ■ ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
Slang Design (Slang)							
98369	Zombies of the World Field Guide ■ Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12	Bk	New	Out-of-Print	0.6	\$19.00 \$4.00	\$2.00
Sovereign Media (SovMed) http://WarfareHistoryNetwork.com							
141220	WWII History Magazine Oct 2015 (Mag Only) ■ Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Out-of-Print	0.4 Mag Only	\$2.00	\$1.00
141221	WWII History Magazine Dec 2015 (Mag Only) Narrow scuff along spine of cover page. Otherws EX. ■ Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Out-of-Print	0.4 Mag Only	\$2.00	\$1.00
Spearhead Games (Spearh)							
10825	Bodyguard-Overlord ■ Game of the Allied attempt to deceive the Germans as to D-Day timing & location, Jan-Dec'44. Simple game focused on use & manipulation of ULTRA intelligene, propaganda, & actual military maneuvers seeking a successful D-Day. J.Prados'94	BC	Mint	Out-of-Print	1.4	\$35.00 \$16.00	\$12.50
SPI Games (SPI)							
127450	Air War 1st Unpunched 1st edition, Packaged in a flatray. Btm 1" of ~10pgs of rules pages yellow from age or sun exposure. Cover of charts also mildly yellow or slightly soiled. Tray voer brittle, cracked & repaired on side panel & one corner. Otherws cherry. ■ Complex game covers all the intricacies of modern air-air combat, including the complexities of flying a jet fighter, of various types of anti-air & anti-surface missiles, radar, bombing, strafing, & much more. 600 counters, 8 map sections, dozens of aircraft & weapons. Finest modern air simulation ever; VERY complex. 2.5sec/turn, 500ft/hex. D.Isby'77	FT	Mint	Out-of-Print	1.8	\$18.00 \$17.00	\$12.50
108537	Combined Arms, Combat Ops 1935-70 2nd Complete. Packaged in a Flatray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Otherws clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.	FT	Excel	Out-of-Print	0.8	\$18.00	\$10.00
2007	Mech War II w/ 2 counter trays. Box has tape remanents on 2 side panels & btm. Several creases, corner dings, wear & scuffs on box. Components cherry. ■ Large two game pkg: update of Red Star/White Star (mech combat in central Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79	DC	Mint	Out-of-Print	3.0	\$139.00	\$115.00
114194	Patrol, Man-Man Combat in 20th Century 18 counters loose from tree in strips. V.sml separation mar to face of one counter. Otherws complete & unpunched, very clean. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74	FT	Mint	Out-of-Print	1.4	\$35.00	\$29.00
131340	Scrimmage 2nd Complete. Packaged in a flat tray. ■ 2nd edt is a reprint in boxed format of the game originally appearing in S&T37. Workable, but never popular, game of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73	FT	Excel	Out-of-Print	0.8	\$17.50	\$10.00
SPI MOVES Magazine (SPIMov)							
88681	Moves Magazine (SPI) # 2 (Mag Only) ■ ARTICLES ON: Battle of Stalingrad (aka Turning Point Stalingrad) Profile; Why Some Games Never Materialize; Gustavus Adophus' Contribution to War; Adding Realism to Armor; Simulations & Education; Panzerblitz Optional Rules; Idiocy Factor in Games; Gamespeak double-plus good; Anschluss, the planned German attack on Austria; Leipzig game review; Limited Intelligence in games. Apr'72	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.50
84420	Moves Magazine (SPI) # 4 (Mag Only) ■ ARTICLES ON: Soldiers profile & historical background; a Guide to Conflict Simulations c.'72; balancing games via matched play; power politics. Aug'72	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
104246	Moves Magazine (SPI) # 6 (Mag Only) ■ ARTICLES ON: Normandy 2nd Profile & strategy; the Great Arrow War, debating ancient shortbow range; Chinese Classical Warfare; Wargames From & About China; Battle of Maida outside Naples, 1806 w/ two reduced maps; Definition of Blitzkrieg; World War 0, 1775-1783. Dec'72	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
104251	Moves Magazine (SPI) #11 (Mag Only) ■ 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	n	Excel	Out-of-Print	0.4 Mag Only	\$10.00	\$6.00
106785	Moves Magazine (SPI) #18 (Mag Only) ■ ARTICLES ON: Sniper profile; El Alamein analysis; American Revolution analysis; Combined Arms additional units & scenarios; Footnotes (minor variants & such); Wooden Ships 1st review; index to Moves Mag #1-18 by article. '75	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
104259	Moves Magazine (SPI) #19 (Mag Only) ■ ARTICLES ON: La Grande Armee Strategy; Critical Survey of SPI's Game Production by each designer; What is a Wargamer?; Footnotes (minor variants & such); Women in Wargaming; an Evocation of the Early Days at Avalong Hill; 1962 scenario for World War III; Ups & Downs of publishing Conflict Magazine (K Zucker); the 1974 Gaming Renaissance. '75	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
75443	Moves Magazine (SPI) #29 (Mag Only) 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	n	VeryGd	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
113924	Moves Magazine (SPI) #29 (Mag Only) ■ 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	n	Excel	Out-of-Print	0.4 Mag Only	\$3.00	\$2.00
