

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

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

Game Rating System Explained

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

- Unpunched: NEW** - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.
- MINT** - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".
- Punched: EXCEL** - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.
- V.Good** - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.
- Good** - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.
- Fair** - Major defects, required parts damaged or lost; playable, but not collectable.

KEY:

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

Misc Game Access (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Gift Certificate in Any Desired Amount	62695	CALL	New	n	Z
Fine Games' GIFT CERTIFICATES are available in any \$ amount you desire. They're as good as cash, they never expire, and we can mail or email them to you FAST. Just contact to get or give one.					
Photocopies	14	CALL	Excell	n	OoP Z
Photocopies made from any available (opened) games, mags or parts. Minimum charge \$10 including postage in the US. Call to discuss.					

PC Software & Hardware (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Civilization IV: Warlords Expansion [PC]	100989	\$20.00	Excell	SB	OoP	8	1
CD & manual in original box. Few signs of use. ■ 1CD, manual in box. Designed for Win XP SP1+/Win 2000 SP1+. EXPANSION kit requiring base game, and that applies many patches & tweaks to base game (as does Beyond Sword expansion). Adds 6 new civilizations, 10 new leaders, new wonders, vassel states, warlords (leader units), 8 scenarios, plus the Pit Boss online game manger which enables asynchronous play. HIGHLY RECOMMENDED. Talonsoft'05							
Civilization, or Rome on 640k a Day BOOK	18972	\$5.00	Excell	HC	OoP	8	1
Neatly highlighted. 376pg SB. Excellent book to the underlying systems, rules & cheat methods to this classis PC game. Written for the original DOS version but applies well to Windows version & CivNet. J.Wilson, A.Emrich'92 ■ Neatly highlighted. 376pg SB. Excellent book to the underlying systems, rules & cheat methods to this classis PC game. Written for the original DOS version but applies well to Windows version & CivNet. J.Wilson, A.Emrich'92							

Advance Primate Entertnm (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Dark Horizon, Escape	113806	\$44.00	Mint	BC	OoP	1
Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96						

Adventure Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Rails thru the Rockies	43	\$49.00	Mint	HC	OoP	Err	A	M
Money & event cards have been separated but game never played (as evidenced by an unmarked map). Some very lite spots in rules. ■ More detailed, 2-6 player game of railroad building in Colorado in the late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, natural disasters, track gauge options, & income-generating opportunities. Players should laminate map before use, or use a plexiglas overlay to preserve map. J.Luecke'81								
Rails thru the Rockies PARTS	77518	\$5.00	Excell	n	OoP		A	M
Photocopy of rules, only. ■								

Against the Odds Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Arctic Disaster, Destruction of PQ17 #47	131251	\$34.99	New	HP	OoP		4
Mag & game. Initial copies of this game had a poorly printed countersheet; a reprint is planned. Game of the disastrous destruction of PQ-17 in July 1942. When this arctic convoy was threatened with focused German nava surface & air attacks, the convoy dispersed making individual ships vulnerable. Each merchant & surface ship & U-Boat is represented by a counter, with ~10 aircraft per counter. 280 counters. Mark Stille'18							
Bataille de Vauchamps, 2013 Annual	127852	\$50.00	New	HP	OoP		4
ATO 2013 Annual. La Bataille series game, designed by the original La B designers, of a key battle from the less well known 1814 campaign in which the French bought some time by inflicting 10 times the casualties they suffered themselves. Tho it has about 500 counters, the game serves as an excellent introduction to the La B system, long a colorful & popular Napoleonic grand tactics series. M.Matteson, D.Spors, J.Soto.'14							
Beyond Waterloo, 2011 Annual	127849	\$49.00	New	HP	OoP		4
ATO 2011 Annual (published as usual a year late). 2012 Charles Roberts Best Mag Game of the Year winner. Game & historical booklet focused on the 1815 Waterloo campaign, with a particular focus on the broader possibilities for the campaign rather than merely the 3 day battle. This game begins in a unique way: Napoleon has just returned to Paris from exile, and the Allies must decide how to react. Map covers all of France plus portions of Spain & central Europe; system includes economic, diplomatic as well as military aspects of the campaign. Multiple levels of game complexity. J.Prados'12							
Birth of a Legend, Lee & the 7 Days #32	123408	\$28.00	New	HP			4
Mag & Game. Area-move game using the Not War but Murder system. Game of the Seven Days Campaign, June-July 1862, which made Lee famous while ending the Union's best chance for an early victory. While Lee's plan ultimately failed, he demoralized Union leadership such that they evacuated the Peninsula as a result. 176 counters. M.Rinella'11 / ARTICLES ON: There Must be a Victory variant rules & Steampunk rules; Maryland units in the Confederate army; Seven Days Campaign of 1862; Failed attacks (sieges) on capital cities thru history; computer simulations of German options & outcomes in the Bocage area of Normandy; Trafaladorian military thinking; Pearl Harbor historical alternatives gamed using Avalanche's Midway.							
Bittereinder 2nd #13	125315	\$27.00	New	HP			6
Mag & Game. Game of the entire 2nd Boer War, 1899-1902, that resulted in a Phyrric victory of the British over the Boers in a long, bitter struggle. Includes 264 5/8" counters. Updated from earlier MDG edition. Nominated for Charles Robert awards for best DTP & later Best Mag game. H.Gerber'05							
Bradley's D-Day, Campaign Study #3	129977	\$33.00	New	HP			3
Campaign Study #3. Booklet & game focused on the American portion of the D-Day landings at Utah & Omaha Beaches during those touch-&-go first 2 days. Uses Monty's D-Day game system. Co/Btn level, 800m/hex, 31 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11							
Cactus Throne #15	127263	\$27.50	New	HP			6
Mag & Game. Includes variant & 40 counters for Into a Bear Trap #10. Game of Napoleon III's attempt (under the cover of a multi-nation expeditionary force) to install a hand-picked ruler, Maximilian, as the Mexican king, and acquire Mexico as a French colony between 1862-67. Mexicans loyal to Juarez, the elected president, eventually defeated Juarez & the French, and the French withdrew from the hemisphere. 320 counters, area mov map; battln level, 2m/turn. A.Nunez'06							
Chennault's First Fight #12	130430	\$27.00	New	HP			4
Mag & Game. Covers the Japanese invasion of Burma, 1941-2, and the Allied resistance led by the Flying Tigers, a well known group of mercenaries in the service of China. Includes the land campaign but focus is on the campaign with units representing about 6 aircraft each. '05							
Circle of Fire, Siege of Cholm 1942 #41	128299	\$30.00	New	HP			3
Mag & game. Game is a 2-player, area move game of the first few days of the Soviet siege of Cholm, 1942, during their massive Soviet winter offensive. Besieged by a wave of Soviets, Kampfgrupe Scherer withstood the 100-day siege heroically, mandated by Hitler's No-Retreat order. Uses a variation of the Storm Over Arnhem game series with its impulse driven activity. 176 counters. M.Rinella'14							
Dark and Bloody Ground #7	131253	\$29.00	New	HP			4
Mag + Game. v2 #3. Game covering the 5 year struggle for control of what is now Ohio in what was then the Northwest Territory, between the colonizing & invading Americans, the resident natives, and the British who still maintained outposts in the area. Quarterly turns, area move map (1"-25m) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios, high solitaire suitability. P.Rohrbaugh'04							
Deathride, Battle of Mars-la-Tour #24	127859	\$33.00	New	HP			4
Mag & Game. C.Roberts 2009 Best Mag Game winner. Game covering the stand by a single German corp against the entire French Army during the Franco-Prussian War of 1870 tho the French believed themselves outnumbered. Game highlights the technological & command differences of the two armies, as well as the deadly effect of modern weapons. Div level, area move. C.Vasey'09							
Defeat Into Victory #36	132431	\$28.00	New	HP			4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Covers the 1944 & 1945 campaigns in Burma. The Japanese preempt an Allied offensive in May 1944, attacking at Impphal & Kohima to cut the supply line to China despite inadequate supplies, but are defeated by July. Then in March 1945 the Allies launch a well prepared offensive that drives the Japanese out of Burma & crushes their forces there. Focuses on supply, morale & leadership, weather & special events. 300 counters. P.Rohrbaugh'12										
Forlorn Hopes, 2012 Annual		131254		\$35.00		New	HP			4
ATO 2012 Annual (published as usual a year late). Game & historical booklet focused on the two month campaign for the Dutch East Indies as the Japanese extend their control southwards to capture this area vital to their war effort. Game integrates air, land & sea operations using the Chennault's First Fight & Op Cartwheel game systems. Both sides must measure the costs to use (& maybe lose) hi cost & value assets to defend or capture their objectives, and not everything can be attended to. Includes 288 counters. P.Rohrbaugh'13 / Also includes GRAF SPEE, a small game of the Commonwealths hunt for this lone raider in the first months of the war. '13										
Fortress Berlin 2nd # 8		128300		\$29.00		New	HP			4
Mag + Game. v#2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. Include what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitaire rules. Designed by a yeoman designer, J.Prados'09										
Four Roads to Moscow		129446		\$35.00		New	HP			6
2010 Annual w/ 4 games. HITLER TURNS EAST is a hex-based game of the first 9 months of the war in the east at corp/army level. 160 counters, monthly turns. T.Racier / SLAUGHTERHOUSE is a point-point map game of the first 9 months of the war in the east at the army/army group level. 120 counters, bi-monthly turns. M. Rinella / STRIKE THE BEAR is a large hex map game of the war in the east in the first 9 months of the war in the east with key constraints of operational limits. 120 counters, 3-week turns. R.Nord / CODEWORD BARBAROSSA is an area move game of all of Europe prior to Barbarossa as Germany & the USSR gear for war. Players seek to maximize economic resources and end-game military forces. Includes sml number of event cards, and used Resource Points ala 3rd Reich. 120 counters. J.Prados '11 / ARTICLES ON: Barbarossa facts v myth; March to Magdala, Abyssinia 1868; fallacy of numbers being the dominant cause of Axis loss of WW2. '11										
Four Roads to Paris		129445		\$39.00		New	HP			6
2016 Annual (published at the end of 2017) w/ 4 games focused on the fall of France in May 1940: STRANGE VICTORY is a solitaire game depicting the smaller, nimbler Germans confounding the Allied command structure. SPRINGTIME FOR HITLER supposes that the Germans simply had the best army, airforce, doctrine, and used all to their advantage. SEEDS OF DISASTER explores the pre-conflict planning and projection of motivations onto the enemy that led to the disaster. BETRAYAL! is a unique game akin to many solitaire games in that the Germans are driven by the game system while the two players represent Britain & France, erstwhile allies that are looking out first for their own national interests in the event that France falls. 4 maps, 300+ counters.'17										
Given Up For Dead / Utmost Savagery #43		129246		\$32.00		New	HP			4
Mag & 2 games. GIVEN UP FOR DEAD is a game of the hopeless yet stoic defense of Wake Island in light of overwhelming Japanese strength and no hope of rescue by the US navy. Defenders sank 2 destroyers & caused hundreds of Japanese casualties. / UTMOST SAVAGERY covers the US invasion of Peleliu in what the US navy leaders would be a simple 4 day operation. Instead, it lasted 2 months & caused the greatest percentage of casualties of any battle in the Pacific. '15										
Go Tell the Spartans #6 2nd		117888		\$28.00		New	HP			3 1
Mag & Game. Reprint of the boxed version Mag & Game & larger format counters. With errata counters for Nap at the Berezina (10), Khe Sanh (26), North Wind Rain (4). Solitaire game (w/ 2-3 player option) of the heroic Greek defense of the pass at Thermopylae against the Persian hordes by a relative handful of soldiers, Aug.480BC. A grand tactical game with some sophistication, played on a matrix of squares with the Greeks defending, wall across the center of the pass. 252 counters (including erratas), 100men/unit, 1day/turn (with many action rounds). R.Markham'10										
Guerra a Muerta [War to the Death] #23		125318		\$32.00		New	HP	OoP		6
Mag & Game & 20 variant counters (Wintergewitter (10), Fatal Attraction (10)). Game covering the wars that shaped South & Central America's independence from the primary remaining colonial power, Spain, during the period 1810-1824. Area move. J.Romero'08 / ARTICLES ON: Wars of Independence from Spain, 1810-24; the Argentinian Granaderos a Caballo elite rgt, 1812-26; battles & commanders of the wars of Spanish Independence; Ahtualpa Revolt in Peru, 1742; variants for Mortain Counterattack, Some Poles Apart & Showtime Hanoi; Survey of strategic level Am War of Independence games.										
Guns of the Askari #38		122364		\$28.00		New	HP			6
Mag & game. Game covers the sideshow of the Allied attempt to subdue German East Africa in World War I, and the tremendous resources the effort consumed. It ended only with the Germans converting to guerilla warfa in 1916. Combat mechanics change to reflect guerilla operations & activity levels, and each turn has a variable end point. 4 scenarios including the complete campaign, plus a 3 player (Belgian) option. 280 counters. J.Gorkowski'12										
Hungarian Nightmare, Budapest 1945 #31		132661		\$28.00		New	HP			4
Mag & game. Game of the bitter battle for the Hungarian capital of Budapest, Dec'44-Feb'45, the 2nd bloodiest in history. The 79000 Germans & Hungarians have only a hodge podge of attack-capable units & logistical problems. But the Soviets have 177,000 - 2 fronts - & a tight timeline. Victory based on besting actual history. 420 counters, rgt level, 1-1/2 area move maps, 3days/turn. M.Stille'11 / ARTICLES ON: the emergency air resupply of Budapest, 1945, via glider; Soviet siege of Budapest 1945; WW2 urban sieges; TARLETON'S QUARTER! expansion rules; battle of Navarion, last btl in Age of Sail, 1827; US-China relations as a zero-sum game.										
Into a Bear Trap #10		131256		\$27.00		New	HP			3
Mag & Game v3 #2. Intriguing game of the Russian attempt to subdue the Chechyan capital of Grozny in 1995 by occupying it with what they considered to be overwhelming mechanized force, thus covering the population as in 1991. But the Chechyan rebels prepared for the occupation with well armed snipers, tank killer teams, mortars, etc. A bloody battle for the city ensued covered at 150yd/hex, platoon level, 2hrs/turn. P.Moore'04										
Kadesh, Day of the Chariot #21		129979		\$28.00		New	HP			3
Mag & Game. Includes 20 variant counters for Imperial Sunset #17. Main game covers Ramses II's victory over the Hittites at Kadesh. 2 scenarios depict rival historical interpretations, plus another that follows the script th historical leaders had agree upon. 120m/hex, 100chariots/unit-and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alamein in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08										
Kesselschlacht #3		111144		\$39.00		New	HP	OoP		4
Last copy. ■ Mag & Game. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03										
Khe Sanh 1968 2nd #2		130428		\$29.00		New	HP			4
Mag & Game. Reprint of this operational level game of the campaign for Khe Sahn firebase and for Quang Tri province generally early in 1968, tho like many US-histories, tends to overrate the importance of Khe Sahn versus the Tet Offensive that immediately followed. Co/btn/reg level w/ hidden movement, deployment modes, infiltration, air & artillery, special units, etc. 3 scenarios. 200 counters. J.Prados'08										
Lash of the Turk #30		127864		\$29.00		New	HP			6
Lilliburlero, Btl of the Boyne 1690 #40		130427		\$28.00		New	HP			3
Mag & game. Game of the battle of the Boyne, 1690, the largest ever fought in Britain. King James II inherits the throne but is forced into the exile by protestant forces. He returns to Ireland, and is hotly pursued by King William III. James stands & fights at the River Boyne, a deep river affected by tides. Outnumbered 3-2, the Jacobites' best hope is to catch the English as they ford the river. '13										
Look Away! The Fall of Atlanta		129448		\$33.00		New	HP			4
ATO Annual 2007. Operational level game of the campaign for Atlanta, spring & summer 1864, in Tennessee & n.Georgia. 2.6mi/hex, 4days/turn. brig/div level, 4 scenarios + campaign game. J.Prados'07 / Secondar game on the Biafran Civil War.										
Meatgrinder, Btl for Xuan Loc'75 3rd #33		120753		\$28.00		New	HP			3
Mag & Game. w/ variants counters for Strike of the Eagle (12); Lash of Turk (4). MEATGRINDER is a further recycling of this Cold War-minded designer's game (also published as Defiance) of the heroic last stand of an ARVN division at Xuan Loc as the northern Vietnamese forces streamed down the road to Saigon in the final days of America's Vietnam in 1975. 3 tank-reinforced NVA divisions attack a depleted ARVN division over a 2 week period. Variabel initiative, with many of the deadly weapons systems depicted. 240 counters. P.Moore'11 / BLOODY HUNLIKELY! is a mini game of Atilla the Hun's two western campaigns into France & n.Italy, 452-3AD. / Includes variant for Pocket at Falaise with 6 counters & rules & setup game aid card. / ARTICLES ON: Development of s.Vietnam's armored forces; battle at Xuan Loc 1975; leaders who took their country's money & ran; US politics during the final days of s.Vietnam; ARVN 1st Airborne at Xuan Loc; s.Vietnam's air force in 1975; the battle of Loos, 1915.										
Napoleon at the Berezina #4		114618		\$35.00		New	HP	OoP		3
Mag & Game. Brigade level game of Napoleon's forcing his way across the Berezina River in a desperate attempt to continue the French escape from central Russia, Nov.1812 as 3 Russian armies close for the kill. A toug game for both sides. 1 nicely colored map depicting Russia in winter, 200 counters, 475yd/hex, 4hrs/turn.										
No Middle Ground, Golan Heights 2nd #46		129980		\$29.00		New	HP			4
Enlarged, colorized update of this btn/brigade level game of the Syrian attack on the Golan Heights on the Israeli frontier during the Yom Kippur War of 1973. Intended to be a tense but simple slugfest. Uses a chit activati system. 3 scenarios cover the initial Syrian attack, the Israeli counterattack, and the campaign. P.Rohrbaugh'16										
Not War But Murder #19		131259		\$28.00		New	HP			4
Mag & Game. Game of the last week of the Wilderness Campaign, 1864, which ended with Grant's exceptionally bloody & fruitless attempt to storm the Confed fortifications at Cold Harbor. One wrong Confed move could e the war early, but if both sides play well it makes for an exceptionally tense, high stakes, impulse-driven game. 176 counters, area move map. Feature article covers the campaign leading to Cold Harbor; the Am Civil War i Athens MO; the 1915 Dardanelles naval campaign; Pres. McKinley & the US war against Spain; Napoleon viewed 200 years later. M.Rinella'07										
Operation Cartwheel / Gazala Line 1942		110080		\$33.00		New	HP			4
2008 annual w/ game on MacArthur's campaign to capture or neutralize the Japanese forces in the Bismarck Archepelgo, including the fortress island of Rabaul. 288 counters. P.Rohrbaugh'08 / Also includes Gazala Line 1942, a smaller, simpler, btn/rgt level game of the Gazala battles of 1942. Intended as a beginners game. P.Rohrbaugh'08										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Paukenschlag #22 Mag & Game. Game covering the U-Boat campaign against the US's eastern seaboard & Caribbean in 1942 (including the what-if of German strategic bombing). Strategic, operational & tactical, with units representing 1-2 warships or 6-12 aircraft. 1wk/turn. P.Moore'08		125322		\$28.00		New	HP			6
Pocket at Falaise #27 Mag & Game. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.Raicer'09 / ARTICLES ON: Falaise Pocket, circle of fire; Figures Don't Lie, German losses at Falaise; Maczek's Tankers, rise of 1st Polish Armored Div; Tank buster aircraft at Mortain & Falaise; Fizzling Fish, failure of early US submarine warfare; 100 battles leading to an independent S.America; Canadian Maj. D. Currie & the Victoria Cross of Falaise; Neanderthals v Humans; Belgian Brigade in WWII.		127867		\$28.00		New	HP			4
Right Fierce & Terrible, Sluys 1340 #34 Mag & Game. Game of the naval battle of Sluys in 1340 between English & French marauding forces. Archers & bowmen fire at range, then knights & men at arms duke it out once grappled. 172 counters. This battle gave command of the seas during the 100 Years War to the English, making it a turning point during that conflict. J.White'11 / Also included is SWARM, a solitaire game of Luftwaffe fighters trying to pick off a US bomber before drops its cargo on a German city below.		132432		\$28.00		New	HP			1
Set Europe Ablaze 2014 Annual (yeah, in mid-2015). Card-driven game of the battle in western occupied Europe in WWII as Britain creates & supplies civilian resistance forces across Europe. Played on an abstracted, area-move map representing France & the Low Countries. J.Prados'15 / Also includes Depths of Courage, a small, solitaire game of the first true, successful submarine attack launched in 1864 during the American Civil War.		110736		\$37.00		New	HP			A
Storm Over Taierzhuang 2nd #25 Mag & game. Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large Chinese forces armed with a small number of AT gun & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btlm lvl, 1day/turn, 0.5km/hex. T.Co'09 / ARTICLES ON: Taierzhuang & the Chinese NW Army Chinese airforce in WW2; What makes a game Epic?; Random events; Groping for the New Paradigm Revisited; the Nuremberg Defense; What makes a good game package?		120900		\$28.00		New	HP			4
Tarleton's Quarter / Flights Fantasy #28 Mag & Game. Tarleton is an operational/strategic level game of the British attempt to recapture the southern colonies (Georgia, N & S Carolina, Virginia) midway thru the American Revolution 1778-81, and using an overly optimistic strategy relying on a sympathetic populace. 1"/17mi (area move), 1pt/100 men, 1mo/turn. M.Joslyn'10 / FLIGHTS OF FANTASY is a small, 40 counter game of the abortive attempt to relieve Dien Bien Phu overland. 1"/10mi, 1wk/turn. P.Rohrbaugh'10 / ARTICLES ON: Tarleton's Quarter (atrocities), Tarleton's campaign in the Am Revolution; Britian's economic situation at the time of the Am Revolution; Tarleton & the British Legion; battle of Wagram, 1809; Soviet pilot quality in WW2; gaming Afghanistan (John Prados, '10)		128583		\$28.00		New	HP			4
There Must Be A Victory #26 Mag & Game. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressiveness despite being outgunned 2-1. P.Rohrbaugh'09 / ARTICLES ON: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lo Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military.		114797		\$28.00		New	HP			1
These Brave Fellows #39 Mag & game. Game covers the campaign in Bavaria in 1805 shortly before Austerlitz, as a French corp under Mortier chases Austrian forces from the area, the Russians under Kutuzov lay a trap for the lead French units. Outnumbering the French 4-1 but cold & tired & uncoordinated, a day-long, bitter battle ensued. Includes full solitaire rules (tho this is a 2 player game). 216 counters. A.Numez'13		110446		\$28.00		New	HP			4
Thunder Upon the Land #42 Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counts with a wing-activation system. P.Rohrbaugh, L.Tohver'14		119322		\$29.00		New	HP			3
Toppling the Reich, Battles for Westwall ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06		127266		\$34.00		New	HP			4
Vercingetorix, Twilight of the Gauls #44 Mag & game. Game covers the attempt by a man known to history as Vercingetorix (supreme warlord) who briefly united the Gauls of what is now France against the aspirations of the Romans under Julius Caesar, 59-52BC. Area move, 348 counters. Can be played by 2, 3 or 4 players. R.Berg'15		130426		\$32.00		New	HP			6
Wintergewitter, Campaign Study # 1 Rgt level game of the abortive German attempt to relieve the encirclement of Stalingrad late in 1942. Both sides have an opportunity for offense as well as desperate defense. 4 scenarios. Includes a magazine-style campaign study of the campaign, 560 counters. M.Stille'07		132433		\$39.00		New	HP	OoP		4
AH Avalon Hill Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Advanced Third Reich One box corner split repaired, mild scuffing to box edges. Components unpunched & cherry. ■ Originally published with Spr'92 issue of Ultra mag. 5th Third Reich incarnation, now highly polished as a game. Richly textured game of strategic level strategy for up to 5 players w/ national level military and economic combat thruout Europe & N.Africa. in World War II. Scenarios start in 3 possible years (39, 42 & 44). Mates with Empire of the Rising Sun (which covers the Pacific). RECOMMENDED for advanced multi-player gamers. '92		125121		\$129.00		Mint	BC	OoP		6
Arab-Israeli Wars Missing 1 unit & nearly all (46) markers; ID included. Mild, linear rubber band discoloration across TEC on rear cover of rules. Box moderately worn with scuffs, wrinkles & minor ding to a corner. 2 corners repaired, 2 seam repaired. ■ Game of tactical armored combat during the 3 distinct hot wars in the Middle East, 1956, 1967 & 1973. Basically a 24 scenario elaboration of Panzerblitz/Panzer Leader w/ airpower, anti-aircraft & anti-tank missiles, amphibious crossings, etc. Armored skirmishes around Israel thru 3 wars+. Shows doctrinal differences between the three armies involved. '77		128163		\$45.00	**	V.Good	BC	**	OoP	2
ASL / SL BOARDS Individual CARDSTOCK, MOUNTED or UNMOUNTED (paper) BOARDS available; see our online catalogs or inquire by phone or email. Order by board # & format. Prices & condition vary. ■		95272		CALL		Excell or Mint	n		OoP	2
ASL: Boards PARTS #16 #16 mounted board		117547		\$6.00		Excell	n		OoP	1
ASL: Boards PARTS #18 #18 mounted board		93025		\$5.00		Excell	n		OoP	1
ASL: Boards PARTS #19 #19 mounted board		117548		\$6.00		Excell	n		OoP	1
ASL: Boards PARTS #20 #20 mounted board		132078		\$7.00		Mint	n		OoP	1
ASL: Boards PARTS #21 #21 Mounted board		117550		\$6.00		Excell	n		OoP	1
ASL: Boards PARTS #21 #21 Mounted board		132079		\$7.00		Mint	n		OoP	1
ASL: Boards PARTS #22 #22 Mounted board		132080		\$7.00		Mint	n		OoP	1
ASL: Boards PARTS #23 #23 Mounted board		132081		\$7.00		Mint	n		OoP	1
ASL:Beyond Valor 1st Complete & 8% punched. Box edges mildly scuffed; 2 box corners abraded. Others EX. ■ ASL Module #1. Essential first kit which includes the heart of the standard German & Soviet units, boards 20-23 & 10 scenarios. Req'd by nearly all subsequent kits with scenarios involving either of the two combatant's forces. '85		132077		\$160.00	**	Excell	BC	**	OoP	1
ASL:Paratrooper Missing the Chapter K training rules; others unpunched, unused, complete. Minor concave crease & a 1" abrasion on edge of box btm. Others mint. ■ ASL Module #2. AH 1st edition. Includes Adds allied paratroopers units plus introductory rules (Chp K) & board 24, to this series. 478 counters. '86		111852		\$50.00		Mint	HC		OoP	1
Bitter Woods, the Battle of the Bulge Missing 4 blanks, others complete & clean. ■ Rgt/brig lvl game of the Btl of the Bulge in a short scenario & longer campaign game. Intended for frequent replay with lots of unit abilities but modest complexity. 300 counter and a single unmounted map. Rgt lvl. R.Heller'98		128155		\$49.00		Excell	BC		OoP	4
Black Spy Large blank inking on cover to obscure some writing (in a dark gray background). Others clean. ■ Quick, family oriented card gm for 3-6 players. A Moon'81		124375		\$15.00		Excell	HC		OoP	A

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Bulge, Battle of the... ['65] Complete. Allied counter corners neatly clipped. Some sun fading to edges of OoB charts & CRT. Others very clean. ■ The first AH game on the German Dec. 1944 offensive in the west that aimed to break thru to Antwe but instead exhausted the German's limited resources. Classic & often tense game but weak simulation of Bulge. 12hrs/turn, rgt/brig level. '65		132218		\$55.00			Excell	FB	OoP		4	
Bull Run, First Btl of Am Civil War Cherry. ■ Simpler, faster playing game of 1st Bull Run, July 61, Rgt/Bttm level. 1000ft/hex. '83		107626		\$36.00			Mint	BC	OoP		4	
Civil War ['61] Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Top of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare & simple game of the entire American Civil War using pawns as army forces. Victory hinges on control of personnel centers in larger cities at the extreme ends of the boards. Intended to introduce casual gamers (beginners) to wargaming, thus the use of pawns in a game with hexes and a combat results table. C.Roberts'61		88142		\$19.00			Good	FB	OoP		6	
Civilization MacGowen box cover. 1 civ's counterset unpunched (Thrace). Missing 1 blank (only) from each of 8 colors. Missing 7 place cards used only to establish setup order; substitute 7 blank counters for same purpose (included). Others EX. ■ HIGHLY RECOMMENDED 2-7 player gm of cultural development & migration thruout Europe, Eurasia & N.Africa. Simple mechanics that reward cooperation & negotiation. Can be long. '82		112132		\$69.00	**		Excell	BC **	OoP		8	
D-Day ['91] No inner box insert. ■ Simple, corp lvl gm of inv of France & Germany, '43-44 scenarios. Good beginners gm. '91		8664		\$26.00	**		Excell	LB **	OoP		6	
D-Day 2nd ['65] Complete. Counter corners neatly clipped. 2 board sections neatly separated. Some neatly done coloring of examples of play. A few spots on rules, some sun fading to edges of charts. Very clean in other respects. ■ O of the classics of wargaming that founded the hobby. Strategic level game of the Allied invasion(s) of France in 1944, and their race to the German frontier. German player has a wide mix of forces in terms of quality, and mu defend the entire coastline in their setup. Then, the Allied player then has their choice of 5 invasion sites, Normandy being just one. Division level, weekly turns, modest complexity. 2nd editio altered both the map & the rule later 3rd ed improved the rules. C.Roberts'65		132219		\$55.00			Excell	FB	OoP		6	
Down with the King Counters unpunched; cards separated. Rules highlighted. Crease on box btm. Mint in other respects. ■ Gm of intrigue & trechery for 2-6 players trying to form effective factions & place a friendly noble on the thrown. G. & K.Rahman'81		258		\$29.00			Excell	BC	OoP		A	6
Empire of the Rising Sun Includes Summer'95 issue of Ultra Mag. Some box scuffing around edges top & btm. Components cherry, unpunched & otherwise clean. ■ Long awaited sequel to Adv 3rd Reich. Covers the entire war in the Pacific includin China using A3R system. Can be mated w/ A3R for a global war game. HIGHLY RECOMMENDED 2-8 players with a stout heart. 2 beautiful maps, 1300 counters, and a total of 96 (!) pages of rules. 4 bit scenarios, '42 & '41 scenarios, '41 campaign, & 8 player '39, '42, '44 global campaigns. Includes 100 counters for Adv 3rd Reich for use in the mating Global War scenario. B.Harper, T.Abrahamson, D.Casper, et al'95		125120		\$129.99			Mint	BC	OoP		6	
Empires in Arms, 2nd: 1792 SCENARIO COPY Photocopy of scenario & 15 original leader counters published in Gen 25/2. Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.		87204		\$6.00			Excell	n	OoP		6	
Enemy in Sight Cherry. ■ 2-8 player, abstracted card game in age of sail, akin to Modern Naval Bttls. Players use cards representing actual ships from major navies of the Napoleonic era against each (without regard to national boundaries). N.Schlaffer'88		124345		\$62.00			Mint	HC	OoP		1	
Firepower Unpunched. Box shows some stains or discoloration on white of box cover. 9 counters loose in strips. Sml stain on back cover of rules. ■ Man-man combat in 60s-80s in v.many scenarios around the world. S.C.Taylor'85		127438		\$35.00			Mint	BC	OoP		2	
Firepower: VARIANT COUNTERS Unpunched, but counter tree cut into 2 sections vertically making for 2 pieces of unpunched counters. ■ 30 variant counters from Gen 26-3 used w/ Over the Fence article in 26/5.		127437		\$7.00			Mint	n	OoP		1	
France 1940 2nd Complete & clean. ■ Corp lvl, multi-scenario game of the German invasion of France in May 1940. Historical OoB largely duplicates history (and optional rules can tie the Allied hands to historical strategy as well); the alternative OoBs enliven things & make it more an equal contest. Revised from early S&T version game. J.Dunnigan'72		131823		\$49.00			Excell	BC	OoP		4	
Gettysburg ['77] A worn players copy. 50% (units only) punched; missing 13 units & 2 markers, ID included. Many counters have lite spotting, esp white markers. Box well worn, with edges often worn to bare cardboard; many edges & all corners repaired with tape. Others serviceable. ■ Basic, Interm & Adv games, each using separate system. Colorful map. At heart, this is a package of 3 distinctly different games all played on the same mapboard but ea with different rules & counters. Basic game is a simple, fast playing game suitable for beginners. Intermediate game ramps up the rules and puts about 80 counters on the board. Advanced game add much chrome and lot of counters, with formation, unit experience, command control, leaders, & more. 2 countersheets. M.Uh!'77		113853		\$29.00			Fair	FB	OoP		2	
Hitler's War, 2nd Missing 3 strength markers & 2 blanks; ID included. Crease across box btm. Rules mildly wrinkled thru use some box scuffs. ■ Simpler to modest complexity, highly strategic game of WWII in Europe for 2-3 players. Include technology development, production & economics as well as limited diplomacy with 3 players. 2 scenarios (1941 & 1944) plus campaign game starting in 1939. A fun game. K.Gross'85		130338		\$55.00			V.Good	BC	OoP		6	
Hundred Days Battles, 2nd Complete. ■ Div level, smaller game of the Battle of Waterloo using Zucker's Napoleonic system. The French must exit units off the north edge of the map (toward Brussels); the Allies must stop them while not being defeated in detail. Can be played by 2 or 3 players. Reprinted from OSG. 100 counters. K.Zucker'83		101707		\$15.00			Excell	SC	OoP		4	
London's Burning Cherry aside from box edge scuffs. ■ Solitaire game of the Battle of Britain, 1940 in which the player commands two RAF pilots against incoming German raids over a period of 1-5 weeks. Can be played solitaire or as a 2-player game with the players each taking an aircraft or one player controlling German forces. Tactical & operational air combat & bombing over SE England w/29 nicely illustrated aircraft. Modest complexity. '95		127324		\$59.00			Mint	BC	OoP		4	
Luftwaffe 1st Slipcased. Missing 14 blanks, otherwise complete. US counters poorly printed on reverse side so that ~40% of aircraft illustration and all of move factor cutoff; info obvious & little impact on play. Others EX. ■ 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		112144		\$12.00	**		V.Good	BC **	OoP		4	
Luftwaffe 1st All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mangled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign briefing worn, wrinkled stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. Others VGd. ■ Stylized air war over Germany, 43-44 Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70		104669		\$12.00	**		V.Good	BC **	OoP		4	
Merchant of Venus Incomplete. Missing 9 markers & 3 blanks, all (12) ship cards & all (6) reference cards; cards provided as color photocopies, and missing counter IDs included. Box shows minor wears. ■ Quick playing game for 1-6 player representing indep interstellar merchants in an empire now in anarchy. Optional rules add military options.		130292		\$35.00			Fair	BC	OoP		A	
Midway ['64] Very clean, esp box. ■ Classic cat & mouse naval game. Simplistic, but exciting.'64		132217		\$79.00			Excell	FB	OoP		4	
Napoleon at Bay, 2nd Modest amount of rules highlighting in rules. Sml isolated stains on box & rules cover. Others unpunched & clean. ■ Game of Napoleon's defensive 1814 campaign in France using Zucker's Napoleonic system. Good game of cat & mouse maneuver & attrition of the Allies operating far from the source of their supplies during a French springtime. 3.2km/hex, div/brig/corp level. K.Zucker'83		113174		\$30.00	**		Mint	BC **	OoP		4	
New World Missing 1 (of 26) hex tiles & 2 gold colonists. Box structurally intact but very worn on all edges, and repaired with clear packing tape along most edge surfaces. Some counter separation damage. ■ 2-6 player gm of exploration & conquest of the new world. Much simpler & quicker than Conquistador, but in the same mold. D.Carver'90		129242		\$29.00	**		Good	LB **	OoP		6	
Origins of World War II Complete. Box shows some wear with 2 box corners repaired & all reinforced with tape, plus some minor creasing. Others clean. ■ Simple 2-5 player game of the diplomatic chain of events in the 30s that set the stage for WW2. Simple, fast playing and very suitable to classroom play. J.Dunnigan'71		132650		\$25.00			V.Good	BC	OoP		6	
Panzer Arme Afrika 3rd Missing 2 unsupplied markers; otherwise complete. Mapboard extensively but litely spotted. Box shows mild shelf wear. ■		124376		\$40.00			V.Good	FT	OoP		4	
Panzer Leader Complete & 30% punched. ■ Long a popular game of low level tactical armored combat on the western front late in World War II. Sequel & companion game to earlier Panzerblitz. 12 scenarios. D.Clark, N.Smith'74		131826		\$74.99	**		Excell	BC **	OoP		2	
Panzerblitz 1st Complete, but counterset was assembled from 3 intermingled sets, so counter hues & backings may vary slightly. Maps marked with an M on backside. Outer slipcase cover scuffed front & back, repaired, & name written o cover. ■ Granddaddy of tac lvl gms. Covers platoon lvl combat on the East front, '41-44. 1st edition can be distinguished by the presence of German mines & forts in situation 6; 2nd edition changed this & other situations t adjust play balance. J.Dunnigan'71		107888		\$65.00			V.Good	BC	OoP		2	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
PBM Instructions		475		\$2.50			Mint	n	OoP		Z	
PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.												
Princess Ryan's Star Marines		80001		\$35.00	**		New	LB	**	OoP	1	M
Large, colorful card-based game for 1-6 players. Star marine teams cooperate to combat Imperial Guard troops, while only 1 player's team can win. Low complexity, hi solitaire suitability.												
SL: Squad Leader BUNDLE		95957		\$149.00	**		Excell	LB	**	OoP	2	
BUNDLE of 4 GAMES plus addtl kits & scenarios. Includes (1) #521 Sqd Leader 2nd (7pgs of rules highlighted, 5% punched, few spots on white markers); (2) #522 Sqd Leader 4th RULES mint; (3) #526 GI Anvil of Victory 1 mint (4) #527 GI Anvil 2nd RULES mint (5) #524 Crescendo of Doom mint; (6) #525 Cross of Iron 1st including unmounted boards 1-4, handful of counters loose from tree; (7) #6763 Cross of Iron 2nd RULES mint; (8) Bld & Sand kit from Wargamer#30 w/ map & 3 Pacific scenarios; and (9) 1 lb. of various scenarios & strategy articles from the General & other mags. ■ BUNDLE of 4 GAMES plus addtl kits & scenarios. Includes (1) #521 Sqd Leader 2nd (7pgs of rules highlighted, 5% punched, few spots on white markers); (2) #522 Sqd Leader 4th RULES mint; (3) #526 GI Anvil of Victory 1st mint (4) #527 GI Anvil 2nd RULES mint (5) #524 Crescendo of Doom mint; (6) #525 Cross of Iron 1st including unmounted boards 1-4, handful of counters loose from tree; (7) #6763 Cross of Iron 2nd RULES mint; (8) Blood & Sand kit from Wargamer#30 w/ map & 3 Pacific scenarios; and (9) 1 lb. of various scenarios & strategy articles from the General & other mags.												
SL: Squad Leader, 2nd		132076		\$74.00	**		V.Good	BC	**	OoP	2	
Missing 1 unit, 4 markers, 3 blanks; others complete; ID included. 3 box corners split & repaired. ■ Wildly popular game of Squad level infantry combat in the East, WW2. Simpler & easier than ASL, but not as robust either. 4 geomorphic boards, 12 scenarios, 3 countersheets. Awarded best Tactical game. J.Hill'77												
SL: Crescendo of Doom		132059		\$65.00			Excell	HC		OoP	2	
4% punched, complete. 2 box corners repaired (twice); several sml areas of abrasion on box edges & side panel, plus cover scuffs; others EX & clean. ■ Kit adding Brits, French, Poles to SL system, plus boards 6&7, scen 21-32 to this popular game of low level tactical WW2 combat. '82												
SL: Cross of Iron, 2nd		132061		\$64.00			V.Good	HC		OoP	2	
30% punched, complete. 1 counter was delaminated & repaired in a way that stained counter. 2 box corner splits repaired. 2nd edition rules. ■ Adds vehicles to SL. Best Graphics in '77. J.Hill, D.Greenwood'82												
SL: Squad Leader Board # 7		84034		\$4.50			Excell	n		OoP	2	
# 7 Mounted board.												
SL: Squad Leader Board # 8		117534		\$5.00			Excell	n		OoP	2	
# 8 Mounted board.												
SL: Squad Leader, Series 100 SCENARIOS		121293		\$14.00			Mint	n		OoP	2	
Kit with 10 Addtl scenario (on 5 cards) for SL Squad Leader & Cross of Iron. #101-110.												
Squander		546		\$25.00	**		V.Good	LB	**	OoP	A	
Box damaged in transit due to it long, light construction by being mildly twisted. Multiple, light diagonal creases on box btm & also on mapboard. 1 box corner dinged & repaired. 2 side panel tears repaired. ■ Extremely simple game of reverse Monopoly in which players strive to be first to SPEND all their money. Suitable to young kids & the whole family, but rather mindless (like Monopoly). Players move their pawns around a board spending money to buy properties but also to pay many fines & penalties. Rare. '65												
Starship Troopers ['76]		131911		\$39.00			Excell	BC		OoP	2	
Complete & 40% punched. Arachnid countersheet die-cut off-center; counter images not centered on a few dozen counters; no info lost or obscured. EX in all other respects. ■ Simple, fun gm of aliens v humans based on the novels by R. Heinlein. R.Reed'76												
Stonewall in the Valley		109213		\$49.00			Excell	BC		OoP	4	
No counter tray. Missing 11 (all) blanks; all units & markers present & others complete & clean. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95												
Stonewall Jackson's Way		130378		\$45.00			V.Good	BC		OoP	4	
No counter tray, others complete. ~18% punched. Maps professionally laminated & folded normally. Some sort of residue on portions of backsides of both maps (outside lamination). Sml corner of one map cut to mate. S coffee spill stain on back of rules. ■ Rgt/div lvl gm of campaigns in central VA, Aug'62, (Second Manassas) that elevated Stonewall & others to mythic proportions. 2 beautiful airbrushed maps, 560 counters. 1st in AH's Gr Btts Am Civ War series. J.Balkoski'92												
Struggle of Nations		107633		\$35.00	**		Mint	BC	**	OoP	4	
Cherry. ■ Large, detailed game of Napoleon's wide-ranging Saxony campaign, 1813, in central Europe. Large 3-part map w/ tiny hexes & very low counter density. 3 scenarios & campaign. 2mi/hex, 2day/turn. One of those grand labor of loves that never gets played. K.Zucker'82												
Tactics II ['73]		131304		\$69.00			Excell	FB		OoP	4	
Complete, 50% (blue) punched. ■ Ancient classic for beginners. Limited number of units, standard & simple game mechanics, as well as options for tricks like amphibious assaults & paratroops, the game has value in introducing novices to gaming (not that there aren't better vehicles to do so). '73												
Third Reich, 1st		131232		\$80.00			Mint	BC		OoP	6	
1st edition. Some box edge scuffs. Components cherry. ■ First of 5 iterations of this now long standing classic of WW2 in Europe at a strategic level. Includes economics, air & naval. Simple mechanics mask a system rich with possibilities. Rules in this first edition were muddled, something largely remedied by the 2nd edition. J.Prados'74												
Third Reich, 4th		128360		\$49.00			V.Good	BC		OoP	6	
Complete. From a smoker's collection; slight smell. Rules folded over & wrinkled thru use, with some edge scuffing. V.lite soiling of map thru use. 2 box corner splits repaired. Others EX. ■ Refined 4th edition of this great classic. Complex 2-6 player strategic level game of war in Europe & North Africa. Includes economics & diplomacy. 3 scenarios ('39, 42 & 44) + Campaign game, 550 counters. HIGHLY RECOMMENDED, 1974 Charlie Roberts Winner. J.Prados, D.Greenwood'84												
Third Reich: ERRATA		95954		\$2.00			Excell	n		OoP	6	6
23pgs of Q&A errata compiled from the AH General & TR Gamers Guide. Clean, 1-sided photocopy. ■ 23pgs of Q&A errata compiled from the AH General & TR Gamers Guide. Clean, 1-sided photocopy.												
Tobruk [Origins '75 Edition]		108510		\$59.00	**		Excell	BC	**	OoP	1	
Includes both pre-pub & (mint) 1st edition rules. Box cover signed by designer, with slight moisture smears. ■ Origins 1975 prepublication editon with matt box cover; many copies were signed by the designer & numbered. Highly detailed game of tactical armored combat in the northern African desert, summer 1942. The detailed characteristics of all weapon systems is factored into a highly probabalistic system one might call bullet counting. '75												
U-Boat ['61 Cardboard]		107874		\$45.00			V.Good	FB		OoP	1	
w/cardboard ships. Rules underlined in purple, tho neatly. Modest wear thru use to counters. 3 box corners repaired; box had once been sealed with Magic tape on 4 sides. No counter holder inserts. ■ w/cardboard ships. Simple game of cat & mouse between UBs seeking entry into convoy zone & destroyers trying to stop them in any manner they can. '61												
UFO		122969		\$21.00			New	BC		OoP	A	
Very simple family game of alien invasion of Earth for 2 players. 2pgs of rules & suitable for most everyone. As the alien, you try to invade the earth by hiding behind things in the heavens, slowly approaching the Earth. As Earth, you must locate the invading fleet wherever they are hiding. '78												
War at Sea 2nd		131305		\$65.00			Excell	FB		OoP	6	
Complete. ■ Simple, fun game of the contest for naval control of the Atlantic Ocean & Mediterrean Sea during World War II. Players must make careful use of their irreplaceable ships to control or contest areas to gain poi over the course of the war. Great BEGINNERS as well as tournament game. This is the 1st AH edition of this game (previously published by Jedko). J.Edwards'76												
Wizard's Quest, 3rd		130377		\$25.00			Good	BC		OoP	2	
Missing 2 markers of 1 faction; others complete. Rules soiled & wrinkled thru use. Box well worn & reinforced w/ clear packing tape. Stains on some counters. Board clean. ■ Fast playing, simpler 2-6 player race to locate treasures hidden & protected by opponents. Personal & magical combat. Good BEGINNERS game. G.Donner'80												

Game Title	Game	Price EA	Conditn	Type	Print?	Incl ?	Scale	Plyrs
AH Avalon Hill GENERAL Mag	(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime					
GENERAL Magazines	95828	CALL	V.Gd or Better	n		OoP	Z	
Looking for a General Magazine? A relative few with detailed descriptions are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■								
General Magazine 12/3	106891	\$19.00	Mint	n		OoP	Z	
Jutland what-if scenarios & additional ships, w/ counter insert. ARTICLES ON: Jutland additional ships & 5 addtl scenarios; Alternate Critical Hit table for Jutland; Derfingler's sinking at Jutland; mathematical Line of Sight determination; Chancellorsville 2nd designer's notes; Waterloo replay; Third Reich variants. '75								
General Magazine 17/1	94066	\$13.00	Excell	n		OoP	Z	
No insert. ■ 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.								
General Magazine 17/4	75313	\$14.00	New	n		OoP	Z	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	OR	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
1x3 Inventory label on cover, otherws new. ■ 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 B forts & Terran tanks; Allied strategy in Napoleon. '80												
General Magazine 17/5		106926		\$10.00			Excell	n	OoP			Z
w/ insert. ■ ARTICLES ON: Circus Maximus analysis; adv Richthofen's War rules for si-move & maneuvers; alternate si-move system for Squad Leader; updated variant rules for Stalingrad; Panzer Leader scenario analysis; Italian play in Third Reich; Don Greenwood reminisces about his designs; strategy & analysis in Kingmaker; Third Reich replay pt1; interview w/ Tom Shaw; Magic Realm overview. '81												
General Magazine 22/4		99294		\$10.00			Mint	n	OoP			Z
w/ insert w/ 26 Russian Front variant paper counters. ■ Insert w/ 26 Russian Front variant counters. ARTICLES ON: Russian Front design & strategy & variants; strategy in initial turns of Russian Front; weather in Russian Campaign; balancing Russian Campaign; active retreating in Panzerkrieg 2nd; Diplomacy; Third Reich Soviet capability variant; solitaire rules for Submarine 2nd; interview w/ Charlie Kibler; Soviet play in Panzergruppe Guderian; Panzerkrieg errata. '86												
General Magazine 22/6		111872		\$7.00			Excell	n	OoP			Z
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												
General Magazine 25/2		122709		\$19.00			Mint	n	OoP			Z
w/insert. ■ Insert. ARTICLES ON: airpower in Tac Air; Tac Air scenario 1 replay; review of southern African conflicts & nations, & 6 Firepower scenarios set there; kickoffs in Football Strategy; tactics in Platoon; PBM intro; ASL scenario K & L; 7th fleet strategy; SL mines clinic; analysis of units in Arab-Israeli Wars. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '89												
General Magazine 27/4		79258		\$8.00			Excell	n	OoP			Z
w/ Insert. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilizational; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91												
General Magazine 28/6		71659		\$8.00			New	n	OoP			Z
1x3 Inventory label on cover. ■ 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; Brakout Normandy preview; Adv Third Reich & Up Front/Banza errata. '93												
General Magazine 29/5		71759		\$6.00			New	n	OoP			Z
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												
General Magazine 30/2		71816		\$6.00			New	n	OoP			Z
1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95												
General Magazine Index 1952-80		65618		\$12.00			Excell	n	OoP			Z
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												
AH Battleline Reprints (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Machiavelli, 1st PARTS		77224		\$6.00			Excell	n	OoP		8	M
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garriso for all players marred with paint on one side. ■												
Samurai 2nd		502		\$35.00			Excell	BC	OoP			6
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												
Samurai 2nd		106495		\$35.00			Excell	BC	OoP			6
Large, oblong 5" stain on box cover. Game otherws clean & 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												
AH International (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
First Blood, Guadalcanal Campaign, 1st		6531		\$25.00			Mint	n	OoP			2
Sml gm of the land campaign for Guadalcanal, Spt'42-Jan'43 in Weekly turns. S.Llewellyn'91												
AH Sports Illustrated (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Football Strategy, 3rd		131231		\$25.00			V.Good	BC	OoP			A
Complete. Minor wear thru use. 1" abrasion to bare cardboard on box btm edge. ■ Revision of AH's classic gm of FB. Combination of defensive play & any of 20 offensive plays determine plays outcome. RECOMMENDEI T.Shaw'79												
AH Victory Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
5th Fleet		103534		\$75.00			V.Good	BC	OoP			2
No counter tray; missing 7 blanks, 2 generic markers (ID included), otherws entirely complete & all units present. Has distinct tobacco scent. Box edges worn at corners & scuffed. Others EX. ■ Sophisticated game of air, naval & submarine combat in the vast Indian Ocean (including the Middle Eastern oil fields). 4th in the outstanding Fleet series. 12 scenarios, 3 maps, over 500 counters. RECOMMENDED. J.Balkoski'86												
Counter Tray, VG Style Bookcase Tray		123279		\$2.99			Excell	n	OoP			Z
Victory Games' 2pc style counter tray. Has 16 1.25x2" compartments (plus space for 4d6). Best style for active sorting of counters during play as it minimizes risk of the "catapult effect" of 1pc/foldover designs.												
Counter Trays, VG Style 5-Pak of Trays		104238		\$15.00			Excell	n	OoP			Z
FIVE PACK of 2pc Victory Game's bookcase style. Colors of base may vary. 16 compartments (+4 d6 dice compartments), with clear separate lid. Best tray made for sorting counters during play.												
France 1944		130337		\$30.00			V.Good	BC	OoP			4
No countertray. Missing 1 (of 3) German Initiave chits. OoB & CRT charts separated from rest of mapboard & also into German & Allied sections. 1/2" puncture to box cover. Slight box edge scuffing. ■ Simpler, fast playing game of campaign in France, July 44-Mar 45. Interactive turn seq, air, step losses, Bulge & Mrkt-Grdn rules. M.Herman'86												
Gulf Strike 1st		106492		\$45.00			Mint	BC	OoP			2
No counter tray. Box cover concaved w/ 3" edge tear on box btm repaired. Unpunched & unplayed. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added Oo & set of scenarios for Desert Shield play (1991). M.Herman'81												
Gulf Strike 1st		88399		\$30.00			V.Good	BC	OoP			2
Packaged in a Football Strategy box with worn edges & sun faded side panel; (original box discarded). No counter tray. Otherws complete & clean & Vgd overall. ■ Complex, detailed game of air-land-sea warfare around t Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81												
Gulf Strike 1st		88400		\$39.00			Excell	BC	OoP			2
No counter tray. Otherws complete, 1st edition copy. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81												
Hell's Highway		120945		\$89.00			Mint	BC	OoP			2
Unpunched & very clean. No counter tray; otherws complete. ■ Hiway to the Reich done in a larger, more playable scale. HIGHLY RECOMMENDED, 5 scenario, btlm lvi game of the 9 days of Operation Market-Garden, Sept'44, the combined ground & parachute offensive intended to sieze all of the bridges across the Rhine River at Arnhem. Tense game well-suited to team play. Includes unit mode (move v combat), logistics & organziati off-map movment, bridge & river defenses, the difficult terrain, and more. J.Butterfield'83												
Lee v. Grant		129730		\$65.00			Excell	BC	OoP			4
No counter tray, otherws complete. 19% punched. Map professionally laminated & folded normally. Otherws very clean. ■ Simpler, 9 scenario gm of Wilderness Camp covering entire Eastern Virginia theatre. 6 Scenarios . 3 Campaign gms. High solitaire potential. C. Roberts award for best pre-WW2 game in '88. J.Balkoski '88												

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Omaha Beachhead, Battle for the Bocage Shrinkwrapped. ■ Btlm level game of D-Day to D+10. Modest complexity. J.Balkoski'87		106937		\$28.00			New	BC	OoP			2
Pacific War No counter trays. Substantially complete: missing 2 Allied ships & 5 Allied ground units, 22 strength chits; IDs included. ~4 counters show notable wear or separation damage. Box scuffed. Generally clean. ■ Complex game, but perhaps THE best game on Pacific theatre. Includes 2 maps covering the entire Pacific, 2340 counters, 20 scenarios of varying complexity & scope, from battles to the entire war, a streamline logistics system, & fully integrated air ground & naval operations. Land units vary from btlm to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). M.Herman'85		132152		\$69.99	**		V.Good	DC	**	OoP	Err	6
Pax Britannica Substantially complete: missing 11 counters (some units, mostly markers), ID included; counter tray not included. Some seam wear on maps. Coffee stains on backside of both maps. 6 of 25 admin log sheets remain. 2 treaty sheets provided as photocopies. ■ Multi-player game of world colonization in the late 19th century. Awarded Best Graphics & Best Pre-20th Cent game in '85.		123021		\$39.00			V.Good	BC		OoP		8
Alea Magazine (Ludopress) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Bizkaya 1937 #26 Mag & Game. Includes English rules translation. Gm in the battle of Bizkaya, 1937, as the Nationalists launch an offensive during Spanish Civil War. Brig level. Map & counters printed on inside cover of mag. Mag & all components printed in Spanish. '07		94081		\$25.00			New	n		OoP		4
Dios Patria y Rey, Carlista Guerra #32 Mag & game. Game of several battles of the Carlist War in Spain, 1833-40. Forces of traditionalism battle against more progressive forces over a lengthy period ending in 1876. Covers 8 of the most decisive battles of the period: Arquiias, Luchana, Oriamendi, Barastro, Maella and 2 battles of Perecampes. The British, Portugues, Belgians, French, Prussian, Austrian & Russians all intervened. All mag & game components in Spanish. '07		128087		\$25.00			New	n				3
Fontenoy 1745 #11 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.		128089		\$19.00			New	n				3
Guadalajara 1937, Entre dos Banderas# 14 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.		93458		\$18.00			New	n		OoP		4
Infierno Verde, Vietnam 1967 # 15 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.	GmOnly	102995		\$15.00			New	n		OoP		3
Kursk 1943, el Fin de la blitzkrieg # 31 52pg mag & game. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Game is 1st half; 2nd half published in #33. Includes addtl scenarios for Nordkapp#29. Spanish magazine with ALL material in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '06		110559		\$19.00			New	n				4
Kursk 1943, La Pinza Sur pt 2 # 33 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 btlm set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '09		110560		\$22.00			New	n				4
La Guerra de Africa 1859-60 #28 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 R 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		128085		\$28.00			<New	n				3
La Quinta del Biberion #27 Sticker on rear cover. Includes English translation of set-up info but not rules. ■ Mag & game. Spanish-language magazine; all mag & game text in Spanish. English rules translation might be available from publisher's website. Game covers the key battle near Balaquer (near Barcelona) in 1938 during the Spanish Civil War. Republican forces attempt to reopen roads to Franch & force an end to the Nationalist offensive near Valencia. Pt planning & minimal initiative doomed the effort. 500m/hex, 1day/turn, Btlm/brig level, with 280 dbl-sided counters that must be mounted & cut apart to play. Also includes secondary game of Btl of Gamunday, 1808 (using th Shadow of the Eagele system).		117518		\$29.00			Mint	n		OoP		3
La Sombra del Aquila # 1 3 round stickers on mag rear cover. Otherws mint. ■ Mag & game. Spanish-language magazine; all text & game components in Spanish. Existence of an English rules translation unknown. Special issue consolidating the games & rules from previously published Alea #16. Covers 3 Napoleonic battles: Alcaniz & Maria, 1809, Castalla, 1813. Includes 320 counters, 3 moderate sized maps. '94		116747		\$35.00			Mint	n		OoP		4
Marruecos 1926 #12 GameOnly. Game covrs the final 1926 campaign of the French & Spanish against Moroccan tribesman in the Rif Revolt of 1921-26. English rules translation available by download. '91	GmOnly	128090		\$19.00			New	n		OoP		3
No Pasaran, Biberon & Balaguer 1938 #27 GameOnly. Game uses the No Pasaran system (previously published with the battle for Madrid) covering two other battles of the Spanish Civil War, Biberon & Balaguer, 1938. All game text in Spanish. '99	GmOnly	128088		\$16.00			New	n				3
Nordkapp, Los Convoyes del Artico # 29 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, indivd 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		109095		\$19.00			New	n				4
Operation Nabopolasar, Kuwait 1991 #10 Mag & Game. English translated rules; mag & all other components in Spanish. Game of hypothetical grand tactical combat had allied forces attacked fortified Iraqi forces in Kuwait, 1991. J.Tortosa'91		94079		\$25.00			New	n		OoP		3
Shadow of the Eagle; Medellin 1809 #16 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		94589		\$18.00			New	n				3
Amarillo Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Federation and Empire 2010 Fourth (2010) update of this 2-8 player game of galactic conflict using the Star Trek cast of empires. Quite elaborate. '10		129795		\$65.00	**		New	BC	**	OoP		8
Federation and Empire: Advanced Operatns Only copy. ■ First new F&E product in five years, this fourth expansion kit provides rules for battlegroups, new bases, X-ships, etc. Includes 864 counters & 26pg Ship Info Table listing every ship in the game system. Winc of Fire includes 6 scenarios from the turning point of the General War. '03		128968		\$27.00			New	Fo		OoP		8
Federation and Empire: Combined Operatns		120695		\$22.00			New	Fo				8
Federation and Empire: Fighter Ops 2nd 2016 2nd edition. Kit providing shuttles, carrier & escorts, setup charts, scenarios, etc. Expands & revises earlier Carrier War kit, plus 900 counters. 2nd ed expanded & revised. '16		126581		\$25.00			New	Bk				8
Federation and Empire: Minor Empires Kit Kit adding the Lyran Democratic Republic, a buffer between the Lyran & Hydran empires, with their powerful Gatling phasers, and a scenario using them. Udar Enclave was used by Klingons to trick the Federation into believing it wasn't as close to the Klingon home world as it was, giving a secret base & fleet, plus 2 scenarios. Seltorian Tribunal arrived late in the General War, asking the Klingons for a base to attack the Tholians, but the backstabbed the Klingons; with 2 scenarios. '16		131932		\$27.00			New	Fo				6
Federation and Empire: Strategic Operatns Kit for F&E that includes 100+ new ship & ship concepts from later years of the General War. Also includes rules for engineer construction, diplomacy, survey ships, sector bases, hospital ships, etc. '06		125149		\$18.00			New	Fo				2
Federation Commander, Klingon Border Last copy. ■ First game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2005. 256 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. S.Cole'05		127938		\$42.00	**		New	HC	**	OoP		9
Federation Commander, Referenc Rules 6th Updated 6th (2011) Ed rules compilation for this game of space warfare. Includes all the rules from Klingon Border/Attack, Romulan Border/Attack, Tholian Attack, Battleships Attack, Distant Kingdoms, Orian Attack, Boost Zero, Captain's Log & Communique, all fully updated. '11		123069		\$12.00			New	Fo		OoP		9
Federation Commander, Romulan Border Second game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Covers the Romulans. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2006. 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. '06		132187		\$44.00	**		New	BC	**	OoP		9
Federation Commander: Battleships Attack		124551		\$22.00			New	Fo				9