137286	Moves Magazine (SPI) #39 (Mag Only) Mailing label on rear cover. ■ ARTICLES ON: Strategy for Terrible Swift Sword by day; An Agressive German strategy for War in Europe; BattleFleet Mars profile; Canadian Civil War profile & ERRATA; reiew of SPI American Civil War games. '78	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
137289	Moves Magazine (SPI) #43 (Mag Only) Mailing label on rear cover. ■ ARTICLES ON: Descent on Crete analysis; playing with (a lack) of intelligence; Fortress Europa critique; Stonewall analysis; From country to urban in games; Moves in English; critique of 3W Africa. '79	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
66876	Moves Magazine (SPI) #49 (Mag Only) 1x3 Inventory label on cover. ■ ARTICLES ON: Yaquinto's Ironclads profile; Terrosism represented in Creature that Ate Sheboygan; Squad Leader profile pt2; Campaign for North Africa profile; interview with Charles Vessey; Real & Unreal aspects of gaming; Drive on Stalingrad analysis; Pre-modern logistics in wargame design. '80	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
98740	Moves Magazine (SPI) #52 (Mag Only) ■ ARTICLES ON: Designer explanation of Tito w/ key 1pg summary, & strategy, plus separate errata; Survey of Napoleonic games pt.1; analysis of Barbarian Kingdom; Terrain as an element of limited intell; Origins '81; OSG's Robin Hoot, Arcola & 20th Maine & Air Cobra. '80	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
125088	Moves Magazine (SPI) #54 (Mag Only) Slight wrinkling to entire mag thru use. ■ ARTICLES ON: Survey of Am Civil War games in print; Operational Analysis of Fifth Corps w/ strategy; Variant Rules for Next War; detail reviews from an English viewpoint of Empire of the Middle Ages 1st & Simon de Montfort; Profile & analysis of Kaiser's Battle #83; rules for using Citadel of Blood as an interface between tac & strategic level Swords & Sorcery; Relationship of Military Tactics to Simulation Play, pt. 1 the Offense; Computing Tactical result, an Approach to Modern Weapons Combat Resolution; statistical analysis of Black Prince feedback. '81	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
137298	Moves Magazine (SPI) #56 (Mag Only) Mailing label on rear cover. ■ ARTICLES ON: Operational analysis of Battle for Stalingrad w/ strategy; Relationship of Military Tactics to the Play of Simulation Games, pt 3; Professional Game Design; Review & Critique of the Great Battles of the Am Civil War series; Reviws of games for the TRS-80 microcomputer (!); Solitaire game rules for Rescue From the Hive; SPI 1980 Year in Review. '80	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
SPI S&T Magazine Games (SPIS T)							
101260	Strategy & Tactics (SPI) Book I (Mag Only) ■ First of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #1-6. Index of this booklets content included on back cover together with an essay from original publisher, Chris Wagner, describing each issue. A must for collectors. '70	n	Excel	Out-of-Print	0.6 Mag Only	\$29.00	\$20.00
92243	Strategy & Tactics (SPI) # 34 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.	n	Excel	Out-of-Print	0.4 Mag Only	\$17.00	\$10.00
92244	Strategy & Tactics (SPI) # 35 (Mag Only) Original printing. ■ Mag only; no rules. ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.	n	Excel	Out-of-Print	0.3 Mag Only	\$13.00	\$8.00
107616	Strategy & Tactics (SPI) # 38 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.	n	Excel	Out-of-Print	0.3 Mag Only	\$6.00	\$3.00
107739	Strategy & Tactics (SPI) # 44 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
99121	Tank! #44 (w/ Mag) Slight sun discoloration to rules cover page. Unpunched. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection 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.	n	Mint	Out-of-Print	0.7	\$29.00	\$25.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
113907	Strategy & Tactics (SPI) # 45 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.	n	Excel	Out-of-Print	0.4 Mag Only	\$9.00	\$4.00
106939	Combined Arms, Combat Ops 1935-70 #46 (GameOnly) Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Game is an attempt to show the application of combined 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	n	VeryGd	Out-of-Print	0.8 Game Only	\$12.00 \$9.00	\$5.00
92835	Combined Arms, Combat Ops 1935-70 #46 (w/ Mag) 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.	n	Mint	Out-of-Print	0.8	\$35.00	\$25.00
91638	Strategy & Tactics (SPI) # 46 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Combined Arms Combat Operations in the 20th Century; Modern Infantry Tactics, 1914-74; Players Notes for StarForce Alpha Centauri (w/strategy hints).	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
113911	Strategy & Tactics (SPI) # 49 (Mag Only) Most of a 2" dog-ear corner on mag cover torn off. Otherws EX. ■ Mag only; no rules. ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
92251	Strategy & Tactics (SPI) # 52 (Mag Only) ■ Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$2.00
115765	South Africa, Vestige of Colonialism #62 (GameOnly) Cherry mint; game-only. ■ GameOnly. Guerilla & conventional revolt in S.Afrika thru the '70s. Possible mass uprising against the apartheid regime in S.Africa in the late '70s, and how the regime might have responded. Focuses on the conventional and guerilla conflict, much less so to the political elements involved. 200 counters. I.Hardy'77	n	Mint	Out-of-Print	0.4 Game Only	\$15.00	\$10.00
131184	South Africa, Vestige of Colonialism #62 (w/ Mag) 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.	n	Mint	Out-of-Print	0.8	\$20.00	\$15.00
45183	Strategy & Tactics (SPI) # 63 (Mag Only) 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
104396	Stonewall in the Shenandoah #67 (w/ Mag) 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.	n	Mint	Out-of-Print	0.8	\$22.00	\$15.00
91643	Strategy & Tactics (SPI) # 70 (Mag Only) ■ Mag only; no rules. 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).	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
140209	Patton's 3rd Army #78 (w/ Mag) 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 Christianity in 16th Century.	n	Mint	Out-of-Print	0.8	\$19.00	\$10.00
35944	Tito & His Partisan Army, Yugoslavia #81 (GameOnly) ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80	n	Mint	Out-of-Print	0.4 Game Only	\$12.00 \$6.00	\$4.00
140423	Operation Grenade #84 (GameOnly) Complete. ■ GameOnly. Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81	n	Excel	Out-of-Print	0.4 Game Only	\$12.00 \$9.00	\$5.00
100153	Operation Grenade #84 (w/ Mag) Mag cover finger print marred. Map seam intersections worn & neatly repaired on bckside. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	n	Mint	Out-of-Print	0.8	\$12.00 \$10.00	\$5.00
131172	Operation Grenade #84 (w/ Mag) Mag cover v.mildly scuffed, otherws cherry. ■ 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.	n	Mint	Out-of-Print	0.8	\$12.00	\$7.50
96848	Strategy & Tactics (SPI) # 84 (Mag Only) Cover worn. ■ Mag only; no rules. ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	n	VeryGd	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
72703	Strategy & Tactics (SPI) # 86 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$0.00 \$3.00	\$1.00
	1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.						
24093	Sicily, Race for Messina #89 (w/ Mag)	n	Like New	Out-of-Print	0.8	\$22.00	\$15.00
	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, btlm/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.						
Steve Jackson Games (SJG)		http://www.sjgames.com					
142034	Fantasy Trip, Wizard 4th	SC	New	Out-of-Print	0.5	\$14.95 \$9.00	\$8.00
	■ One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on magical combat (while its companion, Melee, focuses on conventional combat). Players create their wizard, choose their spells & engage in combat. Success brings more ability, failure means death. 62 counters. Packaged in a small case. Steve Jackson'19						
Supremacy Games (Suprem)							
129024	Supremacy, 3rd	LB	VeryGd	Out-of-Print	3.8	\$55.00 \$45.00	\$32.50
	Complete or substantially so. Box worn with substantial box edge wear. 2 corners repaired with tape. v3 of rules. Components clean & in good order. ■ 2-6 player game of global international trade, diplomacy, conventional & nuclear wars among world superpowers. Includes a supply & demand or resource & production system that forms the core of the game. Players compete on basically an economic level, but can use diplomacy, military might and even thermonuclear warfare to further their goals. Now something of a closet classic w/ a cult following. Named a Top 10 game by Omni, Top 100 Games Mag. Many expansions kits were published. A cult classic. R.Simpson'92						
Task Force Games (TFG)							
135372	Starfire: Imperial Starfire Kit	BC	VeryGd	Out-of-Print	1.9	\$39.00	\$29.00
	Missing 1 unit; repl unit provided. Box corners & side panels reinforced/repared with clear packing tape. Reference charts soiled & worn thru use. Includes copy of Starfire 3rd rules, worn & lightly stained & annotated. ■ Expansion kit for Starfire that allows a grand campaign on a large scale map. Adds new rules for star system generation, economics, non-player strategies, political interation, planetary combat, campaign scenarios, hi tech weapons, forms, and a comprehensive Starfire timeline David Weber'93						
134682	Ultrawarrior	zl	Mint	Out-of-Print	0.3	\$2.50	\$1.00
	From a smoker's collection; slight smell remains. Counters diecut off center; 4 unit counter have ID (A,B,etc) cut off; 9 smoke markers have upper edge of cloud cut off; no signif impact on play. Otherws unpunched & unused. ■ Chivalrous knights in space armed to the teeth & looking for a fight. 2+ players, 8 scen & camp gm. T.Zarbock'83						
TSR Games (TSR)							
140991	Britain, Battle over...	BC	VeryGd	Out-of-Print	1.8	\$22.50	\$15.00
	Missing 3 markers, ID included; all units present. Counter tray not included. Otherws complete. 1 map's seams reinforced w/ magic tape; folds with minor difficulty. Rules cover page separated from staples & repaired. 2 box cover corners worn, and a crease along box cover side edge. ■ 2 player, complex simulation of B of B, Aug-Spt '40. 3 gm lvls: 6 historic air btlm; strat gm played in 5 day turns; & adv gm combining both & more. J Butterfield'83.						