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl ?	Scale Plyrs
Kit adding components depicting the kings of the fleets, battleships, such as the Fed's Mars, the Klingon's B10, the Romulan's Imperiosus. Includes 2 asteroid map panels, rules, 148 counters, 8 dbl sized cards w/ ship dat S.Cole'07								
Federation Commander: Distant Kingdom		115732		\$29.00	New	Fo		9
Adds new alien empires, the Lyrans, Hydrans & Wyns. '08								
Federation Commander: Hydran Attack Kit		118262		\$21.00	New	HC		9
Kit adding 16 new ship types with 1" counters & ship diagrams, plus 6 new scenarios. '09								
Federation Commander: Orion Attack Kit		114370		\$22.00	New	Fo	OoP	9
Expansion kit adding 16 new ships w/ 1" counters & color laminated ship diagrams, plus new scenarios & 2 new maps to this new game system. '08								
Federation Commander: Romulan Attack Kit		123305		\$23.00	New	Fo		9
Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '06								
Federation Commander: Tholian Attack Kit		122164		\$27.00	New	Fo	OoP	9
Last copy. ■ Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '07								
Star Fleet Battles Master Rulebook		131917		\$36.00	New	Bk	OoP	4
Silver anniversary compilation & revision of all existing rules (from 14 products) into a single v.large, 408pg source. Comes in an unbound 3-holed booklet. '12								
Star Fleet Battles: A+ Mod Cptn Yeomn 2d		120880		\$16.00	New	Fo	OoP	1
Revision of this kit w/ impulse cards to track game flow, command cards to program intentions & constrain future actions simply, 216 counters, play aids, record forms, etc. '03								
Star Fleet Battles: C1 New Worlds 3rd		132384		\$15.00	New	Bk	OoP	1
Revised 2015 edition. Module dealing with exploration & discover of new worlds. Adds 3 new races (Lyrans, Hydrans, Wyn). '15								
Star Fleet Battles: C2 New Worlds 2nd		123289		\$17.50	New	Bk		1
Module dealing with exploration & discovery of new worlds. Adds rules, shps & scenarios for Andromedans, Neo-Tholians & Concordium. '99								
Star Fleet Battles: C6 Lost Empires		116149		\$21.00	New	Fo	OoP	1
SFB Module introducing the extinct Paravian & Carnivon empires, presented as they would have been at the time of the General War (save that they no longer exists). Existence of these empires may change the set of oppositions & alliances, and they could exist as edge of the map raiders. 280 counters, 188pgs. '13								
Star Fleet Battles: Captain's Log #40		123071		\$15.00	New	Bk	Going	1
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '09								
Star Fleet Battles: Captain's Log #42		121837		\$15.00	New	Bk	OoP	1
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10								
Star Fleet Battles: Captain's Log #48		127012		\$25.00	New	Bk	OoP	1
Last copy. ■ Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Subtitled 'Battle With Tribbles.' Covers Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '14								
Star Fleet Battles: Captain's Log #51		122420		\$18.00	New	Bk	OoP	1
Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '16								
Star Fleet Battles: Captain's Log #52		126235		\$19.00	New	Bk		1
Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. Includes multiple new ships, 5 scenarios for SFB, Ground combat & 4 commando ships for fed Cmndr, preview of Unity edition, Middle Years rules & scenario for F&E, rules for Star Fleet Marines & Prime Directive. '17								
Star Fleet Battles: E2 Module Tri Galaxy		112894		\$8.00	New	Fo	OoP	6
Module adding a new galaxy, new weapons & 3 new races: arachnids, Helgardia & Mallarans, each with unique technology & ships. '11								
Star Fleet Battles: E3 Module Borak Leag		105534		\$10.00	New	Fo	OoP	6
SFB prototype supplement describing an entirely new empire, the Boraks, who were destroyed before they became a real threat. J.Gray'11								
Star Fleet Battles: R10 New CAs Module		115860		\$15.00	New	Fo	OoP	1
Module covering ship data for new heavier cruisers with over 70 ships & variants with 108 counters. Requires basic set, plus Adv Missionas, New Worlds I, II & III for some scenarios. S.Cole, S.Petrick'03								
Star Fleet Battles: R7 Module		124533		\$15.00	New	Bk	OoP	1
Dreadnoughts at War. Star Fleet Battles module adding 70 dreadnoughts of various types, plus scenarios to use them. '99								
Star Fleet Battles: YG3 Early Years		111832		\$12.00	New	Bk	OoP	1 M
Our last copy. ■ 2nd ed is updated with corrections, 20pgs of new material, & reorganized rules. Many more weapons characteristics, new SSDs, revised settings. Highly customizable & scaleable game of ship-ship combt in space. Allows you to build ships by trading resources for effectiveness & technology, offensively & defensively. Moderate complexity. Works on any ship, with any weapon, in any universe. '11								
Star Fleet Marines, Last Stand		122530		\$25.00	New	Fo	Going	1
Second module in this new series set in eh SFB/Starmada & Fed Commander universe. Focuses on ground combat at the squad level. Adds rules for external passengers, outposts, attacks on bases, adds new unit types (AFVs, heavy shuttles, ground bombardment shuttles), adds new terrain, plus 11 scenarios. Includes 560 counters & an updated rulebook. '13								
Starmada: Klingon Armada		118971		\$13.00	New	Fo	Going	6
Module adding all the rules, starship designs & more to add the Klingon Empire's forces to battles against other empires. '11								
Argon Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Husky, Invasion of Sicily		3934		\$35.00	Mint	BC	OoP	4
6 units loose from tree. Includes an EXTRA, unpunched Allied countersheet die cut askew. ■ Modest complexity, somewhat underdeveloped BtlN/rgt-lvl game of the invasion of & campaign for Sicily in the summer of 1943 R.McCredie, S.Walburn'81								
Ariel Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Imperial Governors and Strategos		69364		\$25.00	Excell	BC	OoP	6 6
About a dozen units have thin layer of white glue on blank backsides, apparently for PBM. Some isolated spots. ■ 2 games, 1 of which later evolved into highly popular Conquest of the Emprie (Milton). IG is a 3-6 player game of conquest throu Europe, N.Africa & the Middle East during the Greek & Roman era using army, navy & diplomatic units, and simple economics. STRATEGOS is a 2 player elaboration of IG that covers the eastern Mediterranean, loosely representing the Peloponnesian War of 431-404BC. Great detail of armies, navies, forts, bribery, etc. Ken Broadhurst'79								
Army Painter (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Army Painter Painting Guide		128908		\$2.00	Mint	Bk		Z
Short, color illustrated booklet explaining a 7-step process to make stunning, painted miniature armies.								
Asylum Games Editorial (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Polis, Fight for the Hegemony 1st		120054		\$74.00	Mint	DC	OoP	6
Includes both English & Spanish rules; Spanish rules booklet has some pen indentations on cover (about 2" of broken indentation lines). Card deck opened. Otherws cherry. ■ Spanish-produced, bi-lingual game with rules both English & Spanish. Strategic level game of the Peloponesian War, 431-404BC, as well as the subsequent Corinthian War, 395-387BC throuout Greece. Players trade in 6 commodities, bribe in various situations, incite revoltes, pursue cultural advances, tax, construct armies & navies, and do battle directly all in pursuit of the two elements of victory: prestige & a large population. Fran Diaz'12								
ATO - Turning Point Simulations (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Arbela, Alexander's Greatest Victory		132662		\$28.00	New	HP		A
At Gaugamela, 331BC, Alexander the Great's 47,000 troops were outnumbered something like 5 to 1, yet he defeated 250,000 Persians under Persian King Darius. Uses a card-based system to represents each units abilities. 90 cards, 48 counters. R.Berg'17								
Campaign for Vicksburg, 1863		129451		\$26.00	New	HP		4
One of the 20 most decisive battles of history per Joseph Mitchell's 1964 history. Vicksburg held the Confederacy together, and allowed resources from the West & Mexican ports to reach the heart of the South. Union foru under Grant must pry the City - and with it control of the Mississippi River -- away from the south. Includes the full scope of this difficult campaign, with internal squabbling and supply limitations, plus many of the sideshows raids, the CSS Arkansas, etc. Mounted map, 140 counters. P.Rohrbaugh'17								
Hastings 1066		129250		\$28.00	New	HP		3
Game on one of the 20 most-decisive battles of human history, judged by LTC Joseph Mitchel in his book. Game covers the pivotal battle of Hastings, England, in 1066, as William of Normandy invades England & begins pillaging to encourage the English king, Harold, to offer battle quickly. Harold's loss influence a millenia of English (and world) history after. 90 counters, mounted map. L.Tolver'15								

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Invincible Armada, 1588AD One of the key battles of history, the defeat of the Spanish Armada in 1588 set the future of Europe and the New World. Game covers the campaign at both the strategic & tactical level, with event chits that influence play. Includes 170 counters and a mounted map. M.McLaughlin'17		127869		\$28.00			New	HP			4
Joan of Arc, Victory 1429AD Strategic level game of the campaign for Orleans, including its siege & relief, beginning April 1429. The French must consolidate a disparate army, and accomodate the randomness of Joan's inspiration (voices), while the Brits has to keep the Scots in mind & minimize the involvement of the Burgundians. 200 counters, 1mo/turn, map covers much of France. A.Nunez'12		129251		\$23.00			New	HP			6
Marne, the Battle that Changed the World One of the 20 decisive battles of history per LtCol Mitchell. Game covers the First Battle of the Marne as the Germans close in on Paris in the Fall of 1914. The Germans fail to keep their eyes on the prize, and an Allied counter-attack into a gap between 2 German armies causes them to fall back from the outskirts of Paris. A half-million became casualties, along with Germany's best chance for winning the war. Rgt level, 158 counters. J.Compton, L.Tohver'15		120903		\$28.00			New	HP			4
Metaurus, Battle of the... Chosen as one of the 20 decisive battles of world, this otherwise obscure battle proved decisive during the 2nd Punic War. While Hannibal was trouncing the Roman countryside, in 207BC his brother, Hasdrubal, approach Italy with a reinforcing army. The Romans thought it essential to prevent the two armies from uniting, so attacked Hasdrubal with decisive force. The Romans have superior numbers & training, the Carthaginians have a diverse army & superior position. 200 counters, mounted board, relatively simple. R.Berg'13		126398		\$28.00			New	HP			3
Midway, Battle of... Chosen as one of the 20 decisive battles of world, this game covers the June 1942 battle of Midway that broke the Japanese naval superiority in the Pacific. Includes all facets of this brief battle, including coverage of an actual land invasion of the two islands, as well as subs, seaplanes & many more details of the situation. Includes 176 counters & mounted map. P.Rohrbaugh'13		129986		\$28.00			New	HP			4
Poltava's Dread Day, Great Northern War Chosen as one of the 20 most decisive battles of history. Strategic level game of Sweden's war with Russian, 1700-22, at end of which it had lost the war, an army, its monarch and its standing in Europe. The major player of Europe takes sides (and switch sides) to serve their own purposes in a war focused on Poland & the Baltic Sea. 6mo/turn, initiative-driven, with few replacements. J.Juneau'12		129981		\$27.99			New	HP			6
Sadowa Campaign, 1866 One of the 20 decisive campaigns of history. This unheard of campaign from the obscure Austro-Prussian War of 1866 furthered Bismarck's trajectory of making Germany a modern nation - and likely formed the basis for two world wars. An outnumbered but aggressive, more progressive Prussian army faces a slow moving Austrian army that largely failed to exploit its advantages. But France could have entered the war, and other possibilities were present. J.Werbaneth'17		129453		\$26.00			New	HP			4
Saratoga 1777, Battle of... Chosen as one of the 20 decisive battles of world, this game covers the 1777 battle of the American Revolution that destroyed a small British army in what is now up-state New York, and gave the Americans standing in the world & hope of winning over the Brits. Covers both Bemis Heights & Freeman's Farm, and includes command control & fog of war issues. Includes 200 counters & mounted map. R.Markham'13		131262		\$28.00			New	HP			3
Siege of Syracuse, 415-413BC Game of the Athenian campaign against Syracuse in Sicily during the Peloponesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13		131263		\$28.00			New	HP			4
Stalingrad, Battle of... First in an intended line of 20 games, each corresponding to a chapter in Joseph Mitchell's book, Twenty Decisive Battles of the World. This game is a corp/army level look at the 1942 campaign in southern USSR with the German Fall Blau offensive followed by the Soviet Uranus counteroffensive, with Stalingrad in the middle of things. Mounted but bland map covers the area from Kharkove to Astrakhan. Political influences on the campaign are key. 280 counters. H.Gerber'12		127868		\$23.00			New	HP			4
Tours, Battle of..., 732AD Vol 7 of the 20 Decisive Battles series. Smaller game of the pivotal battle of Tours, 732AD, as Charles (grandfather of Charlemagne) stems the Muslim expansion from Iberia into what is now France and began a 700yr counterattack that ultimately drove the Muslims out of Europe. The two armies are different - the Muslims are light & mobile, and fight in small groups. The Franks are in transition between Roman-style heavy infantry & the knights of later days. 100 counters. R.Berg'12		126401		\$23.00			New	HP			3
Valmy Campaign, Revolution Saved 1792 Regarded as one of the 21 most decisive battles of history by LtCol Mitchell, the battle of Valmy 1792 could have snuffed out the French Revolution in its infancy. The conservative forces of Europe, including French Royalists, the Prussians & Austrians, have sent their armies to capture Paris & turn back the clock. Republican forces manage to turn them back. R.Markham'15		112227		\$28.00			New	HP			4
Victory of Arminius, Teutoburg Forest9AD One of the 20 most-decisive battles of human history, per LtCol Mitchell. Covers the 9AD battle in which Germans ambushed a large force of 3 Roman legions (~20,000 men) in the Teutoburg Forest, killing most & enslaving survivors. Rome took vengeance, but never revived the 3 destroyed legions nor attempted to conquer greater Germany again. Players must seek to best historical outcomes. J.Prados'15		129253		\$25.50			New	HP			4
Australian Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
World in Flames 1994/95 Annual Last copy. Has a single large dog-ear on folio cover. Otherws new. ■ 72pg booklet of strategy & analysis, comprehensive WIF errata. Includes Mech-in-Flames kit w/ countersheet #23 which elaborates on ground unit capabilities. Also includes DoD2 political status display & WIF '39 campaign scenario. RECOMMENDED; probably the value of the year. '95		132232		\$29.00			< New	z1	OoP		6
World in Flames 1998 Annual 64pg booklet of strategy & analysis based on 6th ed. Includes Leaders-in-Flames kit w/ countersheet #25, which adds leadership abilities on movement & combat. Also includes 74 errata & variant counters plus comprehensive errata. A solid package. H.Rowland'98		132233		\$34.00			New	z1			6
World in Flames 2000 Annual 72pg players guide containing yet another 200 counters & the Politics in Flames kit, WIF Final ed revised combat chart, plus lengthy articles analyzing aspects of the 2000 version of WIF "final." Certainly a must-have for W addicts who can't have too many counters on their map... H.Rowland'01		112866		\$37.00			New	z1			6 M
World in Flames 2008 Annual 72pg mag with strategy & replay articles on various aspects of WIF, plus convention reports, variants, the latest errata, colorized tables chart, new DOD-III cards, Factories in Flames variant w/ 200 counters. FF is another variant focused on elaborated production & repair processes (applies to WIF, AmIF, Patton InF). Includes interview with developer of WIF PC. Rules to balance DoDIII. Strategy in Patton in Flames. A must-have for WIF fanatics. '08		132235		\$44.00			New	z1			6 M
World In Flames 5th PARTS CRT & Tables chart page, one only, 5th edition. ■		6565		\$4.00			Excell	n	OoP		6
World in Flames 7th Collectors Classic 2018 Collectors Classic edition. Major overhaul of THE finest detailed strategic World War II game ever. Now with 5 mounted maps covering Europe, northern Africa, Middle East, & the Pacific; 1600 counters (CS 1-6, 24,46), the latest color rules & charts. For 2-6 players. Does NOT include the many add-on kits that are included in the Deluxe version and also available separately. Mates w/ Days of Decision to add pre-war politicking & builds. 1986 Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED. Moderately complex. '18		132227		\$170.00 **			New	GB **			6
World in Flames: Africa in Flames 1993 1st printing. 4 units lose from tree in strips, otherws mint. ■ Kit adding a map of all of Africa & as well as 200 counters. This kit is drawn to 5th edition graphical standards and was printed in 1993.		123424		\$19.00			Mint	n	OoP		6
World in Flames: Convoys/Cruisers Flames Bundle of 2 kits adding rules & counters. CONVOYS adds 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. / CRUISERS adds a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. H.Rowland'03		132234		\$39.00			New	z1			6 M
World in Flames: Khaki in Flames Kit Kit addressing a key need of the aging WIF gamer's eyes: more readable Commonwealth counters from all games & kits ever published, in one very easy to read set of counters. Don't confuse the Ark Royal with the Royal Oak, get bigger print & better contrast! Includes 1200 counters (CS 2,14,20,21,35,38) including ALL Commonwealth plus a few replacements/additions to other nations, 1 colorized WIF charts page. '13		132236		\$43.00			New	z1			6
Avalanche Press, Ltd. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1866: Blood & Iron Kit Scenario kit for the 1866, Frontier Battles game. Includes 64 counters & 6 scenarios. Scenarios are based on Bavarian Von der Tann plans to join the Austrians in fighting the Prussia by marching into Bohemia as the left wing of the Austrian army. '17		126069		\$18.00			New	Bk	OoP		3
Alamein, History's Turning Point 1942 2d Reprint in a more practical box of this large, grand tactical level game of the key portion of the Alamein battles in northern Africa, June-Nov'42. Highly detailed in many respects, with armored units rated & using a separate armored combat step; artillery rated for offensive & defensive support; air combat sub-system. Uses the Malta, Island of Death game system. 4 maps, 1960 counters, 6 scenarios. Co/Btl level, 2km/hex, 6hrs/turn. B.Knipple'17		123514		\$109.00			New	BC	OoP		3
Alsace 1945, the Germans Attack		127339		\$19.00			New	SC	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btl/rgt/brig level, 140 countrs. '05										
Avalanche, the Invasion of Italy		10819		\$45.00		Mint	HC	OoP		3
Mod complex, op lvl gm of the land btl for Leyte, Oct'44-45. Allied expectation of a cakewalk proved wrong as Jap. defended Leyte in strength, w/ largest paradrop in Pacific. 720 counters. B.Knipple'94		121081		\$35.00		New	HC	OoP		6
Defiant Russia 2nd		110942		\$21.00		New	SC	OoP		4
2016 2nd edition. ■ Enlarged version of this simpler, fast playing strategic level game of the German attack on the USSR. Game was designed with beginners in mind. Essentially the Stalingrad game of the 2000s. 2nd edition adds new rules, additional counters more maps & more scenarios. 100km/hex, corp/army level. W.Sariego'16		86237		\$35.00		New	BC	OoP		6
Gazala 1942		126247		\$18.00		New	n			6
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		119100		\$53.00		New	BC	OoP		4
Granada, Fall of Moslem Spain		116056		\$44.00		New	HC	OoP		3
Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03		131668		\$36.00		New	HC			3
Great Pacific War: Co-Prosperity Sphere		120513		\$15.00		New	Bk	OoP		3
Kit with 4 new scenarios & 90 new counters providing alternative history and studying Japan's ability to stand up to the US economically, politically & militarily in WWII. '17		121874		\$16.00		New	Bk	OoP		3
Great War at Sea, v.1, the Meditern 4th		127016		\$25.00		New	Fo	OoP		1
2013 (4th) edition. Last copy. ■ Reprint in a slipcased bookcase box with different cover art. Modestly simple, operational & tactical lvl gm of naval combat thruout the Med & Black Sea during WW I. 2nd ed added 30 1" counters, 4 additional pages of rules, and game now has 70 scenarios plus a much prettier map. B.Miller'17		118681		\$45.00		New	HC	OoP		3
Great War at Sea, v.11: USNavy Plan Gold		132458		\$45.00		New	HC	OoP		8
Game of the US's hypothetical planning scenarios, a post-WW1 war with France. Covers a range of scenarios and the eastern Caribbean. Map mates with US Navy Plan Black. '06		127326		\$30.00		Mint	HC	OoP		4
Great War at Sea, v.9: Cruiser Warfare2d		120046		\$25.00		New	HC	OoP	Err	4
Updated, stand-alone game using the deservedly popular GWaS system and covering the world-wide hunt for German cruiser-raiders early in WW1. W/2 maps & 280 counters. 2nd edition is a complete game (save dice), with new rules & scenarios, color play aids. '18		129409		\$124.99		New	BC	OoP		2
Great War at Sea: Bay of Bengal Kit		131681		\$73.99		New	BC			2
64pg supplement with 10 battle & 24 operational scenarios in the Bay of Bengal as the Brits chase the German Emden, or react to fears of German, Japanese & Dutch imperialism. Reqs the map from 2WW Eastern Fleet, Plan Gold & Sea of Troubles, plus counters from Mediterranean, Cruiser Warfare, Jutland & Pacific Crossroads. '12		119105		\$59.00		New	BC	OoP		2
Great War at Sea: Dutch East Indies Kit		119105		\$59.00		New	BC	OoP		2
Kit with 35 scenarios focused on naval battles (real & hypothetical) in the 1914-17 period in the Dutch East Indies, as the the Dutch, Brits, Germans & Japanese vie for control or access to the area. Req Mediterranean, Dreadnought, Pacific Crossroads, Jutland, Cruiser Warfare & Strike South components. '12		120502		\$65.00		New	BC	OoP		2
Great War at Sea: High Seas Fleet Kit 2d		129846		\$67.00		New	BC			2
2nd ed reprint. Kit that poses the hypothetical situation had Imperial Germany emphasized the construction of a navy to rival and beat the British fleet in the years before World War I. Offers possible history, as well as 30 scenarios and 70 laser-cut counters. Reqs Jutland game (only) to play. M.Bennighof'17		119454		\$32.00		New	BC	OoP		2
Great War at Sea: US Navy Plan RED 2nd		122732		\$64.00		New	BC			2
Update & further revision of one of best space empire games. Nearly everything has changed, now with much more color, scenarios, and tactical richness. '01		120502		\$65.00		New	BC	OoP		2
Island of Death, Invasion of Malta 1942		129846		\$67.00		New	BC			2
Cherry aside from 1 sml scuff on cover. ■ Simpler game of one of the great what-ifs of WW2: What if the Germans had attempted to take Malta, Britain's island fortress in the Mediterranean, in 1942. Uses the Red Steel game system. 6hrs/turn, 380 counters. Brian Knipple'08		119454		\$32.00		New	BC	OoP		2
Operation Cannibal, Burma 1942-3		122732		\$64.00		New	BC			2
Cherry. ■ Smaller game on the British offensive along the coast of Burma late in 1942 & into 1943. Co/Btl level, using the familiar Avalance game system. B.Knipple'97		128973		\$79.00		New	BC			2
Panzer Grenadier, 1967, Sword of Israel		116920		\$74.00		New	BC	OoP		2
Complete game moving the PG series into the modern era. Covers the 6 Day War of 1967. Covers all fronts - Golan, West Bank & Jordan, and the Sinai, and the armies of Israel, Egypt, Syria, Jordan and the Palestine Liberation Organization. 50 scenarios on 8 geomorphic maps, 200m/hex. 869 counters. '13		126066		\$59.00		New	BC	OoP		2
Panzer Grenadiers, Army at Dawn		110369		\$12.00		New	Bk	OoP		2
Complete game in the Panzer Grenadier game series covering Allied invasion of Morocco, Algeria and Tunisia in 1942-3. Includes 40 scenarios, 517 counters, 4 mapboards, 200m/hex, platoon level. M.Perryman'15		110261		\$9.00		New	Bk	OoP		2
Panzer Grenadiers, Broken Axis Romania		110378		\$10.00		New	Bk	OoP		2
Complete game in the Panzer Grenadier series depicting actions between April & August of 1944 on the Romanian border. A series of epic armored battles occurred during this time. Game provides 50 scenrios, each of which can be played independently, as well as 5 campaigns that combine scenarios and allow palyers to choose their victory conditions in light of the strategic situation. 200m/hex, platoon level, 517 counters, 4 maps. '16		110347		\$8.00		New	Bk	OoP		2
Panzer Grenadiers, Elsenborn Ridge 2nd		121760		\$18.00		New	Bk	OoP		2
Reprint. Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system. This second Bulge game covers the offensive along the Elsenborn Ridge where the US troops held firm against repeated German assaults. Includes 4 maps, 583 counters, 35 scenarios. '13		80941		\$22.00		New	Bk	OoP		2
Panzer Grenadiers, Fire in the Steppe		120886		\$18.00		New	Bk	OoP		2
Game in the Panzer Grenadier series. Covers the large, early battles in the Ukraine led by German Army Group South & Romanain Army Group Antonescu. Includes 42 scenarios, 562 counters, 8 maps. Includes the huge tank battles around Brody & Dubno, the Romanian assault on Kishinev, the siege of Odessa, and the encirclement of Kiev. Mike Bennighoff'18										
Panzer Grenadiers, Kokoda Campaign										
Complete game covering multiple battles along the Kokoda Trail as the Japanese attempt to press onto Port Morseby, New Guinea, after the failure of their seaborne assault at Coral Sea. Includes 30 scenarios w/ historic article, plus 2 maps, from previous Kokoda Trail kit, plus 428 counters from Guadalcanal and Afrika Korps games. D.Cheever, M.Ward, D.Rouleau'16										
Panzer Grenadiers, Korean War, Cntrattck										
Second game in the Panzer Grenadier games series set in the Korean War, 1950. After a close call at Pusan, UN forces led by the US invade at Incheon and rout north Korean forces. Covers actions during that fluid period after the invasion thru the approaches to the Chinese border. 63 scenarios, 517 large counters, 200m/hex, pltn level. Jay Townsend'17										
Panzer Grenadiers, Korean War, Pusan										
Panzer Grenadier moves to the Korean War. This game covers many desperate actions during the late summer & fall as the southern Korean & US forces are besiged within the Pusan Perimeter (prior to the game-changi invasion at Incheon). Includes 48 scenarios from the first months of this war. 517 counters, 4 cardstock maps. J.Townsend'14										
Panzer Grenadiers, Kursk South Flank										
Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12										
Panzer Grenadiers, Liberation 1944 2nd										
Last copy. ■ Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platon-level tactical WWII combat. Covers the battles on & beyond the D-Day beaches involving British forces. Includes 4 new map of hedgerow, town & farmlands of coastal France, plus 517 counters, 41 scenarios. M.Perryman'14										
Panzer Grenadiers: Alaska's War Kit										
Last copy. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof'07										
Panzer Grenadiers: Army Group S.Ukraine										
Kit providing materials needed to cover 10 scenarios set in Bessarabia, the border of Romania, in 1944. Reqs E.Front, Rd to Berline, Bulge & Eisenborge. '09										
Panzer Grenadiers: Carpathian Brigade										
Last copy. ■ Scenario kit including 11 historical battles involving this Polish unit in N.African actions. '11										
Panzer Grenadiers: Divisione CorazzataKT										
Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11										
Panzer Grenadiers: First Axis Kit										
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										
Panzer Grenadiers: Fronte Russo Kit										
Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07										
Panzer Grenadiers: Hammer & Sickle Kit										

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.											
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											
Panzer Grenadiers: Hopeless Not Serious		105805		\$25.00		New	Bk	OoP			2
Scenario kit for PG containing 16 scenarios taken from battles between Austrian forces & Nazi militias in 1934, or hypothetical battles had Austria resisted Germany in 1938. Req Eastern Front, Rd to Berlin, Bulge, Elsenborn, Cassino, Edelweiss & Sinister Forces. '10											
Panzer Grenadiers: Iron Curtain Kit		102696		\$19.00		New	Bk	OoP			2
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 play all scenarios. '07											
Panzer Grenadiers: Iron Curtain Kit		83193		\$18.00		New	Bk	OoP			2
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 play all scenarios. '07											
Panzer Grenadiers: Jungle Fighting Kit		118819		\$20.00		New	Bk	OoP			2
Last copy. ■ Kit for Panzer Grenadier Semper Fi Guadalcanal that provides 42 scenarios of jungle fighting on Guadalcanal & nearby islands Aug'42-Feb'43. Requires both Guadalcanal & Btl of Bulge PG games. '04											
Panzer Grenadiers: Kokoda Trail Kit		100240		\$22.00		New	Bk	OoP			2
Kit covering multiple battles along the Kokoda Trail as the Japanese attempt to press on Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. 30 scenarios w/ historical article. '09											
Panzer Grenadiers: Land Cruisers kit		126637		\$18.00		New	Fo	OoP			2
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 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											
Panzer Grenadiers: March on Leningrad		105802		\$10.00		New	Bk	OoP			2
Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08											
Panzer Grenadiers: Marianas 1944		121664		\$25.00		New	Bk				2
Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artil, flame-throwing tanks & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14											
Panzer Grenadiers: North Wind Kit		110374		\$10.00		New	Fo	OoP			2
Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07											
Panzer Grenadiers: Polish Steel		94888		\$18.00		New	Bk	OoP			3
Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplemer to play all 10 scenarios. '10											
Panzer Grenadiers: Red Warriors Kit		105795		\$20.00		New	Bk	OoP			2
Last copy. ■ Kit providing 20 scenarios set during Operation Mars, the Soviet winter 1942 offensive in the south. Includes 165 counters including many Soviet guard units. '06											
Panzer Grenadiers: Romanian Soil Kit		95503		\$8.00		New	Bk	OoP			2
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 & R Warriors to play all scenarios. 200m/hex, pltn level. '09											
Panzer Grenadiers: Secret Weapons Kit		87790		\$30.00		New	Bk	OoP			2
Kit providing materials needed to cover various "secret weapons" under development at the end of the war by the Germans, Americans & British, including huge tanks, missiles, helicopters & guided missiles. 77 counters. '1											
Panzer Grenadiers: Siegfried Line Kit		94860		\$8.00		New	Bk	OoP			2
Scenario booklet focused on battles for the German Siegfried Line late in the war. '09											
Panzer Grenadiers: Sinister Forces		98093		\$22.00		New	Bk	OoP			3
Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06											
Panzer Grenadiers: Spearhead Division Kit		123519		\$18.00		New	zl				2
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											
Panzer Grenadiers: WINTER WONDERLND MAPS		120516		\$16.00		New	n	OoP			2
Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Elsenborn in snow covered winter white. '11											
Red God of War, Operations Mars 1942		124353		\$20.00		Excell	HC	OoP			4
1st edition with printed box. ■ Game of the Soviet Mars offensive in late 1942, in which the Soviets attacked the German lines closest to Moscow. The Germans achieved a defensive victory. Uses the America Triumphant/Alsace game system. Fast playing, 280 counters, 5mi/hex, rgt/div level. '05											
Red God of War, Operations Mars 1942 2nd		111206		\$26.00		New	BC	OoP			4
2015 printed in sleeved box with new artwork. ■ 2015 printing now packaged in a sleeved box with new artwork. Game of the Soviet Mars offensive in late 1942, in which the Soviets attacked the German lines closest to Moscow. The Germans achieved a defensive victory. Uses the America Triumphant/Alsace game system. Fast playing, 280 counters, 5mi/hex, rgt/div level, 2 scenarios. '15											
Red Parachutes, Assault across the Dnepr		112207		\$39.00		Mint	HC	OoP			3
Sticker overlaid on another sticker on box btm, otherwise cherry. ■ Operational btl lv gm of the Soviet offensive that attempted to seize the vital Dnepr river crossings before the Germans could retreat using a massed para assault, Spt'43. Uses Ring of Fire system. B.Knipple'95											
Red Vengeance, Defeat of Nazi Germany		108458		\$22.00		New	SC	OoP			4
Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06											
Rome at War, Queen of the Celts [pin up]		98127		\$42.00		New	HC	OoP			3
More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate (cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition, that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans 43AD and ending in 84. W.Sariego'07											
Second WW at Sea, Arctic Convoy 2nd		126582		\$46.00		New	BC	OoP			3
Reprint in a bookcase box. Second WW series game that focuses on the British navies difficult task of protecting the convoys to Murmansk & the USSR. 2 maps cover the huge expanse of the Norwegian & Barents Seas. 630 counters, 24 scenarios. '13											
Second WW at Sea, Bismarck 2nd		129826		\$64.00		New	BC	OoP			3
2nd ed is a reprint in a sleeved BC box. Commerce raiding & naval combat in the North Atlantic early in WW2, including both the Bismarck's foray. 280 counters, 3 maps, 12+ scenarios. '12											
Second WW at Sea, Horn of Africa		130549		\$35.00		New	HC	OoP			1
Complete game of actual & hypothetical naval battles between the Italian Red Sea flotilla based in Ethiopia, and the British Red Sea fleet based in Aden between 1940 and 1942. 20 scenarios, 120 counters. '17											
Second WW at Sea, Strike South 1941-2		113630		\$45.00		Mint	HC	OoP			3
1st edition. Exposure to moisture apparently caused a 1/2" wide, 3" long mar on west edge of one map (with 1/2 x 1" torn away entirely). Game otherwise mint & very clean. ■ Second WW series game of naval combat in the eastern Pacific early in WW2, as the Japanese quickly expand their empire, 1941-2. The Japanese face American, British, Australian & Dutch forces near Indonesia. 12 scenarios, 420 counters, 3 maps. '06											
Second WW at Sea, Strike South 1941-2 2d		119448		\$48.00		New	BC	OoP			3
2nd edition. ■ 2nd ed is a reprint with larger box. Second WW series game of naval combat in the eastern Pacific early in WW2, as the Japanese quickly expand their empire, 1941-2. The Japanese face American, British, Australian & Dutch forces near Indonesia. 12 scenarios, 420 counters, 3 maps. '12											
Second WW at Sea, Tropic of Capricorn		129399		\$45.00		New	BC				1
Complete game in the Second World War at Sea game series, set in the alternate history had the WWI been settled by treaty and WWII broke out in 1940. This game covers naval engagements in that universe along the coast of South America as Britain, Argentina & Chile take on Brazil's navy. 180 counters, 24 scenarios. '18											
Second WW at Sea: Orange Waters KIT		110349		\$9.00		New	Bk	OoP			3
Last copy. ■ Scenario booklet with 10 scenarios focused on the Royal Netherlands Navy in WW2. '11											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Conditn	Type	Print? Incl ?	Scale	Plyrs
Second WW at Sea: Ships of Plan Z Kit Second World War at Sea series scenario kit depicting hypothetical fleet actions had Germany's planned Plan Z navy been deployed. '17		124439		\$22.00		New	zl		1	
Soldier Emperor 3rd [Deluxe Edition] 2017 3rd edition. ■ Second major revision with new rules & scenarios. 2-7 player game of the Napoleonic Era using the Soldier Kings system. Large, simpler game with 345 counters, 2 mounted maps. R.Markham'17		121872		\$54.00		New	BC	OoP	6	
Soldier Emperor, Indian Empires Stand-alone game in the Soldier Emperor series. Between 1767 and 1820, local populations as well as European competitors stirred up trouble for the British in India. 2-5 players compete in the Great Game for the future India in 8 scenarios. Can be mated with Soldier Emperor game. 197 counters, 64 cards, smallish map. Update of earlier Soldier Raj. Rob Markham'17		120706		\$36.00		New	BC	Going	6	
Soldier Kings 1st Complete. Split on 1 box side panel, repaired. ■ Multi-player game of the 7-Years War and Frederick the Great. Area move on a color map of Europe, w/ 305 counters, 2 maps, 8 scenarios. For up to 8 players. '02		130336		\$30.00		Excell	HC	OoP	6	
Soldier Kings: the Potato War Kit Kit for Soldier Kings that depicts the War of Bavarian Succession, 1778. Austria seeks to secure Bavaria, while Prussia seeks to prevent that. The result was a short war in which the armies scoured the land for food, esp potatoes. Also depicts the American Revolution during 1778, and the Russo-Ottoman War of 1768. Includes a map addition plus 69 new counters. '18		129206		\$22.00		New	n		6	
Tears of the Dragon 2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03		80175		\$15.00		New	HC	OoP	6	
Third Reich, 6th: RULES 2007 "3rd ed" (6th ed by our count) rules bundle. Revisions streamline the game further. J.Prados'07		86429		\$6.00		New	Fo	OoP	6	6
Tiger of Malaya, Fall of Singapore1941-2 1" tear on map margin repaired, otherwise cherry. ■ Game of the Japanese drive down the Malaysian Peninsula, Dec-Mar'42, culminating in the invasion of Singapore. If the Brits can hold out, considerable Aussie reinforcements are on the way. Uses Blood on Snow/MacArthur's Return system with its variable impulses. 3mi/hex, col/btlm level, 560 counters. Brian Knipple'07		127327		\$42.00		Mint	HC	OoP	4	
Winter Fury, Battle of Tolvarjarvi 1st Stand-alone game using a system similar to, and allowing linking with, the earlier Blood on the Snow game. 3 Soviet divisions are stopped by far-outnumbered Finns, scoring their first victory of the Winter War, 1939. 2k/hex 140 counters, 3 scenarios. '001		55435		\$25.00		New	HC	OoP	3	
Winter Fury, Battle of Tolvarjarvi 2nd Stand-alone game using a system similar to, and allowing linking with, the earlier Blood on the Snow game. 3 Soviet divisions are stopped by far-outnumbered Finns, scoring their first victory of the Winter War, 1939. 2k/hex 140 counters, 3 scenarios. '001		120053		\$25.00		Mint	HC	OoP	3	
Azure Wish Edition (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Europa Universalis 1492-1792 2nd Complete. Box corners tearing internally; reinforced with tape & structurally intact. Box corners a 1" edge worn. Lite staining of a portion of one end panel. Components clean. ■ Rules in decent English; map, counters in Latin. Probably the MOST BEAUTIFUL game produced to date with an equally ambitious subject: 3 centuries of European wars & worldwide exploration, colonization & exploitation. Large game w/ 2 maps, 1400 5/8" units, 72pgs of rules + 2 tables/scenario booklets. For 2-6 players w/ 20 battle, 5 solitaire, 7 mini campaign & the Grand Campaign (1492-1792) scenarios. HIGHLY RECOMMENDED. D.Thibaut'95		130432		\$199.00		Excell	BC	OoP	8	M
Europa Universalis 2nd: Expansion Kit Complete. ■ Kit adding addtl rules (yeah, like it needs it) for forts, missionaries, governors, sepoys, native allies, & new fast combat rules, 2-5 player campaign rules, 5 new scenarios. Plus another sheet of colorful counter P.Thibaut'96		130433		\$99.00		Excell	n	OoP	8	
Rossyia 1917, the Russian Revolution Cherry. English-language rules. ■ French-produced game with rules in very decent but imperfect English on photocopied stock; 2 maps are nice, airbrushed hex maps of Poland & Russia extending to the Urals. 1092 counters are traditional, v. nicely done Nato style. Div lvl, strategic game of the Russian Revolution in Russia from Poland to the Urals, for 2-4 players. Four White Russian factions, plus several Allied factions, take on the Bolsheviks from Nov'17 thru Apr'21. 22pgs of rules. 5 scenarios & campaigns. Definitely a colorful game. F-S.Thomas'95		120040		\$199.00		Mint	BC	OoP	6	
B&B Productions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Plague! Great, tongue-in-cheek, 2-4 player family game celebrating the 643rd anniversary of the Black Death (in 1348)! Players play burial companies trying to be first to bury 99 people in Melcombe & Weymount, England, in 1348! Bring out your dead! Players traverse the town to collect the dead but must dodge fleas that will kill them, losing all those valuable bodies. '91		41639		\$49.00		Mint	FB	OoP	A	M
Balboa Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Bataan, Battle for the Philippines Strip-punched & complete; believed to have been produced in this state. ■ Simplistic game of the final battles of the Philippines on the Bataan Peninsula. Japanese must eliminate all American units in 10 turns in rough terrain to win. G.Munson'73		107540		\$30.00		Mint	n	OoP	4	
H-Hour, Individual Infantry Combat 3% punched, complete. Box cover concaved. Label on box btm. Others clean and nearly mint. ■ Game of individual-level combat in both countryside and urban settings in the final years of World War II in Europe. Designed to meld the elements of miniatures and wargames. Uses an effective 1:1200 scale. Designed for easy team play for up to 20 players. 756 counters, 12 8x11 geomorphic maps. W.Comito'76		114210		\$65.00		Excell	HC	OoP	1	M
Tobruk, Battles for... 4 scenario gm of btlns in area around Tobruk, Apr-May'41, at btlm lvl. Well researched. B.Commido'75		10812		\$60.00		Mint	zl	OoP	4	
Battleline (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Air Force 1st Box cover mildly concaved, with a sml puncture repair on cover. A few counters have a circular/linear indentation from counter tray. Others clean, unpunched, unused. ■ Good but involved game of air-air combat in Euro '43-45, between western allies & Germany. C.Taylor'76		106483		\$30.00		Mint	FB	OoP	1	
Submarine 1st 24 counters loose from tree, otherwise cherry. ■ Detailed sub v escorts & convoys in WW2. All major combatants included. 30sec/turn, 100yd/hex. '76		107606		\$36.00	**	Mint	FB	** OoP	1	
Viva Espana! Spanish Civil War 1936-9 Complete. Some lite penciled underlining in rules. Otherwise EX. ■ Modest complexity, strategic-level game of Spanish Civil War, 1936-39. Uses generic units of multiple types, and well represent the various interventionist forces from other nations. Good game & still the best on subject. A.Eldridge'77		125126		\$75.00		Excell	FB	OoP	6	
Bearhuq Publications (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Zulu, Isandhlwana Part of 4 gm series. Modestly complex game of a meeting engagement, Jan 1879, that was Britain's worst colonial defeat as the Zulu army surrounds and annihilates the British base camp and supply column. D.Shirley'79		3952		\$59.00		Mint	zl	OoP	2	
Zulu, Ulundi Part of 4 gm series. Sml gm of the final defeat of the Zulu kingdom & the fall of its capitol, July 1879. D.Shirley, J.Lewis'79		3951		\$59.00		Mint	zl	OoP	2	
Blackball Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Seas of Iron Card Game Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14		117027		\$18.00		New	SB	OoP	1	4
Seas of Iron, Rising Sun Card Game Stand-alone game that is also compatible with Seas of Iron. Adds US & Japanese aircraft carriers & air cres, plus a random event deck. Includes 5 unique carriers, 6 dice, 96 tokens & 25 event cards plus rules. For 2-4 players. '14		121705		\$16.00		New	SB	OoP	1	4
Seas of Iron: Battleship Exp Kit Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14		117032		\$4.00		New	n	OoP	1	4
Bounding Fire Productions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
ASL:Blood & Jungle 2 [2nd]		129723		\$125.00		New	Fo		2	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whopping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17										
ASL:Crucible of Steel 2 [2nd]										
Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countrhsheets (less than included in first edition). C.Smith, S.Swann '17										
ASL:Into the Rubble 2 [2nd]										
Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fi #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith '16										
ASL:Objective Schmidt										
Large ASL kit focused on the bitter battles in the Hurtgen Forest, November 1944, as the US 28th Inf approached the German towns of Schmidt, Kommerscheidt & Vossenack. Includes 17 scenarios with a campaign game covering the battle for Kommerscheidt, 576 1/2" and 88 5/8" counters, a total of 6 full-sized maps (2 for Vossenack & 4 for Schmidt & Kommerscheidt), an article on Slopes in ASL. Reqs Beyond Valor, Yanks & of course t ASL rules to play. '17										
ASL:Poland in Flames										
Large ASL kit focused on many clashes during the German invasion of Poland, 1939. Includes 6 boards, 1280 countersheets, and 45 scenarios -- its a BIG game. Reqs components from many game to play all scenarios: boards 3,5,6,10,13,17,18,21,32,34,36,38,40,42,44,45,46,52,57,59,62,63,64,65, 1a,2a,3a,5a,6a,7a/b, Beyond Valor, Armies of Oblivion, Into the Rubble, High Ground 2, Blood & Jungle, Crucible of Steel. '16										
BSO Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Bitter Victory 1st										
Last copy. ■ Simpler game of the Allied invasion of Sicily in 1943 that is fast & fun. Unit strength translates to the number of dice rolled for combat (ala the Block Game System). Also provides an optional resource 20-card deck that allows players to perform a limited number of actions among the many options they have, such as rallying units, or using armored abilities, getting supplies, etc. 224 Counters must be mounted & cut apart. 3.5mi/hex, 2day/turn, btn/rgt level. Well done map on 4 11x17 heavy stock panels. R.Berg'06										
Blackshirt, Italian Invasion of Egypt										
Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disasterous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07										
Greek Tragedy, Italian Invasn of Greece										
Game of the disasterous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. DTP quality rules, scenarios, 2 unmounted countersheets, map. R.Berg'03										
Canadian Wargamers Journa (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Canadian Wargame Journal, Best of... v1										
w/ inserts. ■ 66pg mag reprint focused on historical & miniatures articles. This compilation focuses on the best miniatures & historical articles todate thru 1989. ARTICLES ON: miniatures rules for gunfights in the American wild west; Variant for Sword & the Flame with new Firing Chart; Sword & Flame Solitaire scenario from War of 1812; Musket-era Command Control Rules suitable for Solitaire play; Dieppe '44 Miniatures Scenario; Pemican Wars Scenario for the Canadian Wilderneds in early 1800s; Armies of the Aztec Empire, with Gaming Suggestions; Quatre Bra Scenario for AH's Napoleon's Battles; Miniatures Scenario for Fortress Louisbour 1759; Canadian Military Heroes; History of the Battle of Batoche, Saskatchewan; Six Classic Military Tactics; Principles of Wargaming; Canadian Forces in the Invasion of Sicily, 1943. '89										
Canadian Wargame Journal, Best of... v2										
70pg mag compilation focused on game strategy, analysis & variant articles from CWJ #1-18. ARTICLES ON: Players Notes, Tournament Rules & Strategy for GDW House Divided 2nd; Campaign Variant for GDW Imperium 2nd; Battleaxe Scenario for Rommel in the Desert 1st; Review & Analysis of TSR Hastings 1066 #110; Historical Background of SIMCAN Ortna, with AH Up Front scenario; Historical Notes of the Naval Battle o Lake Erie, 1813, with AH Wooden Ships scenario; 12-person AH Titan rules; Quick Tactical Battle Rules for AH Titan; AH Britannia Strategy; Interview with Harry Rowland (WIF & Empire in Arms); Review & Ananalysis of EMS Rise & Fall with strategy & Q&A, plus example of play. '89										
Canadian Wargame Journal, Index 1-27										
Summary index to all articles contained in CWJ 1 - 27.										
Canadian Wargamers Journal #13										
w/ insert. Date written on cover, otherwise mint. ■ v3 #1. Insert: Japanese OoB in WIF. ARTICLES ON: Canadian Forces in Sicily, 1943; Canadian 1st Inf Combat Calendar for AH Patton's Best; ASL Scenario; Review of 4th Ed changes to World in Flames, with Errata; Air-Sea Combat in World in Flames; Solitaire Minis Gunfight in the Wild American West; Origins '88 report; SFB update. '88										
Canadian Wargamers Journal #15										
v3 #3. No insert published with this issue. ■ v3 #3. No insert. ARTICLES ON: Review & Critique of GDW Great Patriotic War, with rule variant & Revised Victory Conditions; Strategy in AH Britannia, pt.2; Review of GDW Sound of the Guns Scenario for Johnny Reb; Early German Strategy in World in Flames; French Set-Up in World in Flames; Strategy in & Tournament Rules for MB Fortress America; Interesting Game Mechanics; SFB update w/ 4 SSDs; Profile of Majr Arnold Bishop, Canadian Military Leader. '89										
Canadian Wargamers Journal #16										
v3 #4. w/insert. ■ v3 #4. Insert (WIF Chinese OoB). ARTICLES ON: Chinese Set-up in World in Flames; Estimated Unit Type Vale in WOrld in Flames; Submarine Tactics in World in Flames; WIF Q&A; MB Fortress America Variants; Miniatures scenario for the Pemican Wars in the Canadian Wilderness in early 1800s; Adventures in Game Design; SFB Update with new rules, 1 scenario & 1 SSD. '89										
Canadian Wargamers Journal #17										
v3 #5. w/ insert. ■ v3 #5. Insert (Soviet WIF Setup). ARTICLES ON: VG Hell's Hiway Strategy & Suggested Rules Changes; German Strategy in World in Flames; Early German Strategy in WIF Rebuttal; Book Review of Game Collector's Guide 1st; Adventures in Game Design,pt.2; Solo Miniatures Scenario of Battle of Carillion Heights from French & Indian War; Review of GDW Sky Gallions; AH Wizards Quest Variant; SFB update with 2 scenarios. '89										
Canadian Wargamers Journal #18										
v3 #6. ■ v3 #6. Review of EMS Rise & Fall, with Strategy, Q&A & example of play; Review of AH Up Front Desert War kit; Review of World in Flames 5th Edition Counters & Charts; Replay of Battle of Stony Plains miniature; Supremacy Preferred Rules & suggested variant rules; SFB update, with 1 SSD & 1 scenario; Origins '89 report. '89										
Canadian Wargamers Journal #20										
v4 #2. ■ v4 #2. Insert. ARTICLES ON: World in Flames 4th Operations Pilgrim & Menace (West Africa & Canary Islands); Comparative Review of WEG RAF & AH B-17; Variant for WEG RAF; Little Known Facts of WWII; Review of AH Turning Point Stalingrad; Variant Rules for WWW Modern Naval Battles; Inexpensive Practical Miniatures Terrain; GW Blood Bowl Strategy; Profile of Gen Arthur Currie, Canadian Military Leader; Adventure '89 Convention Report. '90										
Canadian Wargamers Journal #21										
v4 #3. ■ v4 #3. ARTICLES ON: Review of Rubout, plus strategy & variant rules; Review of WWW Hitler's Last Gamble; Triple Alliance of Aztec Mexico, with miniature rules suggestions to match; Preview of ADG Days of Decision; Second Punic War Scenario for EMS Rise & Fall; EMS Rise & Fall Errata; Tournament Rules for AH Napoleon 2nd; GW DungeonQuest Review. '90										
Canadian Wargamers Journal #23										
v4 #5. ■ v4 #5. ARTICLES ON: Preview of GRD Second Front, highlighting Canadian OoB; Meech Lake Variant for Canadian Civil War; All-Time Hockey Variant, Designer Notes & Additional Teams; Miniature scenario based on the landings on Isle Royale during the French & Indian War, with solitaire option; Review of ASL GAP program; Corrected & Revised German WWII Army Groups, Leaders & OBs; Adventures in Game Design, pt Writing the Rules. '90										
Canadian Wargamers Journal #25										
v5 #1. ■ v5 #1. ARTICLES ON: Falklands Scenario for GDW Airstrike; Variants for ADG Days of Decision 1st based on playtests; Historical Build Chart for Days of Decision; Clarification of Edition differences among the fir 5 editions of World in Flames; Review of AH Tactics II; Miniatures game of WWI Air Combat based on Richthofen's War; Pluses & Minuses of Magazine Games; Review of WWW Sideshow #135, with Q&A; World in Flame Days of Decision & Britannia Q&A; How to Organize a Convention. '90										
Canadian Wargamers Journal #26										
v5 #2. w/ insert. ■ v5 #2. Inserts (La Bataille charts & Kadesh Play Aid). ARTICLES ON: Miniatures Rules for 18th Century Combat; Austerlitz Scenario for AH Napoleon's Battles; Review of XTR Kadesh #7, with Errata, House Rules & Optional Rules; Review of WWW Doomed Victory, Borodino #136; Battle of Carpiquet Scenario, France 1944, for ASL; Errata for Sideshow #135, Days of Decision & World in Flames; Wargames in the Classroom, with War to End All Wars (not the WWW game; all components printed in mag). '91										
Canadian Wargamers Journal #28										
v5 #4. ■ v5 #4. Reviews of XTR Alexandros #10, WWW Hannibal #141, WWW Men at Arms #138; Using Men at Arms & Hannibal in Alexandros; Solitaire Miniatures Scenario of Battle of Cateauguay, 1813; Replay of AH B-17, pt.1; Process of Designing COL East Front 1st; Review of AH Wrasslin'; Review of GMT Airbridge to Victory, and variant rules; Alternative Victory Conditions for and 2-die Land Combat Tables for World in Flames; Errata for Alexandros. '91										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Canadian Wargamers Journal #29		115077		\$6.00				Mint	n	OoP			Z
v6 #1. w/insert. ■ v6 #1. Insert (Play aids for Clash of Armor and AH New World). ARTICLES ON: Review of & Strategy for COL East Front 1st, plus Errata; COL East Front Scenario Analyses; Preview of COL West Front 1st; Replay of AH B-17, pt.2; World in Flames 5th Clarifications from Harry Rowland; Weather, Initiative & Chinese Limited War in WIF; Review of AH New World, with strategy hints & solitaire rules; Review of CT High Ground; Clash of Armor Miniature Rules; Hougoumont #11 Reivew. '91													
Canadian Wargamers Journal #30		115078		\$6.00				Mint	n	OoP			Z
v6 #2. ■ v6 #2. ARTICLES ON: Critique of AH Jerusalem, with Short Campaign Scenario and Designer's Reply, plus Strategy; Review of Fire & Fury Miniatures Game; Preview of AH Advanced Civilization Kit; Summer 1939 Scenario for COL East Front; Review of DG Rio Grande #143; World in Flames 5th / Days of Decision 1st Update; Barbarossa Scenario for World in Flames 5th; Variant Rules for VG Civil War; B-17 Replay, pt.3. '92													
Canadian Wargamers Journal #31		115079		\$6.00				Mint	n	OoP			Z
v6 #3. w/insert. ■ v6 #3. Inserts (Barren Victory Unit Rosters, WIF Resource Play Aid). ARTICLES ON: World in Flames 5th Edition Changes w/ Errata; Days of Decision Variant; World in Flames Variant; Review & Analysis of GAM Barren Victory; Review of DG Trajan #145; Preview of COL West Front; Review of Battles for Empire Miniatures Rules & Scenario Booklet, with Designer's Reply; Review of AH Attack Sub, with 3 scenarios; August 1985 & Rhodesian Variants for SPI South Africa #62; Review of GMT's Great Battles of Alexander 1st; Winnipeg's General Strike of 1919; Review of PRP 48th Panzerkorps #3; Review of GDW Kasserine Pass 2nd; Surve of articles in many hobby magazines, Q1 1992; B-17 Replay, pt.4. '92													
Canadian Wargamers Journal #32		115080		\$6.00				Mint	n	OoP			Z
v6 #4. w/insert. ■ v6 #4. Insert (Warlords Economic Sheet, Juggernaut Hit Record; WIF Build Play Aid). Hitory of English Civil War 1642-45; Review & Variant for Royalists & Roundheads I; Review of DG Croyedy Bridge #146; For God King & Country Miniatures rules (gunpowder era) with Nasby scenario; Preview of & Strategy in GAM Omaha; Critique of the Spanish Civil War in Days of Decision; Diplomacy in World in Flames; New Idea for World in Falmes; Review of XTR Desert Storm #13, with Strategy Notes & variant rules; Strategy in COL West Front; Recent magazine artilcs Q2 1992; B-17 Replay pt.4 (again). '92													
Canadian Wargamers Journal #34		115082		\$6.00				Mint	n	OoP			Z
v7 #2. w/insert. ■ v7 #2. Insert (Bloody Roads South Union Command Summary & GMT Marathon Hit Record). ARTICLES ON: Review of EMPRESSE Review; Review of WWW Men at Arms #138; Review of COL BattleLust; Review of STD Cry Havoc; Review of WWW Crusades; Flower of Chivalry Miniature Rules, with Crecy 1346 scenario; Post General War Options in Days of Decision; American Entry in War in Flames; WIF Nev & Diatribe; Fatal Alliances Q&A; East Front 1st Errata; Force Pool Listing for GMT's Great Battles of History Games; Review, Strategy & Variants for RHINO Campaign to Stalingrad; Columbus & Empire Discussion; Recer Game Magazine Survey, Q4 1992. '92													
Canadian Wargamers Journal #40		115088		\$6.00				Mint	n	OoP			Z
v8 #4. ■ v8 #4. ARTICLES ON: Review of GAM Ardennes; Previews of COA Kolin, MIH Triumphant Fox, GAM Enemy at the Gates; Preview of COL Med Front & Euro Front; Reviews of COL Volga Front & Med Front kits; Paratroopers in COL East Front v2; Review of GAM GD'40; Review of La Bataille de Mont St Jean; Review of GDW Man O' War; Improving the Barbarossa '41 Scenario of WIF; Problems with the 2d6 Combat System; Problems with WIF; Experimental Axis & Allies Rules; Review of COA Clash of Armors Miniatures Rules; Recent Gaming Magazines Q3 '94.													
Canadian Wargamers Journal #41		5767		\$8.00				Mint	n	OoP			Z
v9 #1. ■ v9 #1. Format now 8.5x11" sized with color cover. ARTICLES ON: Review of Command at Sea with Game Replay; Review of & Designer's Notes for RHINO Decision in France; Review of & Strategy for COA Kolin Caudron Scenario for MIH Triumphant Fox; Variable Victory Conditions for GT, AH & COLNapoleon (1st, 2nd & 3rd); Designers Notes for APL Avalanche; Review & Play Aids for GAM No Better Place to Die, with Victory Condition Summary; Differences Between Fatal Alliances 1st v 2nd; Review of GMT Battles of Waterloo with Hit Recorcds; Review of & Strategy for MIH Ring of Fire; German Strategy in GAM Ardennes, with German Planning Map; Review of GMT Lost Victory, with Planning Map; Replay of the Spanish Civil War Scenario in COL Med Front; Saratoga Scenario for Rockets Red Glare Minis Rules; Preview of Upcoming Columbia Games Review of GMT Rise of the Luftwaffe; Article Index to CWJ Issues #1-40; Survey of Gaming Magazines Q4 '94. '94													
Cardinal Industries		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com									FAX (702) 926-5205 anytime
Sex & the City Trivia Game		111768		\$10.00				Excell	FB	OoP		Z	M
Metal container's cover has a couple of minor deformities. Plastic insert that holds card has cracked at several places. Component's clean & overall is EX. ■ Party game for 2+ players of 1000 trivia questions drawn from tt popular Sex & the City HBO TV series. Packaged in a metal box.													
Centurion Military Hobbys		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com									FAX (702) 926-5205 anytime
Alien Armada		91924		\$20.00				V.Good	BC	OoP	Err		6
Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched and otherws VGd. ■ Strategic & tactical level game of human defense against an alien empire for 1-4 players. Includes solitaire player & multiplayer scenarios. 300 counters. '83													
Silo 14		124360		\$28.00				Mint	HC	OoP	Err		1
Unpunched, components clean. Some creases on generic box btm, otherws like new. ■ Man-man combat for a US nuclear missile silo command center as the the base's commander has gone rogue. Special forces have 100 seconds from the initial breach of a barrier door to disable the computer in the command center to prevent a 1st strike nuclear launch. Ala Dr. Strangelove. Neil Rosenberg'83													
Chessex Manufacturing		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com									FAX (702) 926-5205 anytime
Counter Tray, Chessex Style Tray		125447		\$2.79				New	n				Z
1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03													
Counter Trays, Chessex Style Tray 5-Pak		131918		\$14.00				New	FB				Z
5-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03													
Counter Trays, Chessex Style Tray 10-Pak		128969		\$27.00				New	FB				Z
10-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03													
Clash of Arms		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com									FAX (702) 926-5205 anytime
1807, Eagle Turns East [Ziplock]		127872		\$39.00				New	zl	Going			4
Packaged in a ziplock without box or die. Large game of Napoleon's 3 campaigns in Poland: Pultusk-Golymin, Eylau & Friedland at operational/strategic level, Dec 1806-July 1807. Perhaps the best in Zucker's Napoleonic series. 3maps, 420 counters. K.Zucker'95													
Amateurs to Arms!, the War of 1812		131264		\$74.00				New	BC				4
Operational/strategic game of the War of 1812 between US & British/Canadian forces on all fronts of the war in North America including the South. Played on a large scale map & includes 150 illustrated cards impacting place, 352 counters. Simpler & fast playing. '12													
Army of the Heartland 2nd		132435		\$46.00				New	BC				6
Minor update of this operational level game of the the struggle for Kentucky, Tennessee & northern Georgia during the first half of the Civil War. Uses same system as earlier Campaigns of Robert E Lee. Campaign covers the entire pivotal year of 1863. 560 counters, 2 maps, 9 scenarios, Rgt/brig/div units, 5day turns, 5.25mi/hex. Nice components. J.Prados'04													
Baron's War		112228		\$32.00				New	HC				3
Game of the rebellion of British barons led by Simon de Montfort against Henry III in two key battles, Lewes and Evesham, 1264-5. Simpler game w/ only 8pgs of rules, 280 counters, 2 maps. Interactive system with impetuous cavalry, morale, leadership, & what-if scenarios. R.Markham'04													
Brute Force, War in the West 1940-5		128937		\$79.00				Mint	BC	OoP			4
Unpunched. Includes only 1 of 2 identical CRT charts page. Othews complete & clean. ■ Div/corp level game of the 3 major campaigns on the western front, Norway, 1940 and 1944. Colorful game using the Struggle for Europe (War without Mercy) game system. 840 counters, 2 maps, 2wks/turn, 30mi/hex. '02													
Campaigns of King David		129982		\$37.00				New	BC				6
Simpler, 2-5 player, strategic level game of the 35 year struggle for control of the Fertile Crescent during the reign of the old testament's King David. A blend of economics, diplomacy & military efforts thru the Near East. Judea tries to expand its reach against the Philistees, Arameans & Egyptians. 500 counters. R.Markham'07													
Close Action: Monsoon Seas Kit		128588		\$21.00				New	Bk				1
2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07													
Close Action: Rebel Seas Scenario Book		128587		\$20.00				New	Bk				1
Book of 20 additional scenarios of naval combat during the American Revolution, intended for Close Action but usable w/ any other game system. '02													
Command at Sea: American Fleets		121777		\$23.00				New	Bk				1
Booklet compiling & revising data for all US navy ships, aircraft & weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific & Atlantic theaters. 112pg. '11													
Command At Sea: Baltic Arena Kit		112238		\$19.00				New	Bk				1
Add-on rules & 13 scenarios covering the forgotten sea of WW2, the Baltic. Includes articles on the Finnish navy, Soviet subs, coastal artillery, plus updated mine rules. Includes 128pgs w/ 13 scenarios covering a variety of engagement types, and each with its own map. '06													
Command At Sea: Bywater's War Kit		121778		\$30.00				New	Bk				1
Scenario booklet with 2 countersheets allowing players to game any of 30 scenarios based on Hector Bywater's 1920s book of a naval war between Japan & the US set in 1931, plus 3 alternate scenarios set in 1926, 1932, 1939. Its a mix of real world & the hypothetical, but all very astute & plausible. Reqs only the CAS 4th rules to play. B.Eldridge'12													