145475	Hunt for Red October	GB	VeryGd	Out-of-Print	4.6	\$25.00	\$10.00
	Sold as substantially complete as there is no manifest to verify completeness; likely is complete based on source. Rules & display cards mildly wrinkled thru use. Box edges worn & suffed, partially repaired. Entirely serviceable copy that shows clear wear thru use (but not abuse). ■ First in a series w/ similar stand-up counters & hidden movement, but diverse subject matter. This game covers the flight of a new generation Soviet sub to defect to the West while the Soviets hunt the sub & Nato forces try to defend it, both with all the naval & air assets available (as with the name-sake T.Clancy novel). Modestly simple game, and a good beginners game. D.Niles'88						
140737	Twilight War	BC	VeryGd	Out-of-Print	1.2	\$35.00 \$12.50	\$8.00
	Substantially complete: missing 6 counters, ID included; No counter tray. Otherws clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.						
TSR S&T Games (TSRS T)							
107482	Soldiers of the Queen #95 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$29.00	\$24.00
	Cherry. ■ Mag & Game. 2 gms: btlm 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.						
97415	Singapore, Fall of Malaya #96 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$30.00	\$22.50
	Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.						
117283	Trail of the Fox #97 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$29.00	\$15.00
	Rules separated. ■ Mag & Game. Btlm-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btlm/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.						



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
101462	Central Command #98 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$26.00	\$15.00
	Cherry. ■ Mag & Game. Game of air-land combat between elite, airmobile formations of the Superpowers seeking control of key areas in Iran adjoining the vital Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. Co/btl level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suworov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Glean of Bayonet, Singapore #96, Soldiers of the Queen #95.						
96862	Strategy & Tactics (TSR) # 99 (Mag Only)	n	VeryGd	Out-of-Print	0.4	\$2.00	\$1.00
	Btm 1/4 of mag cover torn off entirely & restored/largely repaired with tape. Narrow gap remains at btm near spine. No rules. ■ Mag only; no rules. ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.						
91168	Monty's D-Day #102 (GameOnly)	n	Mint	Out-of-Print	0.4	\$15.00	\$10.00
	GameOnly. Stain on rear rules cover (charts). Unpunched. ■ GameOnly. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85						
97461	Ruweisat Ridge #105 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$24.00	\$15.00
	Cherry. ■ Mag & Game. Grand tactical game of btls near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.						
129725	Hastings, 1066 #110 (GameOnly)	n	Good	Out-of-Print	0.4	\$15.00	\$8.00
	Substantially complete. Missing 1 unit & 4 markers; ID included. rules have 2 spill stains. Counter corners heavily clipped; counters look octoganal. ■ GameOnly. Tactical level game of the pivotal battle of Hastings, 1066, in which the Normans under William decisively defeated Saxons under King Harold, shaping British (& the world's) history forever after. 200 counters, 45yds/hex, indefinite time periods covering 4 historical assault periods. R.Berg'86						
Udo Grebe COMMAND & STRAT (UGG CS)		http://www.UGG.de					
137631	Command & Strategy Magazine # 5 (w/ Mag)	zl	New		0.8	\$10.00	\$7.50
	■ Mag + Game. w/ part 5 of Pearl Harbor game installmentw/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading). ARTICLES ON: index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.						