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Command at Sea: Emperor's Fleet 94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates w/ American Fleets & Atlantic Navies. '11		121780		\$21.00		New	Bk			1
Command at Sea: Gruppe Nord 128pg Booklet compiling & revising data for all German ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing this in line with CAS 4th ed. L.Bond'12		112239		\$21.00		New	Bk			2
Command at Sea: Home Fleet Booklet compiling & revising data for all British ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. 112pgs. L.Bond'12		109478		\$20.00		New	Bk			2
Command at Sea: La Guerre Navale Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12		112240		\$21.00		New	Bk			2
Command at Sea: Mediterranean Fleets Booklet containing all the details for ships, aircraft, weapons etc for the Italian, Greek, Turkish & Yugoslav navies during WWII (replacing the earlier Supermarina data, and making it compatible with CAS 4th). Includes 150 ships & 90 aircraft, including updated Italian values & all from 1939-45 (plus some prototypes). L.Bond'13		121782		\$19.00		New	Bk			2
Command at Sea: Shattered Armada Kit adding naval battles that did or could have occurred during the Spanish Civil War, 1936-9, using the Command at Sea system. Includes actual battles, possible battles between nearby combatants, and what-if battles based on contingency plans. 22 scenarios, 210 counters. '14		109492		\$33.00		New	Bk			1
Command at Sea: Steel Typhoon Kit Booklet containing rules & OoB for the 2nd half of the War in the Pacific, with 36 scenarios covering the biggest naval battles in the Pacific during WW2, including Rabaul, Truk, the Marianas, Leyte Gulf & Okinawa. Include both historical & what-if scenarios. Includes 3 counters sheets of ships & aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12		127876		\$32.00		New	Bk			1
Convoy, Deadly Waters First in a series of miniatures-oriented games of naval combat during World War II at the tactical & operational level. This initial game's focuses on the Gibraltar convoy runs, Jan'41-Dec'42, during the critical period in North Africa. CD included with ship characteristic forms & damage cards. Designed for fast play, with minor contacts resolved with a few die rolls & others moving to tactical combat. 8hrs/turn. No counters included. M.Wright'10		128305		\$25.00		New	BK	OoP		1
Fontenoy, Battle of... May 1745 PARTS Map, only. Unused & clean, but has two wide strips of clear packing tape on one (of 8) map panels. ■		128910		\$4.00		V.Good	n	OoP		4
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		118977		\$16.00		New	Bk			1
Jena, Napoleon Conquers Prussia 1806 5 scenario + campaign game of Napoleon's campaign against Prussia, Oct. 1806, which ends in total defeat of the Prussians. The situation begins with the two armies near each other but unawares -- and heading in opposite directions. Responsiveness to changing circumstances is a major factor in victory. Btlm/brig/div level, using the Armee du Nord system. E.Wimble'96		115794		\$39.00		New	BC			4
La Bataille de Dresde 1813 Vol. 13 of the renowned La Bataille game series on Napoleonic era battles at grand tactical scale with spectacular color. In August 1813, Austria ends neutrality to join Russia & Prussia seeking an end to Napoleon's threat Europe's monarchies. The Austrian army follows the west bank of the Elbe River toward Dresden defended by a lone French corp. Napoleon redirects several corps to defend Dresden, the supply hub of his entire army. C: be well played with up to 4 players on each side. 6 scenarios, 4 maps, over 1000 counters. '15		129983		\$125.00 **		New	FB **			3
La Bataille de les Quatre Bras 2nd Packaged in a ziploc, no box. Missing 48 markers; ids included; all units present & otherwise complete. Counters neatly clipped. Sml tape removal mar on rules cover V.clean & otherwise EX. ■ No box or dice. Reprint & major update with new map, revised & enlarged countersheets, unified rules for the La Bataille series, etc. Covers the initial meeting of the French Armee du Nord under Ney with the Anglo-Allied armies under Wellington near Quatre Bras, June 15 1815 at the beginning of the battles of Waterloo. Relatively small size makes for a great introduction to the game system. E.Wimble'05		109882		\$49.00		V.Good	n	OoP		2
La Bataille de les Quatre Bras 3rd 2016 reprint. Covers the initial meeting of the French Armee du Nord under Ney with the Anglo-Allied armies under Wellington near Quatre Bras, June 15 1815 at the beginning of the battles of Waterloo. Relatively small size makes for a great introduction to the game system. E.Wimble'17		129256		\$49.00		New	FB			2
La Bataille de Ligny 3rd 2016 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17		131265		\$115.00		New	FB			2
La Bataille de Ligny 3rd [Ziplock] 2017 update packaged in a ziplock. ■ Packaged in a ziplock (rather than a box). 2016 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17		122367		\$115.00		New	ZL	OoP		2
La Bataille de Ligny, 2nd 1991 2nd edition. Light, partial crease along box btm edge with a 3/8x1/10" marr on box side panel. Otherws new, shrinkwrapped. ■ 1st of 3 games on the btl of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Lrg gm w/ 4 maps, 1000 counters. 3rd ed series rules. E.Wimble'93		10842		\$99.00		New	FB	OoP		2
La Bataille de Lutzen La Bataille series game of the first major battle of the 1813 campaign near Leipzig in May. Unexpected allied attack nearly catches the French napping. Situation is well suited to multi-player or solitaire play. Btlm/rgt level, 1000 counters, 100m/hex, 20min turn. M.Mattson'98		120034		\$63.00		New	FB			2
La Bataille SERIES RULES, 4th Ed. Nicely done reworking of the series rules to the entire La Bataille series. Retains the French phrasology, but rules are tighter. E.Wimble'97		117893		\$10.00		New	n	Going		2
La Bataille SERIES RULES, 5th Ed. Further refinement of the series rules to the entire La Bataille series, here called Les Batailles Dans L'Age L'Empereur Napoleon 1st. French phrasology is minimized, and rules are now quite tight. Includes a summary of the 13 games in the La B series. Printed on servicable but somewhat thinner than usual paper. E.Wimble'16		130424		\$12.00		New	n			2
Landships! Tac Weapon Innov 3rd [ZL] Packaged in a ziplock. ■ Ziplock version. Pltn/sqd lvl combat in WW1 in 20 scenarios, 1914-8 focusing on use of technologies & tactics thruout war. NOT focused exclusively on tanks. P.Moore'94		118957		\$32.00		New	zl			2
Landships!: Infernal Machines Kit Expansion kit with 2 new map panels & 280 counters plus lots of new scenarios for this game of low level tactical combat involving early tanks. This kit focuses on vehicles from 1915-1933. '99		124918		\$26.99		New	Fo	OoP		2
Legion of Honor Unusual card game depicting the life of an ambitious French soldier during the Napoleonic era, set with the backdrop of historical events. Suitable for solitaire play as well as for groups of up to 6 players. Players play contr the life of a Napoleonic soldier at war & "in the salon", from 1792-1815. Player with highest rank, most glory or most wealth wins. R.Kane'14		132438		\$57.00		New	FB			1 1
Lobositz, First Btl of 7 Years War [ZL] Packaged in a ziplock without box or die. Battle of Lobositz, first of the Seven Years War, in which Frederick the Great defeats the Austrians, who attempted to aid the the besieged Saxons. Smaller, 1map game; V.5 in the Battles of the Age of Reason system. '05		132666		\$39.00		New	zl			3
Mediterranean, Desert War 1940-45 Unpunched. Std (series) rules read & folded over. 2" crease on box cover. Otherws clean & mint. ■ Stand-alone game that also mates with War without Mercy & Brute Force to cover all of Word War II in Europe & northern Africa. Strategic level game of WWII in northern Africa using the Struggle for Europe system including the Near East, at Brigade & Div level. Also includes 1939-41 and 1943-4 scenarios covering all of Europe, and rules & scenario for the grand Campaign game of 1939-45 using all three games in the series. 30mi/hex, 2wks/turn. 560, 1 map (in 3 sections). '05		128935		\$39.00		Mint	BC			6
Mercy, War Without... 2nd Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East 1941-4 using 2 maps, 8400 counters. Very nicely done graphics on counters & map. Game mates with Brute Force & the Mediterranean. R.Beyma'11		119326		\$54.00		New	BC			6
Mollwitz & Chotusitz, Blts Silesian War Game covering two battles of the First Silesian War. Both involve Frederick the Great early in his career, but without the refined Prussian army of later years. At Mollwitz, Apr 1741, Frederick was outmaneuvered by Neipperg, and the Prussians must escape encirclement by advancing toward awaiting Austrian infantry across a snowy field while Austrian cavalry tries to slow or distract them. Chotusitz covers the May 1843 battle where the Austrians under Charles has outmaneuvered and surrounded a portion of the Prussian army. They must attack quickly before the bulk of the Austrians arrive as reinforcements. 2 maps and 700 counters, v3.3 of series rules. Relatively small number of counters are on the map at any time. Ed Wimble'18		130419		\$61.49		New	BC			4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Monmouth, Battle of... [Ziplock]		132668		\$49.00		New	zl	Going		3
Remnant copy packaged in a ziplock (no box or dice). Large, colorful game of the battle of Monmouth, June 1778, using the Age of Reason game system (6th in that series). Washington's Continentals attack the British an under Clinton as the latter withdraws from Philadelphia towards New York. Includes 2 maps, 400 counters & 4 scenarios. '08										
Naval SITREP Magazine #32		105683		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Baleia Belligerents 1937 scenario for CAS; new Iranian aircraft; Harpoon Convoy ambush scenario; rebuilding the Russian air force; PT Survivor scenario for CAS; unified critical hit & damage control rules for Admiralty series; Russia's Pacific Fleet; Harpoon rule change for Carrier Flight Decks; Afterburners in a dogfight & missile movement errata; aircraft damage value listing; short of war CAS scenario; India's Barak refits. '07										
Naval SITREP Magazine #34		112246		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Dance of the Vampires Harpoon scenario in the N.Atlantic; Bight Me Fear God scenario 1914; new Uzbek & S.Korean ships, air force tankers; 1944 English Channel scenario for CAS; Harpoon data for Columbian, Venezuelan & Equadoran navies; list of modified maneuver ratings per issue #31 formula. '08										
Naval SITREP Magazine #35		103662		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Taiwan Skirmish scenario; simplified AAW gunnery in Harpoon; Blockade runners in the Bay of Biscay 1943; Norwegian Navy in exile 1940-5; Rescue the Bismarck CAS scenario; Spahis FG scenario 1914; Iowa BB & Alaska BC conversion projects 1942-4 & others book reviews. '08										
Naval SITREP Magazine #36		112247		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: CaS Catalonia scenario, 1937; sensor tech development in 20th century; fog (the weather) ir gaming; Op Opera Harpoon scenario, Israeli attack on Iraqi nuclear reactor; Cas Scenario between Australian CL Sydney & German raider Kormoran, 1941; Skagerak Harpoon scenario, WW3 in 1991; Fear God scenario, 1919; Israel's special mission aircraft; US Navy's new patrol aircraft. '09										
Naval SITREP Magazine #37		110466		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenari Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '09										
Naval SITREP Magazine #38		113245		\$6.00		New	n			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenari Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '10										
Naval SITREP Magazine #39		113246		\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: 2nd Btl of Latakia, Syria 1973, Harpoon scenario; Op Vesuvius, Red Sea 1935 & Makin Raid, Aug 1942, CAS scenarios; Assault & Defense, Persian Gulf 1924, Fear God scenario; French Aquitaine Class Frigate; the Korean Chenonan incident, March 2010; Russian Severodvinsk nuclear sub launches; Taiwan's Kuang Hua IV, NATO's NH90 helicopter; Updating Portugal's fleet; Radar Q&A; CAS 4th Clarifications. '11										
Naval SITREP Magazine #40		104794		\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Soviet Flankers aircraft pt2; in-flight refueling w/ tanker table; late WWI German ship building philosophy; CAS hypothetical scenarios Sept'39 off S.America; India's Tejas aircraft; Japanese torpedo doctrine; Japanese AA rockets; Strike Group Reagan & hypothetical "rescue" missions; new class of n.Korean troop transports; air group attack integrity & quality. '11										
Naval SITREP Magazine #42		118973		\$6.00		New	n	OoP		Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Top Gun, building the best fighter with Harpoon scenario; Capture the Flag & Btl of Lake Erie scearios for Fear God; revision the Ship Damage equation; a potentially disastrous incident with a Soviet nuclear sub in drydock; new generation Russian naval projects; specific info on aerial torpedos for CAS 4th; Franc battlecruise plans c1924; how to paint small naval mins; Emperor's Fleet Chidori class errata; book review of People's Liberation Army Navy. '12										
Naval SITREP Magazine #43		113615		\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Gray Seas Gray Skies Harpoon scenario adapted from 1983 computer game; new crafts: Korean T-50 Eagle fighter, Philippine Frigate (formerly USCG Hamilton), Japanese Shimakaze correction, P-63 King Cobra (in Soviet service), MiG-21 updates w/ 10 variations, Korean mini sub; corrections to Bismarck's main battery range; new minis at Shapeways; alternate San Bernadino Straight scenario; Guns & Roses scenario for Fear God; USS America carrier stats; Battle of Lissa scenario for CAS; 6 British aircraft for CAS; modernizing AEGIS cruisers; the Chinese Eagle Strike missile family; Chinese warship developments; review of Al Nofi's To Train the Fleet for War book. '12										
Naval SITREP Magazine #45		128310		\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Commentary on the USN's Littoral combat ships; Corvette designs; Seen at the Sea-Air-SpA Exposition; Sri Lankan Crisis between India & Sri Lanka & China; German Graf Zeppelin characteristics; Midway Cruiser Action CAS scenario; loss of the Indian Sindhurakshak submarine, 2013. Oct'2013.										
Naval SITREP Magazine #47		113616		\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product upates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Secenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14										
Operation Spark, Relief of Leningrad[ZL]		115797		\$35.00		New	zl	OoP		4
Ziplocked. ■ No box; remanent copy in ziplock without dice. Btln/rgt lvl gm of the ultimately successful relief of Leningrad, Jan'43, during the height of winter. Uses the Black Sea/Black Death system of impulse movement w/ lots of special units. Reqs 2d10 to play. J.Radey'97										
Operation Spark, the Relief of Leningrad		114764		\$48.00		New	BC	OoP		4
Boxed, and the last such copy available. ■ Btln/rgt lvl gm of the ultimately successful relief of Leningrad, Jan'43, during the height of winter. Designed by J.Radey & uses the Black Sea/Black Death system of impulse movement w/ lots of special units. J.Radey'97										
Persian Incursion		131270		\$49.00		New	BC			6
Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carlson, J.Dougherty'11										
Prague, the Battle of..., 6 May 1757		127276		\$64.00		New	BC	OoP		4
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion I for Lobositz with a extension map & scenario additions. M.Hinkle'14										
Prague, the Battle of...,6 May 1757 [ZL]		129461		\$55.00		New	zl	OoP		4
Packaged in a ziplock. ■ Packaged in a ziplock with no box or die. Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14										
Russo-Japanese War, Dawn of Rising Sun		120496		\$64.00		New	BC			1
Boxed copy. ■ Game of the Russo-Japanese War using the Fear God & Dreadnought (Admiralty Trilogy) rules system. Includes 20 scenarios, 350 counters, series rules & data annex booklet, plus a simplified jump-start rules set for teaching beginners. B.Madison'04										
Speed of Heat		129262		\$47.00		New	FB			1
Simulation of tactical air-air combat during the air wars over Korea & Vietnam. Intended to be the most accurate air game yet. Represents both air-air & air-ground combat. Evolved from the Air Superiority game, and remai compatible with that earlier game system. Each aircraft is rated on many dimensions for maneuver and firepower, and the gmae rates 40 differerent aircraft. 240 counters, 6 geomorphic map sections. JD Webster'92										
Summer Storm, Gettysburg 1863		129263		\$64.00		New	BC			4
Brigade level simulation of the Gettysburg campaign, beginning before and ending after the historical battle. Emphasis is on both side's need to subdue the opponent's army (rather than capture terrain). Relatively simple w doubleblind mechanics & a command system that emphasizes the fog of war. 1hr/turn, 0.5-2mi to hex, 2 maps, 980 counters. R.Barber'98										
Top Cover Air Combat Journal # 1		131271		\$25.00		New	Bk			1
w/ Spitfires Over Darwin kit for Whistling Death game adds a map of NW Australia (centered on Darwin) and a 140 counters depicting the situation in 1942-3 as the Japanese freely raided NW Australia until a full wing of Spitfires replaced the aged P-40s previously defending the area. Entire journal contains the history of the Japanese threat to & attacks on NW Australia from early 1942 thru late 1943, with a variety of defending fighters, some long obsolete, plus the Spitfires. History of the progression of the defense interspersed among 36 new scenarios. '13										
Whistling Death 2nd		123421		\$60.00		New	BC	OoP		1
2017 reprint. ■ 2017 reprint. 3rd game in the Air Power series of air combat between individual aircraft. This volume covers WW2 in the Pacific. Includes training scenarios & large battles. 520 counters, 40 aircraft, 24 ship: rules to retrofit prior games. J.Webster'17										
Whistling Death 2nd [Ziplock]		129985		\$59.99		New	zl			1

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
2017 reprint packaged in a ziplock. ■ 2017 reprint packaged in a ziplock (with no box or die). 3rd game in the Air Power series of air combat between individual aircraft. This volume covers WW2 in the Pacific. Includes training scenarios & large battles. 520 counters, 40 aircraft, 24 ships, rules to retrofit prior games. J.Webster'17										
Clash of Arms ART of WAR	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
Art of War Magazine #27/28	115331		\$25.00	Mint	n	OoP	Z			
Includes Alexander at Waterloo counters. ■ #27/28. Special 28pg mag edition w/ a 140-counter kit for a Alexander at Waterloo La B game(!). ARTICLES ON: Artillery tactics in From Valmy to Waterloo; Army of the Heartland errata; Supermarina scenario; naval gunnery in the 20th century; Harpoon errata; 6 Days of Glory designers notes; Alex at Waterloo variant; Lee Takes Command Peninsula Campaign variant; King's War varian '97										
Art of War Magazine #29	115332		\$19.00	Mint	n		Z			
28pg issue w/ variant & errata for Jena, 6 Days of Glory, Home Before Leaves Fall, etc. '98										
Close Simulations (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Falklands War	132637		\$49.00	Excell	BC	OoP	Err	4		
50% punched & complete. Includes update kit w/ 15 new counters (originally on paper, here neatly mounted). Also includes 4pgs of erra. Very clean. ■ An "update kit" was published, itself a photocopy that corrects aspect of the OoB & adds 15 British ships & new rules (unmounted). More detailed game of '82 Falklands War. Air-land-sea combat. '82										
Falklands War: Update Kit	98692		\$12.50	Mint	n	OoP	4			
Set of rules updates, including 15 (unmounted) additional/errata British ships, that updates the OoB & adds additional rules. Published as a photocopy, not a printed product.										
Columbia Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1812, War of..., 4th	132394		\$45.00	New	BC		4			
Simpler, block-style game of a little known war, focused on the fight for control of the Great Lakes area between US & Canada. Fast playing w/ excellent fog-of-war element. Great beginners game, too. '85										
Crusader Rex 2nd	128833		\$63.00	New	BC		6			
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalglish'11										
East Front II [3rd]	129876		\$92.99	New	BC		6			
Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasus, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fa playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06										
Gettysburg, Badges of Courage	115756		\$72.00	New	BC		2			
Block system game of the battle of Gettysburg, 1863, using brigade sized units w/ div, corp, army leaders. Scenarios for each of the 3 days, plus the combined game. 192 blocks, full size map. G&T.Dalglish'04										
Hammer of the Scots 3rd	132067		\$84.00	New	BC	OoP	6			
3rd ed updates the map artwork. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalglish, J.Taylor'09										
HarnMaster Fantasy Roleplaying 3rd	120961		\$25.00	New	BC		4			
Primary rules set containing the background on the fantasy medieval world of Harn, including a full sized color map. Fully revised core rules set, gamemaster screen & pad of character profiles. Rules in looseleaf (ie 3 hole unbound) format. Includes psionics, treasures & artifacts, campaigns & encounters & a bestiary. '03										
Last Spike, The...	132651		\$36.00	New	BC		A	6		
Simpler game in which 2-6 players cooperate to build a railway from St. Louis to Sacramento in the 1800s. Players compete to accumulate cash from land speculation along the way. Fast playing, suitable for beginners. Board is largely abstract but colorful land. T.Dalglish'15										
Liberty, the American Revolution 1775-83	130393		\$54.00	New	BC		6			
Strategic level game of the American Revolution, 1775-83, thruout the east coast of North America. Includes a map & 50 hardwood blocks for the American, British & French armies & navies involved, plus 25 cards. T.Dalglish, M.Kwasny'03										
Pacific Victory	130294		\$49.00	V.Good	BC	OoP	6			
Complete. Rules wrinkled & creased thru use. Outer box sleeve shows wear & some minor tears. ■ Strategic level, block-system game of the war in the Pacific during WW2. Uses an evolution of the Victory system with its lush graphics. Includes 3 discrete campaign starting points (1941,2 & 3). Allows what-if strategies such as the invasions of India or Australia. Includes 1 very nice map of the Pacific from the US west coast to India and 100 block counters. Army lvl, 600mi/hex, 3mo/turn. '00										
Pacific Victory 2nd	132399		\$72.00	New	BC	OoP	6			
2018 2nd edition. ■ 2nd printing. Strategic level, block-system game of the war in the Pacific during WW2. Uses an evolution of the Victory system with its lush graphics. Includes 3 discrete campaign starting points (1941, & 3). Allows what-if strategies such as the invasions of India or Australia. Includes 1 very nice map of the Pacific from the US west coast to India and 100 block counters. Army lvl, 600mi/hex, 3mo/turn. '18										
Quebec 1759 3rd	129869		\$59.00	New	BC	OoP	4			
The first block-style game produced. V.simple game of the French & Indian War in which France lost all control to parts of Canada. Great beginners game; plays quickly and rewards a good strategy. T.Dalglish, Gutteridge '09										
Richard III, Wars of the Roses	131789		\$63.00	New	BC		6			
Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 25 event cards. J.Taylor'09										
Rommel in the Desert, 3rd	129705		\$63.00	New	BC		4			
Reprinted. Simple, challenging block system game of the entire war in N.Africa, Spt'40-Nov'42, at rgt lvl. 7 Scenarios using Columbia's block system to provide fog-of-war and logistical limits. RECOMMENDED. S.Besinque'04										
Sam Grant, Civil War in the West 1862-4	125077		\$54.00	New	BC		6			
Brother game to Bobby Lee, uses Columbia's block system and a beautiful map to cover the western campaigns between St. Louis & Atlanta, 1962-4. 3 yearly & mateable scenarios plus campaign linking with Bobby Lee. Simpler game, fun. T.Dalglish, G.Selkirk'97										
Texas Glory	131787		\$54.00	New	BC		4			
Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalglish, D.Mings, C.Willner'08										
Victory in Europe	132401		\$81.00	New	BC		8	6		
Strategic, area-move, block-style game of the second World War in Europe & northern Africa, for 2-3 players. The Axis, Western Allies and Soviet Union duke it out on land, at sea and in the air for control of Europe. Play utilizes 108 color illustrated cards for events, initiative & combat. Includes 180 wooden blocks. T.Dalglish, R.Draker'15										
Victory, Blocks of War: Desert Map Kit	41384		\$8.00	New	Fo	OoP	A			
Kit adding 2 new double-sided geomorphic maps, Canal and Desert, for the game for geographical diversity. '98										
West Front II	124201		\$90.00	New	BC		6			
Redesign of this block system game of WW2 throughout France, Italy & the Balkans. This game covers the western front from Spain to Norway to northwestern Africa and the western Med (plus area boxes for other world regions) on two maps (34x45" total). Blocks & labels revised from prior version. Includes multiple senarios from '43-45 with invasions, production and supply limitations. Simple yet extremely challenging. Mates w/ East Fro II using Euro Front II kit. '06										
Command & General Staff (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
France & Flanders, War in...	3962		\$84.00	Mint	zl	OoP	4			
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. Include 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										
Compass Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1866, Struggle for Supremacy in Germany	129362		\$69.99	New	BC		4			
Point-point move game of the Austro-Prussian War of 1866 and the struggle to unify Germany. Uses a 55-card deck of cards that regulates events & deployment. Map covers an area of central Europe, with key areas or localities being identified on the map. 2 scenarios: the full campaign including mobilization, & the 7 Weeks War (the war itself). 2.5 countersheets, 1wk/turn, point-point map, div/corp level. J.Firer'17										
A Las Barricadas! 2nd	126071		\$59.00	New	BC		2			

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Reprint of this platoon-level game of tactical combat in the Spanish Civil War, 1936-9, using the War Storm game series. Depicts all the many types of military & paramilitary combatants, plus actions from thruout the war. Unit activation is the key dynamic, and is required to perform most actions. 2nd ed upgrades the rules, examples of play, adds a scenario, doubles the number of counters, new graphics, etc. 4 geomorphic maps, 3 countersheets, 16 scenarios. 12-15min/turn, 150-200m/hex, company/pltn level, fast playing. J.C.Cebrian, N.Eskubi'15										
Absolute Victory, World Conflict 1939-45		130870		\$142.50 **		New	DC **			8
Large, highly strategic game of World War II around the globe (on all 7 continents), 1939-45. Comparable in scale to earlier Blitz! Covers WWII on all theaters, on land and at sea. Uses a variable scale map that better emphasizes Europe and eastern Asia and less the areas not actively involved. Includes 2500 random events that players may encounter depicting the swirling, wartime diplomacy and technological events. Combat system allows you to prioritize time, territory or casualties in each battle fought. Uses an interactive, pulse system that involves both players thruout. Includes production. 4 maps, 7 countersheets, 3 rulebooks; army/corp, air fleet, naval squadron level, 130-185mi/hex, 2mo/turn. BIG! Ben Madison, Wes Emri'17										
African Campaign, Designers [3rd] Ed		129806		\$45.00		New	DC			4
Colorized & remastered 3rd Designers edition incorporating all errata plus new rules & variants (including those published in Panzerfaust/Campaign #74), and a larger map & counters. Original game was the predecessor to the highly popular Russian Campaign game. Covers the campaign in northern Africa from Dec 1940 thru Dec 1942 using a system similar to Russian Campaign making for a good, fluid game. Div level so very few units are involved making it possibly a good beginner's game. 0.5mo/turn, 12mi/hex, btln/div level. J.Edwards'17										
Balance of Powers		118683		\$95.00		New	BC			8 M
Modest complexity game of World War I thruout the world, including land, sea & air forces plus diplomacy, economics & production. Units are mobile until they flip over to entrench, and the war then turns to one of attrition. Combat is within a hex. Production system is simple & streamlined yet depicts the costs of an attritional war. Victory is based on capturing terrain & demoralization. 1mo/turn, 33mi/hex (200 in Africa), Corp level (btln in Africa), 864 counters, 3 maps, up to 7 players but this is basically a 2 sided game. Scenarios for 1914, 1916 & 1917, plus the campaign beginning July 1914. Secondary fronts are playable in isolation, and all are suited to solitaire play. J.Gorkowski'15										
Battle Hymn, Gettysburg & Pea Ridge		131944		\$57.00		New	BC			4
Package of two games from the American Civil War covering the battles of Gettysburg and Pea Ridge. Gettysburg was the most pivotal battle of the American Civil War, July 1863, here played in any of 6 scenarios (Days 1 or 3, campaign, plus battle scenarios for Pickett's Charge & Little Round Top). Pea Ridge was an early and important battle that decided Missouri's leanings in the war. The Confederates have a 3:2 numerical advantage, & surprise Union forces by attack from their rear, but are exhausted and ill-supplied; covered in four scenarios. Uses a brigade-level system including a unit activation system evolved from designer's earlier Across 5 Aprils. 60min/turn, 300yd/hex, Brig level, 2 maps, 528 counters. Eric Lee Smith'18										
Bitter Woods, the Battle of the Bulge 6t		129830		\$66.00		New	BC			4
2018 (6th) Reprint. ■ Reprint of Compass's Deluxe edition includes everything from prior editions including the expansion in one box, plus enlarged color counters, additional scenarios & an extended campaign covering the Allied counter-offensive. Rgt/brig lvl game of the Btl of the Bulge in short scenarios & longer campaign gm. Intended as a most historical simulation of this oft-gamed offensive. 2 maps, 480 5/8" counters. R.Heller'18										
Blitz! A World in Conflict		127669		\$60.00		New	BC			8 5
Stand-alone game adapting reenvisioning the World in Flames system to be played at the Army-level (rather than corp) while retaining the historical color of WIF. Covers the entire world on a large, area-move map. 394 5/8" & 3/4" counters include armies, air wings, fleets for all combatants. 6 short scenarios. Each major power has a unique set of goals, and the campaign game has no definite end point. Turns vary from 4-9mo/turn, map cover the entire world, army/fleet level, 2-5 players, hi solitaire suitability. D.LeLacheur, H.Rowland'15										
Blood on the Ohio, Indian Wars 1789-94		130938		\$46.00		New	BC			4
Game of the Northwest Indian Wars, 1789-94; basically the same subject matter of MMP's King Philip's War. A wave of settlers crossing the Ohio River after the Revolution creates tensions with the current residents of the area, exacerbated by the British. Washington sends 3 military expeditions to crush the Indians. Two meet with serious defeat, but the last destroys the Indian forces. 2mo/turn, point-point, 1 countersheet. High solitaire suitability. John Poniskie'18										
Brezhnev's War, Warsaw Pact vs NATO 1980		132686		\$54.00		New	BC			4
Game of the first month of a hypothetical Warsaw Pact attack in central Europe around 1980. This was the period was the balance of forces most favored the Soviets. And this was the NATO alliance's nightmare scenario: hasty conventional attack with no notice, that threatened a quick Soviet victory. 6.6mi/hex, 352 counters, brig & div level, 3days/turn. Ty Bomba'17										
Commands & Colors Tricolor Am Revolutn		131703		\$85.00 **		New	DC **			3
Game of tactical battles during the American Revolution using the popular Commands & Colors game system which uses command cards to drive movement. Adds several new rules systems to provide historical depth & challenges to those experienced with this sytem. Simpler game with fast play time. Scale varies with scenario. 12 battle scenarios including Bemis Heights, Bunker Hill I & II, Camden, Cowpens, Guilford Courthouse, Eutaw Springs & more. 309 wooden blocks, 3 decks of a total of 108 cards. Richard Borg'17										
Empires & Alliances, WWI Across Europe2d		129401		\$75.00		New	BC			6
Revised & colorized update of AH's Guns of August. Strategic level div/corp level game of World War I thruout Europe, 1914-18. Can be played with up to 4 players. Now includes air, armor, forts & other enhancements. 1mo/turn, Corp level, 30mi/hex, 4 maps, 896 counters. Rob Beyma'18										
End of Empire 1744-1782		126248		\$77.00		New	BC			6
Vastly updated & enlarged game previously published in Command Mag. Covers the 3 wars fought in North America between 1744 & 1782: King George's War (part of the War of Austrian Succession), the French & Indian War (part of the Seven Years' War) and the American Revolution. Map covers all of the eastern seabord of the US & Canada, down to Louisiana. 4 countersheets, 2 maps, 2mo/turn, 20mi/hex, regt & fleets, relatively complex. '14										
Enemy Action, Ardennes		129666		\$112.00 **		New	DC **			4 1
Rgt/div level game of the Battle of the Bulge using a card-driven, diceless game system. Includes a 2-player version but also allows solitaire play as either German or Allied players. Card-driven impulse system & Combat resolved purely thru a chit pull. 1day/turn, 2.5mi/hex, rgt/div level. 3 countersheets, 3 maps. J.Butterfield'15										
Fall Blau, Army Group South 1942		115869		\$109.00 **		New	BC **			4
Simpler, very large game of the German 1942 offensive by Army Group South in southern USSR, June-Dec 1942. Game uses classic mechanics with possible during-movement combat for mech units, and the chit-determined unit strength ala Victory in the West system. Axis has ongoing supply constraints which limits their ability to attack everywhere at once. 9 scenarios (6 use 1 or 2 maps) & 3 campaign games. 5 maps, 980 counters, 3days/turn, 6.5mi/hex, brig/div/corp level, well suited for solitaire play. G.Blanchett'16										
Fall of the Third Reich		126619		\$63.00		New	BC			4
New design. Large, strategic level game of the final 2 years of the War in Europe as Allies close in on Germany. Emphasis is on mobility with multiple movement phases & limits to leaving ZOC. Can be played as a 2, 3 or player game, and is well-adapted to solitaire play as well. By a yeoman designer. 2mo/turn, 30mi/hex, Div/corp/army level, 2 maps, 342 counters. Ted Racier'17										
Fatal Alliances, the Great War 1914-18		132204		\$105.00		New	BC			8 5
Stand-alone game using the World in Flames system to cover World War I on a global scale. Playable by 2-6 players, with 1680 counters representing land, air & naval units of the major & minor combatants. Corp/army lev with some specialty units. Naval units are covered with great detail, ea BB represented by its own counter. Includes economic & production, diplomacy, national moral, and bringing the US into the war. 3 maps covering Europe, Africa, the Middle East, America & the Pacific; 1680 counters. A complete revision based on WIF 6th/final. 2mo/turn with multiple impulses; 100km/hex (Europe); army/corp with groups of air & naval units, 3 maps. A.Radar, H.Rowland'15										
Festung Europa, Western Europe 1943-5		130438		\$61.49		New	BC			6
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										
Forgotten Legions [2nd]		130939		\$62.00		New	BC			3
Designer Signature (2nd) edition of two games previously published in Wargamer Magazine, Drive on Damascus and Bloody Keren. Each shares the Battles of North Africa series rules, a lively system designed for grand tactical battles. Now in a remastered, 2 game package. Drive on Damascus covered the Commonwealth's invasion of Vichy French-held Middle East. Includes lots of color with a smallish OoB including: armor advantages, air, artillery, flotillas, commandos, garrisons & mountain units. Bloody Keren covered battles for Italian East Africa, 1941-2. 2-4days/turn, 3-7.75mi/hex, Co/btln/brig level, 4 maps, 2 countersheets. Vance Von Borries'18										
Fornovo 1495, Dawn of the Italian Wars		116318		\$56.00		New	BC			3
Grand tactical game of a battle fought in 1495 between French forces under Charles VII and Condotierri forces of the League of Venice for control of northern Italy. Features 4 scenarios including the historical battle (fough across the Taro River), a free setup version, and a what-if that plays on Italian fears of a French drive on Parma. 20min/turn, 350yd/hex, btln/comp level. 2 countersheets, 1 map. B.Miller'16										
Guam, Return to Glory		129833		\$99.00		New	BC			3
Company-level game of the US invasion of Guam with the intent to recapture the island from 18,500 Japanese in July 1944. Second game in the Marianas Campaign series, and uses the Company Scale (CSS) game system. Lengthy & large game due to the low scale and huge number of forces involved. 1056 counters, 4 maps. Adam Starkweather'17										
Korea, Fire & Ice		129835		\$65.00		New	BC			4
First game in an intended Operational Scal System series, a variation of the Road to the Rhine system, emphasizing the infrastructure of war. Operational scale game of the first year of the war in Korea, 1950-51. During th time, the northern Communists nearly overrun southern Korea and the Pusan perimeter, US forces invade at Inchon and rout the Communists, then as the US approaches the Chinese border, the Chinese intervene routing the US forces. 3 maps, 2 countersheets, 1wk/turn, 10mi/turn. Adam Starkweather'18										
La Bataille de France, 1940		121881		\$62.00		New	BC			2
2nd game using the War Storm game system of company-level tactical combat early in World War II. This game covers actions during the German invasion of France & the Low Countries in May 1940. Game system emphasizes the role of officers in activating & coordinating units' actions4 geomorphic boards, 4 countersheets, 12 scenarios, 150-200m/hex, 12-15min/turn, 150-200m/hex. JC Cebrian, N.Eskubi'15										

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Last Laurels at Limanowa V.2 of the Red Poppies Campaigns series. Depicts Austro-Hungary's last solo victory against the Russians during World War I in Nov 1914. As the Russian 3rd Army approached Krakow and their 8th Army threatened Carpathia, the Austro-Hungarians attacked 25mi southwest of Krakow to good effect. Company-level units organized in battalions & regts for control & supply. 352 counters, 200yd/hex. John Gorkowski'18		130560		\$50.00		New	BC			4
Lion of Judah, War for Ethiopia 1935-41 Game of the two campaigns in Ethiopia before & during WWII: Italy conquers Ethiopia in 1935-6, then British forces conquer Italian forces in 1940-1. Rgt/Brig/Div level, with irregular units, armor, air & HQ. Political events represented via random events. 352 counters, 1mo/turn, 75km/hex. Well suited to solitaire play. Javier Romero'18		128735		\$52.00		New	BC			4
Montelimar, Anvil of Fate Game of the Allied expansion from their secondary invasion in the south of France, Aug 1944. The Germans were in retreat, but the Allies were constrained by logistics in what they could pursue. The Allies began to surround the German 19th Army; the desperate Germans respond by moving thru the Rhone Valley making Montelimar the focal point of the 8-day battle. Third game in the Company Scale System game series. 8 scenarios involving 1 to all 5 maps, 6 countersheets, 2hrs/turn, 500m/hex, co/pltn level. Adam Starkweather'18		130219		\$105.00		New	BC			4
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		120891		\$52.00		New	BC			6
On to Paris!, the Franco-Prussian War Game uses VG's Civil War game system to model the Franco-Prussian War of 1870-1 with interactive play, initiative & variable turn length. 9 scenarios & campaign game. 456 counters. 15days/turn, 15mi/hex, corp/army level. M.Becvar'16		125497		\$69.00		New	BC			4
Operation Skorpion 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		108050		\$44.00		New	BC			4
Paths to Hell, Barbarossa, June-Dec 1941 Game of tactical combat during the first year of the German invasion of the USSR, June - Dec 1941 using the War Storm game system previously used in Las Barricadas. Key dynamic is leadership, which allows unit activation (required to do most actions) & coordination. 4 maps & 8 overlays, 5 countersheets, 13 scenarios. 12-15min/turn, 150-200m/hex, sqd/company level, suitable for solitaire. J.C.Cebrian, N.Eskubi'16		122335		\$60.00		New	BC			2
Prelude to Rebellion, Canada 1834-7 Card-driven game of a rare armed rebellion in Canada, 1834-7, as a push for liberalization & local control are resisted by the British government. Victory is based on control of urban & rural counties, level of organization, & the involvement of other nations in the conflict. Covers the period of conflict before actual armed hostilities broke out. Players are scored on their handling of the conflict, and can buy special events that suit their purposes. 3wks/turn, modestly simple. Includes 91 counters, 275 cubes, 147 cards. Marco Poutre'18		130937		\$79.00	**	New	BC **			8
Proud Monster Deluxe [2nd] Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction act on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11		131683		\$109.00	**	New	DC **	Going		4
Raiders of the Deep, U-Boats 1914-18 Solitaire game of U-Boat warfare during World War I, 1914-18. Player commands a single U-Boat, seeking to destroy as much Allied shipping as possible while living to fight another day. Action increases your crew quality your own rank. 19 U-Boat types depicted. Based on The Hunters game system. Ian Cooper, Gregory Smith'18		130087		\$72.00		New	BC			2 1
Red Star White Eagle, Russo-Polish War2d Entirely revised, updated & enlarged game of the see-saw war between newly established Poland & the revolutionary Soviets, 1920. The Soviets threatened Warsaw, then the Poles counterattacked well into Russia. 2 bas scenarios & campaign game, with many what-ifs for ea. 2 maps, 2 countersheets, rgt/div level, 1wk/turn, 14mi/hex, suitable for solitaire play. The campaign can be played by 3 players. Dave Williams'18		129213		\$62.00		New	BC			4
Revolution Road, Battles of the Am Rev Game of four battles of the American Revolution (Boston, Lexington, Charleston & Concord) using 2 distinct game systems. One involves a detailed area-move map of the Boston area. The second involves an area movement map of the larger Massachusetts colony. High solitaire suitability. 228 counters, 22 cards, 2 maps. John Poniske & Bill Morgal'17		123982		\$54.00		New	BC			3
Saipan, the Bloody Rock Game of the bitter & lengthy invasion of and eventual conquest of the island fortress of Saipan, June 1944. 2 US Marine & 1 Army division are greeted by 30,000 entrenched Japanese. In the end, most of the Japanese, plus 14,000 Americans (and 22,000 civilians) would be casualties. But the island later housed airbases used to bomb the Japanese mainland. First of the Company Scale (CSS) system, as well as an intended series on the conquest of the Marianas. Very lengthy game, with 1056 counters, 2 maps, hi solitaire suitability. Adam Starkweather'17		127027		\$94.00		New	BC			3 2
Sovereign of the Seas Simpler, strategic level, multiplayer game of England's attempt to preserve its dominance of the seas around the world, 1756-1805. Game is akin to War at Sea (and no relation to Excalibre's game of this same title), with sail-powered warships competing for control of naval areas. 2mo/turn, 1map, 6 countersheets. Stephen Newberg'17		126444		\$99.00		New	BC			A 5
Steel Wolves: German Fleet Boats Kit Kit for Steel Wolves allowing players to explore the what-if had the Germans focused on larger & longer ranged u-boats (rather than the standard Type VII). This kit alters the beginning campaigns to reflect changes in both German & Allied deployments in the U-Boat War. Also includes 3 more Italian subs. B.Miller'13		128294		\$24.00		New	HC			4
Triumph of the Will Elaboration of the several alternative history games XTR published in which Germany & Japan won WWII and then face off afterwards, as well as WWW's Tomorrow the World. Nazi Germany takes on Imperial Japan arou 1948 across 2 area-move maps of the world. Uses an interactive system in which players alternate taking one action at a time - moving a military unit, placing reinforcements, launching an attack or a nuclear strike. 1yr/turn army/fleet/airforce level, hi solitaire playability, 2 maps, 2 countersheets. Ty Bomba'17		128614		\$52.00		New	BC			8
War, Europe 1939-45 Fast playing, strategic level game of WWII in Europe including lots of chrome & 12 scenarios. Fills the niche left by Third Reich. Uses cards for U-Boat & strategic bombing, espionage & naval warfare. Up to 5 players can represent the major combatants. Allows many what-ifs such as construction of German aircraft carriers. 1800 counters, 2 maps. E.Copley'12		128612		\$199.00	**	New	DC **	OoP		8
War, Europe 1939-45: Expansion Kit Expansion kit for The War, Europe 1939-45. Adds 12 new scenarios, including some hypotheticals such as had Germany not declared war on the US in 1941 & the invasion of Switzerland, plus others focused on specific areas of the war (such as Arctic Convoys, Kursk or Stalingard). Added rules provide for hidden buildups (allow The Bulge to occur), French & Soviet Surprise rules; solitaire diplomatic rules, and 49 variants. Includes 336 counters, new scenario & rules booklets. Ernie Copley'18		127654		\$69.00		New	BC			8
Wind, War in the..., Btl for Attu 1943 Covers the American invasion of Attu Island in the the Aleutian Archipelago seeking to recover this barren island from the Japanese who captured it at the time of Midway. What was to be a simple, week-long mop up turns into a month-long, meat grinder under brutal weather conditions tho the Japanese were seriously outnumbered. Includes 3 scenarios focused on key parts of the battle, plus the campaign. 1day/turn, 400yd/hex, company/pl level, 246 counters, with rules for solitaire play. M.Nagel'16		126642		\$45.00		New	BC			3
Yalu 3rd Last copy. ■ Update of this popular, simpler game of the Chinese-led counteroffensive that routed UN forces, from northern Korea thru the stalemate, 1950-51. Div level, 456 counters (2 sets: classic v graphic), 2 maps. Hi solitaire suitability. J.Hill'10		119638		\$79.00		New	BC	OoP		4
Ypres, the Battles for... First of an intended Red Poppies games series covering tactical combat in World War I. This game covers combat between the Brits & Germans in Oct 1914, May 1915 & Sept 1917 on the western front in 4 scenarios & 3 campaigns. Btlm/regt level. 10min/turn, 200yd/hex, sqd/company level, suitable for solitaire play. J.Gorkowski'16		129400		\$66.00		New	BC			2
Compass Games PAPER WARS Magz (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Belmont, Grant's Baptism of Command #87 Mag & game. Game covers Ulysses S Grant's initial campaign at Belmont, Missouri, Nov 1861, where he won a disputed victory against Polk. Rgt level, 140yd/hex, 228 counters. John Poniske'17 / ARTICLES ON: African Campaign 3rd with new optional rules; Interview with Antonio Pinar Pena; Devil Dogs of Guam; About Compass's Designer Edition Games; Scourge of God, Campaign of the Mongols, 1206-1259; China as a Sea Power; Stalin's World War III, Historical Analysis & Design Notes; Belmont, Grant's Introduction to Civil War Combat; Triumph of the Will alternate history; Clash of Empires in North America, 1744-1782.		126640		\$42.00		New	n			4
Finnish Civil War, 1918 #84 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 btlm/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.		122390		\$39.00		New	n			4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
I Will Fight No More Forever #82	120888	\$42.00	New	n	OoP	6				
Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana & toward Canada & safety, in 1877. The US army attempts to coral & capture the tribe. Upgraded, colorized & expanded, now with a strategic map & 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New & upcoming Compass games; reviews of Commands & Colors Napoleonic Spanish Army Commands & Colors Tricorne, DECGMS Battle of Lepanto #272, Blitz!, These Brave Fellows #39, HFD Till Darkness Goes, MMP None But Heroes, Western Desert Force, the War Storm game series including La Bataille de France 1940 & Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpon.										
Nomads No More #86	123986	\$42.00	New	n	OoP	4				
Mag & game. Two games of battles that occurred on the periphery of the USSR shortly after the Reds won their civil war. MONGOLIA depicts the invasion of Mongolia by fleeing White forces and their clashes with both Chinese & pursuing Red forces, 1920. Ungern-Sternberg'17. BOKHARA covers the Basmachi Revolt against Soviet rule in the Caucasus (now Kyrgystan, Tajikistan, Uzbekistan), 1920-22. 114 counters, 2 maps. Enver Pasha'17 / ARTICLES ON: Past is Prologue in Central Asia Too; Review of ADG Blitz!, VPG Ottoman Sunset, CPS Fall of the Third Reich 2nd, CPS Lamps Are Going Out, CPS Command & Colors Tricorne; Interview with Ty Bomba; Additional Scenarios for CPS End of Empire; Preview of Thinking the Unthinkable design of WWII in the immediate aftermath of WWII; Biographies of the War of the Grand Alliance; Designer's notes for Sovereign of the Seas; Interview of Bill Morgal & John Poniske; Replay of CPS Saipan, the Bloody Rock.										
Rising Sun Over China, Sino-Jap War #83	119642	\$44.00	New	n	OoP	4				
Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenario plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris!; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Bloody April, VPG In Magnificent Style, CPS Paths to Hell, GM Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;										
Russia Falling, the Coming Civil War #85	122393	\$42.00	New	n	OoP	4				
Mag & game. Game of a hypothetical civil war in the near future in the ethnic heartland of Russia, presumably after Putin passes from the scene and the country splits apart. 16mi/hex, 2mo/turn. Based on a very neoconservative understanding of Russia & its history. Ty Bomba'17 / ARTICLES ON: Reviews of DG Meuse-Argonne, 2+ 1911 Revolution of China, GMT Saints in Armor, DG Oil War #2, Whistling Death Spitfires Over Darwin kit, SCHUTZE Struggle for New France; Preview of CPS Absolute Victory; Russia Falling design notes; Finnish Civil War of 1918; Designer's Event Card Notes for CPS 1866 Struggle for Supremacy; New scenario for CPS Fatal Alliances with walkthru, and CPS 1870 On to Paris!; History of the War of the Nine Years War (War of the Grand Alliance).										
Scourge of God 2nd #88	130088	\$42.00	New	n	OoP	6	1			
Mag & game. Update & colorization of this strategic level game of the rise of the Mongol Empire thruout Asia in 12th Century. Primarily a solitaire game now, tho rules suggest each player play each side & total victory points. 5yrs/turn, 275km/hex. S.Newberg'18 / ARTICLES ON: Reviews of Brezhnev's War, Festung Europa, Prelude to Rebellion, BTL MAG Wagram 1809, Red Star White Eagle 2nd, Dien Bien Phu, Raiders of the Deep; Designer's Notes for Empires & Alliances; China 1937-9 Scenario for Absolute Victory; History of the battle of Wilson's Creek, 1861; Confederate commanders at Gettysburg, 1863.										
Confederates, Cavalry & Cannister	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
Iron Brigade	87530	\$55.00	Mint	HC	OoP	4				
Die cutting offsets leader names on 12 units; otherws Cherry. ■ Small, uncommon game of the Union's Iron Brigade's heroic delaying action on McPherson's Ridge on the first day of Gettysburg. The unit lost 2/3rds of its strength but bought vital time for other Union forces to arrive on the field. Graphics are so-so but game is good. 30yd/hex, 6min/turn, 15men per strength point, 2 scenarios. L.Millman, D.Martin'82										
Conflict Game Co.	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
Fall of Tobruk, 1st	1095	\$35.00	Excell	FB	OoP	Err	3			
Unit abbreviations page of rules annotated in colored pencil w/ equiv numerical unit ID; otherws EX. ■ Tac/op lv gm of Gazala battles, May-June'42. Simple, colorful gm. F.Chadwick'75										
Fall of Tobruk, 1st	108392	\$35.00	Excell	FB	OoP		3			
One end panel mildly sun faded; Otherws complete & clean. ■ Tac/op lv gm of Gazala battles, May-June'42. Simple, colorful gm. F.Chadwick'75										
Conflict Sim of Australia	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
Breakout! Magazine #34	115317	\$4.00	Mint	n	OoP	Z				
Sml price tag on cover. ■ Australian-produced mag of board, role playing & computer game reviews & analysis & variants. '89										
Conquest Gaming	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
Operation Barbarossa Kit	124389	\$25.00	New	HC	OoP	6				
Game kit requiring dice plus pieces from Axis & Allies or a similar game to play, otherws a complete game. Strategic level game of the War in the East during WW2 using area movement. Simpler system, suitable for 2 or 4 players: 1-3 players cooperate as commanders of German Army Groups against the Soviet player. Includes a color map in 4 sections, and 120 counters on heavy stock that must be cut apart. K.Battle'03										
Critical Hit	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime					
ASL:Afrikakorps, Along via Balbia	98865	\$12.00	New	zl	OoP	2				
8 scenario kit covers various actions during the middle of the war in N.Africa, 1941-2. '10										
ASL:Afrikakorps, El Guettar Stakes	98867	\$14.00	New	zl	OoP	2				
Last copy. ■ 8 scenario kit covers actions between US & British troops v Germans at El Guettar & along the Gafsa-Gabes road outside Tunis. '10										
ASL:Afrikakorps, Hellfire Pass & Beyond	98869	\$14.00	New	zl	OoP	2				
Last copy. ■ 8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10										
ASL:BdF II [Baraque de Fraiture 3rd]	101731	\$35.00	New	Fo	OoP	2				
Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11										
ASL:Bracchi Hills, Battle for...	90585	\$18.00	New	Fo	OoP	2				
Last copy. ■ Sqds & Leaders (ASL) kit providing 10 scenarios & the Santa Maria Infante map covering the attempts of the US 351st Rgt, 88th Inf to break the Gustav Line in an area of Italy with rolling hills that afforded excellent defensive positions to the Germans. '04										
ASL:Carnage at Cassino	45811	\$39.00	New	Fo	OoP	2				
Last copy. ■ 8 scenario & 4 campaign scenario kit of the vicious battles for Monte Cassino, 1944. Includes a color map of the mountain and lowlands plain. '99										
ASL:Dzerhezinsky Tractor Works	31220	\$49.00	New	n	OoP	2				
Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full size color, professionally printed map. '98										
ASL:Euro-Pack #1 2nd	78565	\$16.00	New	n	OoP	2				
Last copy. ■ aka ASL Pak 1. 2nd ed incorporates errata. Set of 8 scenarios focusing on European actions during the first 2 years of the war. Created in Europe. '03										
ASL:Euro-Pack II, Btl of the Bulge	74971	\$12.00	New	n	OoP	2				
Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98										
ASL:Euro-Pack V, Eastern Front	39393	\$12.00	New	n	OoP	2				
8 scenarios covering action on the Eastern Front from 1941-3. '99										
ASL:Hell's Bridgehead 3rd NO MAP	101680	\$29.00	New	Fo	OoP	2				
3rd ed withOUT map. Last copy. ■ 3rd ed withOUT map; adds new scenarios, more counters. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters. Revises Breccourt Mannor scenario. '11										
ASL:Hero Pax 4, Med Theater of Ops	81026	\$15.00	New	Fo	OoP	2				
Last copy ■ Scenario pack with 8 toumy style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06										
ASL:Leatherneck Campaign Pack 3	59789	\$16.00	New	zl	OoP	2				
Last copy. ■ Scenario kit providing 8 scenarios involving US Army units together with US marines in the all the pacific theatre. '99										
ASL:Ordeal Before Shuri, Btl of Okinawa	45820	\$35.00	New	Fo	OoP	2				
Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99										
ASL:Orders for the Major [2nd]	107686	\$64.00	New	zl	OoP	2				
Last copy. ■ Update of earlier Scotland the Brave I, covering actions by the Scots during Normandy. Upgraded map, 424 new counters & historical images in scenarios. I.Daglish'12										
ASL:Retro Pak III	101674	\$10.00	New	Fo	OoP	2				
Third of a series of old & good scenario reprints plus some new ones, all focused on straight forward firefights. 8 scenarios. '12										
ASL:Rout Pak II	31840	\$16.00	New	zl	OoP	2				
Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.													
ASL:Rout Pak III		77412		\$14.00		New	zl	OoP					2
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													
ASL:Scotland the Brave II		39375		\$29.00		New	Fo	OoP					2
10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior STB I kit for a large battle of Normandy.													
ASL:Total East Front Pak I		80924		\$16.00		New	Fo	OoP					2
Last copy. ■ 8 scenarios covering various battles on the east front. Includes a color overlay. '01													
ATS: Berlin, Fuhrer's Bunker GAME		91406		\$55.00		< New	zl	OoP					2
19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Others new, unpunched & unused, & complete ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09													
ATS: Berlin, Fuhrer's Bunker GAME		95157		\$69.00		New	zl	OoP					2
[Inspected & complete.] ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09													
ATS: Berlin-Red Victory: Fuhrer's Bunkr		91538		\$35.00		New	zl	OoP					2
ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09													
ATS: Hell Behind the Eastern Front		100657		\$65.00		New	Fo	OoP					2
Last copy. ■ Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13													
ATS: Hill of Blood, Mamayev Kurgan		100624		\$55.00		New	zl	OoP					2
15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13													
ATS: Kharkov, Battle for the Square		100649		\$75.00		New	Fo	OoP					2
ATS scenario kit pitting the 1st SS Leibstandarte Panzer div v the Soviet 3rd Tank Army in the heart of Kharkov, March 1943. Unlike Stalingrad, the aggressive SS forced the Soviets largely out of the central city area thru difficult urban warfare. Includes all counters needed for play - and nearly all are elite units. AFVs are depicted winterized, with winter inf uniforms. Historical map, 368 counters. 10 Scenarios range in size from small to massive. '13													
ATS: Omaha West [2nd]		101488		\$59.00		New	Fo	OoP					2
Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters. A HUGE game. Req only rules & std play aids to play. '12													
ATS: Pointe du Hoc		90696		\$22.00		New	zl	OoP					2
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													
ATS: Shout for Piat		100661		\$50.00		New	zl	OoP					2
Port to ATS of the earlier ASL update of still earlier Scotland the Brave II kit, covering actions by the Scots units during Normandy. Historical map, 424 new counters & historical images in 12 scenarios. '13													
ATS: Surprised Outside of Strass		90633		\$18.00		New	zl	OoP					2
Last copy. ■ Advanced Tobruk kit with a series of scenarios covering the bitter fighting in the Hurtgen Forest early in 1945. Includes an historical map, 32 counters & scenarios. M.Nagel'07													
ATS: Tobruk Exp. 2,Benghazi Handicap		78004		\$15.00		New	zl	OoP					1
1st edition with color cover sheet. ■ Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02													
ATS: Tobruk Exp. 2,Benghazi Handicap		113159		\$20.00		Mint	zl	OoP					1
1st printing with color coversheet. ■ Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02													
ATS: Tobruk Exp. 4,Blunted Sword 2nd		98130		\$15.00		New	zl	OoP					1
Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03													
Dan Verssen Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
B-17 Flying Fortress Leader		128500		\$63.00	**	New	DC	**					2 1
Solitaire game of daylight strategic bombing raids over Europe by the US 8th Air Force during World War II, 1942-45. Player must plan how best to damage the German war machine while also managing a flight of B-17s executing each planned mission, along with their fighter escorts. Includes 11 historical campaigns, a mini-campaign focused on one bomber surviving a 25-mission tour, a solo bombing mission focused on one bomber in one mission, and Down in Flames solitaire rules so that that game system of air-air combat can be used to resolve air-air combat (if desired; ownership of DIF required). Includes 336 cards, 6 countersheets, 1 mounted board. Fast playing, 30min/mission. Dean Brown'17													
Counter Trays, DVG Style Trays 5-pak		130523		\$16.00		New	FB						Z
FIVE PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14													
Counter Trays, DVG Style Trays 10-pak		130858		\$30.00	**	New	LB	**					Z
Down in Flames, Locked On		132406		\$42.50	**	New	BC	**					1
Stand-alone game in the DIF game system which moves the system ahead to the 1970s to today, covering jet aircraft & combat. Includes many aircraft & several campaigns. The deadly nature of modern air-air weapons changes the nature of the game considerably. Includes the best-known aircraft from major nations (US, Germany, England, USSR, northern Korea, Pakistan, northern Vietnam, etc). In each dogfight, you combine the unique abilities of your aircraft with the action cards available to you to maneuver, evade attacks, and attack. Introduces the idea of range as well as heat seeking, radar & active homing. Missions come from wars of the jet age: Korean War, Vietnam War, Yom Kippur War, Desert Storm & more. Includes rules for both solitaire & multi-player play. 224 cards, 3 countersheets, 6 historical campaigns. '18													
Down in Flames: Wingmen Kit		129844		\$26.00		New	SC						3
Kit adding wingmen to the DIF game system. Includes 2 wingmen cards for each aircraft type appearing in Aces High & Guns Blazing, plus cards for 3 new fighters (160 total). D.Verssen'12													
Fleet Commander Nimitz		114675		\$75.00	**	New	GB	**					4 1
Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level in 4 historical campaigns for each year. The player commands a combination of land, air & sea forces which engage in detailed battles as they pursue the goals of each campaign. Includes mounted map, 8 counter sheets. Its a heavy & big sucker. '14													
Gato Leader, Btl for Pacific		130191		\$52.00	**	New	DC	**	OoP				4 1
Sequel to U-Boat Leader. Operational & tactical level, solitaire game of the US submarine campaign against Japanese shipping in the Pacific, 1942-45. Depicts each of the 4+ major classes of subs produced by the US, each with individualized ratings. Subs are positioned to detect convoys & other targets; when sighted, they attempt to attack while evading escorts. Includes 4 campaign scenarios, modest complexity. 165 color cards, 352 counters, 2 mounted boards. D.Schueler'16													
Hornet Leader, Carrier Air Operations 3d		132407		\$64.00	**	New	DC	**	OoP				1 1
2018 reprint. ■ 2018 reprint. Massive solitaire game of air-air combat involving ALL of the current & prospective aircraft operated by the US navy & marines since the Vietnam War. Includes 330 cards, 8 campaigns, 352 counters. Campaigns include Libya 1984, NAtlantic c.1986, Iraq 1991, IDF 2001, Syria 2004, Taiwan 2008, NKorea 2011, Iran 2014. D.Verssen'18													
I.A.F. Israeli Air Force Leader		124412		\$64.00	**	New	DC	**					2 1
Solitaire game in which the player commands the pilots and squadrons of the Israeli air force during the length of the nation's existence, 1948 to present, using propeller-driven aircraft to the latest F-35 Stealth fighter. Presents 9 campaigns spanning Israel's existence. Basically a solitaire game, but can be played cooperatively. 336 cards, 8 countersheets. '17													
I.A.F. Israeli Air Force Leader		125523		\$64.00	**	New	DC	**					2 1
Solitaire game in which the player commands the pilots and squadrons of the Israeli air force during the length of the nation's existence, 1948 to present, using propeller-driven aircraft to the latest F-35 Stealth fighter. Presents 9 campaigns spanning Israel's existence. Basically a solitaire game, but can be played cooperatively. 336 cards, 8 countersheets. '17													
Modern Naval Battles 3rd: Campaign Kit 2		132206		\$18.00		New	SC						1
Expansion kit #2 for this card game of ahistorical ship-ship combat structuring individual games into campaigns. Adds 18 strategy, 10 mission, 68 ship, 16 target cards, plus a die cut countersheet. Adds an entirely new new India. D.Verssen'12													
Thunderbolt Apache Leader 4th		126353		\$66.00	**	New	DC	**	OoP				1 1
2016, 4th ed is a straight reprint of this updated & expanded card game of close air support aircraft & helicopters. Your job is to select & best utilize the right mix of pilots, aircraft & munition for each mission. Now includes 168 cards, 352 counters, 8 campaigns. 1st ed was popular. Each missing takes about 30min play time. G.Billingsley, D.Verssen'16													
Tiger Leader: Upgrade Kit		127032		\$22.00		New	HC						2 1

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Upgrade kit for Tiger Leader bringing it to the standards of Sherman Leader, and fixing many problems. Includes 4pgs of updated rules, additional cards (projectiles, enemy battalions, campaigns), updated unit counters, revised enemy orders. '17											
U-Boat Leader, Btl for North Atlantic 2d	126427			\$52.50			New	DC			4 1
Enlargement of this operational & tactical level, solitaire game of the U-Boat portion of the Battle of the Atlantic, 1939-43, including every type of U-Boat produced (including the late war Type XXI Walter boats), each with individualized ratings. U-boats are positioned to detect convoys; when sighted, they attempt to attack while evading escorts. 264 counters, 165 cards, 4 campaign scenarios, modest complexity. 2nd ed adds detailed rules: U-Boat damage. 352 counters, 165 color cards representing the ships of all types. D.Schueler'16											
U-Boat Leader, Btl for North Atlantic 2d	126349			\$52.50			New	DC			4 1
Enlargement of this operational & tactical level, solitaire game of the U-Boat portion of the Battle of the Atlantic, 1939-43, including every type of U-Boat produced (including the late war Type XXI Walter boats), each with individualized ratings. U-boats are positioned to detect convoys; when sighted, they attempt to attack while evading escorts. 264 counters, 165 cards, 4 campaign scenarios, modest complexity. 2nd ed adds detailed rules: U-Boat damage. 352 counters, 165 color cards representing the ships of all types. D.Schueler'16											
Warfighter, WWII: Exp 1 USA #1 Kit	130847			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the US. '17											
Warfighter, WWII: Exp 10 USSR #2 Kit	130193			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the USSR. Second set for this nation. '17											
Warfighter, WWII: Exp 11 Poland #1	127662			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, Poland. '17											
Warfighter, WWII: Exp 2 UK #1 Kit	123623			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the UK. '17											
Warfighter, WWII: Exp 3 Germany #1 Kit	132389			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, Germany. '17											
Warfighter, WWII: Exp 6 USA #2	130875			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the US; second set for this country. '17											
Warfighter, WWII: Exp 7 UK #2 Kit	126056			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the UK. Second set for this nation. '17											
Warfighter, WWII: Exp 8 Germany #2 Kit	132207			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the Germany. Second set for this key player. '17											
Warfighter, WWII: Exp 9 USSR #1 Kit	132688			\$15.00			New	SC			1 6
Expansion set consisting of 56 cards for one nation's force, the USSR. '17											
WWII Tank Leader Commander Cards Kit	132689			\$15.00			New	SC			2 1
Kit that expands both Tiger Leader & Sherman Leader with 56 historical enemy commanders to influence your campaigns. Includes leaders from US, Great Britain, Germany, France, Poland, USSR & Japan. '17											
WWII Tank Leader Terrain Tile Kit	132195			\$23.00	**		New	ZL **			2 1
Kit with 32 extra multi-hex terrain tiles, half of which are standard terrain and half are new terrain (such as jungle). Also includes brief rules on how to use the new terrain types. '17											

Days of Wonder (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Memoir '44: Equipment Pack BONUS KIT	128909			\$8.00			V.Good	n	OoP		2
1" mar to bare white paper on btm corner of cover. Others EX. ■ Booklet with 8 additional scenarios from 1940-44.											