Udo Grebe Game Design Co. (UGG)		http://www.UGG.de					
132868	Empires of Apocalypse: Morsecode 2nd	DC	Mint	Out-of-Print	2.8	\$23.00	\$29.00
	Includes both 1st & 2nd ed rules booklets. Scenario boolekt has 2 sml tears on cover page, repaired. Corners of outer sleeve abraded. ■ 2nd ed rulebook included w/ a lower price. First of a planned series of mating Op-Strategic lvi WW2 games. This one covers the Western Fronts including France, England & Italy thruout WW2 at corp level with single, colorful but stylized map. Monthly turns, 25mi/hex. 7 theatre scenarios plus the grand campaign. U.Grebe'99						
VAE VICTUS Magazine (VaeVic)		http://vaevictis.histoireetcollections.com/en/home.html					
120057	Armees Miniatures Hors # 3 (Mag Only)	n	Like New	Out-of-Print	0.8	\$15.00	\$1.00
	Sml, 1/8" marr on btm mag cover margin. Otherws new. ■ Glossy French-produced, French-language magazine of miniatures collecting including painting, assembling an army, etc. ALL text in French. '06						
116770	Leuthen 1757 #32 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$16.00	\$12.00
	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.						
111680	1870, L'Aigle Foudroye #38 (w/ Mag)	n	New	Out-of-Print	1.0	\$16.00	\$10.00
	■ 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						
93763	Kippour 73 # 39 (w/ Mag)	n	New	Out-of-Print	1.0	\$17.00	\$12.50
	■ Mag + Game. w/68pg mag. Operational, brig level game of the 1973 Arab-Israeli War on both the Golan and Sinai fronts. Hex based, 2 or 3km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html . '01						
116771	La Mious 1943 #85 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$10.00
	■ 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	Out-of-Print	0.4	\$19.00	\$12.50
	■ 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	Out-of-Print	0.8	\$14.00	\$8.00
	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						
120055	Vae Victis Magazine #115 (Mag Only)	n	New	Out-of-Print	0.5	\$15.00	\$2.00
	Mag-only. No game components. ■ Mag-only. No game components. All text in French.						

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
VAE VICTUS Stand-Alone Ga (VaeVGm) http://vaevictis.histoirecollections.com/en/home.html							
128072	Inkermann 1854	Fo	New	Out-of-Print	0.6	\$33.00 \$25.00	\$20.00
■ 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							
Vento Nuovo Games (VenNuo) http://www.VentoNuovo.net							
103815	Blocks in the West, the Western Campaign	GB	Like New	Out-of-Print	3.9	\$119.99 \$82.00	\$60.00
New but box not shrinkwrapped, with 2 isolated small nicks on box edge & 3" crease on another edge, otherwise new & unused. Direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13							
Wagner STRATEGY & TACTICS (WagS T)							
115419	Strategy & Tactics (Wag) # 3 REPRINT (Mag Only)	n	VeryGd	Out-of-Print	0.3	Mag Only \$6.00	\$5.00
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.3; Earth Destroyed by Nuclear Blast; Miniatures Warfare; Deceptive Maneuvers in Postal Games; Vertical Envelopment; Soviet Army Order of Battle, June 1941; Remagen Bridge boardgame, pt.3. '67							
115420	Strategy & Tactics (Wag) # 4 REPRINT (Mag Only)	n	VeryGd	Out-of-Print	0.3	Mag Only \$6.00	\$5.00
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.4; Review of Gamescience's Vietnam; Miniatures Wargame Terrain; Northern Strategy in AH Stalingrad; Soviet Army OoB July 1941-Oct 1942; Surface Combat Probability in AH Midway; Remagen Bridge boardgame, pt.4. '67							
115429	Strategy & Tactics (Wag) # 13 REPRINT (Mag Only)	n	VeryGd	Out-of-Print	0.4	Mag Only \$7.00	\$4.00
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: Development of GMSCI Battle of Britain; Strategy in Battle of Britain; Wargamer's Notebook; Thoughts on Stalingrad; George Lord's Rules for Naval Wargames; The Information Gap; Intro to Napoleonics; New Method for PBM Combat Results; Diplomacy. '68							
115430	Strategy & Tactics (Wag) # 14 REPRINT (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$7.00	\$5.00
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: The 1914 Project; Wargamer's Notebook; Grand Fleet at Jutland pt.4; GMSCI Battle of Britain; George Lord's Rules for Naval Wargames (cont); Strategy of Static Defense, the Maginot Line; Intro to Napoleonics; Thoughts on Combat Factor; Diplomacy. '68							
West End Games (D6 Legnd) (WEG)							
128606	Desert Steel	BC	VeryGd	Out-of-Print	1.8	\$30.00	\$25.00
Includes counter tray. Includes a second complete (or substantially complete), punched counter set; primary counterset unpunched but with ~3 dozen counters fallen from tree. Considerable rules & bibliography annotations & underlining in pencil. Otherws clean & EX. ■ Third game in the Tank Leader game series. 1990 Charles Roberts award for Best WWII Board Game. This game covers platoon-level actions in northern Africa, with some elaboration on the game system. Emphasis is on command & control via command cards that represent the higher unit formations, and are used to determine the order of movement, combat & recovery. 150m/hex, pltn level, 1-3hrs/scenario, 15 scenarios. Peter Corless'89							
4012	Kamakura	HC	VeryGd	Out-of-Print	0.5	\$20.00	\$15.00
Rules wrinkled. Otherws punched & clean. ■ 2-6 player game of politics & war in feudal Japan c. 1200 using a slight elaboration of the Diplomacy system. Includes special events, variable army size, and 5 scenarios w/ varying # of players. M.Mills'82							
Winsome Games (Winsom) http://www.fyi.net/~winsome/							
16124	Rails Thru Rockies: Rocky Mntn Rails Kit	zl	Mint	Out-of-Print	0.4	\$15.00	\$10.00
■ Kit to simplify & enhance the base game, earlier Rails Thru the Rockies game (and Tracks to Telluride before that). Provides complete, substitute rules, events, contracts & \$. J.Bohrer'95							
Worldwide Wargamer (3W) (WWW)							
132644	1944, Second Front	BC	Mint	Out-of-Print	1.6	\$46.00 \$24.00	\$10.00
No countertray, otherws unpunched & complete. Sml amount of yellow highlighting on 2pgs of rules; 2 penciled annotations on table of contents on cover of rules. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.							