DecGms FIRE & MOVEMENTMag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Fire & Movement (Dec Gms) # 75	123911			\$8.00			Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of GMT Homet Leader; profiles of GRD Balkan Front 2nd, OMEGA Carrier War 1st; survey of 3 games of the American Revolution: SPI American Revolution, AH 1776, TSR 13 Colonies in Revolt; reviews of AH ASL Code of Bushido, Conflict in Europe PC, RHINO Legend Begins 1st, GMT Tet Offensive, COLUMBIA Mid-East Peace, CROWN High Ground, ENGELMANN Shattered States, MOOF Afghanistan, COA La B D'Auerstaedt; retro review of SPI Frederick the Great; Origins '91 report. '91											
Fire & Movement (Dec Gms) # 76	123912			\$8.00			Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detailed profile of GDW Tet Offensive; reviews of TSR Sniper Special Forces; survey of Computer Games pt2, Air & Sea Battles (extensive); 2pg list of American Civil War games; short survey of games well-suited to multi-player play; brief reviews of AH Attack Sub, GDW Fall of Tobruk; retro review of SPI Chicago Chicago #21; discussion of Gaming Awards & their validity. '91											
Fire & Movement (Dec Gms) # 77	123913			\$8.00			Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detaile profile of GAMERS Barren Victory; reviews of GMT GBOH Alexander, 3W Campaigns of Marlborough, AH Republic of Rome; brief reviews of PACRIM 48th Panzer Korp #3; FGA Operation Crusader; 2WOLF Silverton 1st, World in Flames 5th, 3W 2WW; retro review of SPI Thirty Years War Quad; the possibility of Case Geld, the German invasion of the US in the '40s. '91											
Fire & Movement (Dec Gms) # 78	123914			\$8.00			Mint	n	OoP		Z
ARTICLES & reviews on: XTR Blood & Iron #21 review & strategy; Zones of Control in Simulation Design; COA Speed of Heat Game Replay; 2-Player Variant Rules for VG Tokyo Express; XTR Successors Variant Rules; Modified Campaign Rules for Zeppelin #159; 12 Patton's War (US v USSR) Scenarios for Panzerblitz & Panzer Leader; Japanest Strategy in Axis & Allies. '94											
Fire & Movement (Dec Gms) # 79	123915			\$8.00			Mint	n	OoP		Z
ARTICLES & reviews ON: detailed review of Trajan #145; review of Defense of Rorke's Drift w/ strategy; revies of LAMBOURNE Wings Over France, 3W Star Force Terra, Chad #144; 1991 games & companies in reviews Computer Wargames in 1991. '92											
Fire & Movement (Dec Gms) # 80	123916			\$8.00			Mint	n	OoP		Z
Cover of this mag shows an incorrect issue # (78). ARTICLES & REVIEWS ON: detailed profile of GDW Sands of War; reviews of VG Flashpoint Golan, GMT 1863, FRESNO Pacific War Classics, Tarawa & Saipan, including ERRATA; reviews of Boer War (part of the 3W Defense of Rorke's Drift game), GRD First to Fight 2nd; brief reviews of XTR Victory at Midway #14, AH Advanced Civilization kit, DG Italian Campaign Sicily #146, DG Holy War #147; retro review of AH Fury in the West 2nd; report on Fresno Gaming's self-destruction. '92											
Fire & Movement (Dec Gms) # 81	123917			\$8.00			Mint	n	OoP		Z
ARTICLES & REVIEWS ON: Anthology of American Civil War Games, pt 1, Strategic Games: GMT 1863, SPI American Civil War #43, TSR American Civil War #93, MB Battle Cry, VG the Civil War, TFG Grand Army of th Republic, GDW House Divided 1st & 2nd, SPI War Between the States; and pt 2, Theater Games of the ACW: 3W Army of the Potomac, 3W Army of the Tennessee, POWDER War in Virginia, COA Campaigns of Robert Lee; reviews of FRESNO Brother Against Brother, with discussion of 'Game' versus 'simulation'; 3W Raid on Richmond, COLUMBIA East Front 1st; a revisionist's perspective of WWII eastern front games; brief reviews of DG Croyedly Bridge #148, AH D-Day '92; retro review of GROUP3 Rolling Thunder 2nd, MFG Express; Keeping them happy in Civilization PC. '92											
Fire & Movement (Dec Gms) # 82	123918			\$8.00			Mint	n	OoP		Z
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, Campaign 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 Btts & 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											
Fire & Movement (Dec Gms) # 83	123919			\$8.00			Mint	n	OoP		Z
ARTICLES ON: Analysis of Advanced Third Reich; Anthology of American Civil War Game series; profile of Bloody Roads South; profile of Chancellorsville, Pinnacle of Victory; profile of Black Sea Fleet and XTR's Jutland profile of GDW's Bloody Kasserine & Race for Tunis; profile of GAMESMITH'S Total War; profile of MFG's Road to the White House & AH's Candidate; strategy in Vicroy/Columbus; reviews of: Gettysburg, Lee's Greatest Gamble; AH Midway '92; Italian Campaign Salerno #150; Vittoria Friedland #151; Playability, the Rules of Sicily & Simplicity; Point of Attack PC. '92											
Fire & Movement (Dec Gms) # 84	123920			\$8.00			Mint	n	OoP		Z
ARTICLES & REVIEWS ON: detaile profile of RHINO Campaign to Stalingrad; reviews of GAMERS Stalingrad Pocket 1st, COA Prelude to Disaster, MOORE Kesselschlacht, GMT GBOH SPQR, IES Cannae, MOORE Landships, XTR 1918 Storm in the West; anthology of American Civil War games, pt V, 1861: SPI Bull Run, AH Bull Run, SDI First Blood, 3W Glory Road, GDW Manassas, ICE Manassas, SPI Wilson's Creek; brief review of Planes in Flames kit for World in Flames, OMEGA Victory in Europe, 3W Tarawa, GD Case Green #152, GDW Tet '68, naval warfare in World in Flames & WWII ETO; retro reviews of SDC/MFG Battle for Hue & MOORE/TFG Operation Pegasus. '92											
Fire & Movement (Dec Gms) # 85	123921			\$8.00			Mint	n	OoP		Z
ARTICLES & reviews ON: detailed analysis of COA Speed of Heat (and changes from earlier Air Superiority); reviews of COLUMBIA West Front 1st, MARKHAM Crusades Quad, THUNDERHAVEN Red Christmas, XTR Berlin '45, Casus Belli; Anthology of American Civil War Games, pt 4, Early 1862 games: SDI Fort Donelson, 3W Unconditional Surrender, SPI Pea Ridge, FRESNO Pea Ridge, SPI Stonewall #67, SPARTA Shiloh, WEG Shiloh, SPI Bloody April, BL Fury in the West, BTLFLG Shiloh, SPI Shiloh, FRESNO Shilo, SDI Seven Pines, SPI Jackson at the Crossroads, SPI Road to Richmond, Baton Rouge #133; review of MOORE Operation Defend Berlin (1 of 4 games in Last Battles of the Reich), SE SIM Napoleon on the Danube, Zama/Op Felix #153, retro review of YAQ Ultimatum, FLYBUF Nuclear Proliferation. '93											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Fire & Movement (Dec Gms) # 86		123922		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: detailed review of GAMER Guderian's Blitzkrieg 1st; reviews of COA War for the Union, SPI Stonewall Jackson's Way; Anthology of American Civil War games, pt 7, Late 1862: SPI Cedar Mtn, CMND PERS Road to Washington; GAMERS August Fury, WEG South Mtn, SPI Antietam, SDI Antietam, TSR Glean of Bayonets, GAMERS In Their Quiet Fields 1st, CMND PERS Shaarpsburg, SPI Corinth, 3W Stars & Bars, SPI Fredericksburg, Stones River, SDI Dead of Winter, YAQ Murrfreesboro, SDI Stones River; reviews of 3W Give Me Liberty, SMG Lords of the Sierra Madre, XTR Poland '39, Tushima Death Ride of a Fleet, MOORE Last Stand, 3W Black Prince & Campaigns of the Civil War. '93										
Fire & Movement (Dec Gms) # 87		123923		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: Review of games on the Winter War: SPI Winter War #33, GMT Winter War, GMT Arctic Storm ; reviews of MOORE War in the Arctic, 5th COL Buena Vista, VG Across 5 Aprils, 3W Scratch One Flat Top; 1992 Gaming in review; Top Computer Games of 1992; reviews of 3W Salvo, Salvo II, Sink the Bismarck, Russo-Turkish War #154, XTR Port Arthur #19. '93										
Fire & Movement (Dec Gms) # 88		123924		\$8.00		Mint	n	OoP	Z	
ARTICLES ON: Review & analysis of Imperator & Ancients; Profile of AH Guadalcanal '92; Profile of XTR Victory in Normandy; Profile of ADG Fatal Alliances 1st; Profile of INTERPHASE Jubile, Dieppe 1942; Part 7 of the American Civil War Game Anthology: Early 1863 games; brief reviews & analyses of: Roman Civil War #157; 3W Age of Chivalry; XTR Cortes #20; 3W Napoleon's Later Battles; AH Deluxe Diplomacy; White Eagle Eastward #156; AH Croix de Guerre; MOORE Op Seyavino 1942. '93										
Fire & Movement (Dec Gms) # 89		123925		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: detailed review of GDW Phase Line Smash; reviews of AH IDF, 3W Blood & Iron, DG Seven Days Battles, GAMERS Embrace an Angry Wind & Perryville & Thunder at the Crossroads II, MOOF Motion to Sever; Anthology of American Civil War games, part 9, late 1862: SPI Cemetery Hill, OSG & AH Devil's Den, AH Gettysburg '58, 61, 64, 77, 88, PHOENIX Gettysburg High Tide, XTR Gettysburg Lee's Greatest Gamble, 3W Harvest of Death, CCC Iron Brigade, SIMCAN Lee at the Crossroads, RAND Lee v Meade, 3W Little Round Top, OSG 20th Maine / AH Little Round Top, TFG McPherson's Ridge, 3W Never Call Retreat, YA! Pickett's Charge, SPI Terrible Swift Sword, GAMERS Thunder at the Crossroads, GAMERS Barren Victory, SPI Chickamauga, WEG Chickamauga, PHOENIX Chickamauga, SPI Chattanooga; review of 3W Aces High 3rd DG Italian Campaign Anzio, OMEGA Ranger AO Sierra & Victor expansions, Chart Wars. '93										
Fire & Movement (Dec Gms) # 90		123926		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: GMT Crisis Korea 1995; XTR Smitherreens; DG Napoleon's First Battles; Distant Seas; AH Mustangs; DG Antietam; Zeppelins #159; XTR Blood & Iron #21; Interview with Frank Chadwick; Hobby News; Retrospective Comparison of Computer Simulations including High Command & Clash of Steel, War in Russia & Second Front. '93										
Fire & Movement (Dec Gms) # 91		123927		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: 3W Blitzkrieg in the South (with Q&A & optional rules); COA To Make George Howl; PRP Troina '43; AH Civilization & History of the World; Short reviews of: AH Storm Over Arnhem, PRP Kestenga, MOORE Stalingrad Corridor; Computer Tank Simulations Comparison. '94										
Fire & Movement (Dec Gms) # 92		123928		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: detailed profile of COA Lee Takes Command & Autumn of Glory; reviews of COA La B Mont St. Jean, COA Bobby Lee, 3W SS Amerika, 3W Crossbows & Cannon II, DG Empires at War, Velikiye Luki PC. '94										
Fire & Movement (Dec Gms) # 93		123929		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: GAM AUsterlitz & Tac Combat Series v3 series, Grossdeutschland 1940, Matanikau, Afrika 1st; AH Breakout Normandy; DG Red Sun Red Star #158, Successors #161; 3W Campaigns of Frederick the Great; XTR Czechoslovakia '83 #24, Gettysburg #17; AH Diplomacy Gamers Guide; Interview with Dean Essig. '94										
Fire & Movement (Dec Gms) # 94		123930		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: GMT Victory in the West; AH We the People; XTR When Eagles Fight #25; 3W Army Group Center; PRP Blood & Iron, Taman '42; 1993 Year in Review. '94										
Fire & Movement (Dec Gms) # 95		123931		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: XTR Proud Monster #27, Back to Iraq 1st, When Tigers Fight #26; MOORE Iran-Iraq War; DG Italian Campaign: Med War #160; 3W Lawrence of Arabia; AH Roadkill. '94										
Fire & Movement (Dec Gms) # 96		123932		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: DG War of Rebellion; GMT Operation Mercury; Korea '95 #4; American Civil War Anthology; Anthology of Civil War PC Games. '96										
Fire & Movement (Dec Gms) # 97		123933		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: detailed profile of MIH Triumphant Fox; reviews of AH ASL Kampfgruppe Peiper I, GMT GBOH Lion of the North, DG Saipan & Clontarf #162, GAMERS Ardennes; brief reviews of XTR Shogun Triumphant; 3W Henry V, MOORE Americans at War, XTR Like Lions They Fought #28; 3 additional scenarios for DG Balkan Wars #164; optional rules for Napoleon's First Battles; replay of DG Savage Station #166. '94										
Fire & Movement (Dec Gms) # 98		123934		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: detailed profile of 3W The Last Blitzkrieg including ERRATA; reviews of SIMTAC Sagunto, THUNDERHAVEN Alexander at Tyre; COLUMBIA MedFront & VolgaFront, Bastogne or Bust 1st; analysis of Africa in Flames (for World in Flames) CRT; variant for Panzer Arme Afrika 2nd assuming the fall of Malta; GAMERS Ardennes variants; Variant rules for Republic of Rome, Napoleon on the Danube; review of COA Kolin. '95										
Fire & Movement (Dec Gms) # 99		123935		\$8.00		Mint	n	OoP	Z	
ARTICLES ON: Review of DG Leningrad 2nd, Battle for Germany 3rd, World War I 3rd, Btl for Ardennes 3rd (with errata for all); GAM Enemy at the Gates; APL Avalanche, Invasion of Italy; 3W Sword & Shield; TIMJIM Suzerain; 12 O'Clock High; Analysis of Operation Shock Troop #168; XTR Seven Seas to Victory; Hobby News for the year; Replay of Across the Potomac; Contemporary Battles using GDW Battlefield Europe; XTR Poland '39 variants; GTM Arctic Storm strategy. '95										
Fire & Movement (Dec Gms) #100		123936		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: detailed profile on COLUMBIA Dixie collectable card game; 1994 year in review, games & game companies; F&M Article Index by game or article title (issues 1-100); reviews of MIH Ring of Fire, retro review of GDW Pearl Harbor 2nd. '95										
Fire & Movement (Dec Gms) #101		123937		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: GameFix Magazine issues #1-5; SPEARHEAD Bodyguard-Overlord; XTR 1914 Glory's End 1st; 3W Crusades II; XTR Fateful Lightning; 2 VG Pacific War Strategic Scenarios; House Rules for VG Pacific War '95										
Fire & Movement (Dec Gms) #103		123939		\$8.00		Mint	n	OoP	Z	
ARTICLES & reviews ON: detailed profile of COA Borodino '41 including ERRATA; reviews of 3W Barbarians, APL MacArthur's Return, COA Command at Sea 3rd, PACRIM SHENANDOAH Valley of Fire, AH Maharaja, GMT Rise of the Luftwaffe, XTR Across the Potomac; At Dawn We Fought variant scenario for AH Midway '92 & Guadalcanal '92 (assumes an alert US at Pearl Harbor; variant scenarios for AH Breakout Normandy; review of XTR Bunker Hill. '95										
Fire & Movement (Dec Gms) #104		123940		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: detailed profile of GAMERS Yom Kippur & GMT Crisis Sinai 1973; reviews of GAMERS Hunters from the Sky, MIH A Famous Victory, COA Achtung! Spitfire, DG Molotov's War, PACRIM Chosin w/ ERRATA, 3W Ironsides, w/ Optional rules, GPG Rebel Yell 1st. '95										
Fire & Movement (Dec Gms) #105		123941		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: GAM Black Wednesday; AH Stonewall in the Valley; Geronimo; GMT Great BtIs of Julius Caesar & Dictator; DG Alamo; MOORE Operation Dovecote; XTR Budapest '45; 3W Chinese Civil War; 3W Last Battles East Prussia 2nd & Aachen; By Force of Arms; MIH Piercing the Reich; ONE Big One; Playtest checklist. '96										
Fire & Movement (Dec Gms) #106		123942		\$8.00		Mint	n	OoP	Z	
ARTICLES ON: Reviews of COA La Bataille d'Espagnol-Talavera & SIMTAC La Bataille Los Arapiles; Eagles of Empire Borodino & Friedland; Interview with Franck Chadwick; SIMWRK Operation Dragon Rouge; SPEARHEAD Bloodiest Day Antietam. '96										
Fire & Movement (Dec Gms) #107		123943		\$8.00		Mint	n	OoP	Z	
ARTICLES & REVIEWS ON: detaile profile on AH Empire of the Rising Sun; reviews of GMT Typhoon, GMT 3 Days of Gettysburg w/ comparisons to earlier Terrible Swift Sword, DG Thirty Years War, XTR Budapest '45, DG Emperor's First Battles. '96										
DecGms MOVES Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Manuever #71		102646		\$9.00		Mint	n	OoP	4	
Mag (Moves #71) + Game, aka Moves Special Issue #2. w/ simple introductory game, Manuever, intended for beginners. Played on a small, blank hex map & designed to teach the fundamentals of wargaming. 20 counter C.Upton'92 / ARTICLES ON: Basic Wargaming Library, 22 games from all eras & sophistications (J Miranda); Review of AH D-Day '92 w/ Replay of 1943 Scenario; Basic Tactics for Beginners; Article Index to 6 Mags (F&M, Moves, Command, Counterattack, S&T & Wargamer) and all issues thru 1992, listed by subject/author/issue#; (15pgs). '92										
Moves Magazine (DecGms) # 65		115138		\$6.00		Mint	n	OoP	Z	
ARTICLES & reviews on: Evolution of Simulation Design; Problem of Perspective in Games; GRD Balkan Front, State of the Art in Gaming; Replay of WEG Soldiers; Review of Fight on the Beaches #40; Preview & Examples of Play from SPI Sicily; Scenarios for WWW SS Amerika; Variant for AH MBT; Campaign rules for Iron Cross #132; Revised Aircraft Capacities for AH Richtofen's War; 1943 Scenario for AH Third Reich; Varian for WWW Tomorrow the World; Playtest of Trajan #145; Variant Scenario options for SPI Panzer Battles; Variant for Read Beach One #142; Stalingrad Syndrome in GRD's Europa Games; CSR Awards for 1987-1990. '91										
Moves Magazine (DecGms) # 66		115139		\$6.00		Mint	n	OoP	Z	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
ARTICLES ON: PRP's Just Plain Wargames series with brief reviews of Last Elephant Offensive, Bastogne Crossroads of Death, Demyansk Pocket, Salla 1941; Replay of Bastogne Crossroads of Death; review of Air Bridge to Victory; strategy in Kaiser's Battle #83, Hougomont #11 & COA La Bataille Auserstadt 3rd; review of Hornet Leader; scenarios for Tank Leader Eastern Front (including a solitaire scenario & some solitaire play aids; scenario for TSR Red Storm Rising; official Trajan #145 optional rules & strategy. '91												
Moves Magazine (DecGms) # 70		115143		\$6.00				Mint	n	OoP		Z
ARTICLES ON: replay of GMT 1863 Fredericksburg II scenario; discussion of various command & control mechanisms; XTR Desert Storm #13 strategy; strategy in AH Republic of Rome; analysis of ADG Days of Decisor strategy in Holy War Afghanistan #147, WWW Okinawa #55, Italian Campaign: Sicily #146; MB Conquest of the Empire variant; scenario for TSR Hunt for Red October & Tannenberg/Grunwald scenario for Men at Arms #137; Non-player players for AH New World; corrections to Desert Storm RE 3rd ACR; strategy for GDW Battle for Basra; updating TFG's Warsaw Pact to the late 80s; variant rules for WWW Okinawa #55. '92												
Moves Magazine (DecGms) # 71		115160		\$4.00				Excell	n	OoP		Z
Mag only; all components for Manuever game removed & not included. Mag otherws EX. ■ All components for Manuever game removed & not included. ARTICLES ON: Basic Wargaming Library, 22 games from all eras & sophistications (J Miranda); Review of AH D-Day '92 w/ Replay of 1943 Scenario; Basic Tactics for Beginners; Article Index to 6 Mags (F&M, Moves, Command, Counterattack, S&T & Wargamer) and all issues thru 1992, listed by subject/author/issue#; (15pgs). '92												
Moves Magazine (DecGms) # 72		115144		\$6.00				Mint	n	OoP		Z
ARTICLES ON: The CRT in Land Wargames; analysis of & strategy for Franco-Prussian War #149; key elements in a Napoleonic game: Friedland #151; review of GMT Thunderbolt-Apache Leader w/ replay; improving older Napoleonic Brig-Div level games (like Nap Last Battles Quad); the invention of the Higgins Boat & LVT; overview of PRP 48th Panzerkorps, with 2 small scenarios; variants for Honour Alone & TSR Europe Aflame. '9												
Moves Magazine (DecGms) # 73		115145		\$6.00				Mint	n	OoP		Z
ARTICLES ON: Case Green reply & analysis; Sands of War; I am Spartacus analysis; Russo-Turkish War analysis & optional rules; variant rules for GDW's Great Patriotic War; Battlefield Europe 1994 scenarios; Doomed Victory 7 Sept scenario. '92												
Moves Magazine (DecGms) # 76		115148		\$6.00				Mint	n	OoP		Z
ARTICLES ON: design notes & optional rules for & replay of Napoleon's First Battles; review of GAMERS Embracing an Angry Wind & Perryville; review & strategy of Columbus Kit for TFG Viceroy; anaysis of Bank Robbery scenario in Gunslinger; pt.2 of article on the design process for a tactical Port Stanley game by Mark Walker; errata for LA Lawless #75. '93												
DecGms WARGAMER v2 Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Wargamer (Decision Games) v2 # 3		98751		\$3.00				Excell	n	OoP		Z
ARTICLES ON: M-B Shogun review; Aesthetics, function & history in wargame graphics by RB MacGowan et al w/ check list [a must read]; 2 reviews of AH Britannia; review of GDW Scorched Earth w/ Siege of Sevastopol scenario & house rules; reviews of Bard's Tale PC & Russia, the Great War in East 1941-5 PC; novice v veteren 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												
Decision Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
'45, the Jacobite Rebellion of 1745		126131		\$28.00				New	HC	OoP		6
Intriguing gm of a rgt-lvl, area move gm of Bonnie Prince Charlie's attempt to retore the Stuart line to the throne of England. Covers all of England & Scotland. 6 scenarios & campaign. '95												
Aachen, First to Fall		127581		\$19.00				New	Fo			4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for the first German city to be assaulted by advancing Allied forces, Oct'44. Btl/nrg lvl. '10												
Acre, the Third Crusade Opens		127588		\$19.00				New	Fo			4
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12												
Advanced Pacific Theatre of Operatns		127758		\$120.00 **				New	LB **	OoP		6
Thoroughly revised, reworked & enhanced game of WW2 thruout the Pacific theater at a strategic scale but now with extensive & researched detail. Covers from the Japanese invasion of China in 1937, the Soviet-Japane clash in 1939, to all of the War in the Pacific thru 1945. Can be linked with Adv European Theatre of Operations. Includes 2 full sized maps of Asia & the Pacific, 1680 counters including counters for every capital ship & most aircraft types, more detailed production model, and many scenarios. '09												
American Revolution 2nd		129987		\$25.00				New	zl			6
2017 reprint in ziplock format. ■ Reprint of this complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Carribean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn 1775-78 scenario, 228 counters. T.Bomba'17												
Arzuf, Lionheart v Saladin		123108		\$19.00				New	Fo			4
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers Saladin's 1191 attack on the Crusader army led by Richard the Lionhearted, with hopes of repeating his victory of 4 years prior. The Crusaders have a stronger army for sustained fighting; the Muslims are quick & light, with lots of archers. 100 counters. C.Perello'12												
Barbarossa Deluxe, Russo-German War [2d]		130225		\$53.99				New	zl			4
Update & enhancement of the game originally published in World at War mag #1 covering the Barbarossa campaign in the USSR, 1941-5, at corp/army level. Based loosely on Dunnigan's game by the same name from 1971. 280 counters, 55mi/hex, 1-2mo/turn, 6 scenarios starting in 1941-3, 2 maps. T.Bomba'16 / Also includes a well-written & richly illustrated 190pg historical booklet detailing the progression of the War in the East in WWII.												
Bastogne, A Desperate Defense		132022		\$19.00				New	Fo			3
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the btl for the key crossroads at Bastogne during the Btl for the Bulge, Dec'44. '10												
Battles for the Galactic Empire		123688		\$19.00				New	Fo			6 2
2-player folio game set in the Struggle for Galactic Empire universe in which players are space empires competing for a control of a region of space. Players deploy secretly, then alternate actions. Resources provide production and political advantages, as well as the ability to convert enemy forces to friendly. Fast playing. '16												
Belisarius's War, Reconquest of Africa		124020		\$11.50				New	Fo			6
Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & even Sml map, 40 counters, 18 cards. J.Miranda'13												
Beyond the Urals		127761		\$18.00				New	zl			4
Corp/army level game of a what-if from WW2: What if the Germans had captured Moscow in '41 but the USSR fights on from the Urals. Smaller gm w/ 176 counters, 20mi/hex, 1wk/turn. '02												
Border War, Angola Raiders		126112		\$11.50				New	Fo			4 1
Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border raids the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12												
Breitenfeld, Enter the Lion of the North		117384		\$19.00				New	Fo			4
Folio game using the new Pike & Shot game system. Covers the first major battle involving Gustavus Adolphus who uses smaller, thinner formations allowing greater flexibility & speed than the Imperial units of musket ringed pikemen he fought. System intends that inf & artil breakup the enemy lines such that cavalry can destroy it. Regt level, 200yd/hex. '13												
Cactus Air Force, Air War Over Solomons		131482		\$11.50				New	Fo			4
Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13												
Caesar's War, the Conquest of Gaul		130234		\$11.50				New	Fo			6
Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13												
Cauldron, Battle for Gazala		130242		\$18.99				New	Fo			4
Update of SPI folio game. Rommel does an end run around the Gazala defenses, culminating in a large armored battle at The Cauldron. '10												
Ceres, Operation Stolen Base		128525		\$11.50				New	Fo			4 1
Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the large source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16												
Chalons, Fate of Europe		131501		\$19.00				New	Fo			3
New design using the DG folio format. Covers the battle of Chalons in 5th century where a Roman army challenges the dominant Huns under Atilla who had seized much of Europe with their bow-armed cavalry. '10												
Chantilly, Jackson's Missed Opportunity		129587		\$9.00				New	Fo			3

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Folio game of Stonewall Jackson's attempt to take his command around the Union forces after Second Bull Run in an attempt to trap & destroy them, Sept. 1862. A scratch Union force together with weather delayed him enough that the Union forces slipped away. But the possibility was a Union...or a Confederate...disaster. Brigade level, with 40 counters. '13												
Cherkassy Pocket, Encirclement at Korsun		129595		\$37.00				New	HC			4
Btln/brig level game of the bitter battle of Korsun Pocket, winter 1944. A fast moving slugfest covering 23 days using the Berlin '45/Wave of Terror game system by the same designer. 4 scenarios, 1.25mi/hex, 24hr/turn, 52 counters. J.Desch'01												
Chickamauga, River of Death		127573		\$19.00				New	Fo			4
Update of SPI folio game. Bragg's Confed Army of Tennessee outnumbered dispersed Union forces, and sought to destroy the Union along the Chickamauga River. '10												
Congo Merc, the Congo, 1964		129588		\$11.50				New	Fo			4 1
Small game in the Mini game series. Solitaire game in which you guide a sml elite unit to intervene to your benefit in the newly independent nation of Congo. Organize the unit, enter the country, then try to make your way to the objective & secure it, and leave safely. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. pltn/co level. J.Miranda'12												
Coronel & the Falklands Islands		132026		\$19.00				New	Fo			4
Folio game of two naval battles by German cruisers, & the British hunting them, at the beginning of World War I. Coronel covers the Nov 1914 meeting engagement that resulted in the loss of British ships. Falkland covers the fateful encounter of the German East Asia Squadron with a large British force including battlecruisers that largely destroyed the Germans squadron. 98 counters, 1nm/hex. '18												
Crusader, Battle for Tobruk		132030		\$18.99				New	Fo			3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btln/rgt/brig level. '10												
Custer's Final Campaign		131897		\$11.50				New	Fo			4
Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12												
Dai Senso!		119902		\$90.00	**			New	LB **			6
Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11												
D-Day at Iwo Jima		131516		\$67.00	**			New	BC **			3 1
Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day At game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters 55 event cards. Joe Youst, John Butterfield. '18												
D-Day at Omaha Beach 2nd [PC CD-ROM]		130026		\$22.00				New	JC			4 1
CD-ROM, req Windows 2k+, DirX, 512mb RAM, min VGA. Computerized port of this popular solitaire game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. Combat system emphasizes using the right weapons & tactics. Also playable by two players cooperatively, each controlling one of the two US divisions. Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 15-30min/turn, company level, 275yd/hex. J.Butterfield'15												
D-Day at Omaha Beach 3rd		130228		\$59.00	**			New	BC **			4 1
3rd edition (2017) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition has updated rules & a mounted mapboard. J.Butterfield'17												
D-Day at Peleliu 2nd		132322		\$59.00	**			New	BC **			4 1
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												
D-Day at Tarawa [PC]		132349		\$22.00				New	JC			4 1
PC (Windows 2000+, 3GB RAM) port of this solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. '17												
D-Day at Tarawa 2nd		123129		\$59.00	**			New	BC **			4 1
2017 2nd edition with mounted map. ■ 2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17												
DMZ, the Next Korean War		127585		\$19.00				New	Fo			4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. Depicts what might happen should northern Korea again attack southern Korea. Brig/Div/Corp level. '10												
Drive on Moscow 2nd		131900		\$37.00				New	zl			4
Update in ziplock format of game previously published in S&T 244, here with updated rules & graphics plus revised German OoB. 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. Joseph Miranda'17												
Drive on Stalingrad, 3rd		114866		\$69.00				New	BC	OoP		4
Major rethinking and graphic upgrade of this previously flawed game of the German Summer 1942 drive on Stalingrad & Caucases using the PzrGrp Guderian system. Redsigned with insight into the weaknesses of origir design and the failure of games to follow history. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn, rgt/div level, with untried units. Ty Bomba, Brad Hessl'02												
Drive on Stalingrad, 3rd		127459		\$64.00				Mint	BC	OoP		4
Mildly concaved crease on box cover paralleling 2 side edges. Sml seam tear repaired. Creases extending from 2 box btm corners. Otherws very clean. ■ Major rethinking and graphic upgrade of this previously flawed gar of the German Summer 1942 drive on Stalingrad & Caucases using the PzrGrp Guderian system. Redsigned with insight into the weaknesses of original design and the failure of games to follow history. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn, rgt/div level, with untried units. Ty Bomba, Brad Hessl'02												
Eagle Day, the Battle of Britain		131488		\$9.50				New	Fo			4
Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counter 18 cards, group/wing scale. J.Miranda'13												
El Alamein, Rommel at Alam El Halfa		132032		\$19.00				New	Fo			4
Folio game of Rommel's attack at Alam El Halfa, immediately after his victory at Gazala, August 1942. Attempting another sweeping attack, Montgomery awaits with concentrated armored and antitank forces forewarned b Ultra intercepts. Uses the Fire & Movement game system, making support elements important. 100 counters, btln/regt/brig level, 1.5mi hex. '16												
Empires of the Middle Ages 2nd		122299		\$149.00	**			New	LB **	OoP		8
Very sadly, this game is now out of print. Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple senarios for 1-6 players. One of J.Dunnigan's most gifted designs now given new life with the beauty of modern graphics. 2nd edition adds army & fleet counters, 114 new cards, & civilization symbols (ideas adapted from Civ the PC game). J.Dunnigan, J.Miranda'04												
Europe, War in... v3.0 [PC CD-ROM]		126093		\$49.00				New	Fo			8
CD-ROM & 68pg, well documented rules manual. Third, Windows XP/Vista/7 version of this PC version of the grand old SPI monster game of war thruout Europe. Has many qualities paralleling the original: simple yet functional systems & graphics, fun, with lots of potential for fun. Elaborates on various areas w/ 20 new options, and is a full game system including scenario editor. Requires 2-3 human players; no AI included. Can be played by email. K.Lean'09												
First Saratoga, Sept 1777		130236		\$9.00				New	Fo			3
Small folio game of British forces under Burgoyne attacking fortified American forces in dense woods near Saratoga, 19 Sept 1777. Winning depends upon maneuver, keeping reserves, and concentration at key points. 40 counters, small map, Btln/brig level, 352yd/hex. '16												
Forgotten War, Korea 2nd		129997		\$37.00				< New	BC	Going		3
New & shrinkwrapped. Box's manufacture caused cosmetic tears in the laminated box cover material resulting in narrow white tears at all corners of 2 end panels plus some minor box btm wear. Otherws new & straight from the publisher. ■ 2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipyeong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97												
Four Battles of the Ancient World, V.2		127764		\$29.00				New	HC	OoP		2
Simple, tac lvl quad w/ 4 more ancient bts: Issus (333BC), Metaurus (207BC), Carrhae (53BC), Idivisto (15AD). '95												
Frayser's Farm, Wasted Opportunity		123105		\$19.00				New	Fo			4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gain's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10													
Gaza 1917, Gateway to Jerusalem	116947			\$19.00				New	Fo				4
Folio game of the Allied offensive in Palestine in April 1917. Attacking the Ottoman defensive line at Gaza a second time, the well-supplied Allies aimed to break thru to Jerusalem & Damascus. The Allies have the number the Turks have the defensive terrain & better leadership. Uses the Fire & Movement game system with hidden movement, exploitation movement, and fire support at time of combat. 0.75mi/hex, BtlN-Rgt-Brig level, 100 counters. '14													
Germantown, Washington Strikes, Oct 1777	131490			\$8.49				New	Fo				3
Folio game of Washington's Continentals attack on sepearated British forces near Germantown, Pennsylvania in Oct 1777. The attack failed in dense fog, but could have threatened the British hold on eastern PA. '15													
Golan, the Syrian Offensive	127147			\$19.00				New	Fo				4
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippor War, defended by Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. BtlN/brig level. '10													
Highway to the Reich 3rd	122841			\$127.50	**			New	LB **				3
3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept.1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08													
Hurtgen, Hell's Forest	127372			\$90.00	**			New	LB **				3
Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12													
Iwo, Bloodbath in the Bonins	129584			\$29.00				New	Fo	OoP			4 1
Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btlN level. '13													
Kasserine, Baptism of Fire 3rd	127578			\$19.00				New	Fo				3
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisi Feb 1943. '10													
Khe Sanh '68, Marines Under Siege	132035			\$11.50				New	Fo				3 1
Solitaire folio game of the marine corp's defense of Khe Sanh just prior & during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '15													
Khyber Rifles, Britannia in Afghanistan	126113			\$11.50				New	Fo				6
Small game in the Mini game series. Covers the year 1842 as the British lose an entire army in Afghanistan, then launched two more offensives into the country that didn't stick. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12													
Krieg! World War II in Europe 1st	120050			\$39.00				Mint	BC	OoP	Err		6
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													
Krieg! World War II in Europe 1st	16116			\$49.00				Mint	BC	OoP			6
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													
Lebanon '82, Operation Peace for Galilee	131506			\$19.00				New	Fo				4
Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12													
Leipzig, Napoleon Encircled	126491			\$19.00				New	Fo	Going			4
Update of SPI folio game. Napoleon is on the ropes in 1813, at war with all of Europe converging on his position in eastern Germany. 280 counters. '10													
Leningrad 2nd	89119			\$20.00				Mint	HC	OoP			4
Graphic update of this smlr gm of Army Group N's drive on Leningrad from 22 June - 13 Spt '41. '93													
Leningrad 3rd	127155			\$19.00				New	HC				4
Further update & reprint of this smaller game of the German Army Group North's drive on Leningrad from the initial invasion of the USSR thru the summer, 22 June - 13 Sept 1941. Originally an SPI design, here reprinted, updated & colorized a second time. Uses a form of the popular Panzergruppe Guderian game system, with untried Soviet units. Div level, 20mi/hex, simpler & a good game for beginners. '14													
Lettow-Verbeck, East Africa 1914-18	131890			\$11.50				New	Fo				4
Small folio game of the campaign in German East Africa, 1914-8. German player must execute a smart, mobile, guerilla war to tie down & confound the massive Allied forces arrayed against them. Uses the Hand of Destin game system. BtlN level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15													
Long Range Desert Group	131885			\$11.50				New	Fo				4 1
Small solitaire game of the Allied special operations against Axis forces in North Africa, including attempts to kill or capture Rommel, 1941-2. Player must complete 1 of 4 missions to win a scenario, or complete all 4 missions to win the campaign. Co/btlN level, area move, 75mi/inch, fast playing, simpler. '16													
Loos 1915, the Big Push	106178			\$19.00				New	Fo				4
Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthroughs which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13													
Lords of the Sierra Madre, 3rd	123680			\$38.00				New	BC				4
2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96													
Luftwaffe 3rd	132336			\$38.00				New	BC				4
Reworking of AH's Luftwaffe game of the US strategic bombing campaign over Europe. Turns are now quarterly, production can be influenced, and there are many new rules for radar, aces, target complexes, diversion to support ground war, advanced fighter & bomber development, new targets, etc. '07													
Mansfield, Crisis in the Pine Barrens	116601			\$11.50				New	Fo				3
Small folio game of the Battle of Mansfield, Louisiana, April 1864, as two Union armies converge on Shreveport. Confederate forces attack each column in turn, the first being that under Banks, resulting in a piecemeal rout Union forces. Brig level, 440yds/hex, 40 counters. '16													
Marengo, Morning Defeat-Afternoon Victry	127572			\$19.00				New	Fo	Going			3
Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. BtlN/rgt lvl. '10													
Masuria, Winter Battle 1915	120800			\$19.00				New	Fo				4
Folio game of the German surprise 1915 attack on the East Prussian frontier against the open flank of a Russian army that destroyed a sacrificial corp & nearly the entire Russian army. Uses the Fire & Movement game system with hidden movment & fire support at time of combat. 4mi/hex, Brig level, 100 counters. '14													
Merrill's Marauders, Commandos in Burma	129839			\$11.50				New	Fo				4 1
Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btlN level, 17mi/inch, fast playing, simpler. '16													
MiG Alley, Air War Over Korea 1951	128009			\$11.50				New	Fo				1
Small folio game covering the air battles over Korea in 1951. Communist MiG-15 jet fighters (piloted by Russian pilots) take on B-29s & other bombers over northern Korea, seeking to maximize US aircraft losses. Uses Air Wars game system. 40 counters, 18 cards, air group level, 23.5mi/square. '15													
Molino Del Rey, Gateway to Mexico City	132340			\$9.00				New	Fo				3
Folio game of the August 1847 American attack on a small city outside Mexico City. As both sides paused to negotiate before an American assault on the Mexican capital, the Americans learn that the Mexicans are building cannons in this town (which was at heart not true), and so resolve to take it. '14													
Mortain Counterattack, Drv to Avranches	126492			\$19.00				New	Fo				4
Folio game of the key German attack aimed at cutting of the thin supply line to the Allied breakout near Avranches south of Normandy. The Germans mass 4 panzer divisions near Mortain, attacking the US 30th Inf which is tasked with buying time. Emphasis on special units' abilities, and support by artillery & aircraft. 100 counters, small map, btlN level, 0.5mi/hex. '16													

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Naktong Bulge, Breaking the Perimeter New design using the DG folio system. Covers the desperate defense late in 1950 as all available US units in the Pusan perimeter defend against 3 NK inf divs attempting to force the Naktong Bulge. Co/Btlm/Brig lvl. '10		127584		\$19.00		New	Fo			4
Napoleon at Waterloo 4th		127156		\$22.00		New	HC			4
Napoleon's Last Battles Quad 6th 2015 reprint with minor tweaks, larger box & 90 added variant counters. One of the best of SPI's games, set of mateable 4 games on individual battles at Waterloo can be combined for a 3-day campaign game. One of the most popular games SPI produced, and both a simple & elegant set covering Napoleon's last chance at Waterloo. Has been out of print for more than a decade. Includes all the original & 1995 scenarios, plus more units reflection OoB research & possible variants, plus new optional rules. 480m/hex, brig level, 400 counters. K.Zucker'15		129603		\$45.00		New	BC			4
Nine Navies War Strategic level game of the naval war during an alternate world beginning in 1915 after Germany has overrun France. There are essentially 2 fronts, the Med and the Atlantic. Includes all ships existent during the WWI era. Uses a variation of the simple War at Sea system. 492 counters. '07		131899		\$37.00		New	BC			6
Operation Kremlin Corp/army level game of a BIG what-if from WW2: What if the Germans had gone after Moscow in 1942 (rather than Stalingrad)? Essentially an historical what-if based on the situation in late June 1942. 176 counters, 10mi/hex, 1wk/turn. T.Bomba'02		127766		\$29.00		New	HC			6
Operations Olympic & Coronet 2nd Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or player. J.Dunnigan, J.Miranda'18		131528		\$40.99		New	zl			4 1
Pacific Battles v1: The Rising Sun A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/btlm/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02		105604		\$37.00		New	HC	OoP		4
Pacific, War in the... 2nd HUGE & heavily revised & graphically updated simulation of the War in the Pacific using monthly turns. Still perhaps the best sim on the subject. Now sporting 8960 counters, 150 tactical maps showing detailed maps of individual islands at 0.5-10mi/hex, 128 pgs of rules + 300pgs of charts in 6 booklets, 7 strat maps. Focus is balanced between supply & operations, both HQ-based activities. Multiple scenarios + campaign. All worth the m expensive game ever. J. Dunnigan et al, '06		128014		\$324.00 **		New	HB **			6
Pacific, War in the... 2nd: Extension Kt Kit allowing the war to extend into late 1945 & 1946. Adds 5 countersheets with aircraft & ships appearing after Aug'45, 2 new tactical island maps, plus additional rules & charts to extend the war. K.Kiff'08		114874		\$32.50		New	zl			6
Pavia, Climax of the Italian Wars Folio game using the new Pike & Shot game system. Covers the climactic battle of the Italian Wars as France & the Hapsburgs vie for control of Italy near the town of Pavia. Both sides field transitional armies with feudal knights, firearms, mercenaries, pikemen & tercios; the battle occurs in broken woods. Rgt level, 200yd/hex, simpler system. J.Miranda'13		131508		\$19.00		New	Fo			4
Pea Ridge, St Louis then Huzzah! 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		127150		\$19.00		New	Fo			3
Pedregal, Santa Anna at Bay Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a w thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12		117265		\$19.00		New	Fo			3
Phobos Rising! Insurgency on Mars Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movement. 40 counters, 18 cards. '16		132342		\$11.50		New	Fo			4 1
RAF, Lion PC PC-ROM, Windows XP or later. Partial PC game port of this popular solitaire game of the Battle of Britain; Player controls the RAF, the Luftwaffe is played by artificial intelligence (2 player version not included, also). Multipl scenarios ranging from a single one-day raid thru the full campaign game. '16		131532		\$17.00		New	JC			4 1
Rebels & Redcoats I Set of 4 lo complexity gms from the Revolutionary War: Bunker Hill 6/1775, Brandwine 9/1777, Germantown 10/1777, Monmouth 6/1778. '95		126736		\$35.00		New	HC	Going		3
Rebels & Redcoats II Set of 8 lo complexity gms from the Revolutionary War: Bennington 8/1777, Freeman's Farm 9/1777, Bemis Heights 10/1777, Camden 8/1780, Cowpens 1/1781, Guilford Courthouse 3/1781, Hobkirk's Hills 4/1781, Eutaw Springs 9/1781. '95		125854		\$37.00		New	HC	Going		3
River Plate & Denmark Straits Folio game of 2 memorable naval battles early in World War II. River Plate covers the battle between the German Graf Spee pocket battleship and 3 British heavy cruisers in 1939. Denmark Strait covers the Bismarck's encounter with the Hood & Prince of Wales in May 1941. Includes 98 counters, small map. 1nm/hex. '18		132041		\$19.00		New	Fo			4
Saalfeld, Prelude to Jena Folio game of the 10 October 1806 meeting of the advanced guards of the French & Prussian armies. A victory for either will open possibilities to defeat the larger enemy army shortly after, and time is short. 40 counters, r level, 352yd/hex. '13		127612		\$9.00		New	Fo			3
Saipan, Conquest of the Mariannas Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,00 well entrenched Japanese defend against 3 US divisions. '10		127153		\$19.00		New	Fo	Going		4
Salem Church, East of Chancellorsville Folio game of the Union attempt at Chancellorsville, May 1863, to slip a full corp behind the Confederates. The attempt had to cross a single key bridge at Salem Church, and a see-saw battle developed and the Confederates eventually flanked the Union force, forcing them to retreat. 40 counters, bridgade level, 352yd/hex. '14		126499		\$11.50		New	Fo			3
Scheldt, Battle of..., Devil's Moat Folio game of the battles between the Canadian 1st Army & German 15th Army in late 1944. The allies needed to clear the Scheldt Delta in order to utilize Antwerp's port facilities. The German's realized this and delayed it inevitable with pre-sited artillery, snipers & mines to break up Allied advances before they even met the main German lines. '14		118921		\$19.00		New	Fo			4
Shanghai Incident, Jan - March 1932 Folio game of an early attempt by Japan to sieze Shanghai in 1932. They won tactically, but lost in casualties, politically and in confidence. Uses the Fire & Movement game system that emphasizes motorized & specialist units. Rgt level, 1km/hex, 100 counters. '16		119563		\$19.00		New	Fo			4
Shiloh, Grant Surprised Update of SPI folio game. Confeds launch a surprise attack at the Union encampment near Shiloh, but are beaten back in a confused battle. '10		127576		\$19.00		New	Fo			4
Showdown, the Coming Indo-Pakistani War New design using the DG folio system. Uses a step reduction system with support assets like airpower & artillery - and possibly nuclear weapons. Depicts what might happen should India & Pakistan once again go to war, and do so without reservation. Div level. '10		126677		\$19.00		New	Fo			4
Stones River, Turning Point in Tennessee Update of SPI folio on the subject. Focuses on the Confed surprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10		127574		\$19.00		New	Fo	Going		3
Storm of Steel 2nd Revised & updated 2nd edition. ■ Revised & updated 2nd edition of this strategic level, comprehensive 3-map game of WW-1 in Europe from the Spanish border to the Middle East, including land air & naval units. Quarter turns, corp or naval squadron level. Includes production and a card driven system. 3 maps, 1400 counters, 22 scenarios. Good for team play. '14		115587		\$119.00 **		New	LB **			6
Struggle for the Galactic Empire [PC] CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13		128017		\$17.00		New	JC			8 1
Struggle for the Galactic Empire 2nd 2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14		132345		\$45.00		New	BC			8 1

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Suez 1916, Ottoman Strike		116942		\$19.00		New	Fo			4
Folio game of the Ottoman attempt to breach & capture the Suez Canal, a vital lifeline to the British Empire, in August 1916. The Ottoman force, stiffened with German & Austro-Hungarian units, attained tactical surprise by attacking at night. Uses the Fire & Movement game system which includes artillery & air support added at the time of combat. 0.6mi/hex, BtlN/regt/brig level. '14										
Suez '56, Anglo-French Intervention		131875		\$11.50		New	Fo			4 1
Solitaire folio game of the British, French & Israeli attempt to regain control of the Suez Canal from Egypt. Goal is to seize the canal or depose Nasser while avoiding the political disaster of the original event. Uses the Cold War Blitz game system. Player controls the allies' actions, while a card deck controls the Egyptians. You control the length of the game with judicious card play. '15										
Tannenberg, East Prussia August 1914		124030		\$19.00		New	Fo			4
Folio game of the opening moves on the eastern front in World War I. Germany's small eastern army is able to take advantage of their interior lines & railroads to mass quickly and thus defeat in detail 2 lumbering Russian armies. This game focuses on action on the southern portion of East Prussia. Uses the Fire & Movement game system with hidden movement & fire support at time of combat. Artillery support is depicted as inflexible, and must be supplied to be used. 3mi/hex, Brig level, 100 counters. '14										
Thirty Years War Quad, 2nd		121157		\$35.00		New	HC	Going		2
Graphic update of popular quad gm, w/ the one poor game (Freiberg) replaced by White Mtn. Lutzen, 1632; Nordlingen, 1634; Rocroi, 1643; White Mtn, 1620. '95										
Totaler Krieg! [Krieg 3rd] 2nd		119941		\$90.00	**	New	LB	**		6
Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11										
Vimy Ridge, Arras Diversion		117231		\$19.00		New	Fo			4
Folio game using the Fire & Movement game system. Covers the 1917 Allied attempt to capture Vimy Ridge, a keystone of the northern German flank of their lines in France. Extensive training & huge concentrations of artillery allowed the Canadians to succeed, but not exploit their success. '14										
Wacht am Rhein, Battle of the Bulge 3rd		129604		\$124.00	**	New	LB	**		3
New but not shrinkwrapped. ■ Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. BtlN level, 4 maps, 2240 counters. J.Dunnigan, J.Youst'12										
Wellington's Victory 3rd		126738		\$120.00	**	New	LB	**		2
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, btlN/regt level, 110yd/hex, 15min turns. F Davis'15										
Wilson's Creek, Opening Round in West		131500		\$8.49		New	Fo			4
Small folio game of the first battle in the west (Missouri) during the American Civil War, Wilson's Creek, August 1861. Outnumbered by well trained Union forces attack scattered Confederate camps, but the battle devolves into a prolonged firefight giving the Confeds the advantage. Uses event cards and a small number of counters. Regt/brig level, 352yd/hex. '16										
Wolf Pack [PC]		126854		\$16.00		New	Fo			2 1
Win9x/ME/NT/XP, on CD-R. Computerized version of the long-popular solitaire game of u-boat attacks on Allied convoys, Spring 1943. Faithful port to PC from of the SPI game in S&T 47. '02										
World War I 4th [Deluxe]		130008		\$59.00		New	BC			6
Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18										
Zama, Hannibal vs Scipio		127384		\$19.00		New	Fo			3
Folio game of the final, climactic battle of the Second Punic War as Roman forces under Scipio conclude the utter defeat of Carthage and cements Rome's control of the western Mediterranean Sea. The outnumbered, the Romans defeat the Carthaginians. 100 counters, small map, 150yd/hex, low complexity. '16										

Decision Games S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

1066, End of the Dark Ages #240		78295		\$35.00		New	n	OoP		6 4
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 u 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 Turnir 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.										
1863, Turning Point in the Civil War#297		112742		\$30.00		New	n	OoP		6
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 in 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.										
1918, Imperial Germany's Last Chance#223		66492		\$24.00		New	n	OoP		6
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-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.										
Agricola #306		126276		\$25.50		New	n			4
Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).										
Alesia, Last Stand of the Gauls #312		130245		\$29.50		New	n			4
Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gt is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vir Ridge, 1917.										
American Civil War 3rd ['18] #310		129605		\$29.50		New	n			6
Mag & game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into southern territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose initially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunnigan, Chris Perello' / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.										
American Revolution #270		95599		\$84.00		New	n	OoP		6
Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lts of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against an numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeu Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.										
American Revolution in the South #304		124867		\$25.50		New	n			4
Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.										
Angola, Cold War in Africa #290		126134		\$22.50		New	n	Going		4
Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposit; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.										

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Armies of the White Sun #305 Mag & game. Includes 5 errata counters for Desert Fox Deluxe 2nd #300. Solitaire game covering the battle for China from the Marco Polo Bridge Incident to the planned Operation GO-GO aimed at ending Chinese resistance in 1943. Player commands Japanese forces. Includes random events, and uses untried units for Chinese. Victory is geographically based. 18-24months/turn, 37mi/hex, 280 counters, Div/Corp/Army level. Ty Bomba'17 / ARTICLES ON: The War in China, 1937-45; Belisarius & the Reconquest of Africa; Pyrrhic Victory, the Lava Beds War, 1872-73 [near Tule Lake CA]; Vicksburg, Grant's Masterpiece; Opportunities to Win World War I; First Medal of Honor; John Riley, US Traitor & Mexican Hero; U-Boats in the Far East.		126135		\$25.50			New	n			6	1
Army Group South, Kiev & Rostov #188 Cherry. ■ Mag & Game. Essentially a graphical update to 2 games previously published by SPI in the Army Group South quad, each a version of the Panzer Gruppe Guderian game system at rgt/div level. KIEV covers the Kiev Encirclement and Rostov, Aug-Spt 1941, the largest encirclement in history as 665,000 Soviets are captured. 2days/turn, 8km/hex. J.Angiolillo'97 / ROSTOV is a game of the first Soviet offensive, Oct-Nov 1941, as the Germans approach Rostov & the Donets Basin. 5day/turn, 17km/hex. J.Butterfield'97 / ARTICLES ON: the Army Group South experience in the East; China's Civil Wars, 1927-49; a list of all 47 US battleships built; the development of German defensive doctrine, 1918-42; Anvil-Dragon, the second D-Day; errata for Over the Top: Mons & Marne, and Risorgimento. '07		117314		\$69.00			Mint	n			OoP	4
Asia Crossroads, Great Game #216 Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.		70450		\$26.00			New	n			OoP	6
Atlanta Campaign: Bald Hill & EzraC #170 Includes 20 Ouluste update counters. ■ Mag & Game. Includes 40 revised Ouluste counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs of Am Civ War series (Blue & Grey 2nd) to covers the two btIs of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.		104399		\$49.00			Mint	n			OoP	3
Atlanta Campaign: Peachtree & Jones #169 Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btIs of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.		33440		\$39.00			New	n			OoP	3
Austrian Succession, War of the... #289 Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916 CDA Radio Triangulation Systems after WW2.		105989		\$22.50			New	n			Going	4
Back to Iraq 3rd #208 Mag & Game. 2nd revision & upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led warmongers do? This version adds advanced rules, detailed airstrikes, command control, additional units. 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02 / ARTICLES ON: Back to Iraq, a Strategic Analysis & Update for 2002 w/ OoB; Update Afghanistan; British Wars in Afghanistan; Turmoil in Afghanistan since the withdrawal of the Soviets; US Special Ops forces; US B-1B Bomber; US 10th Mountain Div; Soviet Hind Helicopters; Afghanistan Civil War 2001 variant for Holy War #147; Pearl Harbor, 1941; Soviet War in Afghanistan 1979-89 w/ OoB.		55699		\$42.00			New	n			OoP	4
Balkan Gambit, 1943-45 #298 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 counter 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.		114118		\$25.50			New	n			OoP	6
Balkan Wars, Prelude to Disaster #164 Mag & Game. Div/Brig lvl game of 2 wars in Balkans, 1912 & 13. First the Ottoman Empire gets bounced by allied Bulgaria, Serbia, Greece & Montenegro. Then Bulgaria gets greedy, seeking much of the spoils of the last war from its former allies. 15km/hex, rgt/brig level, 1wk/turn. Excell map covers all of the Balkans and then some. J.Miranda'93 / ARTICLES ON: Balkan Wars, 1912-3; the German 78th Assault Div in WW2; German assessment of the new tank tactics in 1943; Command Decision, the 1st Panzer Army in the Ukraine, Spr 1944; James Burnham & Western cold-war ideology; extensive ERRATA for Italian Campaign Medwar #160 & An: #155.		130984		\$65.00			Mint	n			OoP	4
Belisarius #210 Center map fold shows some minor abrasion; otherwise unpunched & cherry. ■ Mag & Game. Reconquest of the much of the former Roman Empire, 527-564AD, by Belisarius, one of Justinian's generals. Uses the Charlemagne-Xenophon system, and contains a beautiful map of the entire Mediterranean area. 75km/hex, 4yrs/turn. Fairly complex game w/ 22pgs of rules. J.Miranda'02 / ARTICLES ON: Justinian & the Restoration of the Roman Empire, 527AD; US Planning for SE Asia in the early 1960s; Wars of Religion in France, 1562-98; British Army in North Africa, 1941-3.		129536		\$129.99			Mint	n			OoP	6
Black Prince, Crecy & Navarett #260 Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarett 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		90897		\$22.00			New	n			Going	3
Blood on the Tigris #176 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.		45062		\$25.00			New	n			OoP	6
Boer War #205 Mag & Game. Operational, brig/div level game of the Second Boer War, 1899-1902, in South Africa. 280 counters & a very nice map covering S.Africa to Rhodesia at 30k/hex. Comprehensive game with emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. Monthly turns, 280 counters. J.Miranda'01 / ARTICLES ON: Boer War 1899-1902; US Army's Force XXI; MacArthur's First Philippine Campaign 1941-2; Battle of Crecy, Edward III's 1346 Campaign.		50766		\$79.00			New	n			OoP	4
Caesar in Gallia #165 Cherry. ■ Mag & Game & errata/var counters for: Zeppelin (1), Red Sun/Red Star (3), Saipan (1). Strategic level game of the Roman campaigns in western Europe & N.Africa, 58-51BC, seeking to conquer its frontiers. Use the Ancient Wars (Trajan/Roman Civil War) game system. Includes 3 scenarios (Helvatia 59BC, Invasion of Britain 54BC, Alesia 52BC) and the 7 year campaign. Monthly/seasonal turns, legion/tribe level, 200 counters. J.Miranda'94 / ARTICLES ON: Caesar's conquest of Rome's frontier; Red Sun Rising, military art & science in medieval Japan; Chosin, the UN retreat from the Yalu, 1950; review of James Dunnigan's book, Complete Wargames Handbook; Seven Years War errata & Saipan. '93		130983		\$85.00			Mint	n			OoP	6
Catherine the Great #232 Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherine the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.		105226		\$25.00			New	n			Going	6
Chad, the Toyota Wars #144 Cherry. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Co/btl/guerilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rap Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality		131020		\$49.00			Mint	n			OoP	4
Chancellorsville & Plevna #218 Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War. Battle of Plevna, Sept 1877; Frederick the Not-So-Great: Hunt for the Konigsberg 1914; Spanish Pilots in 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.		62950		\$24.00			New	n			OoP	3
China, Battle for... 4th #259 Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.		90422		\$20.00			New	n				6
Chosin, X Corp Escapes the Trap #257		89151		\$22.00			New	n				4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & Game. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses tl Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 195 Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.													
Civil War in the Far West 1862 #252		85876		\$25.00				New	n			OoP	4
Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 186 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.													
Cobra, the Normandy Campaign 3rd #251		85299		\$99.00				New	n			OoP	4
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (140); Twilight of the Ottomans #241 (43). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normand D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.													
Cold War Battles II #263		108938		\$22.50				New	n			OoP	3
Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.													
Cold War Battles, Budapest & Angola #235		74705		\$27.00				New	n			OoP	4
Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btlm level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.													
Cold War Hot Armor: Vietnam #307		123713		\$25.50				New	n			OoP	2
Mag & Game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combine 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 Lz 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-Afgh War 1839; Leyte Gulf.													
Crimean War #193		32176		\$68.00				New	n			OoP	4
Mag & Game. Strategic & operational level game of the entire Crimean War, 1854-55, at brig/div level w/ weekly turns, 5km/hex, 280 counters. Scenarios for Balaclava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balaclava; Siege of Exeter early in the British Civil War; Baylors capture of Texas for the Confederacy in 1861; ad hoc armored cars in 1914; an Indian aircraft carrier; Tragedy of Roman leader Quintus Serorius; Revolt in the Congo 1964-5; Nelson v Bonaparte in Egypt, 1798; profile of Napoleon.													
Crimean War Battles #201		45306		\$35.00				New	n			OoP	3
Mag & Game. Includes errata counters for Vietnam Btl (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 i 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.													
Cropredy Bridge, A Fleeting Victory #148		117321		\$15.00				Mint	n			OoP	2
Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenar 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.													
Cropredy Bridge, A Fleeting Victory #148		16845		\$20.00				New	n			OoP	2
Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenar 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.													
Cropredy Bridge, A Fleeting Victory #148		91680		\$14.00				Mint	n			OoP	2
Rules separated. ■ Mag & Game. Tactical battle between Rooyalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of 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 Terribl Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.													
Dagger Thrusts, Patton & Montgomery #233		72998		\$39.00				New	n			OoP	4
Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and seperatel 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 Thrust, 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 Opportunites 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.													
Downfall, If the US Invaded Japan #230		71521		\$42.00				New	n			OoP	4
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done the style of an XTR/Command issue game by non other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generat 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.													
Drive on Kursk, July 1943 #253		86299		\$69.00				New	n			OoP	4
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 in 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.													
Drive on Moscow #244		80901		\$62.00				New	n			OoP	4
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													
Duel on the Steppe, Operation Star #285		127778		\$22.50				New	n			OoP	4
Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the ai between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Due in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.													
Fail Safe, Strategic Air Command #283		104584		\$42.00				New	n			OoP	8
Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13													
Falklands Showdown, 1982 #269		95201		\$84.00				New	n			OoP	4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.												
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/btn level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analy of Falkands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.												
First Afghan War, 1839-42 #179		52969		\$42.00			New	n	OoP			4
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doome the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.												
First Air Battle Over Britain #255		87831		\$20.00			New	n				6
Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mx or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btl of Sand Creek & Franklin; the Colombian battalio in the Korean War.												
First Arab-Israeli War, 1947-9 #185		45447		\$80.00			New	n	OoP			4
Mag & Game. Counters reverse printed. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btn/brig lvl game of the Israeli war of independence. 7.5km/hex, btn level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.												
First Blood, Battle for Guadalcanal #178		97667		\$42.00			Mint	n	OoP			2
Cherry. ■ Mag & Game. Sml, btn-level game of the land campaign for Guadalcanal. Spt'42-Jan'43 in weekly turns. 120 counters, 600yd/hex, 1/2mo/turn. C.Hendrix'96 / ARTICLES ON: Guadalcanal, Island of Death; the Boer War of 1899-1902; Japanes Grand Strategy, 1850-1942; German General Staff & the High Tide of Military Wargaming; The German's Largest Dive Bomber, the He-177; Nuclear Weapons in the Korean War.												
First Blood, Second Marne 1918 #248		89980		\$20.00			New	n				3
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.												
First Crusade #299		119576		\$59.00			New	n	OoP			4 1
Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christians. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings on the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.												
Forgotten Axis, Fight to the Finnish#199		43212		\$28.00			New	n	OoP			4
Mag & Game. 2nd game in this btn 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.												
Forgotten Axis, Fight to the Finnish#199		98236		\$27.00			Mint	n	OoP			4
Cherry. ■ Mag & Game. 2nd game in this btn 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). Us 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 194 Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.												
Forgotten Axis, Murmansk 1941 #194		34677		\$59.00			New	n	OoP			4
Mag & Game. Btn-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Atta on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.												
Forgotten Axis, Murmansk 1941 #194		98232		\$55.00			Mint	n	OoP			4
Mag & Game. Btn-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Atta on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.												
Forgotten Axis, Murmansk 1941 #194		92631		\$39.00			Excell	n	OoP	Err		4
Mag & Game. Btn-level game of the Axis drive on Murmansk across the tundra of northern Finland from Pesamo in 1941. 140 counters, 2km/hex. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map (on back of Murmansk map), making this previously underdeveloped game playable & a good game. 100 counters, 3mo/turn, 3 scenarios + campaign. T.Garland'99 / ARTICLES ON: Op Platinum Fox, Atta on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.												
Forgotten Axis, Romanian Campaign #206		51554		\$42.00			New	n	OoP			4
Mag & Game. 3rd game in the Forgotten Axis btn 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, btn/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.												
Forgotten Napoleonic Campaigns #249		83706		\$25.00			New	n	OoP			4
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btn/rgt level. J.Miranda'08 / ARTICLES ON: Wars of the French First Coalition, 1792-97; Napoleon in Egypt; Sweden v Russia, 1808-9; First Roman-Persian War; The yacht America in the Am Civil War; Somali the unfinished war; European military orders during the Crusades.												
Franco-Prussian War #149		104278		\$54.00			Mint	n	OoP			4
Cherry. Our last copy. ■ Mag & Game. Strategic lvl game of the 1870-1 war between France & Prussia (allied with the German states) that allowed Germany to unify as a nation. Elegant system. Limited intelligence & unit quality play a role. 5 scenarios include 2 hypothetical. Brig/div level, Weekly turns, 200 counters. J.Miranda'92 / ARTICLES ON: the Franco-Prussian War; Consolidation of the Raj, British India 1760-1818; British Repairator for Munitions Fired at Germans during WWI; Reconstituting a Polish Army during WWI; American Women in Uniform in WW2; Evolving Proportions among the Arms in French Army, 1914-18; the world's submarine fleets; aircraft inventories in 1990.												
Frederick's War, Austrian Succession #262		94516		\$22.50			New	n				6
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 Frnch Empire; battle of Kosovo, 1389.												
French & Indian War #231		72404		\$64.00			New	n	OoP			6
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978 Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.												
Friedland 1807 / Vittoria 1813 #151		40553		\$15.00			Mint	n	OoP	Err		2
Mag & 2Games. VITTORIA covers the June 1813 battle between the French & Anglo-Allies in Spain, representing the final French defeat in the Peninsula. Relatively simple with 100 counters. 45min/turn. V.Von Borries'92 FRIEDLAND covers Nap's decisive defeat of Russians in Prussia during a dense snow storm in winter. Brig/div level, and a relatively complex game. 1hr/turn. J.Miranda'92 / ARTICLES ON: the Napoleonic Revolution in Battle, with the battles of Friedland 1807 & Vittoria 1813; Raphia & the Military of Alexander's Successors; Battalion supply during Desert Storm; Financing the Spanish-American War; British Harrier Losses in the Falkland War 1982;												
Gates of Vienna, Europe 1683 #295		111041		\$58.00			New	n	OoP			4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-Of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger v St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.											
Gauntlet, Battle of Chongchon 1950 #190		32404		\$62.00			New	n	OoP		4
Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fonteny, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
Gauntlet, Battle of Chongchon 1950 #190		96736		\$54.00			Mint	n	OoP		4
Several small mars on mag cover & 1" tear repaired. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fonteny, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
Germania, Rome Beyond the Rhine #175		54744		\$53.00			New	n	OoP		6
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 Ligt Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.											
Great Medieval Battles #197		38208		\$39.00			New	n	OoP		3
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 Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Gr 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.											
Group of Soviet Forces Germany #220		64109		\$39.00			New	n	OoP		4
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: NATC 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.											
Hannibal, 2nd Punic War #141		116776		\$24.00			Mint	n	OoP		6
Label on ad on rear cover, otherwise mint. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).											
Hannibal's War #254		87270		\$20.00			New	n	OoP		6
Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedonia & 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, Ju 1941.											
Hindenburg's War #288		105275		\$37.50			New	n	Going		4
Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.											
Holy Roman Empire #247		82311		\$39.00			New	n	OoP		8
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.											
Holy War, Afghanistan #147		53914		\$35.00			New	n	OoP		4
Last new copy. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).											
Holy War, Afghanistan #147		104280		\$23.00			Mint	n	OoP		4
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).											
Holy War, Afghanistan #147		122722		\$27.00			Mint	n	OoP Err		4
Includes 5 errata counters & errata, and 3 articles with variant rules. ■ 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).											
Hundred Years War, 1337-1453 #177		97666		\$89.00			Mint	n	OoP		6
Cherry. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95											
In Country, the Vietnam War #281		111052		\$59.00			New	n	OoP		4
Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kuzud 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.											
Indo-Pakistani Wars #174		99043		\$75.00			Mint	n	OoP		4
Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95											
Italian Campaign, Anzio #155		99145		\$25.00			Mint	n	OoP		4
Mag & game. Best of the 3 game series, includes rules for the camp game & retrofits for 2 prior gms. Covers the battle for Rome & W central Italy where bulk of the fighting in Italy occurred. Later Med War Addendum #167 contains valuable errata. Includes errata counters for earlier Sicily, and requires counters from Salerno to play. Div level, 1day/turn, 200 counters, excell map akin to Anzio. J.Schettler'92 / ARTICLES ON: Anzio Campaign; Elihu Root & the Colonial Policy of the US; the Malayan Emergency 1948-50; Military Participation Ratio in America's Wars; Resources of the Rival Alliances in WWI; Mule Air Transport in WW2; Kosciusko & the Southern Campaign 1780-82.											
Italian Campaign, Med War Addendum #160		97649		\$27.00			Mint	n	OoP		4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Cherry. ■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.											
Italian Campaign, Sicily #146		20836		\$24.00			Mint	n	OoP		4
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smoothe the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/nr/gt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: The Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.											
Jenkins' Ear, War of... 1739-48 #308		127389		\$25.50			New	n			6
Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual ship of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle Carrhae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.											
Julian, Triumph Before the Storm #266		94346		\$32.00			New	n	OoP		6
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based c 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											
Kaiser's War in the East 1914-18 #301		119587		\$25.50			New	n			4
Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used to receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles in Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteriam 425BC; Soviet Pre-WWII Breakthru Tanks.											
Kaiser's War, 1918-19 #261		91419		\$22.50			New	n			6
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina Spt 1863.											
Khan, Rise of the Mongol Empire #229		71061		\$29.00			New	n	OoP		6
Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.											
Koniggratz, Austria v Prussia 1866 #275		97932		\$22.50			New	n			3
Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendancy. Uses the Musket & Saber system from DG's folios. Superi Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozel Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in 18th Century Appalachian Warfare; End of British Empire in the Middle East.											
Korean War Battles #296		111739		\$39.00			New	n	OoP		4
Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement game system. Btl/nr/gt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.											
Lepanto, Battle of... #272		115471		\$55.00			New	n	OoP		4
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WWI; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.											
Least Darkness Fall, Rome in Crisis #234		90445		\$21.00			New	n	OoP		6
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Least Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWI; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.											
Manila '45, Stalingrad of Pacific #246		81715		\$20.00			New	n	Going		4
Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btl level, with 22 different unit types. / ARTICLES ON the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07											
Marathon & Granicus #214		59375		\$32.00			V.Good	n	OoP		3
Rear mag cover mildly crinkled w/ 3 creases due to poor storage; otherwise 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.											
Marathon & Granicus #214		59376		\$37.00			New	n	OoP		3
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 bat 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.											
Marlborough, War Spanish Succession #238		77076		\$28.00			New	n	OoP		6
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.											
Marlborough's Btles, Ramillies etc #256		88428		\$21.00			New	n			3
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osa bin Ladin; book reviews, & lots of ads.											
Middle East Battles, '56 & '67 #226		69327		\$22.00			New	n	OoP		4
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. Btl 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.											
Molotov's War #172		24987		\$35.00			New	n	OoP		4
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.											
Molotov's War #172		117311		\$33.00			Mint	n	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of	
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
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.								
No Prisoners! Lawrence of Arabia #237	76796			\$20.00		New	n	6
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala BI for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.								
North Cape, Arctic Convoy Battles #292	111060			\$25.50		New	n	4 1
Mag & Game. Solitaire game covers the naval convoy war in the Barents Sea north of Scandinavia between 1942-45 at an operational level. Played in scenarios, each covering one of the major battles such as the destruction of PQ-17. Player commands the German air & naval forces seeking to destroy as many ships as possible on their way to the USSR. 20-25 aircraft/counter, individ large ships or sml #s of DDs per counter. 3 scenarios. 280 counters. E.Harvey'15 / ARTICLES ON: Battles in the Arctic, 1941-5; Mercenary Warfare in the Congo, 1960s; the Battle of Waterloo, 1815; the First Punic War, Rome's Rise to Imperium; Clergymen Warrioe of the Middle Ages; Maori Wars against the British in New Zealand; the Influenza Epidemic of 1918; the US Army' Howtars, a mortar in a howitzer cradle.								
Objective, Tunis #140	45086			\$15.00		New	n	OoP 3
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battle of N Afrika system. 3 scenarios. co/btln lv, 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.								
Old Contentables, Battle of Mons #228	72425			\$20.00		New	n	OoP 4
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, btln/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.								
On to Moscow, Swedn v Russia 1700-21#171	16925			\$36.00		New	n	OoP 6
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; Track v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.								
Operation Anaconda, Afghanistn 2002 #276	109437			\$22.50		New	n	3
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Plato 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.								
Operation Elope #211	72068			\$24.00		New	n	OoP 4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew I 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								
Operation Elope #211	57311			\$25.00		New	n	OoP 4
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew I 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								
Operation Felix/Zama #153	104271			\$20.00		Mint	n	OoP 2
Mag & 2Games. Includes 2 separate games: Operation Felix is the hypothetical German assault on Gibraltar, 1940, after the fall of France & with Spain's acquiescence. 250m/hex, company level, 2hrs/turn. C.Cummings'92 ZAMA covers Carthage's final battle with Rome during the 2nd Punic War using the simple, tactical lv Ancient BtIs game system. 100-200m/hex, 100-500men/strength pt, 1-2hrs/turn. L.Baggett, W.Grace'92. 100 counters each game. / ARTICLES ON: Zama, the final, decisive battle of the Second Punic War, 202BC; Hypothetical German Assault on Gibraltar; B-17 Production in WW2; Financing the War in Texas, 1835-66; Military Organization in 1914; US Enemy Alien Act in WW2; ERRATA for Four Battles of the Ancient World & Friedland #151, Vittoria #151, Italian Campaign Salerno #150, Cropredy Bridge #148; British Regimental System since 1660; HC Bywater & the Great Pacific War; Intelligence Operations During the Napoleonic Wars.								
Operation Jubilee, Dieppe 1942 #265	93829			\$85.00		New	n	OoP 3 1
Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 18r								
Operation Shock Troops, Drv Damascus#168	20612			\$29.00		Mint	n	OoP 4
Mag & Game. Btln-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 2 counters, 1.5mi/hex, 1-2days/turn, co/btln level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battl 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 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.								
Ottomans, Rise of the Turkish Empire#222	65396			\$32.00		New	n	OoP 6
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburgs 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.								
Over the Top: Lemberg & Verdun #198	41583			\$75.00		New	n	OoP 4
Mag & Game. Pair of brigade lv games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemburg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00								
Over the Top: Mons & the Marne 1914 #186	22771			\$55.00		New	n	OoP 4
Mag & Game. Pair of brigade lv games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #18 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
Over the Top: Mons & the Marne 1914 #186	104296			\$50.00		Mint	n	OoP 4
Marne TRC creased (folded) 6 times; otherwise cherry. ■ Mag & Game. Pair of brigade lv games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 2 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.								
Pacific Subs Solitaire #311	130264			\$29.50		New	n	6
Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailors airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popula "run a submarine" scale. 280 counters. Chris Perello'18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency i Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.								
Pacific, War OF the..., 1879-1883 #282	120238			\$22.50		New	n	4
Mag & Game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btln/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13								
Reconquista, Struggle for Iberia #279	104165			\$22.50		New	n	Going 6

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Mag & game. Game of the conflict between Christians & Moslems in Iberia, 850-1250AD. Map depicts what is now Spain & Portugal & a bit of France using areas. Basically a 2-player game but can be played by multiple players as factions rise & fall. 25yrs/turn, 228 countrs. J.Romero'13 / ARTICLES ON: The Reconquista, Christian conquest of Spain; Taiwan invade, 1661 & 1683; a Chinese Navy Aircraft Carrier; Analysis of the battle for Peleliu, 1944; Analysis of the T-55 tank; first commander of the Alamo; Operation Matterhorn, bombing Japan from China; Putin's strategy for Russia; Confederate spies in Tennessee; 1869 Telegrafo affair, the last of the Caribbean pirates.								
Red Dragon Rising #250		84657		\$99.00		New	n	OoP 6
Mag & Game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, th Philippines, Singapore the UK & of course the US. Brig/corpl/air wing/task force level. 100mi/inch, 176 counters. B.Costello '08. ARTICLES ON: China as a rising power in the 21st century; Battles of Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.								
Red Sun/Red Star, Nomonhan Campaign #158		117307		\$45.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the re of WWII. 3 scenarios depicting the initial Japanese attack, the Soviet counterattack, and a Japanese dream option balancing the August scenario. 0.75mi/hex, 1+day/turn. 240 counters. M.Stille'93 / ARTICLES ON: the Nomonhan Campaign in Manchuria, 1939; Inside Desert Shield & Desert Storm; Da Vinci & the Renaissance Military; Operation Leonard, Axis Conques of Leros, Nov. 1943; errata for White Eagle Eastward #156 including counter corrections.								
Reichswehr & Freikorps, Europe 1920 #273		112089		\$22.50		New	n	6
Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battl 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								
Rio Grande, the Battle of Valverde #143		29094		\$19.00		Mint	n	OoP 2
Mag & Game. Rgt lvi, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederican Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecucoli, Forgotten Military Genius.								
Roman Civil War #157		131025		\$69.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. Game of Julius Caesar's challenge to the Roman Senate for control of the Roman state fought thruout Europe, Africa & Mideast, using Trajan/Ancient Wars game system. 240 counters, 50mi/hex, 1mo/turn, 1000men/strength pt. J.Miranda'93 / ARTICLES ON: Roman Civil War; Reforms of Gaius Marius; ERRATA for Italian Campaign Anzio #155, Zama #153, Russo-Turkish War #154; the Japanese Armored Assault on Malaya; Armies of Asia & China in 19th Century; USMC Inf Regt in 1929; Von Moltke the Elder's Redefinition of Warfare.								
Rough & Ready #212		57673		\$20.00		New	n	OoP 3
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. Cove 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 ' 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.								
Russian Civil War 2nd #267		94620		\$44.00		New	n	6 M
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random event armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS W 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11								
Russo-Turkish War, 187-78 #154		32164		\$35.00		New	n	OoP 6
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.								
Russo-Turkish War, 187-78 #154		104270		\$30.00		Mint	n	OoP 6
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.								
Saipan, June 1944 / Clontarf #162		130995		\$34.00		Mint	n	OoP 2 1
Cherry. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl (10). 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.								
Saipan, June 1944 / Clontarf #162		104405		\$19.00		V.Good	n	OoP 2 1
Saipan unpunched; Clontarf punched & missing 1 unit (ID & copy of countersheet included). Includes 21 errata counters to other games; 3 of these have duct tape residue on them. ■ Mag & 2 Games. Includes errata counters for: 7 Days Btl #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl (10). 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.								
Santiago Campaign, 1898 #258		89881		\$21.00		New	n	4
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/rgt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09								
Savage Station / Olustee #166		130990		\$59.00		Mint	n	OoP 2
Cherry. ■ Mag & 2Games. 2 gms with a total of 120 counters using Seven Days (Blue & Gray) Battles system. SS covers the battle before Richmond, June '62, during the Peninsular Campaign. Game can be linked with tt Seven Days Battles game for a campaign game. R.Markham'94 / Olustee covers the decisive battle for control of Florida, Feb'64, and dashed hopes of a quick Union victory there. C.Diamond'94 / ARTICLES ON: Seven Days Battles; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162 (extensive), Successors #161, Zeppelin #159, Red Sun Red Star #158, White Eagle Eastward #156; Urban Guerrilla Warfare in the 196 & 70s.								
Sea Devils, ACW on the High Seas #191		98229		\$69.00		Mint	n	OoP 6
Cherry. ■ Mag & Game. Strategic level, 100 counter game of Confederate merchant raiding around the world during the American Civil War, 1861-5. 4 scenarios & entire campaign. Confeds attempt to disrupt & sink Union shipping; Union attempts to locate & sink Confed raiders. [Original game (here) was underdeveloped; revised rules, map & counter set & included in issue S&T#194 (w/ Forgotten War) making it a good game.] T.Garland'9 ARTICLES ON: First Indochina War 1946-54; the American Civil War on the High Seas; Cardinal Mazarin as Grand Strategist during the 30 Years War; Anglo-French Invasion of China 1860; Canadian Armed Forces Today w/ OoB; the Light Carrier Alternative; Resistance to Roman Invasion of Britain 46BC; Trench Mining in WWI; British anti-mine Fire Ant device; Death of the German Airborne force due to lack of transport.								
Sealords, Vietnam War in the Mekong#243		80321		\$52.00		New	n	OoP 4
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. 2t 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.								
Second Kharkov, Strike & Counterstrk #271		96129		\$49.00		New	n	OoP 4
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, fail planning; Second Kharkov designers notes; Battle of Ilororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; L 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.								
Sedan Campaign, 1870 #224		67463		\$26.00		New	n	OoP 4
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 187 Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.								