113795	1944, Second Front	BC	Mint	Out-of-Print	1.6	\$46.00 \$26.00	\$15.00
No countertray. Otherws cherry. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.							
103305	Alma, Battle of the...	HC	VeryGd	Out-of-Print	1.4	\$40.00 \$15.00	\$9.00
Missing 1 unit, otherws complete; ID & color copy of countersheet included. 40% punched. ■ Grand tactical game of the first battle of the Crimean War, Sept 1854. Uses interactive system so players continually involved. Emphasizes Command & Control, formation, cavalry charges & weapon types. 2 smaller scenarios & grand battle scenario. R.Markham'94							
3933	Blitzkrieg in the South	HC	Excel	Out-of-Print	1.4	\$35.00 \$19.00	\$15.00
■ Army Grp S's 1941 campaign, Jun-Aug. 3 scenarios & campaign. V.Von Borries'92							
3028	Desert Rats	BC	Mint	Out-of-Print	0.5	\$23.00	\$17.50
Cherry aside from some box scuffs & price tag on cover. ■ Operational level, btl/rgt/brig/div level game of all of the war in Libya & Egypt, Dec 1940 thru Dec 1942. Allows players to select any of several start & stop days, allowing widely varying game length & also varying victory conditions. One of the most sophisticated early 3W games produced. 1mo/turn, 8mi/hex, 2 maps, 182 counters. Jim Hind'78							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
128941	Ironsides, the English Civil War Missing 1 (of 30) control markers, otherws unpunched & complete. Sml stain on rules cover. ■ Strategic lvl gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94	BC	Mint	Out-of-Print	1.4	\$34.00 \$20.00	\$10.00
3039	Kesselring 2nd Price tag on cover. Rules have isolated spot stains on most pages, esp. cover. Otherws mint & clean. ■ Reprint in boxed format. Operational level game of the allied invasion of southern Italy (south of Rome) in the latter half of 1943. 1week/turn, div level. Players compete for geographic objectives, seeking to score a decisive advantage in points by game's end. Bob Latter'78	BC	Mint	Out-of-Print	0.0	\$19.00	\$15.00
114820	Tide of Fortune ■ Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93	HC	New	Out-of-Print	1.2	\$33.95 \$20.00	\$10.00
3076	War to End Wars Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85	HC	Mint	Out-of-Print	0.8	\$15.00	\$10.00
Worthington Games (Worthi) http://www.worthingtongames.com							
147147	Soviet Dawn Deluxe [2nd] Solid ding causing crunching & a seam split to 1/2" of box cover edge on one corner, and a lite irregularity at opposite corner. Otherws new & shrinkwrapped. ■ Solitaire game of the Russian Civil War, 1918-21. Includes the previously published expansion kit all in a deluxe 2nd edition update. Player manages the Red forces around Moscow as several enemy fronts converge with the intent of snuffing out the communist revolution. You draw upon your military & political resources, and flow with the special events that occur. Darin Levil'21	BC	Like New		2.4	\$75.00 \$51.00	\$40.00
143600	Trenton 1776 2nd ■ 2020 2nd ed in a square flat box. Second game in the Campaigns of the American Revolution series using wooden blocks & semi-hidden movement. Covers the battle of Trenton, 1776, following the New York campaign as Washington's Continentals are chased out of New York into New Jersey. Trenton covers the entire campaign in New Jersey leading to the winter battles that reversed the American's fortunes. Modestly simple, point-point move. '20	FB	New		2.3	\$65.00 \$39.00	\$35.00
WWW Strategy & Tactics (WWWS T)							
117317	Patton Goes to War #112 (w/ Mag) ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/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	n	Mint	Out-of-Print	0.8	\$20.00	\$10.00
113925	Strategy & Tactics (WWW) #113 (Mag Only) ■ Mag only; no rules. 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.	n	Excel	Out-of-Print	0.4	Mag Only \$4.00	\$2.00
105737	Eckmuhl, Battle of... #114 (w/ Mag) 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.	n	Mint	Out-of-Print	0.8	\$12.50	\$5.00
98784	Eckmuhl, Battle of... #114 (w/ Mag) ■ 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.	n	Mint	Out-of-Print	0.8	\$14.00	\$10.00
96874	Strategy & Tactics (WWW) #114 (Mag Only) Several finger prints on mag cover. No rules ■ Mag only; no rules. 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.	n	Excel	Out-of-Print	0.4	Mag Only \$3.00	\$1.00
105434	Tigers are Burning #118 (w/ Mag) 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.	n	Mint	Out-of-Print	0.8	\$18.00	\$10.00
43977	Campaigns in the Valley #123 (w/ Mag) ■ 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.	n	Mint	Out-of-Print	0.8	\$16.00	\$5.00

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
24106	Campaigns in the Valley #123 (w/ Mag)	n	New	Out-of-Print	0.8		\$18.00	\$8.00
■ 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.								