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Seven Years World War #221 Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04		64497		\$35.00			New	n	OoP		8	
Seven Years World War #221 Cherry. ■ Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04		130994		\$32.50			Mint	n	OoP		8	
Shenandoah, Jackson's 1862 Campaign #284 Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Glimmer #225 game system. 3 scenarios (Cross Keys, Port Republic). Regt level, 300m/hex, 250men/str pt, 1hr/turn, 280 counters. C.Diamond, E.Harvey'13 / ARTICLES ON: Jackson's 1862 Shenandoah Campaign; Lost Opportunities in German Naval Superiority in 1914; Libya's Qadafi's Military Misadventures; China's Grea Walls, 1000BC-1644AD; Warriors of the Reconquista; Conquest of Cochinchina; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.		109254		\$22.50			New	n			4	
Shiloh, Bloody April 1862 #264 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.		93492		\$22.50			New	n			4	
Soldiers, Decision in the Trenches #280 Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8 th Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.		101438		\$22.50			New	n			2	
Spanish Civil War Battles, v1 #213 Mag & Game. First of an intended series of operational, btl/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. 1mi/hex, 1day/turn, btl/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.		58652		\$42.00			New	n	OoP		4	
Spanish Civil War Battles, v2 #219 Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan.1939. 280 counters, 1mi/hex, 1day/turn btl/rgt/brig/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.		63006		\$22.00			New	n	OoP		3	
Sparta vs. Athens #286 Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and t unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.		106187		\$25.50			New	n			6	
Successors #161 Mag & Game. 2-4 player game of the wars of succession, 320-205BC, which began after the death of Alex the Great. Each player seeks to create the dominant empire in the chaos following the collapse of Alexander's empire. Emphasis on random events, control & economics. Variable time/turn, 240 counters, area move. G&N.Grabner'93 / ARTICLES ON: Alexander's Successors; the B-29 & Rise of American Strategic Airpower; Bonaparte in Italy & Egypt; the German 164th Light 'Afrika' Division; the First Stormtroops; 18th Century French Warships; ERRATA for Zeppelins #159, Red Sun/Red Star #158, Italian Campaign series #146, 150, 155); J Fuller profile.		104291		\$37.00			Mint	n	OoP		6	
Sun Never Sets, Brit.Colonial Wars #274 Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarman VII & the campaign of 1177-78AD; the Brusilov Offensive, June-Sept 1916; Telescopic rifle sights in the Am Rev War; Did Buell Save Grant at Shiloh?; How Spanish Conquistadors conquered so much with so few; US v Canada, Wars & War Plans.		97237		\$49.00			New	n	OoP		3	
They Died with Their Boots On, v1 #236 Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Fallsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.		74807		\$35.00			New	n	OoP		3	
They Died with Their Boots On, v2 #242 Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btl/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.		79807		\$25.00			New	n	OoP		3	
Thirty Years War, Great War 1618-48 #173 Mag & game. Strategic, area-move game of this devastating war thruout all of Europe, 1618-48, for 2-4 players. Each player attempts to gain dominance over all of Europe. Each force must complete its move before another and the system forces use of diplomacy & finances to sustain any gains. 1yr/turn, 3 Tercios/Ortas/Rgts per strength pt. 2 scenarios (Bohemia 1618-25, Sweden 1630-34) & campaign; 280 counters. Map is bland. J.Miranda'95 / ARTICLES ON: The Thirty Years War, the Great War; Battle in the La Drang Valley 1965; Evolution of the Airmobile concept; battles of the American Revolution. '95		104301		\$79.00			Mint	n	OoP		2	4
Ticonderoga, Btls for Lake George #277 Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.		122310		\$22.50			New	n			3	
Tobruk, Operation Crusader 1941 #278 Last copy. ■ Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btl/rgt lvl, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.		103514		\$49.00			New	n	OoP		3	
Trajan #145 Rules separated; very clean. ■ 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 Rom 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.		105440		\$75.00			Mint	n	OoP		4	
Trajan #145 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.		92495		\$65.00			Excell	n	OoP		4	
Triple Alliance War #245 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; At of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.		81296		\$24.00			New	n	OoP		6	
Turkish Liberation, War of... #309		126712		\$29.00			New	n			4	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules & 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, in the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan & Georgia with British, Italian & French support) attempt to dismember Turkey per the Sevres Treaty, opposed Bolsheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero '18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.													
Twilight of the Ottomans #241		78856		\$26.00				New	n			OoP	6
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 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.													
Twilight's Last Gleaming, War v2 #225		68544		\$35.00				New	n			OoP	3
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.													
Vietnam Battles: Hue / Op Pegasus #196		46094		\$55.00				New	n			OoP	4
Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurm anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.													
Vinegar Joe's War #227		69857		\$40.00				New	n			OoP	4
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.													
War Returns to Europe, Yugoslavia #303		119962		\$25.50				New	n				4
Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fail Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1741; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.													
Warpath #291		108853		\$25.50				New	n				4
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 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, btln-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.													
When Lions Sailed #268		94971		\$22.50				New	n				6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11													
White Eagle Eastward #156		24999		\$26.00				New	n			OoP	4
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.													
White Eagle Eastward #156		131026		\$25.00				Mint	n			OoP	4
Cherry. ■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.													
Windhoek, Southwest Africa 1914-15 #313		131862		\$29.50				New	n				4
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?; Hobkirk's Hill, Nathanael Greene & the Art of Pyrrhic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gatling Guns, Benefit or Burden; HMS Peterel on the Yangtze River in China; Cook Islands Contingents in World War I.													
Winged Horse, War in Vietnam 1965-6 #239		77632		\$49.00				New	n			OoP	6
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; USSAAF in Europe, 1942-5.													
Zeppelin, First Btl Over Britain #159		131023		\$30.00				Mint	n			OoP	2
Sml dogear crease on cover, otherwise cherry. ■ Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Vict comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.													
Decision Games S&T Quarterly (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Strategy & Tactics Quarterly # 1, Caesar		130871		\$16.00				New	n			OoP	Z
Premier issue of a new quarterly magazine each dedicated to a single subject. No game, but may include an illustrated map insert. This first issue focuses on Caesar and his several campaigns. '18													
Strategy & Tactics Quarterly # 2, US WWI		130224		\$10.50				New	n				Z
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on America's involvement in World War I. Includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster. '18													
Decision Gms Modern War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Cold Start, Next India-Pakistan War #36		130057		\$29.50				New	n				4 1
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 hear 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' / 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.													
Combat Veteran #31		124463		\$25.50				New	n				1
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 : 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.													
Decision Iraq # 6		104818		\$25.00				New	n			OoP	4

Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis	Ship Surcharge Flag	General Conditn	Box	Out-of Errata	Game #-
Specific (Condition, Subject, Designer, Year)				Price	EA	Type	Incl ?	Scale	Plyrs
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: Deciso 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.									
Dien Bien Phu #17				\$25.50		New	n		4 1
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/btn level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.									
Dragon vs Bear, China v Russia #12				\$25.50		New	n		4
Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Ma Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.									
Drive on Pyongyang # 5				\$22.50		New	n		4
Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envision the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan Korea, 1950.									
Enduring Freedom, Afghanistan 2001-2 30				\$25.50		New	n		4 1
Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map o all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.									
Fallujah 2004, City Fighting in Iraq #23				\$25.50		New	n		3 1
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 Hor 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.									
Greek Civil War #11				\$22.50		New	n		8
Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area mov B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.									
Green Beret, Vietnam Solitaire #18				\$89.00		New	n	OoP	2 1
Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men t material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlc & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.									
Holy Land, Next Arab-Israeli War # 8				\$37.50		New	n		4
NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israeli's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: The Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.									
Invasion Afghanistan #26				\$25.50		New	n		4
Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 starting in 1979 & in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-2 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.									
ISIS War, Next Middle East War # 33				\$25.50		New	n		4
Mag & game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities & intent). Kurds declare their independence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as an expansion to Oil War #2. Strangely, has little if anything to do with a war on Isis. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet & Russian Involvement in the Middle East & Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War i Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.									
Kandahar, Spcl Forces In Afghanistan #21				\$25.50		New	n		2 1
Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.									
LZ Albany #24				\$25.50		New	n		3
Mag & game. Covers the ambush of US air cav units (2nd btn, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-seri Fighter-Bombers.									
Mike Force # 35				\$29.50		New	n		4 1
Mag & game. Solitaire game of US Special Forces operations in the I Corp area of Vietnam & Laos near the DMZ during the Vietnam War. Player controls US-led forces. You must exercise defensive operations to delay advancing Communist forces, while your offensive forces hit the enemy at selected ares. Includes 176 counters, Operational level, area move. 4 scenarios covering the early years of active US involvement (1961-4), the early years of active engagement (1965-7), Tet 1968 & the final years of the Mike Force program, 1969-70. Victory determined by points accumulated by many small activities, plus the costs of undertaking operations or receiving reinforcement. Joseph Miranda'18 / ARTICLES ON: US Special Operations in Vietnam; the Hunt for Osama Bin Laden; CIA's Double Agent in Pakistan; Possibilities for a Sino-American War; Africanization of Jihad; Russia Targeting Underwater Cables?; Joys of Coalition Warfare; MBT Upgrades; Turkish Brigade in Korea; Unreported Air War in Tunisia,									
Modern Battles, Kaliningrad & Mosul # 27				\$25.50		New	n		4
Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces c Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btn/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the South China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.									
New World Order, Kiev & Ulaan Baatar #22				\$25.50		New	n		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	Normal	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAF depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btln/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACs in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.										
Next War in Lebanon #13		106010		\$22.50		New	n			4
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad; Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hoccery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Comb Russia's T-90 Tank.										
Objective Havana #28		122870		\$25.50		New	n			4 1
Operational level, solitaire game of the planned but not executed US invasion of Cuba after the failure of the Bay of Pigs. Player controls US forces & assets on a point-point map of Cuba. System is mission-oriented, with player executing a string of specific missions including movement of air & land units, conventional & unconventional warfare, air transport & landing, amphibious movement. Outcome judged by points; even if WWII occurs you might still win... J.Miranda'17 / ARTICLES ON: Missile Crisis 1962; Iraq & Iran at War, 1980-8; Rise of ISIS; Air War over Angola 1975-89; Special Ops, Mercs, Killer Robots; Russian Plans for Naval Bases in Latin America; Future Defense of Europe; China's Military Budget; Defending Israel's Natural Gas Fields; War in Mega Cities.										
October War, Arab-Israeli War 1973 #25		116683		\$45.00		New	n			4
Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btln/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.										
Oil War, Iran Strikes #2		99733		\$25.00		New	n	OoP		6
1st printing copy. ■ Mag & game. Game is a reworking of the theme of an earlier game by this title with a Neocoon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drone at war; the Hashim Portable Grande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
Oil War, Iran Strikes 2nd #2		106012		\$22.50		New	n			6
2014 reprint. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocoon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Grande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
Opaque War, Ukraine 2014 #34		129629		\$30.00		New	n			4
Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian govt's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btln/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air COmman in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.										
Operation Musketeer #32		124061		\$24.00		New	n			4
Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian governme (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.										
Putin Moves South #37		131839		\$29.50		New	n			6
Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgyzstan). Likely combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control of the area. Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaries by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program; Bob Denard, Mercenary; European Air Force Aircraft.										
Putin's War #29		130280		\$25.50		New	n			4
Mag & game. Includes Variant counters for Red Dragon/Green Crescent #1 (16), Kandahar #22 (23), Green Beret #18 (25). Simpler, strategic level game of a Russian attempt at resurgence in eastern Europe based on an understanding of Putin as aggressive and expansionist. Russia seeks a fast land grab aiming to restore its 1989 borders at the expense of many of its neighbors & former republics. Fast playing & well suited to solitaire pla Game shows evidence of having been rushed into production prematurely. 176 counters, Brig/div/Corp level, 55mi/hex, 3days/turn. Ty Bomba'17 / ARTICLES ON: Geopolitics in the 21st Century; Analysis of the Potential f an Isis Attack in the US; the Indo-Pakistan War of 1971; Strategic Implications of Global Climate Change; Nigeria's NDA, Reactivation of the Niger Delta Insurgency; Gerasimov Doctrine; Douth China Sea; Afghan Air Force British Logistical Failures in Operation Iraqi Freedom; Turkish Downing of a Russian Fighter, 2015; FV432 AFV.										
Race to Baghdad, 2003 #20		129195		\$25.50		New	n			4 1
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 linear lines o 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 o 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; Ching DF-21D East Wind Anti-Ship Ballistic Missile.										
Red Dragon / Green Crescent #1		102190		\$99.00		New	n	OoP		4
Mag & game. Premiere issue of this new mag with a game in each issue. Game is a strategic level, more complex game of the possible hot wars in SE Asia in the next decade. Game is in part an update of Red Dragon from S&T250. T.Bomba'12 / Premier issue of this mag focused on cold war & recent conflicts in the last 50 years. ARTICLES ON: Hybrid land, air & naval warfare in the western Pacific & Indian Oceans; bio of Gen. Norman Schwarzkopf; 1972 NVA offensive; Seal Team 6 & the killing of Bin Laden; Russia's military organization; Beretta v Colt; Cyber warfare.										
Red Dragon Falling #19		112340		\$25.50		New	n	Going		4
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 Ci War; Battle of Chinese Farm, 1973; Operation Ding, 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; Islam Revolutionary Guards Corp Air & Space Forces.										
Red Tide West #15		110296		\$40.00		New	n	OoP		4
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btln/rgt/div level. E.Harvey'14 / ARTICLES ON: the Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crockett Nuclear Recoiless Launcher; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 200 Kruschev in the Cold War.										
Six Day War, 1967 #4		104826		\$22.50		New	n			4
Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu i Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.										
Somali Pirates #3		104829		\$22.50		New	n			6
Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlord Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level. J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.										

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

Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis Price	Ship Surcharges EA	General Conditn	Box Type	Out-of Errata Print? Incl ?	Game #-of Scale Plyrs
Soyuz '81 # 38		131835		\$29.50		New	n		4
Mag & game. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53.									
Target Iran #10		113348		\$22.50		New	n		4 1
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 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.									
Vietnam Battles: Iron Triangle # 7		102197		\$22.50		New	n		4
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s, Forge of Victory, LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.									
Visegrad 4, the Coming War in Europe #16		116954		\$25.50		New	n		4
Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigma '64, Ignored Vietnams Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.									
War by Television, Kosovo 1999 # 9		105900		\$22.50		New	n		6
Mag & game. Game of the possibility of a NATO or US-led coalition attack on Serbia in 1999 seeking a military solution to the Kosovo crisis. Game assumes such an attack would have led to a short, 1-month long war. 7.5mi/hex, brig/div/corp level, 176 counters. J.Miranda'13 / ARTICLES ON: War by Television, Kosovo 1999; Tanks in Counter-Insurgency Operations; Operation Red Dragon, Hostage Rescue in the Congo, 1964; Italy's Aircraft Carriers; AC-130U Spooky II Air Gunship; The Vertical Dimensions of Amphibious Warfare.									
Decision Gms World at War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
1940, What IF Germany Went East? #12		113321		\$22.50		New	n		4
Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10									
Afrikakorps, Decision in the Desert #11		91777		\$50.00		New	n	OoP	4
Mag & Game. Includes 40 errata counters for Coral Sea & players aid card (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.									
Arriba Espana! 4th # 8		90263		\$22.00		New	n	OoP	8
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.									
Bastogne Solitaire #56		124259		\$25.50		New	n		3 1
Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can break thru from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btn level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.									
Bloody Ridge, Guadalcanal Sept 1942 # 37		105285		\$28.00		New	n	OoP	3 1
Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigad the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).									
Bulge, the Battle of the Bulge 2nd # 3		86570		\$99.00		New	n	OoP	4
Last copy. ■ Mag & Game. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, div level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944. 1; large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.									
Central Pacific Campaign # 63		132365		\$29.50		New	n		4
Mag & Game. Solitaire game covering the struggle for control of the central Pacific Ocean during World War II, Oct 1943-July 1943. Player commands US forces seeking to make inroads into Japanese control areas of the Marshall, Marianas and Gilbert Island chains, and is judged according to the historical timeline. Japanese forces largely remain unidentified until an intelligence action is successfully executed, and another action may reveal ULTRA hints at their next move. Rgt/brig/div level, with groups of aircraft and individual or smt groups of ships. 300mi per grid square, 1mo/turn, 228 counters. Joseph Miranda'18 / ARTICLES ON: the Central Pacific Campaign 1943-4; Russian Liberation & Free Germany Movements of World War II; US 3rd Cav at Berg-Sur-Moselle, Nov 1944; U-852 & USS Wahoo, Massacres at Sea; Christmas Island Duty; Addolphus Andrews & the early US U-Boat response; Brownings .50 Calibre Maching Gun; Counterattack at Arras, May 1940.									
Commandos, Europe Solitaire #55		124260		\$25.50		New	n		2 1
Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to do the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defens of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.									
Coral Sea Solitaire #10		91046		\$79.00		New	n	OoP	4 1
Mag & Game. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player controls the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / ARTICLES ON: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1943; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensiv in the Med 1943; Operations research in WW2.									
Counterattack in Ukraine, Dubno '41 # 31		101444		\$29.00		New	n	OoP	4
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 large impervious to most of the German's weapons lead to several days of mobile battles that 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, btn/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 Australi Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 1937-45; Japanese									
Crete 1941 #47		118586		\$109.00		New	n	OoP	4
Mag & Game. Operational level, solitaire, point-point game of the German airborne invasion of Crete in May 1941. Player controls the Germans, attempting to both capture the island quickly while minimizing casualties. Suitable for cooperative play by 2 players. Btn level, 12-72 hours/turn, 176 counters. J.Miranda'16 / ARTICLES ON: Battle for Crete 1941; Defense of Bataan, 1941; Zhukov's Greatest Defeat, Operation Mars; Hitler's Greatest Mistake, the Survival of Britain; German Col General Herman Hoth, 1885-1971; USS Rasher, Venomous Vixen; Three Odd Weapons to Save Britain; Utah Beach v Omaha Beach.									
Destruction of Army Group Center 3rd # 9		104203		\$40.00		New	n	OoP	4
Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of A Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09									

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
Duel in the North #48		114895		\$25.50		New	n			4
Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII; Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.										
Eisenhower's War # 60		130041		\$29.50		New	n			4
Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungari; Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.										
Escape Hell's Gate, Korsun Pocket #57		125240		\$25.50		New	n			4
Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, 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 WWII; Battle of Milne Bay, 1942.										
Finnish Front, 1941-42 # 5		88094		\$42.00		New	n	OoP		4
Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.										
France Fights On #39		106703		\$22.50		New	n			4
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severe 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.										
Ghost Division #38		105621		\$22.50		New	n	Going		4 1
Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/bt 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.										
Greater East Asia War # 6		89488		\$35.00		New	n	OoP		6
Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.										
Greek Tragedy, Italian Inv of Greece # 7		89480		\$28.00		New	n	OoP		4 1
Mag & Game. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / ARTICLES ON: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945 Assaulting Eben Emael.										
Green Hell, Burma 1943-4 # 28		100048		\$22.50		New	n			4
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); 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 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.										
Grossdeutschland Panzer Division #20		95810		\$82.00		New	n	OoP		3
Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by a event chit drawn for each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in WW2; Allied railways in France after D-Day.										
Guards Armour Division # 34		103957		\$37.50		New	zl			3
Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Comb: 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; Cam X, British SOE Special Training School; Brazil in WWII.										
Guards Tank, Battle of Prochorovka #13		93342		\$99.00		New	n	OoP		3
Mag & game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/n/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.										
Hinge of Fate, Poland & France 1939 # 30		103837		\$49.00		New	n	OoP		4
Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partisans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.										
Keren 1941, East Africa # 25		98038		\$22.50		New	n			3
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, 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.										
Leningrad '41 #17		94808		\$22.50		New	n			4
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/n/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.										
Luzon Campaign, 1945 #59		128539		\$29.50		New	n			4 1
Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must sieze key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight & sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942; Chemical Weapons & Operation Sealion, 1940; the Sinking of the Leopoldville; the Lone KV-2 of Katauskaia.										
Mare Nostrum, War in the Mediterrann #41		112327		\$99.00		New	n	OoP		6
Mag & game, special edition. Game is an strategic level simulation of the air, land & naval war in the Mediterranean, 1941-43, using an area-move map. Played in 4 scenarios. Units represent divisions, 6-12 aircraft squadrons, & small squadrons of capital ships. Map covers the entire Med from Gibraltar to the Basra, divided into areas. Based on the Red Dragon Rising game system. 2 maps, 560 counters. 3 scenarios including the W in N.Africa. Capture of N.Africa, and the time where the Axis could have invaded Malta, plus campaign. J.Miranda'15 / ARTICLES ON: WWII in the Mediterranean Sea; the German Gestapo; Battle of Tengxian between the Chinese & Japanese, March 1938; Air War on the East Front in 1941; Jed commando teams at Normandy; Bob Spiny & the Japanese Surrenders in Indo-China 1945; Luxembourg in WWII; Germany's semi-automatic rifle in WWII; Polish PZL P.11 Fighter.										
Midway Solitaire #54		126144		\$109.00		New	n	OoP		6 1

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & game. Solitaire game of the grander situation in the Pacific during the spring-summer of 1942 which culminated in the Battle of Midway but also including Coral Sea & the invasion of the Aleutian Islands. Player assumes command of US forces, and must defeat multiple Japanese forces and lines of attack with inferior numbers. Relatively complex as it mixes solitaire structures with both a strategic & operation game of naval operators in the Pacific (with a fog of war), 176 counter, variable time frame (1-7 days), 1-4 ships/counter. Joseph Miranda, Eric Harvey '17 / ARTICLES ON: Grand Strategy in the Pacific, Coral Sea & Midway 1942; Escape of Jan Baalsrud, Norwegian Commando, 1943; Cossacks of the Third Reich; Rommel in Egypt & the Middle East; Germany's Type XXI Walter U-Boat; Below the Blitz, London's Firefighters; Adventures of Mad Jack Churchill.													
Minsk, Battle of...1944 # 22		101138		\$45.00				New	n			OoP	4
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '11													
Night Fight Solitaire #44		114905		\$36.00				New	n			OoP	2 1
Mag & game. Solitaire game in which the player commands a German kampgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol 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.													
Norway 1940 # 29		103520		\$22.50				New	n			OoP	4
Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 1943; Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjaeger v 1st Airborne at Primosole Bridge.													
Operation Gertrud #49		117243		\$25.50				New	n			Going	4
Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Phillipin in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Exercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII Italian Manned Torpedos.													
Pacific Battles, Guadalcanal # 23		96666		\$35.00				New	n			OoP	3
Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artillery, etc. 2mi/hex (covering the entire island), btln level. J.Miranda'12 / ARTICLES ON: Guadalcanal, the battles & the material disparity; Pacific Battles Design notes; D-Day on Sword Beach, a British command failure; the Stal Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolph Hess & his flight to England; German heavy AA; Italian partisan attach near Rome & the Ardeatine Caves reprisal, 1944; Indochina during WW; 17th SS Panzer Grenadier Division.													
Pacific Battles, Malaya #51		121949		\$25.50				New	n				4
Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, Btln/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.													
Pacific Battles, Nomonhan, 1939 # 32		102181		\$22.50				New	n			Going	4
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Commar in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.													
Pacific Battles, Shanghai #42		111272		\$25.50				New	n				4
Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air 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 Ukrain 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.													
Panzers East Solitaire #45		114912		\$25.50				New	n			Going	4 1
Mag & game. Solitaire game of the German Army Group Center's attack on the USSR early in Operation Barbarossa, June-Aug 1941. You must seize key cities per a schedule to win (or lose if you fail). Do especially well, and Hitler may allow an immediate assault on Moscow instead of detouring into the Ukraine. 10days/turn, Div level, 16mi/hex, 280 counters. T.Bomba'15 / ARTICLES ON: US M26 Pershing Tank in WWII; Pappy Boyington the Marine's Black Sheep Fighter Squadron; CVEs, Workhorses of US Naval Aviation; Blockade Running to Supply Bataan, 1942; Finnish Lapland Front, 1944-5; Polish Pilots in the Battle of Britain; Axis Platoon Mortar Weapons; Norwegian Telemark Commando Team that partially destroyed the German Heavy Water research facility in Norway, 1943.													
Partizan! War in Yugoslavia 1941-44 #16		94460		\$22.50				New	n				4
Mag & Game. Minor printing mar along map's center fold line affecting all copies. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / ARTICLES ON: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 tha destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11													
Patton's Third Army #43		111280		\$99.00				New	n			OoP	4 1
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 track elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulain des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skils & Cultural Awareness in the US Military.													
Race to the Reichstag, 1945 # 26		98599		\$79.00				New	n			OoP	3
Mag & Game. Game focused on the battle for Berlin, April 1945, and akin to Battle for Germany where each player commands one of two Soviet Fronts (army groups) and German forces facing the other player. Each area competes for reinforcements & to be the first to capture the Reichstag in the center of Berlin. 0.5mi/hex, btln/rgt/div level, 1day/turn, 228 counters. J.Miranda'12 / ARTICLES ON: the Battle of Berlin 1945; the Heinkel HE_1 & the Fate of the Luftwaffe; Turning Point in China: Battle of Kunlun Pass, Dec. 1939; German Surface Raider Strategy in WWII; Tech Sgt. Richard Grange; SS destruction of French village Oradour Sur Glane in June 1944 the Weasel AFV; Italian Disasters of 1940; Iraq in 1941.													
Rampage / Stalingrad Cauldron #40		111070		\$55.00				New	n			OoP	4 1
Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. The player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAG is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allied forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destruction of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.													
Rhineland War, 1936-37 #21		96015		\$99.00				New	n			OoP	4
Last copy. ■ Mag & Game. 2 player game covering the hypothetical events if the French & Brits intervened as Germany attempted to militarize the Rhineland in 1936, precipitating an early war thruout Europe, from Spain t the USSR, at a time when no nation was prepared for such a war. Modeled as a balance between territorial expansion to maximize the chance of gaining allies, and internal political collapse. Corp/army level, 62mi/hex, 1mo/turn. J.Miranda'11 / ARTICLES ON: the Rhineland War of 1936; Rhineland designer's notes; Fall of the Chinese Soviet, and the Long March; RAF Bomber Commands drift toward carpet bombing; Merrill's Marauders the China-Burma-India theater, 1944; the Franco-Italian Front in May of 1940; Hawker Typhoon & Tempest aircraft; Vichy Gabon during WW2; Doenitz in April 1945; ghost fleet at Suisun Bay, Calif.													
Sealion, German Invasion of England #52		126716		\$25.50				New	n				4
Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 280 counters. E.Harvey, C.Webber '16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomasz Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the SOLOMONS; Battle of the River Plate, 1939; Italian Marshal Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.													
Sedan 1940, Decisive Btl for France #24		98600		\$48.00				New	n			OoP	4

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

Game Title (& Edition or Issue #)	Game Only?	Part#	Publisher Name	Cash-Basis	Ship Surchage Flag	General	Box	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year				Price EA		Conditn	Type	Print? Incl ?	Scale Plyrs
American Civil War Missing 1 (of 40) Confed mini; others complete. Includes optional/add-on battle board. Large crease on box btm, & misc scuffs & minor abrasions on edges, others EX. ■ Richly produced, Axis & Allies-style, strategic level game of the American Civil War played with 384 plastic minis and a large scale, color map of the US + western territories. Can be played with 2-4 players. '01		131976		\$59.00	**	V.Good	GB **	OoP	6
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		131977		\$59.00	**	V.Good	GB **	OoP	8
Conquest of the Empire 2nd Missing 1 catapult unit; others complete. Center page of 1 rules booklet lose from staples & repaired. 1 box corner split & repaired. Others clean. ■ Updated, more colorized & graphically current revision of this longtime favorite, redesigned by the original designer. Strategic area-move game of empire building & conflict, with economics, during the Roman era. Now includes a second set of rules providing a different game based on Strugg of Empires. Uses rather large miniatures of each unit type, and all components are colorful. Larry Harris, Martin Wallace, Glenn Drover'05		131978		CALL	**	V.Good	GB **	OoP	8
Earth Decision Systems (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Meganation 2-8 player, fast playing game of politics, technology & generational expansion using a fictional world. 1989		3991		\$25.00		Excell	HC	OoP	6
Engelmann Military Simultrn (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
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 Engelmann'90		3954		\$29.00		Mint	zl	OoP	4
Rise & Fall Fun game for 1-5 players set during barbarian assaults on Rome. Barbarians mature to become kingdoms, which mature to empires. Players eliminated come back as barbarians & continue cycle. RECOMMENDED. K.Engelmann'89		103355		\$50.00		Mint	BC	OoP Err	6
Shattered States Has what appears to be a 1" razor cut abrasion on one end panel; others unpunched & clean. ■ 2-6 players attempt to reunite the US after economic collapse of the country in a Survivalist's Nightmare (or fantasy). Good simple game along lines of Junta tho created from a right-wing whacko perspective. Players seek to control at least 10 of the 28 regions the country has broken into, each with its own unique features and productivity. play with 225 cards, 400 counters. K.Engelmann D.Spencer'90		3935		\$35.00		Mint	BC	OoP	8
Eon Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Darkover, the Ages of Chaos 2 sets of screen supports separated, but game others unpunched & unplayed. 1 box corner repaired, wear to bare cardboard on 2 corners, some edge scuffing, crease along 1 side of box edge. ■ 2-4 player game based the Darkover novels by the game's designer. Earth colonists marooned on a distant planet develop telepathic abilities that become the basis for social organization as well as warfare. Players compete to maximize their holdings in a small world. MZ Bradley'79		111763		\$49.00		Mint	BC	OoP	4 4
Euro Games / Descartes (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
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. Others 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.		129241		\$25.00	**	V.Good	LB **	OoP	6
Excalibre Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Conquerors, Romans & Macedonians 2nd Update of 2 games that mate to cover most of ancient Mediterranean. Covers the Greek & the Roman eras, including Alexander's campaigns & the Punic Wars. 2 maps, 1200 countersheet. R.Berg, J.Miranda'11		118112		\$60.00		New	BC		6
Ironclads, 2nd Graphic update & minor rewrite of this classic game of ship-ship combat during Am Civil War. 45 ship types, plus individual forts. Detailed yet fun to play. '93		130675		\$44.99		New	BC	OoP	1
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		123431		\$32.00		New	BC	OoP	1
Mighty Fortress 2nd Includes 2009 Setup/Victory Condition card set update. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11		127108		\$30.00		New	BC		6 5
Mythic Wars, Clash of the Gods 2-8 player game in which players represent ancient gods clashing for control of the universe. This is partly a card deck-building game, part dice game, all focused on magic, gods and war. 78 cards + rules. Eric Woodward'		127107		\$22.00		New	SC		A 8
Panzer, 2nd From a smoker's collection; some smell. Some rather useful penciled annotations in rules (decoding hard to read Germanic fonts). 2 2" creases extending from upper 2 box cover corners, and a 1" abrasion on cover. Card & map sections separated. Counters unpunched. ■ Reprint of this detailed, colorful game of tactical armored combat in the east, 41-45. Sister game to Yaquinto's 88 & Armor. Includes 3 map sections, 2 countersheets. '93		127349		\$29.00		Excell	BC		1
Sovereign of the Seas Minor box scuffs, price tage on end panel. Slight spotting of rules, isolated spots on map & couple of cards. Unpunched. ■ Simple, strategic level 2-6 player game of international trading in the 17th-18th Centuries via merchant ships. Like a mix of Rail Baron & Empire Builder, goods available appear in a port by card play, and can be transported for \$ to another port in the world. Pirates, storms & other players may make things tricky. O published by LCRL Ent. '79		41677		\$20.00		Mint	FB		A
Stalingrad, Battle for... 2nd Revision & graphic update of this popular, Co-Btn level game of the bitter battle for & around Stalingrad in Fall 1942. 7 weekly turns w/ variable impulses. System reflects the different armies involved, with German air & artillery, command structure, and Soviet numbers & determination to fight for every building. Designed by the man who brought us Squad Leader. 2nd edition enhanced with an additional 200 counters, plus a booklet of optional rules. 600m/hex, 1wk/turn, 600 counters. John Hill'11		130672		\$50.99		New	BC		2
To the Green Fields Beyond 2nd New but not shrinkwrapped. ■ Reprint of this RECOMMENDED game of the Nov 1917 Allied offensive using tanks that broke the German lines & the German counterattack that sent the allies reeling. 1250yd/hex, 24hrs/tu 420 counters. One of best WW-I games ever. Awarded best 20th Century Game in '78. HIGHLY RECOMMENDED. '04		123437		\$36.00		New	BC		4
Total War Simple tho sizable gm of German invasion of Poland, 1939. '78		6047		\$29.00		Mint	zl		4
Trajan, Ancient Wars Update Kit Kit updating the 4 games based on the Trajan game system, with new rules & 180 counters allowing players to link the four games, plus new scenarios (Trajan, Roman Civil War, Caesar in Gallia, and Germania). Kit includes unified rules set, and the new components printed in 2004. Also includes as a bonus the map & counters to one of the 4 games (Caesar in Gallia) of the series. J.Miranda'04		127113		\$46.00		New	BC		4
Fact & Fantasy Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Helm's Deep, Battle of... Complete. Paper counters neatly mounted & cut apart. ■ Sml, early, grand tactical level game of one key battle in the Lord of the Rings. Covers the battle of Helm's Deep, the first major battle as humans under King Theod defend a fortress in a narrow mountain gorge. Sauron's forces besiege & overwhelm the place. Counters mounted but must be cut apart. R.Jordison'74		114419		\$125.00		Excell	n	OoP	3
Siege of Minas Tirith Complete. ■ One of Fact & Fantasy's Lord of the Ring trilogy of games. Modest-sized game of the 4 day siege of Minas Tirith that swayed back & form by the intervention of charismatic leaders while the two large armies slogged it out. 120 counters. R.Jordison'75		114420		\$139.00		Excell	n	OoP	4
Fantasy Games Unlimited (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Middle Sea Sml lite coffee drip splatter on the blank rear cover of the rules. Others clean. ■ Multi-player game of economics, warfare & diplomacy set in the Medieval Mediterranean era, roughly 1200AD. Allows any number of playe 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		965		\$50.00		Excell	BC	OoP	6
FASA Corp. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Noble House Stock trading in modern Hong Kong. Based on J Clavell's novel. '81.		3993		\$20.00		Excell	BC	OoP		A
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 leave Iran with as much loot as possible (situation normal). '86		972		\$15.00		Excell	BC	OoP		A
Fat Messiah Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Shapeshifters, 3rd [10th Anniv Ed] Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenari & new rules. M.Wasson, N.Sofge'03		99987		\$9.00		New	Fo	Going		1
FGA Board Game JournalMag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Boardgame Journal (FGA) # 1 Cherry. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Nav in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91		3594		\$10.00		Mint	n	OoP		Z
Boardgame Journal (FGA) # 1 ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietna interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91		116463		\$10.00		Mint	n	OoP		Z
Boardgame Journal (FGA) # 2 Cherry. ■ ARTICLES ON: Errata for Civil War Classics & Operation Crusader 1st; Strategy in Third Reich with Variant rules; War in Europe 1945 Red Star/White Star Scenario; War in Europe Variant Ideas; Fiction about Airborne Action in WWII; Brown Water Navy in Vietnam, pt.1; Wake Island Scenario for Eagle & the Sun; Summary of a campaign game of War in the Pacific; Reaction Movement in Operation Crusader & other Game. '91		115322		\$12.00		Mint	n	OoP		Z
Boardgame Journal (FGA) # 3 Cherry. ■ ARTICLES ON: Same Hex Combat; Rhine Bridge Para Assault Scenario for Squad Leader; Supply in Brother Against Brother, with 1862 & 1863 Campaign Scenarios & Errata; War is Declared on the 3-tier Hobl Distribution System; Fantasy Fiction; Variant rule sfor Pacific War Classics Tarawa; Gilberts scenario for Eagle & the Sun; History of how the Pacific War (WWII) Came About; summary of a game of War in Europe Played Over 3 Summers. '91		115323		\$12.00		Mint	n	OoP		Z
Boardgame Journal (FGA) # 4 Cherry. Does NOT include the errata countersheet originally published with this issue. ■ As published, included a 60 countersheet (Op Crusader (47), Bro Ag Brto (1), Civil War Classics (7) Pac War Classics (5). ARTICLE ON: Operation Compass, 1940; a 1990s game review of Chess; More 3R (Third Reich) Stuff; Operation Crusader 2nd Ed rules (complete revision); Indian Ocean Raid scenario for Eagle & the Sun, plus 2 very small trainr scenarios; Eagle & Sun map & counter corrections (printed in mag); Diagnosis of SPI's demise; Carving Up Turkey, a 1-map War in Europe scenario. '92		115324		\$12.00		Mint	n	OoP		Z
Boardgame Journal (FGA) # 5 Cherry. ■ ARTICLES ON: Operation Felix, and Strategy for GRD's Spain & Portugal (Europa); Strategic Alternatives for AH Guns of August; Review of SPI Rifle & Sabre; SPI Trivial Pursuit Questions; SPI Game Designer & Developers; Errata for FGA Defiant Holland, Kasserine & Bastogne; Women & Men, 12 steps to Enhance your Wargaming Relationship; Aircraft Management 101, Step-by-Step Guide to Eagle & the Sun Air System; Allied Code Nicknames for Japanese Aircraft in WWII; Brief History of FGA & Its Impact on Wargaming Industry; FGA Answers Its Critics. '92		115325		\$12.00		Mint	n	OoP		Z
Fire Fight Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Bloodbath at the Sakarya, Aug. 1921 Last copy. ■ Grand tactical game of a pivotal battle in the Greco-Turkish War. The Greeks attacked toward Ankara, reaching their high water mark in this battle that wasted 18,000 lives. They later halted for lack of supplie and pulled back on their own. P.Moore'06		88933		\$16.00		New	Fo	OoP		3
Eastern Operatn, Jap.Conquest of Hawaii Last copy. ■ Interesting game of what of one of the great hypothetical opportunities of WW2, a Japanese invasion of Oahu in the Hawaiian Islands as a follow up to the raid on Pearl Harbor. Includes 2 maps, one operator & one tactical; air, naval & ground units included. P.Rohrbaugh, P.Moore'06		91295		\$22.00		New	Fo	OoP		4
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		83578		\$16.00		New	n	OoP		3
Kahovka, Wrangel's Kursk Oct. 14 1920 Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btn level. Counters must be mounted & cut apart. P.Moore'07		80973		\$16.00		New	zl	OoP		3
Operation Leopard, Assaulting Leros 1943 DTP game w/ 2 11x17 maps, 280 color counters that must be mounted & cut apart. Covers the tense, 4 day, daring assault on Leros by German paratroops & special amphibious forces that took the Brits entirely by surpris P.Rohrbaugh,P.Moore'06		81933		\$22.00		New	Fo	OoP		3
Operation Westindien 1942 Game covering the early, lacerative U-Boat campaign against Allied oil sources & refineries in the Carribean. A handful of U-Boats shelled refineries & sank a half-million tons of shipping. 280 counters that must be cut apa 1 sml map. P.Moore'07		124390		\$20.00		Mint	n	OoP		4
Pare Los Facists! [Stop the Facists] Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Coruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08		85085		\$16.00		New	n	OoP		3
Flying Buffalo (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Ace of Aces: Rotary Deluxe 3rd Reprint in a set of hardbound books of this first set in the popular Ace of Aces game series. Several refinements in the booklets plus 15 cards showing characteristics of planes from the later half of WWI. Books uses illustrations Sopwith Camals v Fokker Dr1 triplanes on every page. Unique picture-style book game of plane-plane combat 1916-7. Simple enough for spouses & non-gamers, fun enough for many replays, and can be play literally anywhere. RECOMMENDED overall, and for both easy, portable play and for beginners. A.Leonardi'14		127421		\$55.00		New	BC			1
Berserker, Man Against Machine, 2nd Simpler game of human defense of Earth against onslaught of robot-manned spaceships intent on destroying the planet. Ship-ship combat following the novels of F.Saberhagen. F.Saberhagen, R.Loomis'82		127424		\$29.00		New	HC	OoP		6
Nuclear War: Bonus Expansion Pack #1 Kit allowing up to 9 more players for most any edition of Nuclear War (printed to the standards of the 2002 version). Includes 9 new countries & a player mat for each, an extra set of population cards, 5 new warhead cards...plus a bumper sticker! Each nation now has special abilities (Litagation Land can sue other nations, Recycle Land can recycle dud warheads, etc). Makes this a real party game! '96		127427		\$6.00		New	n	OoP		A
Fresno Gaming Association (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
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		975		\$35.00		Mint	BC	OoP		4
Civil War Classics: Pea Ridge & Shiloh 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		113643		\$39.00		New	BC	OoP		4
Operation Crusader, 1st Substantially complete; missing 13 units & 27 markers; ID & color photocopied replacements included. Othersw EX. ■ Large game of the 1941-42 battles around Tobruk. Scenarios cover: Sidi Rezegh, Nov'41; Op Brevity, May'41; the fall of Tobruk, June'42; Battleaxe, June'41; the Cauldron, June'42; Knightsbridge, June'42; Nov-Dec'41 campaign; Gazala, June'42. Colorful game components. Note that FGA printed an early draft of this game rather than the final draft of the rules, so many misspellings & errors are embedded throuot the rules & scenarios. Errata only partially address them. 8 map sections, 1440 counters, 6 scenarios. '91		130384		\$35.00		V.Good	BC	OoP Err		2
Game Designers Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1941 Unpunched & components clean. But box has been significantly concaved & creased and is mildly deformed (but stills structurally intact). ■ Small, simple and fast-playing, corp-lvl game of first year of the War in the East, Jun'41-Mar'42. Monthly turns. 3rd in Series 120 WW2 games, a series intended for quick play & great for beginners. J.Astell'81		127429		\$25.00		V.Good	SB	OoP		6
1942 Packaged in a ziplock; no box or die. Missing 2 white blanks; all units present & othersw complete. Large 5" area of map moisture stained. ■ Ziplock version. Simple, smaller, strategic level game of the simultaneous Japanese advance on Singapore, E.Indies & Phillipines during the pivotal year of 1942. Fast action w/ good play values for both beginners & old hands. Uses the Series 120 games system (with 120 counters playable in under 2 hours). M.Miller'78		120774		\$22.00		V.Good	n	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Assault, Tactical Combat in Europe 1985 Unpunched. Errata corrections written into Soviet scenario booklet & 1 paragraph of rules. 1 side panel tear repaired with clear packing tape. Several creases & a ding on box cover. Others mint. ■ Moderately complex game of tactical combat in mid-1980s in central Europe between NATO & Warsaw Pact forces. Provides a great study of the weaponry & forces of the time, as well as the different doctrines of the two armies. Tactical air support is included. Several additional kits were later printed. 2 maps, 480 counters. F Chadwick'83		124362		\$45.00		Mint	HC	OoP Err 2
Attack in the Ardennes Complete & clean. 1 box side panel scuffed. Sml label on box btm. ■ Bulge using 2 maps, 300+ counters and House Divided system. Fairly simple. F.Chadwick'82		114228		\$35.00		Excell	BC	OoP Err 4
Basra, Battle of... 50 unit into game of 24th Mech v Rep Gds. Colorful & detailed. Intended to use the then-current war to introduce beginners to gaming. '91		113932		\$15.00		Mint	Fo	OoP 4
Belter, Mining the Asteroids, 2076 Very clean. ■ 2-4 player game of economic & physical rivalry set in the frontier of the asteroid belt in 21st Century. Players must manage their resources to maximize the value of the minerals they extract, while bearing in mind the cost of maintaining equipment and people. There is little government control, so it's the wild west in space. 1 map, 480 counters. M.Miller, F.Chadwick'79		132483		\$50.00		Mint	FB	OoP A
Belter, Mining the Asteroids, 2076 Sml box btm edge tear repaired, and 1 corner repaired. Another corner mildly dinged. Others unpunched, mint, v.clean. ■ 2-4 player game of economic & physical rivalry set in the frontier of the asteroid belt in 21st Century. Players must manage their resources to maximize the value of the minerals they extract, while bearing in mind the cost of maintaining equipment and people. There is little government control, so it's the wild west in space. 1 map, 480 counters. M.Miller, F.Chadwick'79		132482		\$45.00		Mint	FB	OoP A
Case White, Invasion of Poland 2nd Collage cover. Ding to one corner causing a 1" seam tear (repaired) & some rippling. Others very clean, unpunched. ■ Boxed, 2nd edition of the 7th game in the Europa series. Game of Germany's attack on Poland that began World War II in Sept 1939. Poland tries to delay the inevitable & cause casualties while the Germans try to make for a quick end for Poland. Later reprinted as First to Fight. 16mi/hex, Div/reg/btl level. F.Chadwick'71		109464		\$79.00		Mint	FB	OoP Err 4
Coral Sea 1st Cherry. 1st edition with printed box. ■ Detailed, strategic-operational level, 4-scenario game of carrier battles in Coral Sea area of the southern Pacific Ocean, Spring 1942, including the namesake battle. Complete air & surface combat. 1st of 3 games using this system. Later 2nd edition corrected some rules oddities. M Miller'74		107551		\$55.00		Mint	zl	OoP Err 2
Coral Sea 2nd 1 of 2 staples no longer binding all rules pages. Blank backsides of units color faded. ■ Detailed, strategic-operational level, 4-scenario game of carrier battles in Coral Sea area of the southern Pacific Ocean, Spring 1942, including the namesake battle. Complete air & surface combat. 1st of 3 games using this system. 2nd edition corrected some rules oddities. M Miller'76		85686		\$33.00		V.Good	zl	OoP 2
Dark Nebula, Battles for the Stars 2nd Stain on upper corner of first rules page. Others complete & EX. ■ Battle for dominance between 2 space empires played on a varying hexmap of space. Takeoff on Imperium using 8 sml geomorphic maps & unknown opponents Enlarges the scope of the game without making bogging it down in details. 120 counters, many ship types. 2nd edition was packaged in a half-case box with new artwork. M.Miller'80		130293		\$32.00		Excell	HC	OoP 9
Lobositz, Battle of... Packaged in a ziplock. Frederick the Great's Prussian force besieging Prague turns to attack relieving Austrian force resulting in one of his greater victories. Uses the Series 120 system (120 counters playable in 120 minutes). Frank Chadwick'78		6545		\$35.00		Mint	zl	OoP 2
Mayday! A few lite spots on counters. Components others v.clean & unused/unpunched. Box shows some creasing & abrasion from poor storage. ■ Small series 120 game of ship-ship space combat using vector movement, effects of gravity, weapon & computer systems. 100min/turn, 1 light second/hex, indivd ships. Stand-alone game that can be a supplement to Traveler. Received Charlie Roberts Award in '79. M.Miller'78		132468		\$25.00		Mint	SB	OoP 1
Pearl Harbor, 2nd Components cherry. ■ Strategic lvl 2map 840 unit game of the entire War in Pacific in 2 scenarios & campaign game. Includes China, India & the Soviet Union & many What-If variants. Uses an economic system which directs military action and limits production appropriately. Can be played with up to 7 players, but is basically a 2-sided game. 2nd ed colorizes the map. John Prados'79		1135		\$75.00		Mint	FB	OoP Err 6
Phase Line Smash Solitaire game of the US VII Corp's left hook to Basra & to clash with Iraq's elite Republican Guard during Kuwaiti War, Feb 24-28 1991. Detailed & exceptionally well documented examination of the details of this war. Spectacular components. Units are activated individually to conduct various forms of movement or combat making for a very dynamic game. But constant movement creates fatigue & fatigued troops make mistakes. 528 counters, 1 map. Frank Chadwick'92		127334		\$40.00		New	HC	OoP Err 2 1
Prague, Battle of... Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80		6568		\$25.00		Mint	SB	OoP 2
Prague, Battle of... Cherry ■ Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80		1067		\$26.00		Mint	SB	OoP 2
Sands of War: Expansion Kit Unused & shrinkwrapped. From a smoker's collection; slight smoke scent tho shrinkwrapped. ■ Add-on kit for this game on warfare in the desert in the last half of the 20th century. Provided new maps of Kuwait's airport, escarpments, urban hi rises & rubble; campaign game rules, scenarios for Beda Fomm, Sidi Rezegh & some Desert Storm actions, plus new counters. Includes 4 map panels, 350 counters, 8 scenarios. Frank Chadwick'90		127331		\$29.00		Mint	HC	OoP 2
Space 1889 Role Playing Game Hardcover book containing rules that sci-fi writers like Jules Verne, HG Wells, Arthur Conan Doyle might have written. Players explore and have adventures on the various planets & moons of the solar system using technology of the late 1800s. '88		122715		\$50.00		Mint	Bk	OoP A M
Test of Arms Missing 2 markers (ID included) & 2 units (ID unknown). ~50% punched. 1 of 2 Combat & Map Tables chart soiled thru use, others clean. ■ 29 scenario game of tactical combat in the many 'small wars' of the modern era from Korea to the Falklands & Nicaragua, using the First Battle System. Build your forces from those available from dozens of nations. Includes 6 geomorphic maps, 480 counters. Lester Smith'88		130339		\$40.00		V.Good	BC	OoP Err 2
Third World War: Arctic Front Missing 1 unit, ID included. Yellow stain on 1 marker. Sml label residue on box cover. ■ Highly balanced, tense game of strategic combat in Scandinavia in the Next War between Warsaw Pact & NATO air & land forces. Includes both air & land (and airmobile) forces. Each side has two impulses to move & attack, but somewhat asymmetrically. Soviets must use their mix of forces to quickly progress down the mountainous spine of Norway. One of the best games in the 4 part Third World War series; low unit density makes this a great puzzle to solve. Can be mated to other games in series. 2 maps, 240 counters. Rgt/Brig/Div level, 1wk/turn, 45km/hex. F.Chadwick'85		130373		\$65.00		V.Good	HC	OoP Err 4
Third World War: Battle for Germany Complete. Some sml isolated spots in rules & some charts. 2 air units sun discolored. 1 box corner repaired. Others EX. ■ Detailed brig/div lvl gm of war thruout Central Europe in late '80s. Strat/op focus. First in TWW series, mates w/others to cover future war thruout Europe. F Chadwick '84		130374		\$75.00		Excell	HC	OoP Err 4
Third World War: Persian Gulf Complete. Residue of a sml label on box cover. Some discoloration to several counters. ■ Large game covering diplomatic & regional conflict in the Middle East leading to and beginning World War III. Fourth & largest in the elaborate Third World War game series. Includes both air & land (& airmobile) forces. This game includes a diplomatic prequel to war, unique to the series. Covers the wide ranging quality & nature of the regions's forces. 360 counters, 4 maps, 1wk/turn, 45km/hex, Rgt/Brig/Div level. Frank Chadwick'86		130376		\$75.00		Excell	HC	OoP 4
Third World War: Southern Front Complete. Residue of a sml label on box cover. ■ Complex game of Warsaw Pact & NATO forces competing for control of the Balkans & Turkey at the outbreak of hostilities in World War III. Soviet, Rumanian & Bulgarian forces storm the area defended by Greece, Turkey, Yugoslavia & a few elite US units. Neither side has sufficient forces for a solid line, and airmobile forces can turn a line Second in the Third World War game series, and can mate with the 3 other games in series. 2 maps, 360 counters, 45km/hex, 1wk/turn, Rgt/brig/div level. Frank Chadwick'84		130375		\$75.00		Excell	HC	OoP Err 4
Torgau Rules underlined in ink. ■ Early, rgt-level game of decisive battle of Frederick the Great's 7 Years War in 1760 between the Prussians & Austrians. Btlm/rgt level, 200yd/hex. F.Chadwick'74		85676		\$50.00		V.Good	zl	OoP 2
Trenchfoot Unpunched & very clean. ■ V.simple game of man-man combat in sml unit actions from the WWI era, including scenarios from Russo-Jap war (1905) to WWI to Chaco (1935) w/ less than a dozen units to a side. 23 scenarios, 240 counters. F.Chadwick'81		113439		\$45.00		Mint	BC	OoP 1
Twilight 2000 2nd: Free City of Krakow Major coffee spill stains 4 pgs & spine of other pages; others 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 the ravages of WWII. William Keith'85		122914		\$6.00		Good	Bk	OoP 1 M
Twilight 2000 RPG Rules 1st No box or dice (missing 4d6, 1d10). Well worn, soiled & stained thru use. Complete & servicable. ■		122946		\$25.00		Good	n	OoP 1 M
Twilight 2000 RPG Rules 2nd RPG of post-apocalyptic soldiers trying to fight their way "home" thru very unfriendly land. F.Chadwick'90		122716		\$60.00		Excell	Bk	OoP 1 M

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Twilight 2000: Twilight Encounter Module		122952		\$45.00			Mint	HC	OoP	1	M
1 box corner split & repaired. Convave creases along 1 box btm edge & another along a box top edge. Otherws mint. ■ Expansion kit for Twilight 2000 role playing game providing an advanced, 2nd edition combat syster random encounters for campaigns, 10 pregenerated adventures provided on scenario cards, background info, 2 maps & 2 countersheets. '90											
Western Desert, Campgn in Egypt & Libya		121096		\$99.00			Excell	FB	OoP	6	
Grid box. Complete & clean aside from minor box wear & sml mar on box bmt. ■ Europa VI series coverage of WWII in Egypt & Libya, 1940-43, at co-rgt level, 2wks/turn. Most playable of the series, and fun. RECOMMENDED.											

Game Publicatns GAME FIX (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Among Nations #9		10815		\$8.00			Mint	n	OoP	A	6
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dom's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
Among Nations #9		22929		\$9.00			New	n	OoP	A	6
Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dom's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.											
Ancients: Thapsos & Alexandria #1		22897		\$15.00			New	n	OoP	3	
Mag has 1x2.5" inventory label on cover. ■ Mag + Game. Mag & 2 stand-alone games using the popular Ancients game system w/ historical maps & units. THAPSOS is a land battle late in the Third Punic War as impetioi Romans overrun Carthaginian lines; ALEXANDRIA is a naval btl during the Roman siege of Alexandria. B.Banks'94 / ARTICLES ON: transition of the Roman Republic to the Roman Empire, Octavian & the Roman Legion; Origins 1994; life of an unwilling game buyer in 1994.											
Big One, War in Europe 1939-45 #7		116451		\$25.00			Mint	n	OoP	8	
Cover scuffed. ■ Mag & Game. V.lrg scale, strat lvl gm of all of World War II in Europe, Africa & the Middle East. Army level, with naval forces & production. 100 counters. Good BEGINNER's game. B.Banks, P.Cooper'95 ARTICLES ON: Game Marketing 101; World's Worst Terrorists; Panzerfaust 3; Cheyenne & Sioux War of 1868; Chronology of WWII in Europe; Military Reality in Wargaming; Reviews Review; Review of DG On to Moscow; Interview with Richard Berg.											
Bombs Away! Air War Over Europe #4		32033		\$12.00			New	n	OoP	6	
Inventory label on cover of mag. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.											
Chicken of the Sea #3		5895		\$10.00			Mint	n	OoP	1	
Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered gallees in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.											
Chicken of the Sea #3		86759		\$8.00			Mint	n	OoP	1	
Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered gallees in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.											
Chicken of the Sea #3		22909		\$14.00			New	n	OoP	1	
1x2" inventory sticker on mag cover. ■ Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered gallees in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.											
Greenline, Chechnya #8		116450		\$25.00			Mint	n	OoP	6	
Mag & game. Operational lvl game of the ongoing conflict between Russian army & Chechnya rebels in Chechnya in the mid-1990s. Weekly turns, 11km/hex. Additional scenarios cover a wider, regional uprising against the Russians. Currently the only game on this bitter conflict. 120 die-cut counters. J.Miranda'96 / ARTICLES ON: History & current situation in Chechnya; industry news; errata for Redline Korea #6; scenario generation rule for Rebel Yell; interview with Chris Pello.											
Redline Korea #6		84906		\$20.00			Mint	n	OoP	6	
Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.											

Game Theorv & Design (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Napoleon's Italian Campaign		112219		\$25.00			Mint	BC	OoP	6	
Mapboard panels separated. About 40% of counters fallen from tree in strips. Otherws complete & mint. ■ Simpler, area move game of Nap's campaigns in Italy, 1796-1800. Mates w/ 2 other gms in series for entire Nap Wars. J.Angiolillo'83											
Napoleon's Peninsula Campaign		112222		\$22.00			V.Good	BC	OoP	6	
Complete. A sort of OoB chart of unknown purpose annotated, colored & color-coded with sml stickers; main OoB charts unaffected, so purpose of this chart unclear. Some sun discoloration to exclusive rules. Slight discoloration of OoB charts. All units have turn of appearance written onto blank backsides. ■ Area move treatment of war in Spain from 1808-1814. Mates w/ other games in series. J.Angiolillo '83											

Gamers (% MMP) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Afrika, North African Campaign ERR CNTR		128887		\$2.00			Excell	n	OoP	4	
1 errata counter from the Gamer's 1998 REPL & VAR countersheet. '98											
April's Harvest, Battle of Shiloh		123337		\$24.00			New	BC	OoP	2	
Game of the battle of Shiloh, April '62, the 9th in the Gamers' Civil War Brigade series. Confederate forces under Johnston surprise Grant's scattered & ill-prepared forces just west of the Mississippi in southern Tennessee. Initially successful, the heavily wooded area & the confused battle make command control difficult, and Grant's arrival with reinforcements saves the day & eventually turns the Confeds back. Includes 2nd ed series rules, 280 counters, 4 scenarios. A.Wambold'95											
Ardennes: ERRATA COUNTERS (5)		128893		\$4.00			Mint	n	OoP	2	
5 errata counter from Gamers' 1994 REPL & VARIANT countersheet. No rules.											
August Fury, Second Battle of Manassas		1006		\$49.00			Mint	BC	OoP	2	
Cherry mint. ■ Third gm in the Civ War series. Covers the Confed attack that turned back the Union armies, Aug '62. 2 maps, 550 counters, 200yd/hex, 20min/turn. D.Powell'90											
Black Wednesday		108558		\$34.00			New	BC	OoP	3	
Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95											
Black Wednesday		122067		\$45.00			Excell	BC	OoP	3	
ADDTL SHIPPING. 2 maps professionally laminated & must ship separately (or be folded). Counter corners litely & v.neatly clipped. ■ Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95											
Black Wednesday: ERRATA COUNTERS (2)		128900		\$2.00			Mint	n	OoP	3	
2 errata counters from Gamers' 1995 REPL & VARIANT countersheet. No rules.											
Champion Hill, Road to Vicksburg		123343		\$23.50			New	BC	OoP	4	
10th gm in the Gamers' Civil War Brigade series. Covers the Confederate defeat in May 1863 in rough terrain outside Vicksburg as the Confeds sortie to deal w/ Grant who is operating in their rear. W/ variants covering ad reinforcements, earlier starts, not spitting up Confederate forces, arrival of Johnson's relief force. 2nd ed series rules, 1 map, 280 counters, 5 scenarios. K.Jacobson'96											
Enemy at the Gates		128997		\$99.00			Mint	BC	OoP	4	
Cherry. ■ Huge, op lvl gm of Soviet drive to surround Stalingrad then all of AG South w/ German relief attempts & von Manstein's backhand blow at Kharkov. 10 scenarios. 2nd in Op Combat series. Later updated as Case Blue. D.Essig'94											
Force Eagle's War		1018		\$32.00			Mint	BC	OoP	2	
Cherry. ■ Tactical Combat System (TCS) game system applied to modern combat in the Middle East. 9 scenarios assuming US v USSR combat around Israel & the West Bank in '90s. Large, 2 map, colorful & detailed 84 counter game. 20min/turn, 125yd/hex, pltn level with individ AFVs. D.Essig'91											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Conditn	Type	Print? Incl ? Scale Plyrs
Force Eagle's War: ERRATA COUNTERS (3) 3 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.		128899		\$2.00		Excell	n	OoP 2
Frozen Hell, Battle of Tolvajari 1939 V.clean. ■ 12th in the Tac Combat Series. Sml scale battles from the Winter War of 1939-40 in 5 scenarios covering platoons & individual AFVs on 2 maps, w/ 840 counters. Game system emphasizes unit orders and communication. A.Wombold'00		109070		\$65.00		Mint	BC	OoP 2
Gamers 1996 Vanity Counters 13 vanity counters from Gamers' 1996 REPL & VARIANT countersheet. These have no real value in games. No rules.		128905		\$2.00		Mint	n	OoP Z
Gamers 1997 Vanity Counters Includes 24 of what appears to be a total of 35 vanity counters. ■ 35 vanity counters from Gamers' 1997 REPL & VARIANT countersheet. These have no real value in games. No rules.		128922		\$2.00		Excell	n	OoP Z
Gamers 1998 Vanity Counters Includes (first) 3 vanity counters ■ Includes (first) 3 vanity counters		128923		\$2.00		Mint	n	OoP Z
Gamers Repl Counters 1992 Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92		42543		\$20.00		New	n	OoP Err Z
Gamers Repl Counters 1994 Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120). Total 140. '94		42554		\$13.00		New	n	OoP Err Z
Gamers Repl Counters 1995 Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95		64772		\$15.00		New	n	OoP Err Z
Gamers Repl Counters 1998 Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98		42589		\$15.00		New	n	OoP Err Z
Gamers Repl Counters 2000 140 Repl counters for various Gamers games. Several games represented but not identified on countersheet. This Hallowed Ground (13), Hube's Pocket (1), Aspern-Essling (3), April's Harvest (1), Marengo (1), Enemy at Gates (112), Tunisia (20). Total 140. '01		60464		\$39.00		New	n	OoP Z
GD'40, Battle for Stonne, France, 1940 5th gm in Tac Combat series, w/3rd ed rules. 1st in intended series covering Gross Deutschland unit thruout war. Fast, continuous action as GD rgt goes for the high ground near Stonne, France, to protect 19th Pzr Corp's flank while French counter w/ 3 div attack. Wig Graves'93		109057		\$75.00		Mint	BC	OoP 2
GD'40: ERRATA COUNTERS (26) 26 errata counters from Gamers' 1995 REPL & VARIANT countersheet. No rules.		128902		\$7.00		Mint	n	OoP 2
GD'40: ERRATA COUNTERS (8) 8 errata counters from Gamers' 1994 REPL & VARIANT countersheet. No rules.		128892		\$4.00		Mint	n	OoP 2
GD'41 V.Clean. ■ 9th in the tactical series. Covers the Gross Deutschland Division's difficult combat on the road to Moscow at the Zushu River in late Fall 1941. 5 scenarios, 2 maps, 840 counters. W.Graves'97		109058		\$79.00		Mint	BC	OoP 2
GD'41: ERRATA COUNTERS (67) 67 errat counters from the Gamers' 1999 Repl & Variant countersheet. '99		128880		\$9.00		Mint	n	OoP 2
Guderian's Blitzkrieg 1st Some slight creasing of cover. Components cherry & unpunched. ■ Detailed on lvi gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92		1021		\$50.00		Mint	BC	OoP 4
Guderian's Blitzkrieg 1st Detailed on lvi gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92		109063		\$54.00		Mint	BC	OoP 4
Guderian's Blitzkrieg 1st: ERRATA COUNTR 1 errata counter from Gamers' 1992 REPL & VARIANT countersheet. No rules.		128898		\$2.00		Excell	n	OoP 4
Hunters from the Sky Lengthy crease on box cover along side edge; game is otherws new in shrinkwrap, unpunched, unused & clean. ■ 6th game in the Tactical Combat game series. Covers the German airborne invasion of the main airfield on Crete, May 1941. Entire invasion hinges on the German Sturm (assault) regt capturing the airfield so more heavily armed reinforcements can land to secure the island. Platoon level, modest complexity, 20min/turn, 125yd/hex, 2 maps, 840 countrs, 4 scenarios. W.Graves'94		81936		\$45.00		< New	BC	OoP 2
Hunters from the Sky V.clean, unpunched. ■ 6th game in the Tactical Combat game series. Covers the German airborne invasion of the main airfield on Crete, May 1941. Entire invasion hinges on the German Sturm (assault) regt capturing the airfield so more heavily armed reinforcements can land to secure the island. Platoon level, modest complexity, 20min/turn, 125yd/hex, 2 maps, 840 countrs, 4 scenarios. W.Graves'94		109072		\$45.00		Mint	BC	OoP 2
Hunters from the Sky: ERRATA COUNTER 1 errata counter from Gamers' 1995 REPL & VARIANT countersheet. No rules.		128901		\$2.00		Mint	n	OoP 2
In Their Quiet Fields, Antietam 3rd Complete & clean. ■ 2nd revision of this tightly tuned, Civil War Brigade series game of the battle of Antietam, Sept 1862, with updated & revised map & counter graphics. Antietam remains the bloodiest day in American history as the outnumbered Confederate army under the genius of RE Lee defeats the Union army. D.Essig'95		109973		\$45.00		Excell	BC	OoP 2
In Their Quiet Fields, Antietam 3rd 2nd revision of this tightly tuned, Civil War Brigade series game of the battle of Antietam, Sept 1862, with updated & revised map & counter graphics. Antietam remains the bloodiest day in American history as the outnumbered Confederate army under the genius of RE Lee defeats the Union army. D.Essig'95		123336		\$69.00		New	BC	OoP 2
Leros, the Island Prize Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed o Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95		123371		\$55.00		New	BC	OoP 2
Leros, the Island Prize V.clean & unpunched. ■ Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95		109071		\$32.00		Mint	BC	OoP 2
Malvern Hill, Battles of Seven Days V.3 w/ v3 std rules. Third in a trilogy using Gamers' ACW system. Covers the action at the end of the 7 Days Campaign during the last week of June 1862, including battles of Freyser's Farm & Malvern Hill. Brig lvi. 3 maps, 27 counters. D.Powell'99		123348		\$45.00		New	BC	OoP 3
Marengo: VARIANT LEADER COUNTER (1) 1 variant leader counter from Gamers' 1997 REPL & VARIANT countersheet. No rules.		128890		\$1.00		Excell	n	OoP 2
Matanikau: ERRATA COUNTERS (3) 3 errata counters from Gamers' 1994 REPL & VARIANT countersheet. No rules.		128894		\$2.50		Mint	n	OoP 2
No Better Place to Die, Murfreesboro Cover of std rules booklet sun yellowed. Otherws cherry/unpunched. ■ Modete complexity game of the battle of Murfreesboro (Stones River), Dec'62-Jan'63, in 4 scenarios & campaign game. While the Confederate offensive failed to destroy Rosecran's Union army, it did stop its advance until the fall of 1863. 280 counters, 30min/turn, 200yd/hex. 8th game in the Gamers' Civil War Brigade game series, w/ 2nd ed series rules. D.Powell'94		99555		\$45.00		Mint	HC	OoP 2
Omaha: ERRATA COUNTERS (56) 56 errata counters from Gamers' 1992 REPL & VARIANT countersheet. No rules.		128897		\$7.00		Mint	n	OoP 2
Raging Storm: Errata Counters (43) 43 errata counters from the Gamers' 1998 Repl & Variant countersheet. No rules.		128884		\$10.00		Mint	n	OoP 3
Raging Storm: Errata Counters (9) Believed to be missing 2 artillery fire markers of the 9 counters. ■ 9 errata counters from the Gamers' 1999 Repl & Variant countersheet. No rules.		128881		\$4.00		Excell	n	OoP 3
Semper Fi!: ERRATA COUNTER (1)		128886		\$2.00		Mint	n	OoP 2

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

Table listing game titles, prices, conditions, and publisher information. Columns include Game Title (Condition & Edition or Issue #), Game Only?, Part#, Publisher Name, Price EA, General Condtn, Box Type, Out-of Errata, Game # of Scale, and PLYRS. The table lists various Stalingrad Pocket, TCS, and Operations Magazine items.

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Ed Wimple & Dean Essig on the Hobby Game Sales in 1995; Suggested Revisions to Afrika; CWB Headquarters, Another 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										
Operations Magazine #18	115351	\$6.00	Mint	n	OoP	Z				
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										
Operations Magazine #19	115352	\$6.00	Mint	n	OoP	Z				
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; Manuever 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										
Operations Magazine #20	115353	\$6.00	Mint	n	OoP	Z				
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers 1995 Operationg Results; Confessions of a Wargamer; New CWB Random Events; OCS Strategy; Doing the Armore Two-Step in Enemy at the Gates; Tunisia & Enemy at the Gates, the Forget the Med Variant; 14 Oct 1973 Scenario for Yom Kippur; Matanikau Strategy. '96										
Operations Magazine #21	115354	\$6.00	Mint	n	OoP	Z				
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Blast Omaha Under TCS 3.1 Rules, with Designer's Notes About Change; Can I Get More Prep Fire, Please?; Burden of Command, Discussion of CWB; Plum Run Line, Ahistorical Gettysburg Scenario, 2 July 1863; Breastworks in Thunder at the Crossroads; DAK Draft Order of Battle; Errata to variant counters presented in #20; Errata. '96										
Operations Magazine #22	115355	\$6.00	Mint	n	OoP	Z				
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										
Games Research & Design (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Balkan Front 1st	127329	\$79.00	Mint	FB	OoP	Err	4			
Box scuffed; btm side panel split repaired. Components cherry. ■ Game updateing earlier Merita-Merkur to current Europa stds. Covers the Fall 1940 Italian invasion of Greece & German intervention thruout Balkans culminating with the airborne assault of Crete, May 1941. 2maps, 720 counters, 16mi/hex, btn/rgt/div level. Countersheet 21A was produced as a retrofit (and published with Europe #23) that clearly differentiated Italian v German units by color. J.Astell'90										
Desert, War in the...	125704	\$175.00 **	Mint	FB **	OoP	Err	6			
Box cover mildly bowed. Others (and components) very clean & unpunched. ■ w/Jan97 errata. Oh so long awaited revision & update to 3 earlier Europa games, Western Desert, Torch & Near East. Covers all of the war Morocco, Algeria, Tunisia, Egypt, Libya & the Near East, 1940-43. RECOMMENDED to all those who enjoy the color & rich detail of the Europa game system. Includes complete OoB for various neutral countries & Sept'3 OoBs. Scenarios beginning Apr'40, Dec'40, Torch Nov'42, and includes the Allied conquest of Vichy-held Middle East. A BIG game w/ 7 maps, nearly 1680 counters. 2wks/turn, btn/rgt/div level, 16mi/hex (Europa standard J.Astell'97										
Europa Almanac	4002	\$5.00	Excell	n	OoP		4			
ARTICLES ON: X-Ref of location, city & location names, unit names, etc. Useful crossreference & lookup info for Europa players. John Astell'89										
EUROPA Magazine Map Pack 6-Map Set	118071	\$8.00	New	n	OoP		4			
Set of 6 8.5x11 color maps for the Europa game series, previously published only in direct subscriber copies of the mag. Includes maps of Iceland, Dakar, Azores, Canary Is, Cape Verde & Madagascar. No rules.										
Europa: Clash of Titans Scenario	10780	\$9.00	Mint	n	OoP		Z			
■										
First to Fight, 2nd SE [White Box]	100382	\$49.00	New	FB	OoP		4			
'Special Edition' packaged in a generic white box: includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FtF; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvl gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Astell'98										
First to Fight, 2nd SE [Ziplock]	114316	\$35.00	New	ZL	OoP		4			
Packaged in a ziplock. ■ Must ship as a boxed item due to size. 'Special Edition' packaged in a ziplock (no box): includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FtF; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvl gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Astell'98										
Over There	58766	\$102.00 **	Mint	GB **			6			
Lengthy crease on box cover along side edge due to heft of game. All corners reinforced to prevent tears. Unpunched & unused. ■ Massive game covering the last 2 years of WW-1 on multiple fronts using the Great War game series. 9 scenarios include Capporetto, 1918 Peace offensive, Black Autumn, Askari, Boer Revolt & Pershings expeditin into Mexico. Mates w/ earlier March to Victory to cover the remainder of the war. Includes the Italian front, portions of Africa and the 2nd Mexican-American War. Box is crammed w/ paper including about 1.5" of rules/scenarios, counters, & 28pgs of errata (3640 counters, 9 map sections, 410pgs of OoB. Whew! '02										
Gamma II (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Quebec 1759, 1st	131239	\$75.00 **	Excell	LB **	OoP		4			
Some creases in one side panel, others very clean. ■ The first of the block games. Simple, fast playing & easy to learn gm of the French & Indian War in which France lost its interest in Canada. Great beginner's game. First edition has embossed blocks (rather than labels) in a long box. '72										
GDW Grenadier Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Grenadier Magazine # 1	3688	\$8.00	Excell	n	OoP	Z				
Partial dog-ear crease on mag cover. Others mint. ■ Premier issue of this magazine dedicated to supporting the Europa game system. ARTICLES ON: Polish Army in 1939 w/ OoB; Citadel scenario for DNO/UNT that begins with Kursk July 1943 and ends in Feb 1945; the Social History of the Tank. '78										
Grenadier Magazine # 2	3689	\$8.00	Mint	n	OoP	Z				
Magazine dedicated to supporting the Europa game system. ARTICLES ON: Armor Effects in Drang Nach Osten/Untenschieden; Tactics in Imperium w/ unit analysis; Social History of the Tank pt 2; Attack on Army Group Center scenario for Drang Nach Osten/UNT beginning June 1944; Variant rules for GDW Citadel. '78										
Grenadier Magazine # 3	115285	\$8.00	Mint	n	OoP	Z				
Magazine dedicated to supporting the Europa game system. ARTICLES ON: Strategy in Narvik; Rule variants for Narvik; OoB Discussion of Yalu; Dora Railroad Gun in DNO/UNT; An Improvement on the Russian Unpreparedness Rule in DNO. '78										
Grenadier Magazine # 5	115287	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Review of SPI Next War; History of Hungary in WWII w/ OoB & ToE, pt.2; Review of GDW Overlord 2nd; Accuracy in Game Design. '79										
Grenadier Magazine # 6	115288	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Europa Notes; Reply to prior article about Accuracy in Wargames; Biography of Rich Banner; Review of GDW Road to the Rhine; Review of Source of the Nile; Review & analysis of GDW Operation Crusader, w/ new Morale Chart; Analysis of GDW Fall of Tobruk. '79										
Grenadier Magazine # 7	115289	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Europa notes; Movement systems in Wargames; a Short History of Tactical Games; Review & discussion of OSG Napoleon at Leipzig 1st; German 27th Panzer Div in Drang Nach Osten; the Yugoslav Arm Preview of Marita-Merkur, with Airborne Invasion of Crete & Italian Invasion of Yugoslavia (rather than Greece) Play Y scenarios and OoB; Russo-Finnish War using Drang Nach Osten. '79										
Grenadier Magazine # 8	115290	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Europa notes; Wargames as a role-playing medium; Review of OSG Dark December; Review of Marita-Merkur; Jugoslav defections in Marita-Merkur, with variant rules; Review of WEG Salerno; US OoB ir Europe, 1944-5; Operatoin Taifun scenario for Drang Nach Osten. '80										
Grenadier Magazine # 9	115291	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Europa Notes; Freedom to Publish at Smaller Companies; Critique of AH War & Peace; Researching GDW White Death; Designing GDW Avalanche; Optional Rules for GDW 1942; Carriers & Aircraft of the Pacific War; Tactics in GDW System 7; Croatia in WWII; Coruna scenaro for System 7. '80										
Grenadier Magazine #10	115292	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: The appearance of the micro-game; Census of Game Designers; 1980 Origin Awards; US Airborne Units in France 1944-5; French Navy in WWII, with draft Europa units; Europa Notes; April 1942 scenari for Untenschieden (Drang Nach Osten). '80										
Grenadier Magazine #11	115293	\$8.00	Mint	n	OoP	Z				
ARTICLES ON: Reviews of SimCan games IJN, Torpedo & Kriegsmarine; Pan review of Lam Son; Herman Goering Formations, 1933-45, with OoB & Drang Nach Osten details; Review & analysis of Narvik 2nd; Unofficial rules for various GDW games; Drang Nach Osten at Origins 80; Summary review of recently published games. '80										
Grenadier Magazine #12	115294	\$8.00	Mint	n	OoP	Z				

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
ARTICLES ON: Europa Notes; Dutch Army in WWII, Defense Plans & Organization; summary review of recently published games; US Army's new FASCAM weapon: scatterable mines; List of Errata for all GDW games; French Airforce in WWII; Rules Updates to MARTIAL La Bataille de Moskova 1st (extensive). Last issue published by GDW. '81										
GMT Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com		FAX (702) 926-5205	anytime			
1805, Sea of Glory		130120		\$39.00		New	BC	OoP		4
Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior naval forces & successfully challenging the Brits. All ships from 64-guns on up are represented. Fleets are represented by blocks, individual ships & leaders by ordinary counters. P.Fry'09										
1846, the Race for the Midwest		129268		\$49.00	**	New	DC	**		A 5
Railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 5 countersheets of tiles, 108 cards & stock certificates, mounted map. T.Lehmann'16										
1914, Glory's End & When Eagles Fight 2d		128625		\$42.00		New	BC			6
Update of 2 WWII games by Ted Racier previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Racier'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Racier'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.										
1914, Offensive a Outrance		128442		\$80.00	**	New	DC	**		4
Sequel to 1914, Twilight in the East, this game covers the initial months of World War I on the western front, from Switzerland to the English Channel. Uses a streamlined version of the 1914 Twilight in the East game system. 2 short scenarios include the Battle of Lorraine (intro) and Marne to Stalemate, and the campaign lasts from Aug-Nov 1914. Designed with the intent of making it playable by 2 teams in a 5 day session(!). 7.5 countersheets, 3 maps, 8km/hex, 2-4days/turn, Brig/Div level. M.Resch'13										
Air Bridge to Victory		120044		\$35.00		Mint	BC	OoP		2
Cherry. ■ Btlm-lvl gm of all of Market-Garden using nice tactical system. Modest complexity & relatively short playing time. G.Billingsley'90										
Arquebus, Battles for N. Italy 1495-1544		125782		\$45.50		New	BC			3
Game of battles in northern Italy during the years 1495-1544 at a time when gunpower was appearing on the battlefield. Uses the Men of Iron games series, and designed by a veteran designer. Includes 8 battles, 7 of which can be played on a half-sized map. Richard Berg'17										
Asia Engulfed		129728		\$85.00	**	Excell	LB	**	OoP	8
Complete. Labels applied to blocks, otherwise unpunched & unused, cherry. ■ Companion game to Europe Engulfed, this stand alone game can be combined for a worldwide game of the 2nd WW. Strategic level game using wood blocks for fog of war, product, supply oil & resource limits, revised air & naval systems, and moderate complexity rules for the war in the Pacific. J.Evans, R.Young'07										
At Any Cost, Metz 1870		128443		\$35.00		New	BC			4
Game of the critical few days in August 1870 after French armies had been defeated and the last intact army defended the fortress of Metz against 2 approaching Prussian armies. Two key battles resulted: Mars-La-Tour & Frelvelotee-St. Privat that decided the outcome of the war. Each battle can be played independently, or combined for a 4-day campaign, with 6 scenarios total. Uses a chit activation system that can confound plans while opening opportunities. 2 maps, 2 countersheets, 1hr/turn, 500yd/hex, brig level. Hermann Luttmann'18										
Barbarossa, Crimea, 1941-2		127492		\$55.00		New	BC			4
Game of Army Group South's battle for the Crimean Peninsula in 1941-2. Uses the East Front game system, and mates with the many other games in the series. Includes a focus on the 8mo siege of Sevastopol. 9 scenario 1 map, 2 countersheets. Rgt/div level, 2days/turn, 5mi/hex (1.6mi/hex for Sevastopol map). Both sides must make due with limited assets & a tough job, including massive siege guns & amphibious assaults. V.Von Borries'10										
Battle Line Card Game 6th		121707		\$16.00		New	SB			A
2017 reprint. ■ 5th reprint of this simple, fast playing, 2 player card game of ancient tactical combat during the time of Alexander the Great. Play is directed toward capture of opponents leader (flag) cards. Revised & enlarged from German Schotten-Totten game. R.Knizia'17										
Blackbeard, Golden Age of Piracy 4th		132084		\$25.00		New	BC			6
2012 4th edition printing. ■ 2nd GMT printing, but no substantive change. Overhaul of earlier AH game of this name. 1-4 player game in which players assume the role of various pirates around the world, as well as nation: hunting them down. Cards have been integrated into the game in this version, and so interactivity is very high & play nearly continuous. R.Berg'08										
Bloody April: Eagle of Lille Kit		131273		\$18.00		New	zl			2
Kit extending the base game's coverage to follow the career of German ace Immelmann & others during Aug 1915 - early 1917. Adds 7 scenarios, 1.5 countersheets, a map, and cards for 13 aircraft. Also adds an extensive array of additional rules. S.Paul, T.Simo'16										
Blue Cross, White Ensign		130296		\$25.00		New	BC			1
3rd game in the Flying Colours series. Covers the naval war between Imperial Russia and the Swedish (in the Baltic) and Turkish (in the Black Sea & Mediterranean). 3 maps, 2 countersheets, 12+ scenarios, 100m/hex, 5-10min/turn. M.Nagel'14										
Borodino, Btl of the Moskova, 1812		128999		\$59.00		Mint	BC	OoP		3
Cherry. ■ Colorful game of the climactic battle of Napoleon's Russian campaign. Uses an updated version of the Triumph & Glory system. 1map, 2 counter sheets. R.Berg'04										
Caesar, Great Btls of ..: Veni Vidi Vici		90825		\$16.00		< New	zl	OoP		3
Rules mildly creased or wrinkled horizontally due to poor storage. Countersheet also bent; individual counters not bent, but overall countersheet has a wave. Otherws new. ■ Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99										
Caesar, Great Btls of ..: Veni Vidi Vici		114522		\$18.00		New	zl	OoP		3
Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99										
Cataclysm, a Second World War		132514		\$54.00		New	BC			8
2-5 player game of the entirety of World War II, including the six years prior to the outbreak of hostilities after Hitler's rise to power. Players must craft diplomatic strategy and domestic political support for it, including shifting each nation's economy to a war footing while building up military forces. Play is based on event chit draws, which each draw being held or immediately resolved. Units represent political or military actions, as well as general military units. Military combat is resolved via the highest role on 3 dice, and it is possible to increase the number of dice in selected campaigns. Suitable for solitaire play. 2 half-sized mapsheets, 2 countersheets, 2yrs/turn, area move. William Terdasloavich, Scott Muldoon'18										
Churchill 2nd		129467		\$69.00	**	New	DC	**	OoP	8 3
2nd ed has some minor errata incorporated. 3 player game the rivalry between the 3 major Allies in World War II to both conclude the war & shape the post-war world: Britain, US & USSR. Players must cooperate to defeat Germany, yet compete to further their individual agendas. Represents the 10 conferences among the Big 3 from 1943-45. Each of the 10 conferences is essentially a "turn," with issues being nominated for discussion at each conference (such as directed offensive, production priorities, strategic warfare, etc). Cards influence how the conference proceeds & is resolved. Includes both 2-player & solitaire rules. 2 shorter scenarios included. M.Herman'17										
Clash of Giants, American Civil War		130297		\$38.00		New	BC			4
Package of 2 games using a similiar system, covering the key battles of Second Bull Run (Aug 1862) and Gettysburg (July 1863) during the American Civil War. Uses game system developed in 2 earlier Clash of Giants games (both on WWI). Uses a chit activation system to select the Union corps or Confederate divisions that may move proving the uncertainty of command. Both battles were meeting engagements with units slowly arriving over time; system allows units to arrive late or along a different road. T.Racier'17										
Colonial Twilight, French-Algerian War		127493		\$53.00	**	New	DC	**		4 1
7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17										
Comancheria, Rise Fall of Comanche Empir		126653		\$45.00	**	New	BC	**		6 1
Second game in First Nations series. Solitaire game of the rise & fall of the Comanche empire in the American Southwest between 1700 and 1800. After the Comanches obtained horses, they developed the most effective light cavalry force in the hemisphere, and aggressively attacked its many neighbors. But its neighbors are many and powerful including the US, Mexico and its Texas colony, and other Indian nations including the Cheyenn Pawnee and others. Point-Point movement. 6m-2yrs/turn, 133 cards, 2 countersheets. J.Toppen'16										
Combat Commander, Europe 2nd		128174		\$169.00	**	New	DC	**	OoP	2
2014 2nd edition. Last copy. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters. 220 cards. 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13										
Combat Commander: Fall of the West Kit		108424		\$45.00		New	Fo	OoP		2

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Kit for the Combat Commander series adding 12 scenarios played on 10 battle maps depicting actions in the Spring of 1940 in France. Special AFV rules reflect the still-developing nature of doctrines among armored force meeting infantry forces. Reqs CC Europe & Mediterranean to play. '13											
Combat Commander: Mediterranean Kit 2nd		129568		\$65.00			New	DC			2
Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13											
Combat Commander: Sea Lion Kit		117443		\$19.00			New	Fo			2
Kit for the CC game ssystem adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14											
Combat Commander: Stalingrad Kit 2nd		124780		\$25.00			New	Fo	OoP		2
Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14											
Combat Commander: Tournament Battle Pack		130723		\$14.00			New	Fo			2
Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15											
Commands & Colors, Ancients: MOUNTED MAP		131274		\$15.00			New	Fo			3
Mounted map (only) for this game. Presents the standard map in a mounted format. '11											
Commands & Colors, Napoleonic: Austrian		126883		\$38.50			New	BC			3
Kit for the C&C Napoleonic game adding the Austrian army & 20 scenarios set in central Europe in 1805 & 1809. Includes scenario booklet, 15 dbl-sided terrain tiles, 344 wooden blocks. R.Borg'13											
Commands & Colors, Napoleonic: Epic KIT		127734		\$52.00	**		New	DC	**		3
6th expansion kit for the C&C Napoleonic series. Focuses on allowing play of larger battles involving many more units. Consists of 2 game systems: the Epic Battles and the La Grande Battle system. Includes 20 scenario of Napoleonic Battles, 3 sheets of terrain tiles, 2-piece Epic map (mounted) & 2-piece La Grand Battle map (unmounted), 150 wooden playing pieces. Reqs C&C Napoleonic base game, Spanish, Russian, Austrian, Prussian & Generals kits to play all scenarios. R.Borg'17											
Commands & Colors, Napoleonic: Generals		127495		\$38.50			New	BC			3
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 card 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 ki to play all scenarios. R.Borg'15											
Commands & Colors: Imperial Rome Kit 2nd		128450		\$42.00	**		New	DC	**		3
2nd edition. ■ Reprint. 4th expansion kit covering the period of Imperial Rome. Ads many new units including cataphracted cav & camels, baggage wagons & laagers, massed horse archers, etc. Includes rules, 293 blocks 24 scenarios. R.Borg'14											
Commands & Colors: Spartan Army Kit 2nd		128626		\$38.00			New	BC			3
2014 reprint. 6th expansion kit, this one focused on the Spartan army of ancient Greece. Adds rules w/ 26 scenarios, 258 blocks & labels, 2 terrain tile sheets. Requires C&C base game and Greece & Eastern Kindomp Ex #1. R.Borg'15											
Conquest of Gaul: Btl's Warrior Queen Kit		127714		\$14.00			New	zl			3
Kit providing 3 battle scenarios for Conquest of Gaul game: Camulodunum, Mona Insuli and Bannaventa, all from 60AD. Her husband murdered by the Romans, the queen of the Icenii tribe, Boudicca, rallies Britain to gene revolt against the Romans. After destroying one legion, Roman training & discipline defeat the Brits. Includes a double-sided map covering the 3 battles & 120 counters. Requires Conquest of Gaul rules set to play. Brenda Clark, Stephen Welch'18											
Conquest of Gaul: Caratacus Kit PARTS		115368		\$6.00			New	n	OoP		2
Countersheet, only. ■											
Counter Sheet, Blank 1" White (36)		132089		\$2.50			New	n			Z
Countersheet of 36 all-white 1" square counters.											
Counter Sheet, Blank 1/2" Colored (140)		130725		\$2.50			New	n	OoP		Z
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01											
Counter Sheet, Blank 1/2" White (280)		129092		\$4.00			New	n			Z
Full sheet (280) of 1/2" counters, all white with no printing.											
Counter Sheet, Blank 5/8" White (88)		120261		\$2.50			New	n			Z
88 blank counters, all white, 5/8". No printing at all. '01											
Counter Sheet, Blank 9/16" White (114)		130876		\$2.50			New	n			Z
114 blank counters, all white, 9/16". No printing at all. '13											
Counter Sheets, Blank 1/2" Wht (280) 5Pk		131718		\$17.00			New	n			Z
5-pack. ■ Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.											
Counter Sheets, Blank 5/8" Wht (88) 5Pk		130741		\$12.99			New	n			Z
FIVE (5) pack of 5/8" blank counter sheets, all white, each with 88 counters (440 total). No printing at all. '01											
Counter Sheets, Blank 9/16" Wht (114) 5pk		127222		\$12.50			New	n			Z
5-pack. ■ Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13											
Crisis, Sinai 1973		125117		\$49.00			Mint	BC	OoP		4
V.slight inward press to box side edge near one corner, enough to be noticable but no real damage or even a crease. Otherws new & shrinkwrapped. ■ Battalion level game of the Egyptian attack across the Suez canal, Oct'73. Modest complexity w/ many counters. 5 scenarios & 2 campaign games. J.Prados'95											
Crown of Roses, 15th Century England		128627		\$79.00	**		New	DC	**	Going	6
Block-style game of England's 35yr War of the Roses. Players assume the role of dynasties - Lancasters or Yorks; 4 player game adds Staffords & Nevilles/Warwicks. Lots of chaos & high replay value. 2 countersheets, 110 cards, wooden blocks. Designed to play in 3 hours & offers excellent replay. S.Cuyler'12											
Cuba Libre, Castro's Insurgency 2nd		121721		\$99.99	**		New	DC	**	OoP	8 4
2016 2nd edition. Last copy. ■ Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'16											
Cuba Libre, Castro's Insurgency 3rd		132520		\$47.00	**		New	DC	**		8 4
2018 reprint with addition of errata, a new scenario & a new optional rule. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitair or with up to 4 players. Uses a deck of 48 card to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'18											
Dominant Species 5th		131720		\$55.00	**		New	DC	**		A
2018 5th edition. ■ 4th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'18											
Doolittle Raid, Tokyo 1942		124165		\$42.00			New	BC			8 1
Game using the Enemy Coast Ahead system to depict the morale-raising US raid on Tokyo early in 1942. Using B-25 bombers launched from carriers, the US strikes the capital of Japan. Playable both as a 2-player game and solitaire. '17											
Down In Flames, Wild Blue Yonder [2nd]		130131		\$62.00	**		New	DC	**		1
Card game of World War II air combat, 1940-44. Represents a 2nd edition Down in Flames sans the title due to licensing issues. Fast playing & easy to learn. Artwork is very nice with aircraft depicted on one card deck an the game being driven by another, action deck. Covers air combat thru all of World War II between all major combatants. Variety of action deck has increased, new plane types introduced, and campaigns greatly expanded. Now includes 118 unique aircraft from Britain, Germany, USSR, Italy, US, Hungary & Romania. Also includes 182 named aces. Includes a solitaire campaign of defending Britain against V-1 attacks in 1944. 520 cards, 26-counters, individ aircraft scale. Verssen, Dan, Chris Janiec'17											
Down in Flames: Squadron Pack 1, Fighters		75104		\$9.00			New	Fo			1
Collection of 64 fighter aircraft cards for the Down in Flames series, many of them entirely new, some reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules. '05											
Down in Flames: Squadron Pack 2, Bombers		120371		\$9.00			New	Fo			1
Collection of 64 bomber aircraft & formation cards for the Down in Flames series, many of them entirely new, a few reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules plus rules from Corsairs & Hellcats needed. Req Rise of Luftwaffe, Eight Air Force or Zero. '07											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Elusive Victory Game using the Downtown system to depict 3 major air combat conflicts in the Middle East, 1967-73: the 6-Day War, the War of Attrition (1967-70), and Yom Kippur War of 1973. 22 scenarios including 2 campaign games T.Sino'09		128178		\$30.00		New	BC	OoP	1	
Falling Sky: Ariovistus Kit Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rule Also includes rules updates. '18		132240		\$26.50		New	zl		6	4
Fields of Fire 2nd Reprint of this solitaire card game of infantry combat involving the US 9th Inf div in actions from WWII, the Korean War & the Vietnam War. Card decks build terrain & allow actions. A game covers a single mission in 1-2 hours, with units being squads or individual AFVs or aircraft. 770 counters, 220 cards. B.Hull'17		130886		\$52.00	**	New	BC	**	2	1
Fighting Formats, Grossdeutschld Inf 2nd Reprint. Low level tactical combat focused on key actions of the German Grossdeutschland division. 10 scenarios depicting actions on the Eastern Front, 1942-3. Impulse driven system using activation chits & focused on initiative. 5 countersheets, 4 dbl sided maps, 55 cards. C.Jensen'12		132244		\$32.00	**	New	BC	**	2	
Fighting Formats: Battle of Kharkov Kit Expansion kit covering the German Grossdeutschland Division's actions as a mobile fire brigade during the difficult days in 1943-4. They have upgraded equipment including Tiger Is, but the Soviets also have upgraded equipment. Includes 5 double-side maps, 10 scenarios, Bryan VanNortwick'18		131722		\$32.00		New	BC		2	
Flying Colors 1st edition. Some box edge scuffs, one box corner reinforced with clear packing tape. Some scuffs. Otherws cherry. ■ Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's over performance. Includes 300 individually named ships, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. M.Nagel'05		129021		\$65.00		Mint	BC	OoP	1	
For the People II [4th] 2015 Reprint now with mounted map of the GMT version of this HIGHLY RECOMMENDED strategic level game of the entire American Civil War for 2 players, played with cards. New map, 14 new cards, revised rules and counters. This labor of love made just that much better by the original designer. Minor errata updates will be incorporated into components. M.Herman'15		132573		\$48.00	**	New	BC	**	6	
For the People II: DELUXE MAP Deluxe, mounted map for this classic game of the Am Civil War. '07		109933		\$15.00		Mint	Fo	OoP	6	
For the People II: MOUNTED MAP Mounted map for this game, about 3x the thickness of earlier deluxe map. '11		131277		\$15.00		New	Fo	Going	6	
Formula Motor Racing Card Game 2nd Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07		122752		\$15.00		New	SC		1	
Fort Sumter, Secession Crisis 1860-61 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		130133		\$29.00		New	BC		4	
Gallipoli 1915, Churchill's Gamble Playable monster game of the first few days of the Allied invasion by a quarter-million men of the Gallipoli Peninsula in what is now northern Turkey. Game suggests that an Allied victory was within reach. Includes 2 maps and 10 countersheets, with single map scenarios. '18		130749		\$73.50	**	New	DC	**	4	
Game Box, Blank, 2" Depth Blank, white 12x9x2" depth bookcase box. Has the same quality as other GMT games, but all-white.		132093		\$5.00		New	BC		Z	
Gathering Storm, Prequel to World at War Stand-alone game that can mate with World at War to model all the preparations for WWII and the war itself. This game focuses on the military, economic, technological & diplomatic drama that preceded and precipitated World War II, covering 1935-39. Allows each player major strategic options, such as expansion of the German Navy. '15		126885		\$75.00	**	New	DC	**	8	M
Genesis, the Late Bronze Age 1700-1200BC 1-5 player game of the Late Bronze Age, 1700-1200BC, in what is now Turkey & the Middle East, as ancient civilizations develop their systems of ruling & warfare that haunt us still. Uses the Pax Romana system of point-point movement, but places greater emphasis on trade routes & commercial centers, as well as building the spectacular monuments of the age. Also emphasizes the great personalities that colored each culture. Includes 55 cards, 3 countersheets, 50yrs/turn. R.Berg'15		129644		\$49.00		New	BC	OoP	8	5
Genesis, the Late Bronze Age:MOUNTED MAP Mounted map for this multiplayer game of the development of civilization thru the Bronze Age. '17		130545		\$16.00		New	n		8	5
Golan '73, A Fast Action Battle Game New, but not shrinkwrapped. ■ New game in the Fast Action Battles system. Units are wooden blocks, with minor assets represented by counters. Map is an area move map of the Golan Heights area of Syria. Covers the 1973 Syrian attack on occupied areas of the Golan & the hard fought battle that turned into a Syrian rout. Natural & human-made terrain is a key feature of the battle in this game, and presents a challenge to the Syrian player. 63 wooden blocks, 228 countrs, mounted map. 1day/turn, modest complexity. M.Gustavsson, R.Young'16		129278		\$56.00		New	BC		4	
Grand Prix 2-11 players compete in a Formula 1 Gran Prix auto race, each controlling one or multiple 2-car teams. Players score points by being among the top 10 finishers (1st being huge), and also by placement of all cars in the race. Includes 4 race traces (with more surely to come), each with many tight corners limiting the opportunity to pass. Uses game elements drawn from earlier Thunder Alley. Wear & tear on the cars is great, and the penal for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16		127499		\$49.00	**	New	DC	**	1	M
Great Battles of Alexander, 2nd Missing 11 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 @ Grancius (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		130390		\$30.00		V.Good	HC	OoP Err	2	
Great Battles of Alexander, 4th (Deluxe) 2003 4th edition. Has a round red blank label on box btm. ■ Reprint of the last & greatest version of this celebrated game, w/ 3 revised maps & 720 revised counters, including Juggernaut. Covers 10 of Alex's most famous btls: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v Persian screening force @ Grancius (May 334BC); Alex recovers his LOC from Persian force @ Issus (Nov 333BC); Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC); Alex subdues the Triballians @ Lyginus in his first battle as King (336BC); Alex secures his rear in the Balkans by defeating the Illyrians at Pelium (336BC); Alex succeeds at a dangersou river crossing at Jaxartes against the Scythians (329BC); a Macedonian group is trapped by the Scythians at Samarkand (328BC); Alex assaults a mountain fort at Arigaeum (327BC); and Alex wins his last battle agains the Indians at Hydaspes (326BC). M.Herman, R.Berg'03		113631		\$49.00		Mint	BC	OoP	2	
Great Battles of Alexander: Diadochoi 2d 2015 edition. ■ 2015 update of this kit adding 4 addtl btls between the Successors for this fine game system: Paraitacene, 317BC; Gabiene, 316BC; Gaza, 312BC, Ipsus, 301BC. Includes 280 counters. Note that this kit is included in the latest (5th) edition of GB of Alexander. 3rd edition distinguished by a 3-color title page. M.Herman, R.Berg'15		117019		\$15.00		New	zl		2	
Great Battles of Alexander: Juggernaut Unpunched. Includes what appears to be a soiled & worn, unbound original set of rules together with a clean 1-sided photocopy of rules. Otherws mint. ■ Battle of Hydaspes, 326 BC, w/ 100 counters		130387		\$20.00		Excell	n	OoP	2	
Great Battles of Alexander: Phalanx 2nd 2015 edition. ■ 2015 update of this kit adding 2 additional battles to GBoAlexander from late in the Successors Wars. Includes a double-sided, full sized map & 120 counters. Note that this kit is included in the latest (5th) edition of GB of Alexander. M.Herman, R.Berg'15		117026		\$15.00		New	zl		2	
Gringo!: Battles with Gringos Kit Kit for Gringo including 4 more scenarios: Palo Alto, 1846; Resaca de la Palma, 1846, Centreras 1847, Puebla 1862. 280 counters, 1 dbl-sided map. '09		116396		\$9.00		New	zl	Going	3	
Guilford Saratoga Brandwine TriPak [2nd] Reprint in one package of 3 games previously published separately. Each game includes some updated. Games include Guilford Courthouse, Saratoga and Brandywine. Includes 2 double-sided mounted maps, thicker counters, replacement counters retrofitting all 8 previously published games. Mark Miklos'17		129885		\$45.50	**	New	DC	**	3	
Halls of Montezuma Card-driven game of the Mexican-American War of 1847. Strategic level, covering both the border skirmishes and the US invasion at Vera Cruz, and includes the political reluctance of US congress & the unstable Mexican government, and the fact that the volatile Santa Anna begins the game in exile. 2 countersheets, 110 cards. M.Walker,D.Fox'09		128179		\$25.00		New	BC	Going	6	
Here I Stand 3rd Ed: UPDATE KIT		126326		\$24.00		New	zl		8	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Update kit containing all the new items from the 2017 500th Anniversary printing of this game, bringing a 1st or 2nd edition of to 3rd edition standards. '17										
Here I Stand, the Reformation 1517-55 3d		125788		\$62.50	**	New	DC	**		8
New but not shrinkwrapped. ■ 2017 500th anniversary edition. Card-driven game of the wars thruout all of Europe during the Reformation period, 1517-55. Combines the basic system of SPI's A Mighty Fortress with elements of GMT's Napoleonic Wars, including much more details on economics, army composition, wintering, and sieges. Still, it can be played in 3-10 hours with 3-6 players. W/ 4 countersheets, 110 color strategy cards E.Beach'17										
Hex Map Sheet, Blank, 16 or 19mm, L or S		62635		\$2.50		New	n			Z
Hex Map Sheet, Blank, 16mm Long Grain		129891		\$2.50		New	n			Z
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension. '99										
Hex Map Sheet, Blank, 16mm Short Grain		129894		\$2.50		New	n			Z
22x34" non-coated, folded paper with 16mm hexes with grain running down short dimension. '99										
Hex Map Sheet, Blank, 19mm Short Grain		129119		\$2.50		New	n			Z
22x34" folded paper with 19mm hexes with grain running down short dimension. '99										
Hex Map Sheets, 16mm LONG Grain 7pak		132526		\$14.00		New	n			Z
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension. '99										
Hex Map Sheets, 16mm SHORT Grain 7pak		126660		\$16.00		New	n			Z
SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension. '99										
Hex Map Sheets, 19mm SHORT Grain 7pak		129114		\$16.00		New	n			Z
7-pak. ■ SEVEN (7) pack of 22x34" folded paper with 19mm hexes with grain running along short dimension. '99										
Hitler's Reich, WW2 in Europe		132249		\$49.00		New	BC			8
Fast-playing, area-move game of World War II in Europe, northern Africa, the north Atlantic & Mediterranean. First in the Card Conquest game system. Uses a simple card game system & wooden pieces, where cards determine combat strength for involved pieces. Includes competition on the battlefield as well as politically & economically. Designed as a game first & foremost, with lots of action as well as historical flavor. Includes rules solitaire as well as 3-4 person play. Mark McLaughlin'18										
Holland '44, Op Market-Garden Sept 1944		125801		\$38.50		New	BC			4
Game of the Sept 1944 Allied attempt to capture an intact bridge across the Rhine and flood into the northern German plain, Operation Market-Garden. Covers both the overland & airborne offensives. Uses the Ardennes (and Ukraine 43) game system. Includes key rules for supply, troop & armor quality, artillery, command control. 2 scenarios, 2 countersheets, 8hrs/turn, 2km/hex, company/btn level. Mark Simonitch'17										
Illusions of Glory, Grt War Eastrn Front		124169		\$45.50	**	New	BC	**		4
Game covering World War I on the Eastern Front using the Paths of Glory card-driven game system. Focuses exclusively on the eastern front, and thus decreases the scale (compared to Paths of Glory). Includes the Itali & Balkan fronts as well. The massive but fragile Allied forces must best those of the Central Power forces of Germany, Austria-Hungary, Bulgaria & Turkey. Cards make things tense as they can be used for the illustrated event on the card OR movement, combat OR replacement. Mounted map, 3 countersheets, 110 counters. Perry Silverman'17										
Iron & Oak		129489		\$42.00		New	BC			1
Game of ship-to-ship combat during the American Civil War. Each ship is rated in detail for both offensive weapons (gunnery, ramming, torpedos) and defensive characteristics, maneuverability, draft & crew. Multiple scenarios depict the many key naval battles of the war, including of course the Monitor v Merrimack, CSS Tennessee v a Union fleet, CSS Atlanta v 2 Union monitors. J.Day'13										
Ivanhoe Card Game 2nd		130142		\$18.00		New	SB	Going		A
Reprint of this 2-5 player card game of a tournament at Court. Players attempt to win competitions, gain the support of a maiden, and secure overall victory by points. Very fast playing. R.Knizia'07										
Kutuzov 1812		107010		\$42.00		New	BC	OoP		4
Last copy. ■ Faster playing, card driven, 1-4 player game of Napoleon's foray into Russia in 1812. Designed for team play so as to emphasize the petty jealousies that undermined both sides during the 1812 campaign. 3r in the Napoleonic Wars game system. '08										
Labyrinth: the Awakening, 2010 - ? Kit		129292		\$24.00		New	zl			8
Kit for Labyrinth base game. Adds a 1-2 player setting based on the Arab Spring of 2010 in which 6 governments collapse and 3 civil wars began, with the US scratching its head about how to react. Includes 120 new card 19 wooden pieces, 46 markers, 3 new country mats, 7 scenarios, new rules. V.Ruhnke'16										
Leaping Lemmings		131278		\$25.00		New	BC			A
Fun, fast playing card-driven family board game. Players represent genetic scientists seeking to manipulate their colony of lemmings to be best at throwing themselves off a cliff. But there are hazards: hungry eagles & lots treachery. Has a depth of strategy that isn't obvious by the topic. R.Young, J.Poiniske'10										
Manoeuvre: Distant Lands Kit		131734		\$33.00		New	zl			3
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17										
MBT [Main Battle Tank] 2nd		130145		\$66.00	**	New	BC	**		2
"Main Btl Tank." GMT's 2016 update of AH's detailed armored combat between Warsaw Pact & Nato forces, circa 1987. Highly detailed combat system, with each unit type has dozens of rated qualities. 5 double-sided geomorphic mounted maps, 6 countersheets, 28 tankcards. Individual AFVs & guns, half & full squad inf units, 15sec-15min/turn, 100m/hex. J.Day'16										
MBT [Main Battle Tank] 2nd: BAOR Kit		129296		\$45.00		New	BC			2
Kit adding the British Army of the Rhine (BAOR) to the base game. Includes British weapons: Chieftain, Challenger, Warrior, Scorpion, & more, as well as their TOE. Includes 4 double-sided geomorphic maps, 3 countersheets including 30 new leader counters, and 10 scenarios. James Day'18										
MBT [Main Battle Tank] 2nd: FRG Kit		129294		\$45.00		New	BC			2
Kit adding the Federal German Republic (FRG) army as of 1987 to the base game. Includes several models of Leopard tank, Jaguar anti-tank guided missiles, aircraft, as well as an overall TOE. 10 scenarios covering actions all along the front. Adds 4 double-sided geomorphic maps, 3 countersheets, 11 data cards. James Day'18										
Mr. Madison's War, Incredbl War of 1812		127226		\$40.00		New	BC	Going		4
Card-driven game of the US attempt to invade & conquer Canada, 1812-4. Depicts the northern theater of this war. Includes 208 counters d depicting land & individual sea units involed, plus principal leaders. 4mo/turn. G.Collins'12										
Mr. Madison's War: MOUNTED MAP		129739		\$20.00		New	zl	OoP		4
Last copy. ■ Add-on mounted mapboard for this game. Presents the standard map in a mounted format. '16										
Newtown & Oriskany		129649		\$25.00		New	BC			3
8th game in the Battles of the Am Revolution series. Game depicts the United States' systematic invasion of "Indian country" with the avowed intent to destroy all Indian nations in the path of expansion, with the namesake battle occurring on 29 Aug 1779. This game modifies the movement system to reflect the dispersed nature of Indian warfare. Includes 2 opportunity card decks, pre-game Indian enhancements & U.S. limited intelligence, pl optional rules. Oriskany focuses on a sharp, 6 hour battle in which militia intending to relieve Ft. Stanwick are ambushed en route. 1 dbl-sided map, 176 counters. M.Miklos & D.Hanle'13										
Next War, India-Pakistan		129493		\$60.00		New	BC			4
3rd game in the Next War series. This game covers what might happen if the volatile peace between India & Pakistan turns to war. The situation is compact, with most of the action concentrated in the disputed Jammu & Kashmir regions, all on one mapboard. Its a highly complex situation with both nations having nuclear arsenals, a deep seated animosity, and large, modern armies. International intervention by the US or China extends frc attempts to impose peace to providing high-tech war toys to either side. A nuclear exchange is also a possibility. 864 counters, 1 map, btn/rgt/div level, 3-5days/turn, 7.5mi/hex, med to hi complexity. M.Land'15										
Next War, Taiwan		129491		\$60.00		New	BC			4
2nd game in the Next War series (after NW Korea). Covers a possible war for & around the island of Taiwan as China launches an amphibious and airborne assault of the well-defended island. Basic idea is that China mus defeat the island's resistance before help in the form of US reinforcements arrive in strength. This game includes an elaborated yet still abstracted naval system, as well as detailed air assets. Stand-alone game. Rules exit online allowing combining NW Taiwan & Korea. M.Land'14										
Next War: Supplement #1 Kit		131737		\$15.00		New	zl			4
Kit adding a number of new & advanced rules to the Next War game series (including Korea, Taiwan & India-Pakistan). Those include cyber warfare, alternate air war rules, subs, random events, etc. Also includes 342 counters, a new player aid card & a new sequence of play. '17										
No Retreat! Polish & French Fronts		132252		\$42.00		New	BC			4
Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18										
No Retreat! the Italian Front		130766		\$45.00	**	New	DC	**		4
Game of the war on in the Italian mainland, 1943-45 using the No Retreat game system. Division/corp level units, 1-2 months/turn, 3 maps representing the length of Italy. Includes 55 event & leader cards. Includes 3 campaign games & 3 short scenarios. C.Paradis'15										

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of	Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
No Retreat! The Russian Front 2nd		129905		\$69.00	**	New	BC **	OoP			6
Reprint of an update of a pair of games from 2008 (No Berlin! & No Surrender!) with a substantial redevelopment & upgrading of components. Games use a only 40-70 army-lvl counters, making for a fast playing game with excellent replay value. Includes cards that guide play. 6 situational scenarios covering campaigns during 1941-5 plus a tournament scenario covering 1941-4. 1 map, 123 counters, 44 cards. C.Paradis'16											
Normandy, Battle For...: Expansion Kit		129301		\$42.00		New	zl				4
Kit for this now out-of-print game which extends the game thru the end of August 1944, adds two full & 1 small map sections allowing play of Mortain & Falaise Pocket scenarios, and includes 560 counters of unit-specific breakdown counters for AT & mech inf. Also includes a full color reprint of the rules & scenario booklets (all original content plus 6 additional scenarios), and 2 maps. '13											
Operation Dauntless		123047		\$41.00		New	BC				3
Grand tactical level game of the battles for Foenay & Rauray in June 1944, about 20 days after D-Day. The British seek to drive inland from the D-Day beaches. Uses the Red Winter game system, with 90min/turn, 425yd/hex, and pltn/company level units. The Germans are defending their turf, and well-armed with Panther & Tiger tanks and can counterattack frequently, plus they the advantage of the bocage terrain. M.Moksycki'16											
Panzer 3rd: Expansion Kit #3		129135		\$54.00	**	New	BC **				1
Drive to the Rhine, the 3rd expansion to GMT's Panzer. Adds the major US & British forces that saw the war thru till the end, plus some additional Germans as well. Adds 4 dbl-sided maps covering the bocage of Normandy other terrain closer to Germany. 176 5/8" & 352 7/8" counters. Data cards for 64 AFVs (include 12 versions of the Sherman), 36pg TO&E booklet, 10 scenarios, 4 geomorphic mounted maps. Reqs only base game to play. J.Day'14											
Panzer 4th		129134		\$60.00	**	New	BC **	Going			1
2016 reprint of GMT's reworking of this detailed, colorful game of tactical armored combat in the east, 41-45, integrating minis & contemporary wargame elements, and evolved from the Yaquinto trio of tactical games (including 88 & Armor). Covers sml unit actions (platoon to btl sized), with individ AFVs at 100m/hex, 30+sec/turn. Base game has 10 scenarios (including intros) plus all the TO&E to design your own, 296 counters (rathe stunning ones). Oh, & don't miss the Panzerblitz-like box cover. J.Day'16											
Pax Romana 2nd		129138		\$49.00	**	New	BC **	OoP			6
2015 (2nd) edition. ■ Reprint of this fast playing, streamlined, strategic level game of the competition for the Mediterranean during Rome's heyday, 300BC-100AD. Card driven, with 5 countersheets, for 2-4 players. Include a wide range of scenarios differing in number of players & length. 25yrs/turn, 4-7000men/unit, point-point. 2nd edition includes a mounted map. R.Berg'15											
Pendragon, the Fall of Roman Britain		130771		\$66.00	**	New	DC **				6 4
Counter-insurgency (COIN) series game of the fall of Roman-controlled Britain 300-400AD. For 1-4 players; can be played solitaire. Game covers the first raids by the Picts, Irish & Saxons to the establishment of governments replacing the Romans. Also covers the mix of political, religious and economic conflicts to 5th century Britain. Includes 83 cards representing tribes, events & special abilities; 320 wooden blocks, 1 countersheet. 25yrs/epoch, area move. Marc Gouyon-Rety'18											
Pensacola 1781		123215		\$25.00		New	BC				4
Game of the obscure siege of Pensacola (in what is now Florida in the US) by a Spanish army against a smaller British force with Indian allies. The Spanish must establish positions for siege weaponry, then protect it from raids while it is constructed, and finally execute an effective assault. The Brits must disrupt the Spanish by threatening any of several vulnerabilities. '10											
Pericles, the Peloponnesian Wars		131283		\$60.00	**	New	BC **				8 4
4-player game (with 1-3 player rules) of the Greek Peloponnesian Wars using elements of the Churchill game system to depict the extension of politics thru other means. Two teams compete for dominance in 5th century B Greece. Uses a unique issue preplanning system. Victory based on conquest & honor points. Includes 190 wood blocks, 88 cards, mounted map, 23 scenarios. Mark Herman'17											
PQ-17, Arctic Naval Operations 1941-3		122757		\$28.00		New	BC	Going			4
2-player game of the naval war during WW2 in the Barents & Norwegian Seas as the western Allies attempt to supply the USSR. Uses a block system to provide limited intelligence, with each block being a task force of varying size of similar ships or subs, or a dummy. 58 blocks, 416 counters, 80 cards. C.Janic'09											
Ran, Warfare in Sengoku Jidai Japan		128938		\$125.00		Mint	BC	OoP			3
Some box scuffs, otherwise cherry. ■ Great Battles of History series game that follows up on Samurai, covering medieval warfare in Japan in the Sengoku period of 1550-1650. 7 scenarios (most using half-sized maps). Includes 2 full doublesided maps, 5 countersheets, 100yd/hex, 20min/turn. R.Berg, M.Herman'07											
Rebel Raiders on the High Seas		123216		\$49.00		New	BC				6
Strategic-level game of the naval portion of the American Civil War. Utilizes cards to vary play & introduce color, but is not a card-driven game. The Confed must send ships abroad to return with supplies, and to raid Union forces. The Union can launch amphibious assaults as well as blockade ports to prevent use of Confed ports. Relatively fast playing. Many optional rules. 1 map, 2 countersheets, 110 event cards. 4mo/turn, ship/squadron level, area move. M.McLaughlin'13											
Reds! Russian Civil War 1918-21 2nd		127551		\$70.00		New	BC	OoP			6
Reprint of this operational game of the Russian Revolution of 1918-21, including the Russo-Polish War. Army/corp level. Basically a simple system for a highly confused, swirling conflict, modeled using a simple chit activation system. Map extends from Poland to the Urals. Includes special rules for amphibious assaults, the Czar, armored trains, foreign intervention, the gold, etc. Reds must clear the board to win. 1 map, 224 counters, 65mi/hex, 1-2mo/turn. T.Racier'12											
Roads to Moscow 1941		121116		\$48.00		New	BC	OoP			4
Game covering 2 key battles as the German Army Group Center struggles to progress towards Moscow in Oct. 1941. Mzhaysk to the west of Moscow, Mtsensk to the south, represent the bitter fights of that time as the Germans push forward, fighting time as much as the Soviets. Includes 3 countersheets, 2 maps. V.Von Borries'13											
Sicily, Fast Action		132255		\$25.00		New	BC				4
2nd game in the Fast Action Battles system. Units are wooden blocks, with minor assets represented by counters. Map is an area move map of Sicily. Covers the Allied invasion & conquest of Sicily, July 1943, as strong Allied forces must force Axis forces off the island in the face of difficult terrain & a stout German defense. R.Young'12											
Silver Bayonets 1st		103357		\$32.00		Mint	BC	OoP	Err		2
12 scenario game of the conventional battle for the Ia 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 desperate 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											
Silver Bayonets 1st		1224		\$25.00		Excell	BC	OoP	Err		2
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the Ia 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 desperate 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											
Silver Bayonets 2nd		128955		\$38.00	**	New	BC **				2
25th Anniversary (2nd) edition. ■ 25th anniversary update of this 12 scenario game of the conventional battle for the Ia 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 desperate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 1.5 countersheets, 1day/turn, 1mi/hex. 2nd edition streamlines the system with a combat system integrating maneuver combat, close assault, ranged fire & air power, plus tweaks better representing each sides advantages. G.Billingsley, M.Land'16											
Simple Great Battles of Hist Btl Manual		130149		\$12.00		New	Bk	OoP			3
Booklet containing a Simple GBOH version of every battle/scenario published in C3i mag (thru issue #14) or in the SPQR Player's Guide. Nearly 60 scenarios in all are included. Scenario booklet plus 140 counters, plus a complete, updated SBGoH rulebook. Requires possession of base games & original C3i articles (available online for out of print issues on GMT's website). '06											
Simple Grt Btls of History Playbook 3rd		128208		\$16.00		New	zl				3
2017 3rd ed reprint. Kit providing streamlined, fast playing series rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their module now with other games published since the 2nd edition.. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'17											
Space Empires 4x 3rd		128211		\$45.00	**	New	BC **				4 M
2017 reprint. 1-4 player game of galactic space eXploration, eXpansion, eXploitation & eXtermination! Players explore a largely empty map of space, discovering 12 types of space terrain including asteroids, planets, nebulae. Players can form colonies for long term growth, or mining operations for quick income. And build ships from 10 classes and 50 levels of tech. And of course when empires meet, there is conflict... Multiple scenario and very high solitaire suitability. 4 countersheets, mounted map. J.Krohn'17											
Space Empires 4x: MOUNTED MAP		130933		\$14.00		New	n				4
Mounted map for the Space Empires 4X game.											
Space Empires 4x: Replicators Kit		129652		\$42.00	**	New	BC **				4
Large kit adding another race, and allows a 5th player in the game. Also adds 6 new countersheets with 120 terrain tiles, new ships & tech; and a resource deck which can be used as events or turned in for resources. Rec base game; use of Close Encounters kit recommended. Jim Krohn'18											
SPQR, Art of Warfare in Roman Rep, 2nd		130385		\$35.00		V.Good	BC	OoP			2
Missing 1 leader & 2 markers; ID & color photocopied replacements included. ~30% punched. Rules mildly wrinkled with isolated spots or stains thru use. ■ Best Pre-20th Cent. Game in '92. 5 scenario, tactical level game using Great Btls Alexander system. Covers 5 battles from the Roman Republic era: Beneventum 275BC, Bagradas Plains 255BC, Zama 202BC, Cynoscephalae (197BC) + a learning scenario.											
Sun of York		115234		\$25.00		New	BC				3

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Cherry. With inserts. ■ INSERTS: Rise of Luftwaffe Malta Campaign with 4 sheets, Crisis Korea 1995 with 3 sheets. ARTICLES ON: Evolution of the Great Battles of History system; Pt.2 of the SPQR Hammer of God module, Judea v Seleucids 164-160BC; Macedonian strategy in the Battle of Issus 333BC (Persian strategy presented in issue #2); Preview of the next war in Korea, with five scenarios for Crisis Korea 1995; Malta Campaign for Rise of Luftwaffe; New options & a scenario for Victory in the West Plan Yellow; Strategy in Hornet Leader; Using Hornet Leader in the Classroom; w/ Siege of Malta module for Rise of Luftwaffe, and 4 scenarios + play aid for Crisis: Korea. '94										
C3i # 5		113870		\$39.00		Mint	n	OoP		Z
Cherry ■ 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, Btl's of Waterloo scenario, errata for Alex Deluxe, Btl's Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95										
C3i # 5		45736		\$45.00		New	n	OoP		Z
50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, Btl's of Waterloo scenario, errata for Alex Deluxe, Btl's Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95										
C3i # 6		50952		\$49.00		New	n	OoP		Z
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, 3DA Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96										
C3i # 8		52766		\$59.00		New	n	OoP		Z
Mag & Game. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97										
C3i # 9		50989		\$75.00		New	n	OoP		Z
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										
C3i #12		53234		\$89.00		New	n	OoP		Z
w/ 140 counters (Btl's 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										
C3i #14		57984		\$59.00		New	n	OoP		Z
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, Wilderness War, Simple GBOH. 52pgs. '02										
C3i #15		63763		\$45.00		New	n	OoP		Z
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										
C3i #16		71921		\$72.00		New	n	OoP		Z
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 OI & 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 campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05										
C3i #17		73676		\$62.00		New	n	OoP		Z
48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Dntown; (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; Dntown 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										
C3i #19		83326		\$169.00		New	n	OoP		Z
Last copy. ■ w/ 140 counters (34 Emp of the Sun, 65 Pax Romana, Adolphus 5, DiF 1, Onward Christian Soldiers 7, Crisis Sinai 20) & 19 Cards for Here I Stand. Contains ARTICLES ON: Combat Commander Scenario 1 briefing, designer notes & new scenario; For The People analysis & players guide; Pax Romana scenarios; Emp of the Sun optional rules & HQ counters; Command & Colors Ancients scenarios; Wellington strategy; Here Stand 2 player variant. '07										
C3i Magazine #20		86652		\$69.00		New	n	OoP		Z
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 scenario'2 (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, 21 & 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										
C3i Magazine #21		87873		\$92.00		New	n	OoP		Z
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; Fc the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09										
C3i Magazine #22		89000		\$89.00		New	n	OoP		Z
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										
C3i Magazine #23		92919		\$65.00		New	n	OoP		Z
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 Colors; Red Winter										
C3i Magazine #24		93912		\$75.00		New	n	OoP		Z
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										
C3i Magazine #25		95640		\$115.00		New	n	OoP		A
Mag & Game. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labyrinth; 10 Normandy'44; 32 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baeis River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New Guinea designer's										
C3i Magazine #26		104622		\$84.00		New	n	OoP		A

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

Table with columns: Game Title (& Edition or Issue #), Game, Price EA, Ship Surcharge Flag, Conditn, Type, Print? Incl?, Scale, Plyrs. Includes entries for C3i Magazine #27, C3i Magazine #28, Inside GMT Newsletter #1, Inside GMT Newsletter #2, Good Enterprises Ancients, 2nd, GRD's Europa Mag, and various Europa Magazine issues.