96882	Strategy & Tactics (WWW) #126 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$4.00	\$2.00
■ Mag only; no rules. 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.								
97429	Anzio Beachhead 2nd [90] #134 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$25.00	\$17.50
Cherry. ■ Mag & Game. Operational, btlm/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								
WWW Wargamer Magazine (WWWmag)								
12825	Never Call Retreat #25 (w/ Mag)	n	Like New	Out-of-Print	0.5		\$12.00 \$11.00	\$5.00
Most unit IDs partially or completely offset onto adjacent counters on backside of main countersheet (Confeds). Otherws mint. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.								
12822	Never Call Retreat #25 (w/ Mag)	n	Like New	Out-of-Print	0.5		\$12.00	\$7.00
Unit IDs partially or completely cutoff on backside (only) of ~24 units. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.								
12884	Lodz 1914, Blitzkrieg in the East #29 (w/ Mag)	n	New	Out-of-Print	0.5		\$15.00	\$5.00
■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.								
12336	Clash of Steel #31 (w/ Mag)	n	New	Out-of-Print	0.5		\$12.00 \$10.00	\$5.00
■ 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.								
98818	Khyber Rifles #34 (w/ Mag)	n	Mint	Out-of-Print	0.5		\$12.00 \$10.00	\$5.00
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.								
12365	West Wall #35 (w/ Mag)	n	New	Out-of-Print	0.5		\$14.00	\$8.00
■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.								
45314	China Incident #37 (w/ Mag)	n	New	Out-of-Print	0.8		\$25.00	\$12.50
■ Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventurses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.								
12561	Wellington v. Massena #43 (w/ Mag)	n	New	Out-of-Print	0.5		\$15.00 \$10.00	\$5.00
■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Furv #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.								

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
13820	MacArthur, Road to Bataan #44 (w/ Mag)	n	New	Out-of-Print	0.7	\$12.00 \$8.00	\$5.00
■ Mag & Game. Btl/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.							
13916	Rise of the House of Sa'ud #46 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$10.00
■ 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 fuedal 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.							
13949	Struggle for Stalingrad #47 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$10.00
■ 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 Battlegwagon, TSR's Monty's D-Day, WEG's Air Cav.							
44004	Glory Road #52 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$12.00 \$9.00	\$5.00
■ 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 scanario; review of TSR's Julius Caesar.							
12643	Glory Road #52 (w/ Mag)	n	New	Out-of-Print	0.5	\$12.00	\$9.00
■ 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 scanario; review of TSR's Julius Caesar.							
98819	Condottieri #54 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$15.00 \$12.00	\$5.00
Cherry. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.							
12688	Condottieri #54 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$10.00
■ 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.							
98322	Okinawa #55 (GameOnly)	n	Excel	Out-of-Print	0.5	Game Only \$25.00	\$15.00
GameOnly. Complete. ■ GameOnly. Large game of the invasion of Okinawa and the difficult fight for every foot of the island which made this the bloodiest battle in the Pacific. Includes the air battle as well as land, with aircraft assigned from the many hundreds available on both sides, including kamikaze waves & the picket defenses of the USN. Co/btlm lvl, 880yd/hex, 3days/turn, 300 counters. Includes 3 shorter scenarios plus the full campaign. R.Nord'86							
12727	Race for Tunis #57 (w/ Mag)	n	New	Out-of-Print	0.5	\$13.00	\$8.00
■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btlm level, 1day/turn, using the Btlm 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.							
12303	Clash of Empires, 1914 #58 (w/ Mag)	n	New	Out-of-Print	0.5	\$17.50	\$9.00
■ 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.							