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Europa MAGAZINE # 49		123817		\$6.00			Mint	n				Z
ARTICLES ON: Defending the Med in Second Front; Second Front Look at Their Finest Hour; Soviet Destroyers for the Eastern Front; Stalin's Wartime Sub Fleet; Second Look at Second Front Naval System; Royal Navy OoB 1939-40; Soviet Naval Operations & Strategy; Reducing Die Rolls in Second Front Naval System; Second Front Naval Q&A. '96												
Europa MAGAZINE # 50		123818		\$6.00			Mint	n				Z
ARTICLES ON: German-Produced Aircraft Ratings; Luftwaffe in the East 1941-45; Royal Air Force in Europe; Raid on Ploesti 1943 Battle Scenario, with historical playthru; Czech & Bulgarian Avia B.534 Fighter; French Air Force; Changes to the Europa Air Replacement System; Reducing Die Rolls in Europa Air System; Air System Q&Z. '96												
Europa MAGAZINE # 51		123819		\$6.00			Mint	n				Z
ARTICLES ON: Battle for Kiev 1943 2nd edition scenario w/ sml map; Europa tidbits; Quick guide to German military terminology; Pt2 of an article on 1-Week turns in Europa (1st part published in a now-defunct mag); Sov defense of the Arctic & Karelia; Suggestions for a revision of Scorched Earth; Fire in the East/SE playthru summary; French aircraft designations, pt 2; Vichy French Airforce, 1940-44; Discussion of Rule 11, Support; an Attritional CRT; the Ju-87D & G Stukas; Fire in the East/Scorched Earth Q&A; Europa Exchange. '96												
Europa MAGAZINE # 52		123820		\$6.00			Mint	n				Z
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												
Europa MAGAZINE # 53		123821		\$6.00			Mint	n				Z
ARTICLES ON: Magnitogorsk Campaign scenario for FiTE/SE/Urals; Mediterranean games Q&A; Europa logistics; British airborne units; Siege of Belgrade contest solution; Countering Soviet NODLs (Non-Overrunnable Defense Line) Tactics in Fire in the East; a Point scenario system for Europa; the early Stukas, JU-87A & B; French military doctrines; discussion of Rule 8, Stacking; Attacking from an Overstacked Hex; Second Front Q&A; Europa Exchange. '97												
Europa MAGAZINE # 54		123822		\$6.00			Mint	n				Z
Includes Scorched Earth Naval Variant counter insert. ■ Published with a color paper sheet of Scorched Earth Naval System counters. ARTICLES ON: Thoughts on Europa Naval System; Scorched Earth Naval System Rules, including Designer Notes; Second Front Q&A; Soviet IL-2 & IL-10 Attack Aircraft; Exchange. '97												
Europa MAGAZINE # 55		123823		\$6.00			Mint	n				Z
ARTICLES ON: Graziani's Offensive & Op Crusader scenarios for War in the Desert; Italian produced aircraft; North Africa before Rommel; Italian Divisional histories; Index to prior articles about the Italian army; Italian Cavalry-Tank units; Italian Fiat G.50 Freccia aircraft; Italian infantry weapons; War in the Desert Q&A plus consolidated Errata; Europa Exchange. '97												
Europa MAGAZINE # 56		123824		\$6.00			Mint	n				Z
ARTICLES ON: Origins/Europafest 1997; Anvil-Dragoon, Desert Options & War in the Desert Q&A; The Italian Human Torpedoes; Europa Discussion; 1943 Italy Campaign replay; Capture of Taranto 1943; Soft Underbell Campaign Scenario for Second Front 1943-44; Errata for Crusader Scenario presented in TEM #55; Playthru of one turn of Operation Husky Scenario (TEM #48); Italian CR.32 & CR.42 fighters; Air Battle Over Sicily; Britis 18th Inf Div in northern Africa; Engineers; German Pocket Battleships; War in the Desert Q&As; Exchange. '97												
Europa MAGAZINE # 62		123830		\$6.00			Mint	n				Z
ARTICLES ON: German Sturm Battalions; German Plans for Spain, 1940-44; Replay of For Whom the Bell Tolls; German Condor Legion (in Spanish Civil War); Assaulting Gibraltar; French Breguet 19 Attack Aircraft; Origins 97 Second Front Replay; Second Front 1944 Scenario; Military Aircraft in 1939; For Whom the Bell Tolls Q&A. '98												
Europa MAGAZINE # 63		123831		\$6.00			Mint	n				Z
ARTICLES ON: German Army Mobilization Operations; New Zealand at War; 2nd New Zealand Division; Lockheed Ventura/Hudson Bomber; Operational Beginning to the Spanish Civil War; Third Battle of El Alamein, Oct 1942; New Zealand Expeditionary Force OoB; Exchange. '98												
Europa MAGAZINE # 64		123832		\$6.00			Mint	n				Z
ARTICLES ON: OoB; Operaton Taifun scenario for Drang Nach Osten; Commentary on Operation Felix Scenario; For Whom Bell Tolls Errata; Canary Island Spanish OoB; Preview of Torch; Revised reprint of Europa Newsletter #1; Adding the Soviets to War in the Desert; Polish Army in 1939 (reprinted from Grenadier #1); Social History of the Tank pt.1; Europa Nuts & Bolts #1 reprint. '98												
Europa MAGAZINE # 66		123847		\$6.00			New	n				Z
ARTICLES ON: Hungarians in Barbarossa; Corrections & Bibliography for New Zealand OoB from TEM #63; Romanian forces 1939-45 w/ OoB; Rommel in the Caucasus campaign scenario; German Operation Tanne, the seizure of Finnish territory in 1944; Graziani's Offensive (TEM #55) Revisited; German Bs & CVs; replay of Storm Over Scandinavia; Allied Siege Guns at Dover; Special Ops Planning form; the Last Polish Fighter, PZL P24; Additions for Winter War; Q&A for Balkan Front, Second Front, Narvik, FiTE; Exchange. '99												
Europa MAGAZINE # 68		123849		\$6.00			New	n				Z
ARTICLES ON: For Whom Bell Tolls replay pt.2; Puzzle to Capture Gijon in 1936 in For Whom Bell Tolls; First to Fight Replay; Polish PZL P.37 Bomber; B&W Countersheet Images for 4 Revised First to Fight Countersheets; Chinese in 1937; War of Resistance Errata & Q&Z; Exchange. '99												
Europa MAGAZINE # 69		123850		\$6.00			New	n				Z
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 strateg 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												
Europa MAGAZINE # 71		49275		\$6.00			Mint	n				Z
Inventory label remnant on mag cover; mag otherws mint. ■ ARTICLES ON: Enter Rommel II scenario for War in the Desert; map of potential future GRD games in Europa/Glory series; Rationales for War in the Desert, pl humor, plus extensive playthru; WitD strategy; Italian Caproni CA-309 Ghibli aircraft; Q&A for End of the Beginning scenario in an earlier issue; the problem of Malta in Europa; March to Victory at Europafest 98; Europa Q&A. '00												
Europa MAGAZINE # 73		49295		\$6.00			Mint	n				Z
Inventory label remnant on mag cover; mag otherws mint. ■ ARTICLES ON: Second Front Q&A; Brief replays of Second Front; Heinkel He280 jet fighter; Gothic Line battle scenario for Second Front, Aug-Oct 1944 with playtest notes; Second Front rules court & Strategies; Coast Defense as Artillery; Another Amphibious Example for Second Front. '00												
Europa MAGAZINE # 78		55451		\$6.00			New	n				Z
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 replay; Torch landing history; integrating War in the Desert & Second Front; supply in Second Front; Damned Die Hard notes & replay; US WW2 infantry weapons.												
Europa MAGAZINE # 82		63688		\$6.00			Mint	n				Z
Inventory tag remnant/residue on mag cover; mag otherwise mint. ■ With Europa maps of the Azores, Canary & Cape Verde islands; ARTICLES ON Second Front victory levels errata; V2 launch sites in SF; Rules for Canary & Azore, Cape Verde Is; Analyzing CRT results; German Eng Pzr units & operations.												
Europa MAGAZINE # 84		79030		\$6.00			New	n				Z
1x3 inventory label on mag cover. ■ Mag covering the Europa, Glory & Great War game series. ARTICLES ON: Australians in Europa w/ index to prior articles; Road to Jerusalem scenario for Great War series (using Ove There rules, mid east map, & counters formats included in scenario; intro scenario for the Glory naval system; French AVFs in Europa; Balkan Front using prototype jersey rules. '03												
Gripping Games			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com								FAX (702) 926-5205 anytime
Quartermaster General		130213		\$37.00 **			New	BC **				6
First in the Quartermaster General game series. Strategic level game of World War II around the globe that emphasizes supply as necessary for your armies & navies to fight, and even to keeps them from surrendering. Military units are represented by wooden blocks, with illustrated cards to provide abilities. 216 cards, 55 blocks, 1 countersheet. Simpler & fast playing. '17												
Guidon Games (Lowry's)			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com								FAX (702) 926-5205 anytime
Bulge, Btl...['65]: Operation Greif, 2nd		1274		\$30.00			Mint	n	OoP			4
1981 kit for Battle Bulge '65, the 2nd incarnation with unmounted, colored counters. Adds a lot of historicity as well as color to a good but otherwise colorless game. Adds rules for changes to ZOCs, pure armored units, roe movement for leg vs tracked units, tactical air support, paratroops, the 150th Pzr Brig, and changes to victory conditions. Don Lowry'81												
Guild of Blades			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com								FAX (702) 926-5205 anytime
Empires of History Magazine #1		81733		\$14.99			New	zl	OoP			A
First issue of a 32pg mag dedicated to Axis & Allies type games & their variants. This issue contains a complete, sml game of the Battle for Stalingrad with 108 plastic chips, an alt history scenario for War to End All Wars, various variants, reviews, previews etc to this line of games. '02												
War to End All Wars 2nd Boxed Game		114425		\$29.00			Mint	SB	OoP			8
Revised, 2nd 2001 edition. Includes 126 of 190 plastic unit stands. Box mildly scuffed. Otherws mint. ■ Strategic level, 2-10 player game covering Europe, the Middle East, Africa & N.America - and the rest of the globe. Three general scenarios of varying historicity, and stand-up counters for up to 10 players. Free-for-all scenario allows each player to for their own allegences. 2 maps, 4pgs of cut-out, stand-up counters per nation. R.Johnson'01												
Hasbro Industries			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com								FAX (702) 926-5205 anytime

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Samurai Swords [2nd] Samurai Swords (2nd edition of Shogun). Missing only 1 foam sword stand & 1 surplus (replacement) blue swordsman; neither required for play. Others complete. GBox has some minor edge wear & abrasion (with some repairs). Others EX. ■ Reprint under a new name of the popular 2-5 power politics as players compete to become the Shogun in 16th Centur Japan. Previously known as Shogun. Played with nicely molded plastic warrior figures & several other avian touches. A good game that is happily back in print. '97		131975		\$75.00	**		Excell	GB **	OoP		6
Hasbro: New Avalon Hill (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Axis & Allies Pacific 1940 2nd Sml crase on box cover. Others unused & cherry. ■ Deluxe 2nd edition of a new version of A&A set in the Pacific & covering the entire war beginning in 1940. Adds New Zealand/Australia as a player, adds tac bombers . Mech Inf as units, rules for neutral nations, kamikazees & much more. Includes 450 detailed minis. Can be mated with future A&A Europe 1940. '12		130345		\$89.00	**		Mint	GB **			8 5
Cosmic Encounter, 4th Rules mildly wrinkled due to poor storage. Card deck opened. Some box cover scuffs. Others unused & cherry. ■ Thoroughly reworked version of this classic, wild & unpredictable game of abstract space empire building between 2-4 players. Every player has special abilities. B.Eberle, J.Kitteredge, B.Norton, P.Olotka'00		130346		\$69.00	**		Mint	LB **	OoP		A
Heat of Battle (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
ASL: PARTS Properly printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs, taken from Recon by Fire #4. ■		98070		\$9.00			New	n	OoP		1
ASL:Berlin, Red Vengence (remnant) 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		114327		\$35.00			New	n	OoP		2
ASL:Buckeyes Kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03		107502		\$45.00			New	Fo	OoP		2
ASL:Firefights Kit #1 Last copy ■ Kit providing 6 small, intensive firefight scenarios plus 6 8.5x11 color maps. '03		126971		\$65.00			New	Fo	OoP		2
ASL:Firefights Kit #2 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		79900		\$35.00			New	Fo	Going		2
ASL:Heat of Battle Waffn SS Update Kit 14 revised scenarios culled from the Waffn SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07		127004		\$39.00			New	Fo	OoP		2
ASL:Long March ASL scenario kit with 17 scenarios covering battles between the Chinese Communists under Mao versus the Ghinese govt forces in the late 1940s. A campaign game links 14 of the scenarios. J.Long'09		126997		\$32.00			New	Fo			2
ASL:Special Forces #1 First of an intended series on special forces of all nations during WW2. This kit focuses on British SAS & LRDG fun against the Axis in North Africa, Med & Euro theaters. 6 toumy type scenarios, counters, addtl rules. '07		107507		\$35.00			New	Fo	OoP		2
ASL:Special Forces II Second in a series on special forces of all nations during WW2. This kit focuses on Gernam Kustenjagers & their raids against the British & Greeks in the Mediterranean in WW2. Includes 6 tournament style scenarios printed in 2 colors, counters representing the Kustenjager SMCs, MMC, crews & special MGBs, 1 overlay, 6pgs of special rules. Reqs many prior ASL modules, and boards 2, 7, 10, 15,34, HOB I & II (or BFP H & I) & Gavutu Is overlay to play all scenarios. '12		126979		\$35.00			New	Fo	OoP		2
ASL:Tropic Thunder! Glossy & nicely produced set of 12 scenarios w/ historical commentary on the 2nd Australian's campaign against the Japanese on Borneo, May-Aug'45. Nicely produced. Requires WoA & Code of Bushido, as well as numerous boards. '01		52543		\$48.00			New	Fo	OoP		2
Heat of Battle: Recon Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
ASL Recon by Fire Magazine #3 Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '0		82386		\$36.00			New	n			Z
ASL Recon by Fire Magazine #4 w/properly printed counters. ■ Original printing had reverse-printed coutners; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. scenarios, 176 counters, various maps & overlays. '07		82390		\$49.00			New	Bk			2
Hexasim Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Austerlitz 1805, Rising Eagles French-produced game with English & French rules. Covers one of the great victories of Napoleon's career, Austerlitz in 1805. Emphasizes orders from leaders to units, and this game makes changing orders more difficult than in prior games in this series. 4 countersheets, 2 double-sided maps, regt level, 250m/hex, 1hr/turn. Walter Vejdvosky'16		132575		\$72.99			New	BC			4
By Shot, Iron & Faith, Religious Wars "Par le Feu, le Fer et la Foi." French-produced game with English rules. Covers the French religious wars of the late 16th century, including 5 battles: Sain-Denis (1567), Jarnac (1569), La Roche L'Abeille (1569), Coutras (1587) and Arques (1589). Three maps, 540 counters, 100-500 men/unit, 300-500m/area, 20min/turn. P.Hardy'16		119855		\$50.00			New	BC			3
Great War Commander French-produced, English & French language boardgame of tactical combat during World War I based on the Combat Commander game series. Card-driven game emphasizing the rigid command structure of the period to depict platoon level combat on the Western Front, 1914-18. Includes 16 historical scenarios (including 1 intro scenario, 1 3-player scenario & 4 involving tanks). Fate cards allow actions to be taken, and Strategy cards refl the involvement of the High Command. Includes 6 double-sided map panels, 452 counters, 270 cards. Platoon level, 50m/hex, few minutes/turn. '18		132102		\$75.00	**		New	BC **	OoP		2
Liberty Roads 3rd 2015 3rd edition. Operational level game of the campaign in France, 1944, from the D-Day landings thru the crossing of the Rhine in March 1945. 25km/hex, div level. Considers logistics, leadership interference on both sides, invasion options, 3 scenarios plus campaign. Y.Le Quellec, N.Rident'16		129912		\$55.00			New	BC			4
Liberty Roads: Roundhammer 1943 Kit 2nd 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 aid Rules in English & French Y.le Quellec'16		130157		\$17.50			New	zl			4
Ligny 1815, Last Eagles French-produced game with English (& French) rules. Covers the battle of Ligny during the 3 days of Waterloo, June 1815. Third game in the Eagles of France series. Grand tactical scale, a focus on unit commitment to battle, morale, attrition & fog of war. Includes 2 short scenarios on the key moments of the battle, plus 2 hypothetical situations plus a campaign. Mates with Quatre-Bras 1815 game to cover more of the battle of Waterloo. countersheets, 2 dbl-sided maps, regt level, 200m/hex, 1hr turn. Walter Vejdvosky'18		129959		\$62.00			New	BC			4
Med Sirocco French-produced, English-language card game for 2-6 players akin to Atlantic Storm, Modern Naval Battles and Pacific Typhoon. Played in 21 rounds with multiple players on each of two sides. A card is drawn to determine the kind of engagement: battle or convoy. Then players on each side commit force cards. Side with the largest total wins, then the one player that committed the plurality of force distributes the enemy ships & convoy (whic are worth points). Lots of interactivity & continuous action. 165 cards. '17		132103		\$30.00			New	SC			A 6
Napoleon Against Europe 2nd Reprint of this popular, multiplayer, strategic level game of the Napoleonic era, 1805-15, using fleet & corp scale units, with play influenced by a colorful set of cards. Emphasizes the French need to control all of Europe to combat Britain & its allies. Logistics play a major role. 356 corp-level counters, 110 cards, mounted map. Akin to Empires in Arms. 2mo/turn. Rules in English. S.Thomas'16		130159		\$75.00	**		New	LB **			8 M
Spartacus Imperator Game of each of the 3 Servile (slave) Wars of ancient Rome: Spartacus (73-71BC), Tryphon (104-101BC) & Eunus (139-132BC). In each, the slaves must fan the rebellion quickly & solicit all the enslaved area's help before Rome can assemble its powerful forces. Players can take a very limited number of actions that vary with the season, and balance risks & rewards in exposing their leaders & forces to battle. Victory conditions continually change. Map covers Italy plus Sicily. A rousing game. '11		113117		\$37.00			New	BC			4
Tenkatoitsu French-produced game with rules in English & French. Grand tactical game of the 3 largest battles of the Japanese Shogunate Wars of the 16th century: Yamazaki 1582, Nagakute 1584 and Sekigahara 1600. 250m/hex, 30-60min/turn. Francois Meulen'17		128223		\$59.00			New	BC			3
Victory Roads, Bagratn to Fall of Berlin Game of the last year of the War in the East, June 1944-May 1945. Begins with the Soviet Bagration Offensive which destroyed the German Army Group Center. Uses the Libery Roads game system. Div/corp level, reflecting the different organization of the two armies. 4 scenarios covering Bagration, Bessarabia, Budapest & Vienna, Downfall of Germany, and the campaign game. 900 counters, 3 maps. N.Rident'15		127735		\$65.00			New	BC			4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.											
Histo Games (Rusiecki)	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
1944	107373			\$45.00			Mint	n	OoP		4
Some counters loose from tree & restored. Very clean. ■ Division level game of the Allied invasion of France in 1944 (or '43), and the following drive to Germany. Allies can choose the beach area to invade. Scenarios include an Overlord 1943 scenario, a 1942 mini-game and the actual 1944 invasion. 182 counters, full-sized multicolor map. A well-developed game for its time. L.rusiecki72											
Historical Simulatns, Ltd	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Manassas, 1st	107204			\$65.00			Mint	zl	OoP		2
Brigade level game of the first battle of Manassas, July 1861. Later reprinted by GDW. Uses a si-move system, formations, facing. Early game w/ good production values for the time, and a respected game system. 240 counters. T.Eller74.											
Hobby Japan	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Bitter End	132472			\$80.00	**		Mint	BC **	OoP	Err	4
Includes counter tray, original Japanese language rules & charts, plus English translated rules & chart translations. English rules annotated w/ errata & game scale. Orig Japanese OoB charts annotated with English translations. English charts show a minimal amount of errata annotations. Some yellowing of box btm & scuffs on box edges. Unpunched & others unused. ■ Includes English rules & chart translations. German attempt to relieve 45,000 Axis troops trapped in Budapest, Jan 1945. Historical scenario plus 6 hypothetical scenarios. 400 counters, btln/regt/brig level, 1day turn, 32,km/hex. Rick Spence78											
Ideal Toys	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Rubriks Cube Solution Booklet	1298			\$5.00			Mint	n	OoP		A
2 digits written on cover in grease pencil & erased; otherwise mint. ■ Color illustrated booklet describing the algorithm to use to solve the Rubrik's cube puzzle. You too can astound your friends with your ability to solve the apparently unsolvable cube puzzle. '81											
Inner City Games Design	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Space War!	86002			\$5.00			New	zl	OoP		A
Fast playing board & minis game of getting around the city of Los Angeles. Compete against 6 million other cars for the one available parking space, and avoid the ravages of road rage. '02											
Intl Chess Ent (Ultra Mag)	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Ultra Magazine (1993 Summer-Fall)	106549			\$4.00			Mint	n	OoP		Z
Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Suggest rules changes; Strategy for the German invasion of Britain; After a British Surrender, What then?; Fall 1941 Staff Conference (puzzle). '93											
Ultra Magazine (1993 Winter)	106550			\$4.00			Mint	n	OoP		Z
Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Defense of Franch in 1939; Invasion of the Low Countries; Q&A thru 12/92; Allied Variant 3, French Pre-War Preparation; Staff Conference on how much should Britain contribute to France? '93											
Ultra Magazine (1995 Summer)	106552			\$4.00			Mint	n	OoP		Z
Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95											
Iron Crown Enterprises	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
SpaceMaster, Star Strike	112217			\$40.00			Mint	BC	OoP		1
Cherry. ■ Stand-alone game that mates with other 2 games in series. Second game in SpaceMaster trilogy that together offer a comprehensive SciFi gaming universe. This game focuses on space combat between starships of many types in space. Includes 3 levels of complexity with basic, std & advanced rules plus options. Includes a construction & design system, 2 types of propulsion systems, and all the gadgetry a starship might employ. K.Barrett'89											
Jagdpantner	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Fall of Bataan	84464			\$29.00			Mint	zl	OoP	Err	4
Light stains on rules, errata & map. ■ Simplistic game of the final battles of the Philippines on the Bataan peninsula. Japanese must eliminate all American units in 10 turns in rougher terrain to win. A.Eldridge, S.Cole75											
Spanish Civil War 1936-39, 2nd	22695			\$45.00			Mint	zl	OoP	Err	4
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 edge, 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 Battline's Viva Espana. A.Eldridge75											
Jagdpantner Magazine	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Anvil-Dragon, the Second D-Day #12	107194			\$65.00			Mint	n	OoP		4
Cherry. ■ Mag + Game. Simple, operational level game of the Allied inv of S.France, Aug'44, and the fight northward. 6 scenarios. Notable step up in quality w/ this issue. rbt/brig level, 148 counters, S.Cole76 / 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 #; 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 ft Dreadnought; Adding a German carrier fleet to SPI Fast Carriers; Adding CVs to Third Reich.											
Goetterdaemerung # 9	22682			\$99.00			Mint	n	OoP		4 3
Slight yellowing of edge of mag. ■ Mag + Game. 2-3 player div/corp/army level game of the last 3 months of the Third Reich. Includes 2 stand-alone scenarios (Feb & Apr'45), but intended to mate with SPI's War in the Ea 1st, allowing that game to continue to the bitter end. Allows Allied v Soviet combat. Paper counters must be mounted & cut apart. S.Cole75											
Jolly Roger Games Inc.	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Victory & Honor	131699			\$12.50			New	SB			A
2-4 player, fast playing, sophisticated card game built upon the theme of the Am Civil War. Players try to capture the most troops (tricks), but only troops captured with their commanding general counter count for points. Pl the game is divided into left-flank, center, right-flank, so there are three games going on simultaneously, with special bonuses for artillery & cavalry cards. '04											
Khepera Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
1000 Drinking Games	111770			\$10.00			Excell	SB	OoP		Z M
Party & drinking game for 2-11 players. Play starts with one simple drinking game, then play & the rules are altered thru card play as well as a spinner. Mindless fun.											
What the F*ck?, Skanky Verson	111769			\$12.50			Excell	SB	OoP		A
2010 edition. Simple party game that can be played with any number of players, and allows people to join or leave the game at will. Players must predict another players response to truly ridiculous & absurd questions; fail requires drinking! Skanky verson provides hundreds of gross but ridiculous questions: they are more adolescent humor than bawdy. Includes 2 booklets of questions, 3 dice, 12 A/B coins (use quarters if you have more the 12 people). '10											
Khyber Pass Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Ataturk! Turkish War of IndepencePARTS	128864			\$4.00			Mint	n	OoP		4
Map, only. ■											
Defiance, Battle for Cufra, 1931 PARTS	128866			\$5.00			Mint	n	OoP		4
Countersheet, only. ■											
Defiance, Battle for Cufra, 1931 PARTS	128865			\$4.00			Mint	n	OoP		4
Map, only. ■											
Jassin 1915 PARTS	128863			\$5.00			Mint	n	OoP		4
Map, only. ■											
Jewish War PARTS	128862			\$5.00			Mint	n	OoP		4
Map, only. ■											
Togoland 1914 PARTS	128861			\$5.00			Mint	n	OoP		4
Map, only. ■											
L2 Design Group	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Waterloo, Fate of France	109961	\$89.99	**	New	LB	**	OoP	4		
Grand tactical game of the decisive battle of Waterloo, 1815 a which Napoleon was ultimately defeated. Game uses an area move map with combat being resolved on any of 12 battle maps. 70 tactical playing cards used to alter combat, rally troops & coordinate multi-force attacks. Includes Quatre Bra, Ligny & Mt St Jean scenarios plus campaign. 5hrs/turn. 384 counters. R.Beyma'07										
Legion Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
B-29 Superfortress, Bombers Ovr Japan 3d	130699	\$44.00		New	HC			1	1	
3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16										
B-29 Superfortress: Hell Over Korea Kit	129434	\$35.00		New	BC			1		
Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12										
Ball's Bluff, Battle of..., Oct 1861 2nd	132005	\$15.00		New	zl			3		
Revised from earlier War Diary version, adding a 16pg historical booklet. Covers the Oct 1861 abortive raid and recon by a Union force south of the Potomac. After encountering some Confederate forces, the bulk of the Union forces had to be transported across the river in small groups, thus negating their 4:1 advantage in numbers. Confederate reinforcements defeated then routed the union forces, with more than half the Union force becoming casualties or captured. 120 counters. John Poniske'18										
Blenheim 1704	129436	\$42.00		New	BC			3		
Grand tactical game of the battle of Blenheim, 1704, one of the key battles of the War of Spanish Succession. British & allies forces encounter superior French & Bavarian forces in a strong defensive position. Marlborough pins the flanks, draining the enemy center of forces, then smashes it with cavalry. Uses the Seven Hex System, which groups hexes into super-hexes of seven, in which various tactical decisions are made. Battalion level, 500m/hex, 20min/turn, 176 counters. Steve Pole'18										
Demyansk Shield, Frozen Fortress 1942	128335	\$45.00		New	BC			4		
Game covers the campaign near the Valdai Hills area near Leningrad in the first five months of 1942. Soviet winter offensive had broken the German lines, threatening to isolate 70,000 Germans around Demyansk and lay the entire German 16th Army and open a supply line to Leningrad. Designed by a yeoman designer. Btl/nrgt/brig level, 2mi/hex, 6days/turn, 352 counters. Vance von Borries'17										
Great Game, Rival Empires in CentralAsia	128849	\$47.00		New	BC			6		
2-player (or solitaire), card-driven game of rivalry between the Russian & British empires in central Asia between 1837 - 1886. Perceived threats by both nations prompted both to weave a complex network of intrigue & betrayal, colonial conquest & proxy wars that spanned a half century. Point-point map covering all of central Asia (Persia to Tibet to lower Russia). It is a chess game for the two imperial powers with repercussions still echoing today. 1 decade/turn, strategic scal, 196 counters, 54 cards. John Gorkowski'18										
Little Bighorn 3rd	128337	\$48.00		New	BC			2		
2016 3rd edition. ■ Revision of this award-winning game of the battle that ended Custer's career as an rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, & sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16										
Maori Wars, the New Zealand Land Wars	132011	\$45.00		New	BC			6		
Board game of the various Maori rebellions against British rule by native New Zealanders in the period 1845-72 on New Zealand's northern island. The Brits regarded the Maori as fierce and very clever; they were defeated in the NZ interior more by infighting than by the Brits. Includes 7 scenarios, 3 campaigns, 264 double sided counters. Rgt or 150warriors/unit, 10mi/hex, 2mo/turn. John Poniske'18										
Nemesis, Burma 1944	130365	\$49.00		New	HC			4		
Game of Burma in 1944. Th largely unsupplied & undermanned Japanese launch an offensive against India. At the same time, the Allies press into southeastern Asia from multiple directions, with a host of big-name leaders including Stilwell, Slim, Mountbatten and Chiang Kai-Shek, each with their own goals. Ultimately, the Japanese were soundly defeated. Btl/nrgt/brig level, 10mi/hex, 15days/turn, 202 counters, 1 map. Kim Kanger'18										
Quatre Batailles en Espagne	122618	\$69.00		New	BC			3		
Game covering 4 key battles fought in Iberia between 1809-13 as the French struggled to conquer and later simply to hold onto Spain. Covers Vittoria, 1813; Ocana, 1809; Salamanca, 1812; and Sorrauren, 1813. Rgt level 250m/hex, 30min/turn. This is the 4th game in the Vive l'Empereur series (the other having covered a total of 7 battles in central Europe). D.Rouy'15										
Redvers' Reverse, Battle of Colenso 1899	124217	\$40.00		New	BC			3	1	
New but not shrinkwrapped. ■ Solitaire, area move game of the attempted British relief of the siege of Ladysmith, South Africa, in 1899. Facing determined Boer opposition, 16700 British race against time to relieve the sieg while minimizing British casualties. Key dynamic is losses inflicted upon Boers, which slowly decrease their morale, staying power, firepower and increase the likelihood of withdrawal. Strength of Boer units is hidden until engaged. Btl/nbattery level, with lots of focus on tactical impacts at that level. Btl/nrgt level, 30min/turn, 240 large counters. G.Noble'16										
Rosebud Creek, Battle of the... 2nd	131612	\$42.00		New	BC			2		
Update of game & physical presentation. Game of the smaller battle that preceded the Little Bighorn, 1876. Just before the bigger battle, Gen. Cook's detachment of the 7th Cav is attacked along Rosebud Creek and forced to retreat, leaving Custer without the support of a third of his forces. 264 counters. M.Taylor'16										
Slouch Hats & Eggshells	114313	\$39.00		New	BC			4		
Game covering the de Gaulle-inspired, Allied invasion of Vichy Palestine in 1941. The Allies expected a bloodless cakewalk but the Vichy forces resisted fiercely. Designed to facilitate mating with L2D's Rommel's War 2nc 200 counters. V.von Borries'12										
Tanga, Battle of... 1914	125691	\$48.00		New	BC			2		
Second game of the Great War Tactical series. The battle of Tanga was the result of the first Allied offensive against German East Africa in 1914. The Brits make an abortive amphibious landing near the town of Tanga, outnumbering the Germans 8-1. But prompt & decisive German response routs the Brits who retreated by boat. 360 double-sided die-cut counters. 200yd/hex, 1hr/turn, platin/co level. D.Bishop'15										
Toulon, 1793, Napoleon's First Victory	122625	\$50.00		New	BC			4	7	
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/btl/nrgt level, 528 counters. A.Loakes'14										
Lock 'n Load LINE OF FIRE Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Line of Fire Magazine #12	114232	\$29.00		New	Bk		OoP	2		
Mag + Game. Mag & RAID & RIPOSTE, a complete fast-playing game of the defense of a small German town by Soviet paratroopers attacked by US & German troops during WWII. Co/Pltn level, 1"=1km. Good game for beginners. / Includes counters adding the Nicaraguans to LNL America Conquered. Professionally printed edition of this mag supporting the World At War, Forgotten Heroes, White Star Rising, Band of Heros, Lock 'n Load & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12										
Line of Fire Magazine #15	118782	\$29.99		New	Bk		OoP	2		
Mag & Game. 60pgs of material supporting LNL's line of games including: The Bear & The Jackal expansion for Heroes of the Gap, w/ 9 firefights from the Soviet's war in Afghanistan including counters & 2 geomorphic maps; 3 new NAW scenarios & 6 for WAW; 2 scenarios for Baltic Fury. '15										
Lock 'n Load Publishing (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Band of Heroes: Battle Pack Alpha Kit 2d	118785	\$23.00		New	zl			2		
Colorized 2nd ed. Scenario kit for the Lock 'n Load series of games including Band of Heroes. Includes 12 scenarios taken from WW2 and Vietnam. Also includes 5 x-maps with enlarged hexes. '15										
Band of Heroes: Battle Pack Bravo Kit 2d	118787	\$24.99		New	zl			2		
Colorized 2nd edition. Scenario kit for the Lock 'n Load series of games including Band of Heroes & Noville. Includes 12 scenarios from Normandy to Hurtgen Forest & Monte Cassino. Includes Castle mapboard. in standa & x-map size '15										
Band of Heroes: Dark July Kit 2nd	99994	\$37.50		New	zl			2		
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 scenarios. Reqs Band of Heroes & Not One Step Back to play. '12										
Lock 'n Load: Honneur & Patrie Kit	113656	\$29.00		New	zl			1		
Kit for Heroes of the Gap & Heroes of the Blitzkrieg; reqs both games. Adds the French army to the series, with the full range of forces in 12 story-driven scenarios. 130 counters. '12										
Lock 'n Load: MODERN CORE RULES v4.1 Kit	118796	\$15.00		New	Bk			2		
Updated 70pg rules manual (v4.1) for Lock 'n Load games in the post-WWII era (1960+). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16										
Lock 'n Load: WWII CORE RULES v4.1 Kit	118798	\$15.00		New	Bk			2		
Updated 90pg rules manual (v4.1) for games in the WWII era (1930-59). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16										
Nations at War: Operation Cobra Kit 2nd	119796	\$19.00		New	n			2		

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. ■ Second edition kit for White Star Rising that focuses on the breakout from the Normandy area in July-Aug 1944. Adds the Canadians, Free French & Polish OoBs plus new US, Brit & German units. Includes 9 scenarios focused on the battle for Falaise Pocket, and 5 scenarios linking with the base game. 126 counters. '15													
Ntns at War, White Star Rising: Airborne		107787		\$23.00				New	z1				2
Kit adding 14 scenarios & a set of map overlays focused on the Allied paratroop forces in Europe 1944-5. Includes 2 campaigns: the British 1st Para at Arnhem (5 scenarios) and the Screaming Eagles during D-Day (3 scenarios). What you end one campaign scenario with you begin the next with, forcing strategic thinking. '13													
World at War: Into the Breach Kit		125076		\$39.00				Mint	HC				2
Slight indent paralleling portion of one box side edge. Lite 1" crease at one corner of box cover. Unpunched, components cherry. ■ Kit requiring Untold Stories covering the US's front line experience in the first days of WW Big fun with big scenarios. 12 scenarios including an E.German attack, American defense in depth, screening & counterattacking. M.Walker'12													
Looney Lab (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Stoner Loonacy Card Game		123572		\$10.00				New	SC				A M
Simple card matching game with a very mildly adult theme. Players must match their cards with either of 2 cards in the draw piles, discarding if first to match. First player to empty their hand wins. Card illustrations taken from Stoner Fluxx. '17													
Ludifolie Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Alea Iacta Est		119997		\$33.00				New	z1				6 2
French produced, 2-player game of the Roman Civil Wars during time of the conversion of the Roman republic into an empire, 49-29BC. Game begins with Casesar's crossing of the Rubicon to the closing of the doors of the Temple of Janus (marking the return of peace) in 29BC. Notably the two players may exchange sides during the game. Emphasis is on leaders & political infighting. 1yr/turn, Legion-level units, 216 counters, area move, 7 scenarios. Rules & components in English. F.Bey'13													
Berezina 1812		122211		\$24.00				New	z1				4
Game using the Jours de Gloire series covering the Nov 1812 battle as Napoleon's retreating army attempts to cross the Berezina River in winter. The French face numerous dilemmas as they must secure the few existing bridges or locate suitable fords, managed the many camp followers, and repel any attack by 3 independent Russian army. 500m/hex, 342 counters, 105min/turn. Relatively complex. F.Bey'13													
Dauphin & the Sword, Louis XI v1		124943		\$27.00				New	z1				3
Game in the Au Fil de l'Epee (By the Edge of the Sword) game series. Covers 3 battles of the Louis XI in the 15th century: Dieppe 1443, the Dauphin's first opportunity to distinguish himself in battle; Saint-Jacques-sur-la-Brise 1444, at which a huge mercenary force let by Louis aids Zurich against the alliance of Cantons; and Monthery 1465, where Louix IX faces his first foes, the Burgundians, during a civil war inspired by his early political missteps. F.Bey'15													
Les Quatre Bras & Waterloo 1815		129966		\$30.00				New	Fo	OoP			3
French-produced game with English rules. Complex game in the Jours de Gloire game series covering the battle of Quatre Bras on the first day of Waterloo, and Mt St Jean (Waterloo) on the last day, June 1815. 90min/turn 400m/hex, 4 scenarios, 2 maps, 432 counters. F.Bey'15													
Ligny & Wavre 1815, Last Victories		129312		\$30.00				New	Fo				3
French-produced game with English rules. Uses the Jours de Gloire game system to cover Napoleon's final 2 victories during the Waterloo campaign, 16-19 June 1815. Covers the battles of Ligny and Wavre where the French confront, defeat and attempt to pursue the Prussian Army. 2 maps, 432 counters, 400m/hex, 90min/turn, 5 scenarios. Frederic Bey'17													
Marignan 1515 2nd		130902		\$27.00				New	Fo				4
Update of a game appearing in a very early issue of Vae Victis magazine (#3). Game of the 5th War of Italy, July 1515-Feb 1517, which included the battle of Marignano that shaped the Swiss relationship with the rest of Europe. The French & their allies take on the Swiss and their many allies (including the Papacy, the Holy Roman Empire & the Kingdom of Naples). Both seek to gain control of the Duchy of Milano and Venetian areas held by the Holy Roman Empire. Players must collect resources each turn and pay their numerous mercenary forces -- or to bribe opposing forces. Game is both strategic and tactical, with both gunpower & pike forces involved English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16													
Marshals, The..., v4, Joseph		122183		\$25.00				New	Fo				3
Fourth game in The Marshalls series (published by different publishers). This volume covers Joseph's response to being surprised by the Anglo-Spanish attack on Madrid in Nov 1809. 216 counters, point-point map, 5 scenarios + campaign, div/brig level. Denis Sauvage'17													
Montmirail et Vauchamps		128226		\$27.00				New	Fo				3
French-produced, English-language game of the battle of Vauchamps, 1814, using the Jours de Gloire game system. Napoleon is on the offensive against the isolated Allied columns of the Prussian & Russian army under Blucher, Feb 1814, in a situation offering many tactical challenges to both sides. Regt level, 1hr/turn, 300m/hex, 4 scenarios, 2 maps, 324 counters. F.Bey'15													
Normandy 1944, Bloody Summer [2nd]		102096		\$32.50				New	z1				4
Revision of earlier Normandie 1944 game from Vae Victis #27, with new mechanics & revised OoB (with twice as many units), plus air support units, and a second map extending the game to Paris and covering the D-Day landings thru August 1944. Regt/div level, 1week/turn, 6km/hex, complex, 2 scenarios (Cherbourg & Goodwood/Cobra) plus campaign. E.Teng'13													
Swords of Sovereignty		128961		\$24.00				New	z1				3
12th game in the Au Fil de l'Epee (By the Edge of the Sword) game series. Covers two battles of the 13th century: Bouvines 1214 & Worringen 1288, both of which help define French & Belgian identities. At Bouvines, imperial troops under Otto face the French King Phillip, with both sovereigns personally imperiled; the French prevailed. At Worringen, two coalition armies reinforced by local militias, leading to the emergence of a powerful new Duchy of Brabant. Includes dbl-sided map, 216 counters. F.Bey'13													
Truce or the Sword, Louis XI v2		123220		\$27.00				New	z1				3
Game in the Au Fil de l'Epee (By the Edge of the Sword) game series. Covers 2 battles of the King Louis XI in the 15th century: Blanquetaque 1475 & Guinegatte 1479. F.Bey'15													
Ludopress (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Iberos, 2nd Punic War in Hispania		128081		\$59.00				New	HC	OoP			6
Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02													
Maqic & Tactics, Unlimited (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Gangsters, Gun Molls & G-Men		101710		\$15.00				Excell	SB	OoP			A 5
Mild, concaved crease along one box edge on top & btm of box. ■ Simpler, 2-5 player game of famous bank-robbing gangs from the American mid-30s. Gangs such as Bonnie & Clyde, Dillinger, Ma Barker, Pretty Boy Floyd, St. Paul Gang, Pierpolt Gang must escape & recruit from jail, gather tools of the trade, execute heists, bribe officials, avoid & resolve busts & shootouts, all to collect the most \$ to win. EJ Olsrud'95													
Maplay Games, LTD. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Guerilla		3955		\$49.00				V.Good	ZL	OoP	Err		2
Counters separated. Map has been very neatly colorized. Rust from original binding on side of rules. Some wrinkling to rules & map thru age & storage. Otherws VG. ■ Platoon lvl tactical combat between Indonesia & Malaysia, 1963-6, in the First Division (province) area of Sarwak early in this period. 0.75mi/hex, 1day/turn. '74													
Markham Design Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Strut & Conquer Magazine v1 #3		128920		\$4.00				Mint	n	OoP			Z
Markham's newsletter supporting its line of games. ARTICLES ON: Update on Markham's upcoming games; Origins 1998 report; Using This Sceptered Isle to update prior 3W Black Prince rules & fire tables. Mainly of historical interest. Rob Markham'98													
Mayfair Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Empire Builder, 3rd: Artwork PRINT		95854		\$8.00				New	TB	OoP			Z
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.													
Empire Builder, 3rd: Artwork PRINT		95855		\$8.00				New	TB	OoP			Z
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.													
Empire Builder, 3rd: Laminated Board		1366		\$19.00				New	TB	OoP			6
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).													
Empire Builder, 3rd: Laminated Board		95853		\$19.00				New	TB	OoP			6
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).													
EuroRails: Laminated Map		3928		\$20.00				New	TB	OoP			6
Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.													
Falkland Sound		114423		\$20.00				Mint	z1	OoP			2

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Modern mini-game from War in the Falklands only. ■ Modern mini-game taken from War in the Falklands, only. Very simple, 2 scenario (and 1 or 2 turn) game of Argentine attempts to damage British surface ships during the 1982 Falkland's war.											
Falklands, War in the...		132638		\$35.00			Excell	HC	OoP		2
1914 game punched and missing all 5 blanks; 1982 game unpunched; all units/ships present. 2 hit records used on 1 side each. Crease on box cover side panel & onto box cover as well as sml creases at each box corner. Otherws clean & complete. ■ 1914 game mine; 1982 game punched. 2 games: British play cat mouse w/ German Armored cruisers, 1914; plus a good game of Falklands war, '82. J.Griffin, B.Fawcett'82											
Mayfair Promo Expansion Set #17		109225		\$6.00			New	n	OoP		A
Promotional variant kit with die cut counters for a Settlers of Catan variant used in the Berlin 2014 world championship tournament. Can be used with the base game, Seafarers or Cities & Knights (with or without the 6 play expansions). Includes 2 Berlin tiles & a 2-piece Berlin Bear plus 1 pg of rules torn from an industry publication in which this was published. '15											
Medallion Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Echelons of Fire BUNDLE		98693		\$15.00			Excell	n	OoP		1
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95											
Echelons of Fury BUNDLE		98694		\$15.00			Excell	n	OoP		1
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98											
Meta gaming (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Command at Sea		16091		\$29.00			Mint	SC	OoP		1
Cherry. ■ Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 battles of Savo Island around Guadalcanal, 1942-43. Includes 24 ship counters, 20 ship data sheet. Counters printed on thin cardstock & must be cut apart to play. G.Preston & J.Gibson'81											
Dimension Demons		26274		\$8.00			< New	SB	OoP		1
Minor ding/creasing to one box corner. Otherws new & shrinkwrapped. ■ Sml, simple 2 player gm of alien beings attacking humans, played in 2 parallel dimensions. F.Askew'80											
Fantasy Trip: Dragons of Underearth		118116		\$15.00			New	SC	OoP		1
Complete Fantasy Role Playing game, part of Underearth system, expanding the character generation system. Compatible w/ Fantasy Trip. Great for beginners in the world of FRP, and also those seeking a fast playing game. '81											
Fire When Ready		132717		\$10.99			New	n	OoP		1
No box. Naval combat around the turn of the century. 6 historical & hypothetical scenarios: Brits v French, Dewey in Manila Harbor, Germans v Dewey, Chinese v Jap. @ Yalu 1894, US v Spain @ Santiago 1898, Tsushiro 1904. M.Barhart'82											
Invasion of the Air-Eaters		91184		\$14.00			Mint	zl	OoP		6
Worldwide defense of Earth against sml number of powerful Alien ships. '79											
Ram Speed		129025		\$10.00			New	SB	OoP		1
Naval combat between Greek, Roman & Phoenician galleys. Simple, quick playing but decent gm. '80											
Rivets, 2nd		123443		\$13.00			New	SC	OoP		1
Sml sci-fi gm of tac combat in 22nd century. Select or design a robot, program them, & watch out! '79											
Rommel's Panzers		129032		\$10.00			New	SC	OoP		1
Simple gm of tank-tank combat in N.Africa. Same system as Stalin's Tanks. R.Damon'80											
Stalin's Tanks		130667		\$9.99			New	SC	OoP		1
Intro lvl gm of tac combat between German & Soviet AFVs thruout war. R.Damon'81											
Traillblazer		127122		\$10.00			New	SC	OoP		1 4
Small, modest complex game of space exploration & economics in deep space, unencumbered by government meddling between multi-nation corporations. G.Costikyan'81											
Trojan War		130842		\$25.00			V.Good	SC	OoP		4
Complete. Rules underlined in blue ink, sometimes crudely. Box has a couple of cresses. ■ Simple game of grand tactical combat around the ancient city of Troy, 1185BC. Uses the Illiad as the source for this game. Focus on 56 Greek & 51 Trojan heroes from Illiad as well as the gods' divine intervention. Weapons include chariots, bows, spears, and more. 11 scenarios covering various stages of the siege & campaign game. One of the more rare of the Meta game line. 240 die-cut counters. A.Rahman'81											
Trojan War		8210		\$35.00			Mint	SC	OoP		4
Price tag remnant on box cover. Couple lite crease. Otherws cherry. ■ Simple game of grand tactical combat around the ancient city of Troy, 1185BC. Uses the Illiad as the source for this game. Focuses on 56 Greek & 51 Trojan heroes from Illiad as well as the gods' divine intervention. Weapons include chariots, bows, spears, and more. 11 scenarios covering various stages of the siege & campaign game. One of the more rare of the Meta game line. 240 die-cut counters. A.Rahman'81											
MicroGame Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Afghanistan		54304		\$15.00			New	Fo	OoP		4
Small, DTP game of 2 historical and 1 hypotheical periods of the Soviet involvement in Afghanistan, 1979-82. Co,Btln,Rgt level, w/ 280 color, paper counters that must be cut apart. 11x17 color map of the Punjshir & Kunar Valleys. Modest complexity. P.Moore'99											
Algeria, War of Independence 1954-62		122725		\$20.00			Mint	Fo	OoP		8
Small, DTP game of the bitter war for Algerian independence. Played on an area movement, 11x17 color map w/ 280 color counters that must be mounted & cut apart. Emphasizes the administrative aspects of fighting a guerilla war. B.Train'00											
Barnard's Star 1st		58723		\$13.00			New	Fo	OoP		2
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											
Blood & Steel, Battle of Prokhorovka 1st		127340		\$19.00			Mint	Fo	OoP		4 3
Btln/rgt/brig level, operational game of the climatic battle of Kursk at Prokhorovka, 12 July'43. 1 smallish map, 144 counters that must be mounted & cut apart to play. P.Rohrbaugh'99											
No Middle Ground		66579		\$15.00			New	Fo	OoP		4
Our last copy. ■ Btln/brigade level game of the Syrian attack on the Golan Heights on the Israeli frontier during the Yom Kippur War of 1973. Intended to be a tense but simple slugfest. P.Rohrbaugh'03											
Operation Whirlwind 1st		61240		\$10.00			New	Fo	OoP		3
Small game of the resistance to the Soviet occupation of Hungary in 1956. Focuses on the street fighting within Budapest against massive Soviet forces (w/ hypothetical US intervention). Victory determined based on how much carnage results. B.Train'02											
Stalingrad, Pivot on the Volga		66591		\$15.00			New	Fo	OoP		4
Last copy. ■ A tense yet playable game of the German 6th Army's campaign in southern USSR, 1942-3. Played w/ large hexes & army/corp level units with combat within the hex, and an emphasis on proper use of tank & anti-tank sub-division assets. H.Gerber'04											
Trampling Out the Vintage		51347		\$15.00			New	Fo	OoP		4
Last copy. ■ Small, DTP of Sherman's campaign for Atlanta, 1864. Operational level, covering an area from Chattanooga to Atlanta. Played on an 11x17 color map w/ 280 color unmounted countrs. Div level. P.Rohrbaugh'99											
Milton-Bradley (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Battle-Cry Civil War Battle Game		132223		\$99.00	**		V.Good	GB **	OoP		6
Complete. Box corners abraded & 2 corners split & repaired. Otherws EX & very clean. ■ Simple, somewhat abstract, strategic-level game of the American Civil War played w/ plastic pieces representing infantry, cavalry & artillery. Very simple game using a 2d6 roll to determine movement ability of each side's entire army. Can be played by 3 or 4 players by dividing commands into East & West theaters. Command Decision/American Heritage series game. '61											
Dogfight, World War I Air Battle Game		132221		\$75.00			V.Good	GB	OoP		A
Missing only 1 propeller for 1 plane. Planes have national markings painted onto them. 4 box corners & a seam tear repaired. Otherws EX and in unusally good shape. ■ One of the American Heritage / Command Decision series. Simpler, somewhat abstract game of air-air combat late in World War I. Uses small miniature planes & simple mechanics so game is excellent for beginners and younger players. Players command 2 small squadrons of planes, each being able to move 2 players at a time based on dice rolls. Maneuvers & attacks are influenced by cards. Aircraft models represnet Spad XIII's & Fokker D-VII. Can be played by 2-4 players. '63											
Square Mile Land Development Game		132222		\$75.00	**		V.Good	GB **	OoP		A 4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
Complete. All box corners & one side edge repaired w/ clear packing tape. Others EX. ■ 2-4 player game of land use planning & development. More sophisticated than might be expected by the year published & publish Board represents a plot of land of widely varied terrain types (esp for a square mile). Players first work together to plan (zone) how areas will be used, then players work to develop the land by surrounding areas with roads layout subdivisions, build buildings, and buy & sell buildings. '62										
Minden Games / Panzerschk (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Andersonville / Sacrifice in the East #7	58744	\$19.00	New	n	OoP	Z				
Mag + Game. Small DTP magazine with 2 games: Sacrifice in the East is a small 2-player game of WW2 in the East as the Soviets liberate Poland and take Berlin. Includes a one color map focused on Poland + 88 color counters that must be mounted. Andersonville is a multiplayer card game of survival in the infamous Am Civil War POW camp; object is to finish with the most survival points. Also includes a very small game, 1914 Opening Moves, covering the west front at army level, 6days/turn. Counters & map must be copied from mag, mounted & cut out. G.Graber'02										
Fall Constantinople/Jellicoe v Scheer #6	55404	\$19.00	New	n	OoP	Z	1			
Mag + Game. 3 DTP games in one 64pg issue. Fall of Constantinople is a solitaire, area move game of the 1453 Ottoman siege of Constantinople. Jellicoe v Scheer is a tactical-level, Jutland-style game of ship-ship comb between the British & German fleets in 9 scenarios including Jutland. 'Nam Diary is a small, 2 player game of man-man combat in Vietnam, c.1968; this game's components are printed in mag. Counters must be cut apart. G.Graber'01										
Race to the Vistula / Brandy Station #14	73614	\$22.00	New	n	OoP	Z				
Mag + Game. 3 games, now with fully professional production standards, including die cut counters, in a 36pg mag. RACE is a corp/army level game of the war in the East in 1944. P.de Wilde / BRANDY STATION is a brigade level game of the June 1863 cavalry battle. G.Graber'05 / MIGHTY HOOD is a small game of tactical WW2 naval combat. '05										
St. George's Valour / Fall of Rohm #8	58759	\$20.00	New	zl	OoP	Z				
Mag + Game. Small DTP magazine with 3 games: St. George's Valour is a solitaire game of the British raid on the German naval base at Zeebrugge in 1918. Individual ships & company-level ground units. Fall of Rohm is abstract solitaire game of Hitler's transition to power in 1934. Also includes a mini-sim, Goring's War, a WW2 card game. W/ Errata for 5 games. G.Graber'02										
Tsaritsyn / Ass Cherbourg / Graf Spee#13	73603	\$19.00	New	n	OoP	Z				
Mag + Game. 3 games, now with colorized graphics. TSARITSYN is a grand tactical game of the slugfest between the White & Red Russians at what was later known as Stalingrad, and includes calvary, tanks, armored trains, gunboats & artillery. J.Meldrum'04 / ASSAULT ON CHERBOURG is an operational level game of the delaying action of the German garrison against a numerically superior American force on a tight timeline. G.Graber'04 / GRAF SPEE is a ship-ship tactical combat of the Spee's last battle, a close-run contest with 3 outgunned British heavy cruisers. '04										
Mings Enterprises (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Texas Revolution, 3rd	101079	\$29.00 **	New	LB **	OoP	Err	4			
3rd ed included revised rules; 2nd ed added Spanish language rules & new scenarios. Mexico under Gen. Santa Anna attacks a rebellious Texas, the latter supported outright by the US militia & military in 1836. Additional scenarios cover minor conflicts in the area, esp with Indians, in the time. Good game. D.Mings'91										
Miscellaneous MAG Publishr (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
CounterMoves Magazine v1 #2	59171	\$10.00	Mint	n	OoP	Z				
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										
Phoenix Magazine #18	3750	\$3.00	V.Good	n	OoP	Z				
3/4" tear at margin of cover & 1st page, with various minor wrinkling to cover. Others EX. ■ British mag of history & wargaming. ARTICLES ON: Third Reich review & national strategies; Cunaxa scenario for SPI Chariot; Review of CONFLICT & GDW Bar-Lev; Review SPI Battle Fleet Mars; Analysis of SPI Atlantic War 1st; Review of To the Green Fields Beyond; D&D Strategy. '79										
Simulacrum, Jrnl Wargame Collecting v1#2	128919	\$3.00	Mint	n	OoP	Z				
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										
Volunteers Newsletter # 1	3828	\$2.00	Mint	n	OoP	Z				
#1. 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										
Volunteers Newsletter # 2	95973	\$1.00	Mint	n	OoP	Z				
#2 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										
Volunteers Newsletter # 3	95974	\$1.00	Mint	n	OoP	Z				
#3 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										
Volunteers Newsletter # 4	95975	\$1.00	Mint	n	OoP	Z				
#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										
Volunteers Newsletter # 4	95980	\$1.00	Mint	n	OoP	Z				
2pgs of mag misprinted; photocopies of those pages included. ■ #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										
Volunteers Newsletter # 5	95976	\$1.00	Mint	n	OoP	Z				
#5 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. '88										
Volunteers Newsletter # 6	95977	\$1.00	Mint	n	OoP	Z				
#6 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. '88										
Volunteers Newsletter # 7	95978	\$1.00	Mint	n	OoP	Z				
#7 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. '88										
Volunteers Newsletter # 8/9	95979	\$2.00	Mint	n	OoP	Z				
#8/9. Double issue. 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 exte history. '89										
Volunteers Newsletter #10	95981	\$1.00	Mint	n	OoP	Z				
#10 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. '89										
Volunteers Newsletter #11	95982	\$1.00	Mint	n	OoP	Z				
#11 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. '90										
Volunteers Newsletter #12	95983	\$1.00	Mint	n	OoP	Z				
#12 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. '91										
Volunteers Newsletter #13	95984	\$1.00	Mint	n	OoP	Z				
#13 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. '91										
Volunteers Newsletter #14	95985	\$1.00	Mint	n	OoP	Z				
#14 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. '91										
Volunteers Newsletter #15	95986	\$1.00	Mint	n	OoP	Z				
#15 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. '92										
Volunteers Newsletter #16	95987	\$1.00	Mint	n	OoP	Z				
#16 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. '92										
Volunteers Newsletter #17	95988	\$1.00	Mint	n	OoP	Z				
#17 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. '92										
Volunteers Newsletter #18	95989	\$1.00	Mint	n	OoP	Z				
#18 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. '93										
Volunteers Newsletter #19	95990	\$1.00	Mint	n	OoP	Z				
#19 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. '93										
Volunteers Newsletter #21	95991	\$1.00	Mint	n	OoP	Z				
#21 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. '95										
Volunteers Newsletter #22	95992	\$1.00	Mint	n	OoP	Z				
#22 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. '95										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
#22 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. '95										
Miscellaneous Publishers (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1st Alamein, July 1942 1st	49283			\$19.00		Excell	n	OoP		4
Some light surface abrasions on a small area of one page. ■ Pages of the Strategist newsletter containing a small, introductory level game of the 1st battle of Alamein, July 1942. Map & counters must be made up from B&I images included. Daily turns, div level. Designed for beginners. Game later elaborated & colorized and made available as a web download. L.Coatney'97										
Antique Lovers Playing Cards	54573			\$2.50		Excell	SB	OoP		Z
Inventory label on container sleeve. ■										
Backgammon Set in Attache Case	18964			\$19.00 **		Excell	LB **	OoP		A
Slight rust to closures & various other signs of light use. Opens to an 18x23.5x1" board in browns & white. Includes rules. ■ Full backgammon set including rules in a attache sized case. Opens to an 18x23.5x1" board in browns & white. Includes rules.										
Dice, d6 1" Oversized	89105			\$0.75		Mint	n	OoP		Z
1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.										
Dirty Words	1432			\$7.50		Excell	SB	OoP		A
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										
Hex Map Board, 19mm Short & Long Grain	114186			\$3.00		Mint	n	OoP		Z
Full sized hex map printed 19mm hexes, and short & long grain on either side, and hex number in center of hex.										
Magazines (Only)	95149			CALL		Excell or Mint	n	OoP		Z
Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■										
Moments in History (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Lodz 1914, the First Blitzkrieg PARTS	111004			\$9.00		Mint	BC	OoP		4
BC box, only. Some label residue on end panel; otherws very clean. ■										
Piercing the Reich, Battle for Aachen	10850			\$39.00		New	BC	OoP		4
Operational, btlm level game of the 5 week battle for Aachen, the first German city to fall, Sept-Oct 1944. Uses Triumphant Fox system & its focus on command control. 360 counters. Moderate complexity. D.Blenheim'95										
Tunisia 43	127343			\$42.00		Mint	HC	OoP		4
Filmsy-style box is concaved top & btm, with a crease along 1 btm side edge. ■ New design on the Axis Kasserine offensive using the highly interactive but complex Triumphant Fox/Piercing Riech system. 300 counters, daily turns, 2mi/hex, 4 scenarios. Includes Piercing the Reich errata. In Mih's new Filmsy style box. Dirk Blennemann'00										
Monqoose Publishing (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Traveller RPG: Pirates of Drinax	129694			\$75.00 **		New	Bk **			Z
In The Pirates of Drinax, the Travellers are entrusted by the King of Drinax with a letter of marque, permitting them to prey on illegal trade within the borders of the vanished kingdom. The King hopes this piracy will give him the leverage he needs to restore Drinax to its former glory, and intends for the Travellers to win back all the planets lost over the last two centuries. But, will they stay loyal to their patron and help restore Drinax, or turn rog and create their own kingdom? Will they be heroes or monsters, pirates or privateers? Will they make their fortune amid the pitiless stars, or will the cold depths of the Trojan Reach be their grave? Presented in a sleeked, volume set weight a ton.										
Mr. B Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Victory & Glory, Napoleon	132428			\$65.00 **		New	GB **			6
2-player game of all of the Napoleonic Wars, focused on the rivalry between France and Great Britain. Britain must coordinate alliances among other nations to resist French domination of the continent and thus isolation o Britain. Area move. Includes economic, military, diplomatic and leadership quality elements to the game. Cards allow selection of strategy. Large map of Europe, 143 cards, 88 counters, 100 wooden cubes. Glenn Drover										
Multi-Man Publishing (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Angola 2nd	129044			\$62.00		New	BC			6
Multi-player game of a portion of the lengthy Angolan Civil War in 1975-6, that was very much a destructive proxy war between the US & USSR. Heavily revised from earlier Ragner Bro version. Area map, w/ counters representing units & special weapons. Players plan activation of a small number of units each turn in secret, then alternate executing plans. 110 cards, 2 countersheets. G.Dicken, S.Kendall'12										
ASL: Instructions/Rules Book 4th	131620			\$99.00 **		New	NB **	OoP		1
Temporarily out of print, last copy for now. ■ 3rd MMP edition Reprinted system rules book in a 3-ring binder. Only change to this edition is a redesigned notebook cover. Necessary to play any of the ASL modules. This edition includes plentiful examples of play, chapter E (night, weather, boats, planes, skis, convoys, etc), chapter K (training manual), expanded index, off-board artillery & vehicle overrun charts from Action Paks 1 & 2, plus night fighting aids from Pegasus Bridge. '07										
ASL:Action Pack # 6, Decade of War	124978			\$28.00		New	Fo			2
Kit w/ 3 new double-sided maps & 10 scenarios from the period 1936-45, 1 per year, from the Spanish Civil War, Sino-Jap War, France 1940 & '44, Malaya, Philippines, East Front, plus rules for the Australian Balancing Handicap System. G.Fortenberry, C.Kibler, B.McNamara'10										
ASL:Action Pack # 9, To the Bridge!	131800			\$27.50		New	Fo			2
Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14										
ASL:Action Pack #10	129549			\$17.00		New	Fo			2
Scenario kit including 2 new maps (#69 & 70) & 8 scenarios focused on combat between German & either Soviet or American forces (plus one with Japanese v Chinese). '14										
ASL:Action Pack #11, 29 Let's Go!	129548			\$22.49		New	Fo			2
Scenario kit focused on the the US 29th inf division's experiences in Europe. Includes 10 scenarios, 2 new maps, plus overlays. '15										
ASL:Action Pack #12, Oktoberfest XXX	129050			\$13.00		New	Fo			2
Scenario kit that celebrates the 30th ASL Oktoberfest in Cleveland. Includes new board #73, plus 10 scenarios spanning 13 years surrounding World War II from all fronts & including one in the Korean War. '15										
ASL:Action Pack #13, Oktoberfest XXX II	128679			\$20.00		New	Fo			2
Scenario kit that celebrates the 32th ASL Oktoberfest in Cleveland. Includes new boards #78 & 79, plus 11 scenarios. Involves US, Soviet, German, Polish, British, Japanese, Chinese, Free French & SS forces. Bill Sisler, Pete Shelling'17										
ASL:Best of Friends Scenario Pack	130683			\$12.99		New	n			2
12 scenarios drawn from the Swedish Friendly Fire ASL touney including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanes at the very end of the war. Sequel to Out of the Bunker. '13										
ASL:Blood Reef Tarawa GAMERS GUIDE	128374			\$13.99		New	Bk			2
Gamers guide to this kit covering the invasion of Tarawa in the Pacific, w/ strategy & tactics, historical chronology, etc. Many well illustrated examples of play & strategy tips, fortress placement strategy; player aids, etc '10										
ASL:Forgotten War, Korean War 1950-53	129854			\$119.00 **		New	DC **			2 5
Large ASL Module offering rules, maps, counters & scenarios for actions during the Korean War, 1950-53, involving the US, British, New Zealand, Australia,south & north Korean, French & Chinese forces. 7 countersheets 4 maps, 16 scenarios, a new Chapter W covering Korean War rules. '18										
ASL:Hatten in Flames	132588			\$49.00		New	BC			2
Historical ASL module covering the January 1945 German Nordwind offensive aimed to recapture parts of the province of Alsace and destroy elements of a US infantry division. This was the last German offensive in the west. After some unsuccessful attempts, the Germans committed elements of two mechanized divisions to attack the inexperienced US 42nd infantry division later reinforced with elements of the experienced 79th inf divisio The Germans succeeded in surrounding a US force. What followed was five days of head-on-head engagements as US 14th armor attempts to break the siege. Includes 8 scenarios & 2 campaign games, 2 countersheets map. 2min/turn, 40m/hex, 5-10men/unit. '18										
ASL:Rivers to the Reich Scenario Pack	125020			\$17.49		New	n			2
15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13										
ASL:Winter Offensive #1 2010 Bonus Pack	132600			\$14.99		New	Fo			2
2010 Winter Offensive kit. Scenario pack with 2 scenarios & 1 board #59. Scenarios cover the scratch defense of Our River crossings at the beginning of the Bulge, and an action involving Rommel's 7th Pzr during the 194 campaign in France. '10										
ASL:Winter Offensive #2 2011 Bonus Pack	130688			\$25.00		New	Fo	OoP		2