100311	Fallen Eagle, Battle of Khe Sanh #62 (w/ Mag)	n	New	Out-of-Print	0.5	\$16.00	\$10.00
■ 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.							
116748	Wargamer Magazine (3W) #62 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$4.00	\$1.00
No rules. ■ 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.							
XTR: Command Magazine (XTRCmd)							
130954	Blitzkrieg #41, Barbarossa Campaign #1 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$25.00	\$15.00
Very clean. ■ 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.							
105443	Vietnam, Hamburger Hill/Op Solace #5 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$35.00	\$25.00
Last copy. Rules separated. Includes both games. ■ Mag & Game. w/ Samurai Sunset #3 Triumph of the Will variant counters (60). Two games: HAMBURGER HILL covers 3 btlms of US 101 Airborne assaulting a prepared defense by 2 crack NVA btlms in the A Shau Valley, May 68. 240m/hex, 1day/turn. OP SOLACE: hypothetical, large scale US POW rescue attempt in northern Vietnam by 2-3 divisions. 10km/hex, 1day/turn, J.Meldrum'90 / ARTICLES ON: Hamburger Hill, futile tactics, bankrupt strategy; raid on Son Tay POW camp; role of Viet Cong irregulars in the US defeat in Vietnam; Vietnam, the theory of revolutionary warfare; Triumph of the Will variant for Samurai Sunset.							

Fine Games' Retirement Liquidation Sale #5 - Get 'em Gone II



500 Games & Magazines Priced to Be GONE !

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 Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
97575	Jutland, Duel of the Dreadnoughts #8 (GameOnly)	n	Mint	Out-of-Print	0.4	Game Only	\$15.00	\$10.00
GameOnly. All variant/ errata counters to other games removed. Rules & charts are photocopies. Maps neatly separated. Otherws unpunched, unplayed, complete. ■ GameOnly. w/ variant/errata counters for Nato Nukes & Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10), TTW 1st (29). Squadron-lvl game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91								
102636	Hougoumont, Rock of Waterloo #11 (w/ Mag)	n	Mint	Out-of-Print	1.0		\$23.00	\$15.00
Cherry. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btlm/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.								
16767	Blood & Iron #21 (w/ Mag)	n	New	Out-of-Print	0.8		\$18.00	\$12.50
■ 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.								
53041	Czechoslovakia 1938 #24 (GameOnly)	n	New	Out-of-Print	0.4	Game Only	\$12.00	\$7.50
■ GameOnly. What if Germany invaded Czech. in 1938? Good Game.								
15647	Czechoslovakia 1938 #24 (w/ Mag)	n	New	Out-of-Print	1.2		\$18.00	\$12.50
■ 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.								
32562	Great War in the Near East #38 (w/ Mag)	n	New	Out-of-Print	1.2		\$25.00	\$18.00
■ Mag & Game. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording of Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgram Savagry in the Indian Wars; Joint Excercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.								
98220	Chattanooga, Death Knell of Confed. #43 (GameOnly)	n	Mint	Out-of-Print	0.6	Game Only	\$35.00	\$16.00
GameOnly, w/ 1 err counter for each of Hell Before Night & Wave of Terror. ■ GameOnly, w/ 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97								
22286	Chattanooga, Death Knell of Confed. #43 (w/ Mag)	n	New	Out-of-Print	1.4		\$35.00	\$24.00
■ Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight.								
26235	Warmaster Chess 2000 #49 (w/ Mag)	n	New	Out-of-Print	0.8		\$17.50	\$5.00
■ 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.								
53051	Fire Next Time / WarMaster III #51 (w/ Mag)	n	New	Out-of-Print	0.8		\$20.00	\$12.50
■ Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two fueuing neighbors , India & Pakistan, in the Asian subcontent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.								
55105	Iron Dream, War in Russia 1941-2 #53 (GameOnly)	n	New	Out-of-Print	0.6	Game Only	\$12.00	\$6.00
■ 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								
Yaquinto (Yao)								
3517	Barbarians	AL	Mint	Out-of-Print	1.0		\$18.00	\$13.00
Some box back scuffs, otherws mint. ■ Set of 2 games: Sack Rome in which 2-3 players compete to conquer Rome in the 6th century AD. And Mongol in which the golden horde spreads from Mongolia toward eastern Europe. Area move maps, simpler game. Published in an album box format. SC Taylor, N.Zimmer'81								

Get 'em Gone II

500 Games & Magazines Priced to Be GONE !

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 ?	Weight (lbs)	List Our Normal Price Cash Price		Individual Liquidtn Price

521 Opportunities to save here in a Big, Big Way. But act fast; this offer expires **Sunday, 31 October, 2021.**



On a shopping binge? Well, the total sale price of all items listed here is **\$6,380.25.** Wanna make us an offer we can't refuse?