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
2011 Winter Offensive kit. Scenario pack with 3 scenarios & 1 board #63 Scenarios cover a battle at Carentan June 1944; Nuenen the Netherlands, Spt 1944; and Koevering the Netherlands Sept 1944. (Winter refers to when this was published.) Published with a 1000 copy print run as a fund raiser. '11													
ASL:Winter Offensive #3 2012 Bonus Pack		125064		\$18.00				New	Fo			OoP	2
2012 Winter Offensive kit. Scenario pack with 3 scenarios & 2 maps (64 & 65). '12													
ASL:Winter Offensive #4 2013 Bonus Pack		125058		\$20.00				New	Fo			OoP	2
2013 Winter Offensive kit. Scenario pack with 3 scenarios, 1 causeway overlay & 1 map (66). '13													
ASL:Winter Offensive #5 2014 Bonus Pack		124995		\$18.00				New	Fo			OoP	2
2014 Winter Offensive kit. Includes a new map & 3 scenarios involving the Soviets & Germans or Japanese & Americans. '14													
ASL:Winter Offensive #6 2015 Bonus Pack		125046		\$18.00				New	Fo			OoP	2
2015 Winter Offensive kit. Includes 3 scenarios set in various places in 1944: Oredezh, USSR, Angaur Island, and Poteau Belgium. Includes 2 geomorphic boards that update earlier boards 10 & 17. '15													
ASL:Winter Offensive #7 2016 Bonus Pack		125043		\$19.00				New	Fo			OoP	2
2016 Winter Offensive kit. Includes 3 new scenarios plus two new geomorphic maps (74, 75). Scenarios cover actions in Poland, 1945 and two in New Georgia 1943. '16													
ASL:Winter Offensive #8 2017 Bonus Pack		125033		\$18.00				New	Fo			OoP	2
ASL scenario kit containing 3 new scenarios (WO21-23) with geomorphic board #76. Scenarios cover the Ukraine 1941 (2) and Aachen 1944. '17													
ASL:Winter Offensive #9 2018 Bonus Pack		127989		\$39.00				New	Fo			OoP	2
ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any W kit to date. '18													
ASL:Yanks 2nd		128698		\$103.00 **				New	DC **				2
2016 update. ■ 2016 update of this kit which provides the complete American army OoB plus the units & scenarios from earlier Paratrooper kit. Now includes a total of 41 scenarios (16 from earlier editions of Yanks & Paratrooper, & 25 from previously published but OoP scenarios, all revised & rebalanced). Includes 6 countersheets & 8 maps (16-19, 24, 40, 41, 46). Errata from prior edition incorporated. '16													
Atlanta is OURS!		129561		\$119.00				New	BC				4
Tenth game in the Great Battles of the American Civil War (GCACW) game series. Uses an updated version of the series rules that will be the standard for future reprints. Game focuses on the campaign for Atlanta during t spring & summer of 1864. Includes about 19 scenarios covering single day battles to months-long campaigns, 2 maps, 3 countersheets, 1 day/turn. Can be linked to maps from Battle Above the Clouds. Ed Beach, Mike Belles, Chris Withers'18													
Baltic Gap		132462		\$75.00				Mint	BC			OoP	4
Box concaved top & btm, with some creasing along some box edges. Components unpunched & very clean. ■ Operational Combat System (OCS) game of the Soviet drive into the Baltic states in the summer 1944. 8 scenarios include campaigns suitable for team play. 2 maps, 1400 counters, 3.5days/turn. OCS v4 rules. J.Kisner, H.Mielants'09													
Beyond the Rhine		130689		\$99.00 **				New	DC **				4
Large game in the Operation Combat system (OCS). Covers the Allied drive to & into Germany, from Sept. 1944 to the end in April 1945. Playing either side is demanding, with Allied material superiority countered by German tenacity, terrain & weather. 3.5mi/hex, 3.5day/turn, btltn-regt-div level. Includes special rules for random events, the difficulty in crossing the Rhine, Allied air superiority, Allied supply restrictions, the Bulge, etc. Includes 3 campaigns & 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15													
Blitzkrieg Legend, Btl for France 1940		131632		\$94.99				New	BC				4
Operational Combat System (#12) game of Case Yellow, the German invasion of France & the Low Countries in May 1940. Demonstrates that the Germans were lucky (& the Allies bumbling), that events could have taken very different turn. Std scenario assumes the French Dyle Plan, but alternatives free both players to explore all options. Special rules for OCS allow for bridges & fort capture, evacuations, the Maginot Line, and Hitler's command that halted the panzers for a few days. 3mi/hex, 2days/turn. 1960 counters, 3 maps, 10 scenarios.													
Bloody Ridge		121610		\$35.00				Excell	BC			OoP	2
Complete. Counter corners litely & v.neatly trimmed. Very clean. ■ Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for : key geographic feature on Guadalcanal, 12-14 Sept.'1942. Designed by an authority on the battle for the island. M.Smith'05													
Bloody Ridge		123384		\$45.00				New	BC			OoP	2
Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for a key geographic feature on Guadalcanal, 12-14 Sept.'1942. Desig by an authority on the battle for the island. M.Smith'05													
Burma, Campaign in Northern Burma 2nd		132460		\$70.00				New	BC			OoP	4
Reprint of this detailed operational combat system game of the lengthy battle for Burma & the Indian & Chinese border, 1944. A chess match that rewards effective, aggressive use of very limited number of units. Covers t Japanese Imphal offensive, the Chindits irregulars, and the US/Chinese offensive on Myitkyina. 2 maps & 840 counters; 3 campaign & 5 shorter scenarios. Best game of year in '99. D.Friedrich'08													
Canadian Crucible, Fortress at Norrey		123400		\$85.00				New	BC			OoP	3
Game using the Tactical Combat System. Depicts the Canadian forces' defense shortly after D-Day against a counterattack led by the grenadiers of the 12th SS Panzer in the First Battle for Caen. Canadians must defend their ground at all costs lest the D-Day time schedule be disrupted. 1 map, 560 counters, 8 scenarios + campaign. D.Essig'13													
Day of Days, Invasion of Normandy 1944		128383		\$90.00 **				New	DC **				3
New but not shrinkwrapped. ■ Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach & develop a secure beachhead; Germans try to try throw them back into the sea. Using a playable system, this huge game includes all the action of those furious & chaotic days: para drops, ranger assaults, & more. Uses the Standard Combat System. Includes 4 maps, 8 countersheets, v1.7 series rules, 15 scenarios (many using only 1 or 2 maps). D.Essig'15													
GD'42		123390		\$70.00				New	BC			OoP	3
Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09													
GD'42		132453		\$55.00				Mint	BC			OoP	3
Penciled annotations of game scale & series on series rules cover & parts inventory sheet. Packing tape repairs on box cover. ■ Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09													
Greatest Day, Battle for Normandy v.1		132132		\$209.00 **				New	GB **				4
First of a planned 3 game set to cover all of the Normandy landings. Large game using the Grand Tactical Game series (ala Devil's Cauldron & Where Eagles Dare) to cover the D-Day landings at Sword, Juno & Gold beaches. Includes 17 scenarios, 16 countersheets, 4 maps (3 dbl-sided) plus 8 map extensions. Big, did we say BIG?, and bulky. A.Starkweather'15													
Guadalajara		125965		\$23.00				New	BC				3
Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btltn level, 280 counters, 1 map. E.Sassot'06													
Guderian's Blitzkrieg II[I] 3rd		124323		\$160.00 **				New	DC **			OoP	4
2011 3rd edition. Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed op lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43 Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btltn-div level. D.Essig'11													
Heights of Courage, Golan Heights 1973		129344		\$30.00				New	BC				3
Std Combat System game (#16) covering the Syrian attempt to recapture the Golan Heights from Israel in the 1973 Yom Kippur War. For nearly 2 weeks, massed Syrian armor attempted to overrun determined defenders who, thru their stiff defense, allowed the Israelis to mobilize their forces for a counteroffensive that stopped just short of Damascus. This war included the largest armored clashes since WWII. Includes rules to play in tande with Yom Kippur. game (covering the Sinai front). 280 counters. S.Newhouse'13													
It Never Snows		125903		\$65.00				New	BC				4
Standard Combat System game covering the Market-Garden offensive, Sept 1944. 600m/hex, co level, 12hr/turn, making for a very playable game, & on a similar scale to Highway to the Reich. Covers both the para drops the ground offensive in a 17 turn campaign game. Detailed OoB depicts the wide-ranging assortment of units the Germans scratched together to deal with this offensive. 5 maps, 840 counters. D.Essig'13													
Karelia '44		125904		\$31.00				New	BC				4
Standard Combat System game covering the northern Finnish Front during the summer of 1944 as the Soviets attack with 2 ground armies & the Finns attempt to stave off defeat one more time by making good use of their artillery & 3 defensive lines. Btltn/rgt level w/ 280 counters. K.Jacobsen'11													
Kawaguchi's Gamble, Edson's Ridge		130692		\$36.00				New	BC				3
Grand tactical game using MMP's area move system of the Japanese mass banzai attack at Bloody (Edson's) Ridge overlooking vital Henderson Field on Guadalcanal, Sept'42. 3000 (3 btltns) Japanese assault 800 marine defenders, but a valiant defense holds the line. Uses a variable activation game system, area movement, and is only 5 turns in length. 2 countersheets, platoon level, 1-2hrs/turn, 1*/200yd. K.Dunn'15													
King Philip's War		126789		\$36.00				New	BC				4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Game of savage guerilla combat between frontier Indian tribes and colonials of America in 17th century that ultimately resulted in 2600 white & 6000 Indian deaths. King Philip, an Indian leader, leads a loose assortment of Indian tribes that might come to include the Mohawks seeking to capture either of the key settlements of Boston or Plymouth. '10										
Kingdom of Heaven, Crusader States	127639			\$80.00		New	BC	OoP		6
Last copy. ■ Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusade: plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrestan'12										
Korea, the Forgotten War 2nd	126806			\$67.00		New	BC			4
Update & reprint of this 13 scenario game using the relatively simple & fast moving operational combat system to cover the first year of the war in Korea, 1950-51. 3 maps, 1120 counters, 3days/turn, 5mi/hex, btln/rgt level. scenarios use 1 map, 2 use 2 maps. R.Miller'14										
Last Blitzkrieg, Wacht am Rhein	129347			\$99.00	**	New	DC	**		3
First in the MMP (Gamers) Battalion Combat System series. Large, detailed & colorful game of the Battle of the Bulge, December 1944, at the battalion level. Designed with the twin aims of detail on the battle and playability. Includes unit differentiation, artillery, activation by formation, traffic issues, fatigue, bridges, Tiger tank maintenance issues and more. 1 day/turn, 4 maps, 6 countersheets. Includes 2 4-map, 3 2-map, and 5 1-map scenarios. D.Essig'16										
Lincoln's War, Politics & Personalities	130108			\$65.00		New	BC			6
1-4 player, highly strategic game of the political aspects of the American Civil War, 1861 thru the 1864 election. Uses a diceless card-based system with 132 cards (including 14 seditious characters). Players must juggle pursuing political resources (& victory points) & the 145 loose cannons represented in the game with the conduct of successful military campaigns. 6 scenarios, 162 cards, 2 countersheets & a wide assortment of political possibilities from the assassination of Lincoln to British intervention. J.Poniske'14										
Mighty Endeavor 2nd	131637			\$43.00		New	BC			6
Update & expansion of this simpler, div level game of the campaign in France from D-Day to the end of the war, using the Standard Combat System. Allows Allies choice of invasion site, runs thru the fall of Germany, and is fast moving. 1 map, 280 counters, 24pgs of rules. 2nd ed expands the game to include the eastern front just east of Berlin, uses the unique system first used in Battle for Germany where one player controls the Western Allies & eastern Germans, the other the western Germans & Soviets. D.Essig'14										
Most Dangerous Time	129863			\$52.00		New	BC			6
Game the final period of civil war within medieval Japan, 1570-1584, as Oda Nobunaga takes on all comers. One player takes the role of Nobunaga, the other (up to 3) oppose him. Includes 110 cards. T.Nakamura'09										
No Question of Surrender	131639			\$56.00		New	BC			3
Grand Tactical Series game (based on Panzer Command system), similar to Devil's Cauldron, covering the Axis assault on 2 Free French battalions holding the southern end of the Gazala line in an old fort at Bir Hacheim May-June 1942. 3 countersheets, 3 scenarios + full campaign. N.Richardson'12										
Operational Matters OCS Guide	127644			\$36.00		New	n			4
Gamers guide focused on the Operational Combat System (OCS) and including near-complete update of the Gamer's Sicily game. (Game is missing only the series rules, which must be either borrowed from another gam or downloaded from the publisher's website before play). Contains articles on many of the OCS games including Blitzkrieg Legend, DAK, Case Blue, Reluctant Enemies, Korea, Sicily, Hube's Pocket, Tunisia, Burma & mor SICILY II is an operational level game of the Allied invasion of Sicily, '43, using v3 of the OCS rules system. Covers the entire campaign in Sicily at Col/btln/rgt/brig level. Now at a slightly larger scale with 1 map, 2 countersheets, 3.5 days/turn, 3.5mi/hex. 6 scenarios. D.Essig'16										
Panzer Battles, 11th Panzer on the Chir	132606			\$39.00		New	BC			3
Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btln level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17										
Roads to Gettysburg II [2nd]	129564			\$145.00	**	New	BC	**		4
Combination of THREE previously separate games into one set (using one of the earlier game's name) Includes campaigns previously covered by Here Come the Rebels (1862 Antietam Campaign), Roads to Gettysburg (the 1863 Gettysburg campaign), and Rebels in the Whitehouse (the 1864 raid on Washington printed in Skirmisher magazine). Include 4 maps revised to include all the current GCACW terrain types, four countersheets updated to current standards, and a total of 23 scenarios (2 of which require the north map from Stonewall Jackson's Way II). Ed Beach, Mike Belles, Chris Withers'18										
Rock of the Marne	128384			\$30.00		New	BC			4
Std Combat System game of the final German Offensive in July 1918, the Second Btl of the Marne. Name refers to the US 3rd Inf which held steadfast against the Germans. 12hrs/turn, 1.25mi/hex, div level, 280 counters. J.Best'08										
Salerno, the 1943 Invasion of Italy	121578			\$34.00		New	BC			3
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										
Screaming Eagles in Holland	121589			\$55.00		Mint	BC	OoP		3
Very clean & unpunched. ■ 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 arm 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										
Screaming Eagles in Holland	123372			\$65.00		New	BC	OoP		3
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										
Smolensk, Barbarossa Derailed	132614			\$59.00		New	BC			4
Game of the battle for Smolensk, July-Sept 1941, using the Operational Combat Series (OCS). Hitler diverts the panzers north & south during August, and Soviet counterattacks presses the Germans thin before their return. Includes 7 scenarios, 4 countersheets. Said to be a good entry into the system as the game is smaller & simpler with limited special rules. '18										
Storm Over Dien Bien Phu	131806			\$36.00		New	BC			4
Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14										
Storm Over Stalingrad	132467			\$59.00		Mint	BC	OoP		4
Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btln level. T.Nakamura'08										
Strike Them a Blow	123357			\$40.00		New	BC			4
Civil War Brigade series game covering Lee's trap that divided Grant's army, giving Lee a chance to attempt to destroy the Union army in detail along the North Anna River, 1864. Brig level, 2 maps, 560 counters, 200yd/h D.Essig'06										
Suns, War of the..., War of Resistance	132623			\$132.00	**	New	DC	**		6
Large game of a lesser known but still critical theater in the war against Japan in WW2: the Chinese War of Resistance. Meticulously researched over many years, this game is a labor of love, and is likely the most detailed game of the War in China prior to, and thru the end of, WWII. Military strategy must be paired with effective political strategy to win, and possible what-ifs offer fresh possibilities with each game. Includes 8 regional scenarios plus campaign game, 10 countersheets, 3 maps; complex. Div level, seasonal turns, covering 1937-1945. L.To'13										
Tide at Sunrise, Russo-Jap War 1904-5	125916			\$32.00		New	BC			4
Operational level game of the Russo-Japanese War of 1904-5, using the Victory Lost game system. Easy to learn & modest complexity but with excellent strategy & tight balance. 184 counters, 1 map.'10										
Tunisia II [2nd]	132140			\$45.00		New	BC			2
2016 2nd edition. ■ Update of this detailed, btln lvl gm of the Tunisian campaign, start to finish, Nov '42 - May '43. Includes rules allowing much strategic flexibility to Axis in reinforcing or withdrawing from N.Africa. Accessible due to low number of units, yet Wild & woolly! Includes 2 maps, 780 counters, optional rules for Enemy at the Gates that reflect the decisions the Axis could have made regarding Tunisia. Btln/rgt level, 6 scenarios, 3.5days/turn, 5mi/hex. 2nd edition uses current version of OCS system rules, with many changes to unit values as a result, as well as reconsidered OoB & new maps. HIGHLY RECOMMENDED. D.Essig'16										
Warriors of Japan, a Country Aflame	128000			\$37.00		New	BC			6
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										
Multi-Man ASL JOURNAL		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
ASL: Journal # 2 2nd [reprint]	132142			\$49.00		New	n	OoP		2
Includes a 22x32" Kakazu Ridge (Okinawa) map, 2 countersheets, rules for 24 historical scenarios (J13-35). Reprint of most of this issue of this magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios, & 2 pgs of errata. '10										
ASL: Journal #11	123188			\$29.00		New	n			2
48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16										
ASL: Journal #12	130117			\$22.00		New	n			2

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
40pg magazine including 12 new ASL scenarios (on cardstock), corrected scenario 181 from Yanks, and many strategy & analyses articles. A must for ASL fanatics. '17										
ASL:Out of the Attic #2		131652		\$18.00		New	n			2
48pg magazine that includes 16 ASL scenarios but focuses on reprinting more obscure but valuable ASL material from various other publications and newsletters. Scenarios are tournament themed. '10										
Multi-Man OPERATIONS MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Operations Magazine Special Issue #2		122802		\$29.00		New	n			Z
Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btln/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. ARTICLES ON: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron '09										
Special Ops Wargaming Journal # 1		122337		\$29.00		New	n			Z
Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancient battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tank Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.										
Special Ops Wargaming Journal # 2		130695		\$20.00		New	n			Z
Mag + Game. Mag with UKRAINE '44 game focused on the Soviet offensives in the Ukraine in late 1943 & 1944 (aka Hube's Pocket). The German 1st Panzer Army is surrounded by 1st & 2nd Ukraine Fronts. 5km/hex, 1day/turn. 280 counters (99 units). / Includes 4 ASL scenarios O3, O4, S39, S40. ARTICLES ON: Ukraine '44 strategy; Soviet leader bios in Fury in the East; Bravery in the Sand (Ops Special #2) overview; short scenario Mighty Endeavor; ASL starter kit sequence of play; Soldiers of Orange, a Dutch SASL campaign; review of cavalry scenarios of the Grt Campaigns of the Am Civil War game series; MMP's designers. '12										
Special Ops Wargaming Journal # 3		116254		\$35.00		New	n	OoP		Z
Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12										
Special Ops Wargaming Journal # 3		109769		\$26.00		Mint	n	OoP		Z
20 (all) variant/errata counters for Baltic Gap removed; all other counters included & unpunched, others mint. ■ Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12										
Special Ops Wargaming Journal # 5		116894		\$30.00		New	n	OoP		Z
Mag & Game. Includes complete game BUSHY RUN, pitting British force of 500 seeking to relieve Fort Pitt, against a largely hidden & mobile Indian force in Pennsylvania, 1763, during Chief Pontiac's War, w/ map & 88 counters. Includes ASL map #68. ARTICLES ON: Angola strategy & analysis; intro to Mr. Lincoln's War, with analysis & strategy; Japanese anti-tank tactics in ASL; ASL scenario O9, O10, S56, S57; Viet Minh strategy in Storm Over Dien Bien Phu; designer's notes for Last Chance for Victory; OoB Notes for It Never Snows. '14										
Special Ops Wargaming Journal # 8		131665		\$25.00		New	n			Z
MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura '18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barrikady in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.										
Omega Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1864, Year of Decision		55423		\$29.00		Mint	BC	OoP		6
~45 counters loose from tree in strips. Others mint & very clean. ■ First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in an outline/bullet point format. Combat resolved based on troop quality, commander abilities, supply & morale, fortifications & weather. D.Alexander'01										
AirLand Battle, Corps Op Combat in Europ		127351		\$30.00		Mint	BC	OoP		4
Box btm discolored by age, others mint. ■ Operational level game of a Soviet thrust into Central Europe. Focuses on air-land coordination in corp-level operations, posing the decisions a corp or army commander must make. Rgt/Brig level w/ air & logistical emphases. 5km/hex, 4 scenarios, 600 counters. D.Alexander'87										
War to the Death, 1st		10860		\$29.00		Mint	FB	OoP		6
Includes #10861, 2nd Ed Update Kit w/ new rules, charts, scenarios, map--everything but counters & box. Box cover concave w/ creases; components cherry. ■ Strategic level game of Napoleon's Iberian Peninsula campaign, 1810-13. Area move on ugly map. Well designed by author of book on subject. D.Alexander'86										
One Small Step (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
2WW, the War in Europe 3rd		130582		\$38.00		< New	BC	OoP		6
4" crease on box cover extending from one corner. Others new & shrinkwrapped. ■ Apparently an evolution of 3W's small, introductory level game of all of World War II in Europe and northern Africa. Played with 140 counters and a 17x22" mounted map. Army group level, with air & naval fleets. Suitable for beginners. B.Banks, P.Cooper, J.Compton'15										
2WW, the War in Europe 3rd		130583		\$41.00		New	BC	OoP		6
Apparently an evolution of 3W's small, introductory level game of all of World War II in Europe and northern Africa. Played with 140 counters and a 17x22" mounted map. Army group level, with air & naval fleets. Suitable for beginners. B.Banks, P.Cooper, J.Compton'15										
Algeria, War of Independence 1954-62 5th		129407		\$19.00		New	Fo	OoP		8
4th reprint of this small game of the bitter war for Algerian independence, 1954-62. Played on an area movement, 17x22 color map w/ 140 color counters. Emphasizes the administrative aspects of fighting a guerilla war, converting Algerian institutions from French-based to those of an independent nation. B.Train'16										
Ancients: Thapsos & Alexandria		81727		\$9.00		New	Fo	OoP		3
Last copy. ■ 2 stand-alone gms using popular Ancients system w/ historical maps & units. Thapsos is a land btl, Alexandria is a naval btl during siege. Repackaged in a flat 8.5x11" folio. B.Banks'03										
Atlantic, Battle of...		129406		\$18.00		New	Fo	OoP		4 1
Strategic level, solitaire folio game of the German U-Boat campaign against the Allies during the pivotal period of August 1942 to May 1943. Includes small, area move map covering the northern & central Atlantic; 24 cards; 88 counters. G.Grabner'16										
Binh Dinh '69		130605		\$18.00		New	Fo			4
Struggle for control of Binh Dinh coastal province in the Central Highlands of southern Vietnam in 1969, after the Tet Offensive. An ARVN division, a southern Korean division & a US airborne brigade take on the NLF and 18th NVA regt. 140 counters. Brian Train'17										
Fall of Berlin 2nd		123526		\$18.00		New	Fo	OoP		4 1
Solitaire game of the Soviet attack on Berlin, and the bitter battle that ensued, between 20 April and 2 May. Uses a sort of point-point map of Berlin. 24 event cards, 88 counters, 100yd/hex. Graber, Gary'17										
Great War, 1914-1918, 3rd		124852		\$48.00	**	New	BC	**		6
Updated from much earlier Rand (and WEG) editions. Strategic level, area-move game of World War I in Europe. Units represent armies or corps or naval squadrons, with other specialized unit types. 7 scenarios plus a campaign game that links all of them. For 2-7 players (so includes diplomacy). Mounted map, 1 countersheet. moderate complexity. A.Nofi'16										
Guderian's War, Advance on Moscow 1941		129232		\$50.00		New	BC			4
Simpler, 2-player game of the German Barbarossa offensive into the USSR during the summer of 1941, June-Sept. German goal is to capture more territory more quickly than was done historically. 16mi/hex, div level, 1wk/turn. Uses untried unit dynamic for most Soviet units. Ty Bomba'17										
Holy Roman Empire, the Thirty Years War		117079		\$49.00	**	< New	GB	**	OoP	6 6
V.sml irregularity at one box btm corner, with a 1/3" seam split (easily repaired). Others shrinkwrapped & new. ■ Update of game published in Wargamer #33, tho it has changed so much you'd hardly know the two are related. Six-player game of the intrigues surrounding the Thirty Years War in the 17th century. Social differences sparks a challenge to the Holy Roman Empire's throne, dividing Europe along political & religious lines. Protestants come to the defense while the armies of Spain & Bavaria defend the Emperor. Franch & Sweden seek to dismember the Empire for their own benefit. Game emphasizes diplomacy as well as planning & finances. Includes both a fast & a detailed combat system to resolve combat. M.McLaughlin'15										
If Dragons Fight, China vs Taiwan		129685		\$39.00		New	BC			4
Game of a hypothetical Chinese invasion of the island of Taiwan in the next 5-some years. Invasion assumed to be prompted by a declaration of Taiwanese independence or the island's imminent acquisition of nuclear weapons. Sound familiar? 2 player, modest complexity game of all aspects of the invasion, including the preparatory blockage & air bombardment. 176 counters. Ty Bomba'18										
Kandahar, Southern Afghanistan 2008-10		127299		\$18.00		New	Fo			4
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 garners victory points as well as further resources. 12 objective card, 140 counters. B.Train'15										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Lone Jack, Battle at...		116991		\$21.00		New	Fo	OoP		2
Folio game captures the bitter, confused action along the main street of Lone Jack, Missouri, in August 1862. Low level tactical battle as unmounted Confederate cavalry clears the town. 140 counters, small map, company level, 80-100yd/hex. Uses the Rebel Yell system of tactical Civil War combat. Relatively complex. '16										
Middle Creek, Eastern Kentucky Jan 1862		117050		\$21.00		New	Fo	OoP		3
Folio game of a small battle that largely determined the fate of eastern Kentucky during the American Civil War. A small force under Marshall faced Union forces under a then-unknown future president, James Garfield. A long, bitter battle, the Confederate's supplies were thin and their army threatening to desert, making for a Union victory. Uses the Rebel Yell system for tactical Civil War combat. 140 counters, small map, company level, 80-100yds/hex. '16										
Miracle on the Marne		123510		\$35.00		New	BC			4
Game of the battle of the Marne, Sept 1914, as the Allies sieze upon the open German flank to drive them back from Paris and apparent defeat. 1 map, 1.5 countersheets, rgt/div level, 15mi/hex. Jon Compton'17										
Nato, Nukes & Nazis II [2nd]		126647		\$50.00		New	BC	OoP		6
Largely a graphical update of the once-popular alternate history game positing that the Axis nations survived World War II, form the Warsaw Pact to rival the Allies' NATO forces, and World War III breaks out in the 1990s. Covers the two fronts of the European war: Germany's border with France and its border with the rump of Russia. 2 maps, 3 countersheets. playable by 2-4 players. Ty Bomba'16										
Nippon, Nukes & Nationalists		126624		\$40.00		New	BC			6
Sequel to Nato Nukes & Nazis and War in France & Russia. Alternate history game where Nationalist China survives World War II, becomes a member of the Warsaw Pact, while Japan is rearmed as part of NATO in response. Then War breaks out across east Asia. 264 counters, 75mi/hex, 1wk/turn. Ty Bomba'17										
No Trumpets, No Drums 2nd		130618		\$46.00		New	BC	OoP		6
Updated 2nd edition game of the US's 2nd Vietnam War, 1965-75, beginning with significant US ground involvement. Emphasis on the political consequences of military actions on the Vietnamese - & US - populations. Covers both conventional & unconventional combat, and the political goals that may not coincide with military goals. 6 scenarios (1965-68, 1968, 1972, 1975, 1969-72, 1973-75), 280 counters, 2mo/turn mounted map. Goc game. Mark McLaughlin, Larry Tuohy'17										
Operation Whirlwind, Budapest Nov 1956		117044		\$17.00		New	Fo			3
Folio game of the confused battle for Budapest in Nov. 1956 as the popular government declared its intent to withdraw from the Warsaw Pact, become neutral, and end one-party Communist control. The Soviets invade to prevent all this, resulting in street battles and a national revolt. 140 counters, small area-move map of Budapest. '16										
Putin Strikes, Coming War Eastern Europe		125154		\$39.00		New	BC			4
Game of the hypothetical situation were Putin's Russia to decide to go all-in with a bold, conventional war attack to the west, hoping for a short war that reshapes its borders . 1 countersheet. Ty Bomba'17										
Second World War		127950		\$70.00		New	BC			6
Highly strategic level game of the entirety of World War II in Europe, the Pacific & northern Africa. 3 maps, 4 countersheets. Can be played by more than 2 players. 3 maps, 4 countersheets. Peter Bertram, Randall MacInn John Powers'17										
Tupamaro, Uruguay's Urban Guerillas 2nd		129370		CALL		New	Fo			6
2nd edition update of this game of the civil war between the Tupamaros and the Uruguayan state from 1968-72, one of the rare urban guerilla conflicts. Varying scale & time frame, 100 counters. Uses an early version of the Counter-insurgency (COIN) system. Rules, counters & maps all updated in these version B.Train'18										

One Small Step ARES MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Invasive Species #2		117814		\$25.00		New	n	OoP		2
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.										
Worlds, War of the... #1	GmOnly	115547		\$25.00		New	n	OoP		2
GameOnly. Game covers an invasion of central London in the 1880s by Martian beings, a game version of HG Well's famous story. The Martians secretly select one of 5 objectives (from level the city to abduct the heroine and the Earthling's must stop them in 12 turns. Each side has a handful of unit types each with unique abilities. Fast playing, and possibly a good game for beginners or beer drinkers. B.Banks'15										

One Small Step COMP EDGE (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Cybernaut, Duel for Cyberspace #11		116452		\$17.00		Mint	n	OoP		A
Mag & game. StaQuo, a worldwide government ala NWO, is challenged by hackers-Cybernauts- or control of the Net. Counters must be cut apart (& optionally mounted). Conflict occurs in both the real & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.										
Der Kessel / Fire & Steel #12		91328		\$15.00		Mint	n	OoP		4 1
Last copy. ■ Mag & 2 games. KESSEL is a solitaire game of the German attempt to escape the trap of Stalingrad using an area-move, div-level system. Player controls the German 6th Army and must husband supplies & assist the relief forces on an pt-pt map covering SE USSR. G.Graber'97 / FIRE & STEEL is a boardgame adaptation of Battlechrome card game of futuristic tactical combat between futuristic infantry. Both games require cutting apart (& optional mounting) of cardstock counters before play. / ARTICLES ON: 21st century battlefield weapons & technology, something of a sci-fi article; FASA's inability to protect its intellectual property.										

One Small Step COUNTERFACT MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

1936, What If? the Rhinlands Crisis # 4		125142		\$20.00		New	n			4
Mag & Game. Game of the situation in 1936 as Hitler announces the remilitarization of the Rhineland area bordering France. What if the French had intervened at that juncture? Game posits that Germany would fall in civil war, that the Soviets would use the opportunity to invade, and so the French must fight their way to Berlin to install the government of their choosing. 88 counters, 1wk/turn, 40mi/hex. Ty Bomba'17 / ARTICLES ON: The Rhineland Crisis of 1936; What Would Machiavelli Tell the Ukrainians?; Britain, China and Japan's New Aircraft Carriers; Russia's Next-Gen Super-Tank Armada; Terrorism as a Strategy; Accidental Superpower Book Review; SitRep: Russia's New APC, China has won the Battle of the Nine-Dash Line, US Camouflage Uniforms, Lockheed-Martin SR-72, Boeing X-51A Waverider, Growing Israel Dolphi-2 Sub Flotilla, US Army Cheetah Robot, Growing role of Special Forces Around the World.										
1WW, World War One in Europe # 2		118456		\$29.00		New	n	OoP		6
Mag & Game. Game is a smaller, simpler, highly strategic game of World War I thruout Europe & the Middle East at army level, 1914-18. Morale is key in that it may limit an entire nation's effectiveness or force an outright surrender, and a strong morale can be used to purchase allies. 140 counters, quarterly turns, 87mi/hex. B.Banks'16 / ARTICLES ON: Napoleon at Leipzig, both as history & a review of OSG's latest iteration by this name; Review of ERUOPA SIM Strafexpedition, the Spring Offensive Against Italy May-June 1916; Battle of the Coral Sea analysis; Shimon Naveh's Systemic Operational Design (SOD) in Military Planning; Myth & Reality of the Schlieffen Plan.										
Islamic State, the Coming Libya War # 5		128505		\$20.00		New	n			4
Mag & game. Solitaire game of a hypothetical US-led NATO invasion of Libya & Tunisia after these nations have collapsed into civil war & chaos. US-led forces including Libyan nationalists, Egyptian, NATO & anti-Islamic militias attempts to destroy a nascent ISIS organization before it can coalesce into a nation-state. Isis forces seek to maximize damage to coalition forces, including capturing & killing pilots, attrition to allied units, control of localities, etc. 3.5days/turn, btln/rgt/brig level, point-point movement. Javier Romero'17 / ARTICLES ON: Coming War Against Isis in Libya; Thirty Years War, Struggle for the Holy Land 1919-49; German Colonial Wars in South West Africa; US M3 Halftrack vs German SDK FZ-251; Armored Trains at War; Task Force Razor & the US Strategy vs Isis.										
Millennium Wars, Lebanon #3		130623		\$24.99		New	n			4
Mag & game. Game elaborates on the earlier Millennium War series with coverage of Israel's two invasions of Lebanon. Designed as sort of a modular, scenario-based game that quantifies the social, technical & hi-tech capabilities of each armed force. Provides 2 scenarios: 1982 & 2006. 176 counters, btln/brig/div level with lots of specialty units & abilities. M.Anderson, J.Miranda, J.Compton'16 / ARTICLES ON: Arab-Israeli Wars 1947-8; Next War in the Middle East; Stalex in Conflict; Detailed analysis of AH Firepower game as it depicts contemporary man-man combat, w/ 6 new scenarios & new small arms & vehicles; Advanced Rules for ONE 2WW; Designer's Notes for Millennium Wars Advanced. '16										
Mule Shoe Salient # 1		110386		\$29.00		New	n	OoP		3
Mag & game. Premier issue of this magazine of professional & commercial wargaming. Game covers the May 1864 change in tactics after Grant's very bloody & unsuccessful attempts to overwhelm the Confederate fortifications around Richmond. Instead, he would follow the suggestion of a Col Upton & simply overwhelm a localized area then spreadout, all without bothering to engage in a firefight. 140 counters, 20min/turn, 220yd/hr R.Denge'15 / ARTICLES ON: Analysis of CPS Breaking the Chains; The Bloody Angle, Why Did it Fail?; Analysis of WDG at Neuve Chapelle; Preview of OSS Huzzah!; Wargaming by the Rules of War.										

Operation Studies Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Dark December		120914		\$55.00		V.Good	BC	OoP		4
Missing 2 markers, ID included; all units present & otherwise complete & clean. 2 pieces of masking tape on box btm & 1 on box cover end panel. Others EX. ■ Well-regarded, medium complexity, 1-map game of the Battle of Bulge, Dec 1944. Includes 3 scenarios, a campaign game focused on the German offensive, and an extended campaign covering the Allied counteroffensive to reduce the bulge. 1 map, 400 counters. A map supplement was made available to owners of this game separately (it was not included in the game tho listed in the parts inventory). D.Parker '79										
Devil's Den, 1st		1500		\$44.00		Mint	BC	OoP		2
Some sun fading to 2 side edges & margins of box cover. ■ Company/battalion level game of Longstreet's attack against the Union's position at Devil's Den & Little Round Top on 2nd day of Gettysburg, July 1863, led by Hood division. Emphasizes command control, ammo supply & fatigue 2 scenarios plus day long scenario. 30yds/hex, 8min/turn, 15min/strength point, 400 counters. Scenario for the assault on Devil's Den, and another for the battle for Little Round Top, plus a campaign that combines both. D.Martin, L.Millman'80										

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.												
Rommel & Tunisia		132457		\$70.00			Mint	BC	OoP	Err		4
Game scale info penciled onto rules cover. Otherws mint. ■ Detailed rgt lvl simulation of entire campaign for Tunisia, Nov 42-May 43. Played in 3 scenarios & camp game. Detailed air, command & logistics. J Nelson'78												
Wargame Design (OSG II) v2 #3		117489		\$14.00			Excell	n	OoP			Z
Newsletter of the second incarnation of Operational Studies Group (aka Kevin Zucker) promoting their line of Napoleonic games with strategy & analysis, history, and previews of upcoming attractions.												
Wargame Design (OSG II) v2 #6		115329		\$15.00			Mint	n	OoP			Z
Newsletter of the second incarnation of Operational Studies Group (aka Kevin Zucker) promoting their line of Napoleonic games with strategy & analysis, history, and previews of upcoming attractions.												
Wargame Design (OSG) v1 #3		115327		\$10.00			Mint	n	OoP			Z
The original Operational Studies Group (aka Kevin Zucker)'s mag promoting their intended line of Napoleonic series games, with history, strategy & analysis, and lots of design preview material.												
Pacific Rim CntrAtk Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Drive on Frankfurt #1		67581		\$25.00			Mint	n	OoP			4
Mag & game. Good game of a Soviet drive on Frankfurt via Fulda Gap shortly after the outbreak of World War 3 in Europe. Similar to Next War, game envisions a very fluid, non-linear battlefield in which air & ground operations are integrated & violent, and the Soviets are on the move toward the Rhine. Includes the possibility of chemical & nuclear weapons, & electronic warfare. Btm/rgt lvl. J.Southard'87 / ARTICLES ON: Modern bat doctrine; The Bundeswehr, Germany army; Units of the Drive on Frankfurt (ToOE); Soviet Conventional Combat Philosophy; conjectured War of German Reunification.												
Lee Invades the North #2		1523		\$20.00			Mint	n	OoP			6
20 units loose from tree in strips. ■ Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates into the North, Sept 1862 & summer 1863. Focuses on command control and following a strategic plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 187 naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.												
Lee Invades the North #2		90107		\$25.00			New	n	OoP			6
Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates into the North, Sept 1862 & summer 1863. Focuses on command control and following a strategic plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 1863; naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.												
Pacific Rim GRENADIER Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Grenadier Magazine #16		115298		\$7.00			Mint	n	OoP			Z
ARTICLES ON: German Ground Unit OoB, Sept 1939 - Dec 1940; Review of GDW Guilford Courthouse; Review of AH Guns of August; Review of Harpoon Naval Rules 1st; Review of PWG Kanev w/ designer's reply; Brief reviews of recently published games. '83												
Grenadier Magazine #17		115299		\$7.00			Mint	n	OoP			Z
ARTICLES ON: a table to select optional rules for Case White; limited intelligence in Eurpa games; Railroads in Eurpa games; analysis of SIMCAN Napoleon's Last Triumph; Jack Radey 9:00; Fall Blau scenario for Drang Nach Osten, pt 1; What Makes a Good Solitaire Game?; strategy in YAQ French Foreign Legion; Slovakia on the east front in WW2; brief reviews of ATACTIX Victory at Waterloo, MAYFR Jerusalem, Sandhurst Wargames, SIMCAN Seapower & the State; WWW Little Roundtop #20, TSR Rapid Deployment Force RDF #91, PEOPLE's Cossacks are Coming, META Helltank, WEG Kamakura. '83												
Grenadier Magazine #18		115300		\$7.00			Mint	n	OoP			Z
ARTICLES ON: Jack Radey 9:00; comparison & analysis of Gettysburg games: McPherson's Ridge; the Italian Airforce in Drang Nach Osten; Fall Blau scenario for Drang Nach Osten, pt 2; developing a solitaire system for YAQ's Bomber; scenario for the German invasion of Sweden in 1943 for Narvik (& Case White, Western Desert, Fall of France); brief reviews of: PEOPLE's Kirovograd & Aachen, PHOENIX Chickamauga & Remember Gordon, Moscow '41, WWW Siege at Peking #21, AULIC Mohawk & Hannibal, SIMCAN Hannibal & Wilderness, GAME PRESERVE Rommel in the Desert 1st, TSR Attack Force, AH Bull Run, CENTURIAN Silo 14. '83												
Grenadier Magazine #22		115304		\$7.00			Mint	n	OoP			Z
ARTICLES ON: History of the Battle of Britain; Review of TSR Battle Over Britain; Review of Rommel in the Desert 2nd; Replay of Fire in the East at Origins '84; Review of Birth of a Nation [Btl of Bemis Heights at Saratog Brief review of recently published games. '84												
Grenadier Magazine #24		115306		\$7.00			Mint	n	OoP			Z
ARTICLES ON: Strategic games of the American Civil War pt 1: House Divided 1st; Jack Radey 9:00; the Italian airforce in Their Finest Hour 2nd; review of CENTURION Crisis in the Ukraine; SIMCAN Divine Wind; WEG Shloh & South Mountain; brief reviews of: TSR Gleam of Bayonets; HIST CONCEPTS Napoleon in Spain & Marengo; WWW Peter the Great #27; TSR Trail of the Fox #97 & Singapore #96. '85												
Grenadier Magazine #26		115308		\$7.00			Mint	n	OoP			Z
ARTICLES ON: Wargaming without Intelligence (using GDW 8th Army, Normandy Campaign, 3W Clash of Steel & West Wall as examples); interview with Fred Helfferich; Soviet Reserves & Off-Map Military Districts in Fire in the East; Roundtable of playtesters of Fire in the East; Wargaming in 1990; By Chance or Design?; Strategic Games of the American Civil War; Jack Radey on PC games; Origins 11 (1985); Brief reviews of GDW Op Market-Garden, 3W Hell Hath No Fury; WEG South Mtn; TSR Road to Vicksburg #103. '85												
Grenadier Magazine #28		115309		\$7.00			Mint	n	OoP			Z
ARTICLES ON: Zucker's Napoleonic game series survey; GDW Europa games collectors guide; East Wind Rain review & clarifications; Trial of Strength review; Jack Radey 9:00; strategic Am Civil War game survey conclusion; History Second World War review; Overrunning the West review; Spain & Portugal review; World in Flames 1st review; Third World War Arctic Front review; No Pasaran errata. '86												
Grenadier Magazine #30		115311		\$8.00			Mint	n	OoP			Z
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												
Grenadier Magazine #31		115312		\$7.00			Mint	n	OoP			Z
ARTICLES ON: The Explosion of Solitaire Gaming; Review of VG Ambush, with Replay of a Skirmish; Review of WEG RAF 1st; The Problem of Solitaire Design; Correcting Problems with Fire in the East, with a Critique o Same; Differences Between AH Stalingrad, Russian Campaign & Russian Front; Operation Taifun 3 for Fire in the East (begins Dec 1941); Short Reviews of recently published games. '07												
No Pasaran! #27		96724		\$15.00			V.Good	n	OoP	Err		4
w/Grenadier Mag #27. Mag cover & page edges moisture warped. Several pages discolored & mildly moisture warped including 2 countersheet pages. Damage is mild. ■ w/Grenadier Mag #27. Kit to play out the Spanish Civil War using the GDW/GRD Europa game system on Spain & Portugal maps (and requires the latter).												
Pacific Rim JustPlainWGs (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
48th Panzer Korps 2nd		129157		\$27.00			New	zl	OoP			4
Reprint of this popular, long out of print game of the 6-day slugfest in the Chir River Basin as 48th defends corridor to Stalingrad & Caucasus, Dec'42. 200 counters. J.Soldak'06												
Across the Pacific 2nd		124760		\$70.00			New	FB				6
2nd ed copy. ■ 2nd edition simply has the name printed on the box cover itself. Large game of the entire war in the Pacific. Japanese select strategic goals before the game, then juggle very limited resources to secure a defensible perimeter & hold back the inevitable onslaught. 5 months/turn, map covers from Hawaii to India. 960 5/8 counters, rgt to army level, with air fleets, individual capital ships, etc. 4 scenarios + campaign. M.Myers'1												
Balkan Storm		129160		\$15.00			New	n				4
Simpler div lvl gm of 3rd WW begun in E.Europe & Balkans. Aggressor player attempts to recruit support among nations to upset the status quo enforced by powerful western nations. T.Honsa'95												
Bastogne, Crossroads of Death		109448		\$15.00			New	n				4
Sml gm of German drive on Bastogne & Patton's counterstroke. 2 scenarios & campaign. J Meldrum '91												
Black Day of the German Army 2nd		132156		\$15.00			New	n				4
Smallish game of the Entente's Aug 1918 offensive which massed 500 tanks and fresh forces against the German's Amiens salient, giving the allies a true break thru. U.Blenemann'95 Also includes Fuller Offensive, a sm kit with 30 counters & 4pgs of rules that covers what-if WW1 had continued to 1919. Massed tanks & mech inf, new US troops, and hi velocity AT guns are in store. J.Meldrum'00												
Black Sea Fleet, 1914-18		132157		\$15.00			New	n				4
Naval combat in the Black Sea during WW-I between Russia, Turkey & Austro-Hungary. Played in 13 scenarios. 100 counters & an 11x17 map. Uses a system that preceded the Great War at Sea series by the same designer. M Bennighof'91												
Blood & Iron 2nd		126832		\$35.00			New	HC				6
6 scenario gm of the 4 wars Bismarck used to craft a united Germany, 1859-70. Includes Franco-Prussian War of 1870 as well as 3 other wars. W/simple intro scenario. Mod complex, op-strat lvl. 2nd ed updated the rules M Bennighof'93												
Chosin 2nd		122971		\$33.00			New	HC				3
Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Reservoir, Nov'50. American firepower suppresses things during the day, but the Chinese rule the night. The US forces must retreat in good order during the day, establishing a solid defense before nightfall, day after day. 1 map, 300 counters. 440m/hex, 8hrs/impulse. Lengthy game. T.Carlson'04												
Counter Sheets, 1/2" Color Printed (6)		124767		\$12.00			New	Fo				Z
1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red & white).												

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Counter Sheets, 5/8" Blank (6) White 6 sheets of blank, white 5/8" counters (1152 total). White on both sides. '11		132162		\$15.00		New	n	Z
Demyansk Pocket Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91		104655		\$15.00		New	n	4
Honour Alone, Fall of Hong Kong Modest sized game of the stubborn but obviously hopeless defense of Hong Kong against the Japanese, Dec'41. B.Knipple'92		121039		\$21.00		New	n	4
Iron Tide, Panzers in the Ardennes [zl] Ziplocked. ■ Ziplocked version. Game of the Battle of the Bulge, using a variant of the Op Typhoon game system (with chits being picked for unit combat values). Colorful, pleasing components. 1 map, 700 counters, 12pg of rules, 2 scenarios plus campaign game. N.Kilgore'03		124772		\$35.00		New	zl	4
Kestenga Small game of the 3 Axis attempts in '42 to cut the Murmansk RR near Kestenga. M.Bennighof'93		114810		\$15.00		New	n	4
Last Elephant Offensive, Sangshak, '44 Initial btl of Jap's Mar'44 U-GO offensive into India. 50th Indian Para delays large Jap. force as it crosses the map. Co lvl. B.Knipple'91		129081		\$15.00		New	n	2
Salla 1941, Fight to the Finnish 3 div Axis offensive at neck of Kuralia Peninsula attempting to isolate Murmansk. Btlm lvl. Unique move system & subject matter. Good game. M Bennighof'91		104425		\$15.00		New	n	4
Summer of 1863 Strategic level, point-point game of the American Civil War in the pivotal year of 1863. Focuses on the political & economic drivers that lead to the Gettysburg campaign. Game covers a 1 month period beginning immediat after the battle of Chancellorsville, June-July 1863. 3days/turn, div level, 96 counters. T.Eskey'14		121042		\$23.00		New	zl	4
Taman '42 Aug 1942 drive by the Rumanian Cav Corp to clear the Taman peninsula, the Axis right flank of AG South at the east end of Kerch Straits. Btlm lvl, using the Salla system of alternating divisional activation. M.Bennighof'93		121048		\$15.00		New	n	4
Troina '43 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		114812		\$15.00		New	n	4
Vimy Ridge 1st Smaller, btlm/company level game of the Canadian's assault on Vimy Ridge in Spring 1917. Allies must plan a rolling barrage & exploit it with their troops to avoid slaughter, while the Germans must catch the exposed attackers to avoid a breakout into the open fields beyond the ridge. 200 die-cut counters, full-size map. K.Anderson'00		129159		\$20.00		New	zl	3
Wellington's War, Peninsular Campaign Block-style game of Wellington's campaign in Iberia thru the first fall of Napoleon, 1808-14. 108 blocks represent the armies of France, Britain, Portugal & Spain. French must suppress Spanish rebellion & secure Iberia, while the Brits try to undue French efforts by promoting Spanish rebellion & ultimately boot the French out of Spain. Includes 60 event & command cards. H.Von Stockhausen '15		121044		\$69.00		New	FB	6
Panzerfaust/Campaign MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Campaign / Panzerfaust Magazine # 79 ARTICLES ON: Interview with James Dunnigan; Analysis of SPI Panzergruppe Guderian #57; King Arthur v the Saxons; review of GDW Avalanche; review of CONTROL East Front; in defense of SPI Oil War; Index to Panzerfaust & Campaign magazine #53-76 by subject; Game Design; brief reviews of: GDW Citadel, Galactic Conquest, AH Business Strategy, FBI Deathtrap Equalizer, Swordplay, BUMPUS Bay of Pigs, RAYMOND Fortress Rhodesia, the SDC Report. '77		123878		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 85 ARTICLES ON: Napoleon & the Revolution at War; Review of & strategy in AH Victory in the Pacific; Path of the Rational Tactical War Game; Variants to recreate the 1940 blitz in SPI WWII ETO & AH Third Reich; Game Design, Realism & Playability;; Review of WILLIAMS Warlord; A new look at WWII based on two books including Enigma info; brief reviews of AH Squad Leader & Air Assault on Crete, AH Napoleon 2nd, BL Machiavelli 1: SIMCAN Dieppe, CHAOS Troy. '78		123884		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 87 ARTICLES ON: Weapons & Tactics of Squad Leader; Starships & Spacemen review; New Fantasy & Science Fiction Games; Referee's Guide to TSR Star Empires; Play by Mail Starship Troopers; A Critique of Skill & Chance in Modern Games; Simulation v Gamesmanship; Brief reviews of SPI War Between the States, FGU Mercenary, Game of Nations; Miniatures Warfare. '78		123886		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 89 ARTICLES ON: Review of the armor rules in AH Cross of Iron; FBI's Starweb play-by-mail game, pt.2: opening moves; Review of Perilous Encounters mini rules; the German WWI High Seas Fleet; Origins 78; an internship computerizing a board game; Arduin Grimoire from Judges Guild; brief reviews of: EXCAL Malaya & Total War, GDW Iliad, SDC Norad. '79		123888		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 95 ARTICLES ON: review of AH Magic Realm; comparative review of 2 Bulge games both designed by D Parker, Dark December & Battle for the Ardennes; review of SPENCE Kaiserschlacht, with ERRATA; review of GDW Marita-Merkur; Visibility & Fire Effectiveness in armored mini games; the Bismarck '78 project, by its design (J Greene); brief reviews of SPI Freedom in the Galaxy 1st, SPI Army Group South, AH Wizard's Quest. '80		123894		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 96 Mag printed with incorrect issue # (95) on cover. ARTICLES ON: review of Korsun from SPI's Army Group South Quad; review of Tank Charts minis series; FBI's Starweb play-by-mail game, pt4: Conflict & Correspondenc analysis of SPI Dresden (from Napoleon's Art of War); review of CHAOS Stomp; How to Organize a Wargaming Club; more from Judges Guild; brief reviews of: SSG Albuera and Vittoria, SPI Cityfight, AH Speed Circuit. '8		123895		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 97 ARTICLES ON: tactics in AH Squad Leader Crescendo of Doom; review of TFG Prochorovka, Armor at Kursk; tactics in TFB Star Fleet Battles; review of SPI Commando & Leningrad 1st; brief reviews of: AH War & Peace SPI Dresden, OSG 20th Maine, Swordquest, SPI Deathmaze; potshot reviews of RPGs. '80		123896		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 98 ARTICLES ON: review of YAQ Panzer 1st; the Battle of Actium 31BC between Octavian & Mark Antony; review of SPI Bloody April; review of GDW Dark Nebula; review of CHAOS Panzer Pranks; analysis of Star Fleet Battles; review of CMDPERS SHarpsburg; Potshots at RPGs; brief reviews of WEG Imperium Romanum 1st, GDW Beda Fomm, SPI Robert at Bannockburn, STRIFE Napoleon's Russian Campaign. '80		123897		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine # 99 ARTICLES ON: three views on Origins '80; the British Army in the Boer War; Tank Charts miniatures rules designer notes; Terrain as a possible design feature; brief reviews of: YAQ Great Redoubt, GDW Bloodtree Rebellion, YAQ Swashbuckler, SPI Bulge, TSR Knights of Camelot; potshots at RPG games. '80		123898		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #100 ARTICLES ON: Campaign for Forts Henry & Donelson; Stalingrad Variant #82 - playing Russian Campaign on Stalingrad board; Anti-Tank Gun Tactics; Notes from a Friday Night FRP'er; Origins '81 in California; AH Napoleon [3rd] Revisited; Quick Reviews of AH Fortress Europa, Ace of Aces Rotary, GDW 1940, War of the Worlds, Timelag, SPI Barbarian Kings. '80		123899		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #101 ARTICLES ON: 1942, a Squad Leader Cross of Iron Armor Variant; A Look t Verdun 1916; Review of SPI Battle for Stalingrad; Playtest Report on AH Battle of the Bulge '81; Quick reviews of SPI Time Tripper, YAQ Beachhead, GDW Eylau, GDW Asteroids, YAQ 88, MARSHAL La Bataille d'Espagnol Talavera, YAQ Hero. '81		123900		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #102 ARTICLES ON: Counterstroke at Inchon; A French Counter to AH Napoleon strategy in issue #100; Modern Armor Tactics; Strategy in SPI Chattanooga; Review of SPI Across Suez; Brief reviews of AH Longest Day; EON Quirks; SPI Austerlitz; OSG Legend of Robin Hood;; YAQ Fast Attack Boats, SIMCAN Dark Stars. '81		123901		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #103 ARTICLES ON: review & analysis of AH Longest Day, w/ some clarifications; review of modern AFVs in GDW Tacforce mini rules; review CHAOS Engage & Destroy mini rules; a Rational Approach to Combat Resolution; FBI Starweb PBM game, pt5; brief reviews of: SPI Empire of the Middle Ages, AH War at Sea II kit, SSG Alaric the Goth; potshots at RPGs; . '81		123902		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #104 ARTICLES ON: Fixed Defensive Systems in Ancient & Modern Times; AH Fortress Europa analysis; A Modified AFV Kill System for Squad Leader; Rommel in SPI Cauldron; Review of GDW Red Star White Eagle; Simultaneous Play for Three Players; Brief reviews of AH Guns of August, AH Amoeba War, OSG Devil's Den, Schutztruppe. '81		123903		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #105 ARTICLES ON: An Old Friend Returns - AH Battle of the Bulge '81; German Strategy in AH War at Sea; Report from Origins '81; A Tale of Two Games: SPI Leningrad & WWW Assault on Leningrad #14; the Drive on Stalingrad; Thoughts on AH Major League Baseball; Brief reviews of SPI Sword & the Stars, Interplay, YAQ Battles & Leaders, Commando Actions, Belleau Wood, Divine Wind, Jihad, Hitler's War, Defiance, Holowczyn, Ostkrieg, ICBM, Richard I, Transylvania, Operation Grief 2nd. '81		123904		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #106 ARTICLES ON: Review of GDW's 1941; German strategy in GDW 1941; 1941 Designer's Notes; Gen Con East After Action Report; Review of Tunnels & Trolls; Review of SPI Austerlitz; Brief reviews of Adventurer, Outpc Gamma, Privateer. '81		123905		\$7.00		Mint	n OoP	Z
Campaign / Panzerfaust Magazine #107		123906		\$7.00		Mint	n OoP	Z

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	
				Conditn	Type	Print?	Incl ?	
						Scale	Plyrs	
ARTICLES ON: Review of GDW House Divided; Strategy in GDW House Divided; Review of YAQ Thin Red Line, Great Redoubt; Review of PWG Kanev; Effects of the Norwegian Campaign; Introduction of QTRDCK Ironbottom Sound; Brief reviews of Gallipoli, META Trojan War, Star Viking. '82								
Campaign / Panzerfaust Magazine #108	123907			\$7.00	Mint	n	OoP	Z
ARTICLES ON: The Battle for Leyte Gulf; Armor Rules Design Theory, Sloped Armor Effects; Review of AH Storm Over Arnheim; Review of AH Dune; Brief reviews of SIMCAN Assault on Tobruk, Demonlord, YAQ Raider. '82								
Campaign / Panzerfaust Magazine #109	123908			\$7.00	Mint	n	OoP	Z
ARTICLES ON: Review of VANG Winter Sturm; SPI Battle Over Britain Playtest Report; Review of Combat, Normandy and Beyond; Review of WWW Napoleon at Austerlitz; Review of McPherson's Ridge; Organizing You Board Gaming; Brief reviews of WWW Carrier Strike, YAQ Superiority. '82								
Campaign / Panzerfaust Magazine #110	123909			\$7.00	Mint	n	OoP	Z
ARTICLES ON: The First Winter in Russia, 1942; Review & Designer's Notes for Ironbottom Sound; Review of Third Reich 3rd Update; Variants to Third Reich to Correct Weaknesses of the Game; Review of Guns of August; Rank Amateur Game Design; Brief Reviews of AH Civilization, TSR Monster Cards. '82								
Campaign / Panzerfaust Magazine #111	123910			\$7.00	Mint	n	OoP	Z
Final issue of this long-running magazine of wargaming, history & strategy. ARTICLES IN: Several Origins 1982 Reports; Basic Strategies in AH Civilization; Review of Gettysburg High Tide of the Confederacy; Review of MAYFR Morgan's Rifles; Brief reviews of: Borderlands, GDW 1815 Waterloo Campaign, AH Titan, MAYFR War in the Falklands; Squad Leader Terrain Overlays. '83								
Invasion of Sicily	114418			\$30.00	Mint	n	OoP	4
Includes original paper counters (which must be mounted & cut apart). ■ Early, simpler game with good game flow & strategy covering the battle for Sicily during the summer of 1943. Includes paper counters that must be mounted & cut apart, and a paper map in 4 sections. H.Totten'72								
Panzerfaust Magazine # 53	123854			\$19.00	Excell	n	OoP	Z
Missing Midway variant paper countersheet; others EX. ■ Booklet style gaming 'zine. Originally published with bound inserts for Midway invasion. ARTICLES ON: Western Panzerblitz variant revisited, with more units & ToE for larger US units; Stalingrad strategy; the American Civil War, pt2: Artillery; the Battle of New Orleans 1815; variant to AH Midway '64 adding rules for a land invasion & campaign on Midway Island, plus destroyers, transports, PT boats & Subs; USS Nevada, the ship with guts; the Japanese Yamato & Musashi super dreadnoughts; review of Fall Barbarossa; odd units in the armies of the Am Civil War; Warfare in Miniature great debate Diplomacy: Russia's Northern Offensive; review of FBI Nuclear Destruction; brief reviews of ZOCCHI Star Trek Battle Manual, AH France 1940,								
Panzerfaust Magazine # 56	123855			\$9.00	Mint	n	OoP	Z
Booklet style gaming 'zine. ARTICLES ON: Anzio, born 1969, died 1972; Fall Gelb plan & strategy for the Germans in GUIDON Dunkirk; the Oblique Line in military history; Defending Belgium in AH France 1940; 2 rules to make AH 1914 fun; Napoleonic Kalinatactic simple mini rules; Wargamer's Guide to the American Civil War pt.5: Confederate Depts, Armies, 1861-2; German historic placement in GUIDON Dunkirk; Battle for France mini-game using AH D-Day; a Chess variant; strategy in 6 scenarios of AH Panzerblitz; Fool's Mate in Diplomacy; Game Design: reducing luck; brief review of CONFLICT the Brotherhood; Fisher-Spassky World Chess Championship 1972. '72								
Panzerfaust Magazine # 57	123856			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: the Atlanta Campaign of 1864; Designing GUIDON Atlanta; Ratio of Forces to Space; Wargamer's Guide to the American Civil War pt.6: Union Depts, Armies & Corps, 1862-1864; a rules re-write for AH Gettysburg '61 (hex) & Chancellorsville; Game Design: Leadership; brief reviews of PARKER 1863, MB Battle Cry, AH Gettysburg '58 & '61 (hex), Chancellorsville. '73								
Panzerfaust Magazine # 58	123857			\$9.00	Mint	n	OoP	Z
1 1/4" along spine sunfaded; others EX. ■ Small booklet format. ARTICLES ON: Wargamer's Guide to the Russian Front, pt.2: Soviet Army 1941; Critique of AH Battle of the Bulge, and of SPI Bastogne's genesis; Design Analysis of CONFLICT Verdun w/ designer's note; rules variant for AH Waterloo to make for combined arms; the Whirlwind of Knives Grudge Diplomacy game among masters; designers notes for GUIDON Invasion of Sici with ERRATA; brief reviews of ZOCCHI Alien Space, AH Richthofen's War, HISTO 1944, SDC Dunkerque 1940.								
Panzerfaust Magazine # 59	123858			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: AH Anzio's heirs: SPI Anzio Beachhead, GUIDON Invasion of Sicily, 3RDMILL Salerno; the Future of Wargaming from 5 Publishers; the Austrian Army 1792-1815; Comparative Analysis of AH Richthofen's War, TSR Fight in the Skies & SPI Flying Colors; Battle of Finger Ridge 1808; German Strategy in GUIDON Dunkirk; the Fog of War; Strategy in CONFLICT Overlord; Critique of GUIDON Operation Greif w/ variant rules; Afterthoughts on GUIDION Alexander; Airpower in AH France 1940; Diplomacy variations; Game Design, the fog of war; brief reviews of GAMMA2 Quebec 1759 1st & War of 1812 1st, GD Drang Nach Osten. '73								
Panzerfaust Magazine # 60	123859			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: What is a Combat Factor?; Nuts & Bolts about Game Design; Modeling Cavalry 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 Enumerated; Luftwaffe Jets & Rockets & Other Fancy Stuff; Game Design, the Cohesion Factor; Diplomacy, the Youngstown Variant; brief reviews of GDW Unterschieden kit, RESEARCH Patton. '73								
Panzerfaust Magazine # 61	123860			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: the War at Sea in World War I, comparison of British & German navies; Aux Armes! Miniature Rules for 9mm Napoleonics; Tactics in Panzerblitz; review of BENGÉ Conquest; SPI US rules variants; strategy in SPI Winter War; Russian strategy in AH Origins of WWII; Panzerblitz potpourri; What I don't like about SPI; revision to ZOCCHI Star Trek; Game Design, rules design; brief reviews: GDW Triplanetary. '73								
Panzerfaust Magazine # 62	123861			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: the Swedish National Army of Gustavus Adolphus; Wargamer's Guide to the American Civil War, pt.7: Confederate Depts & Armies, 1862-4; review of GDW Chaco; Effective use of AI Forces in CONFLICT Bar-Lev, plus ERRATA; 2 scenarios with Delaying Actions for miniatures games set in Tunisia 1943; Addendum to article on strategy in SPI Winter War printed in Pzfaust #61; A turn sequence checklist for SPI Strategy I; Addendum to the Realistic D-Day si-move rules in Pzfaust #54; SS Cavalry in 1945; Diplomacy, Scandanavia; brief reviews of: CONFLICT Bar-Lev, TSR D&D. '74								
Panzerfaust Magazine # 67	123866			\$9.00	Mint	n	OoP	Z
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								
Panzerfaust Magazine # 70	123869			\$9.00	Mint	n	OoP	Z
Small booklet format. ARTICLES ON: Origins I report; Interview with Canadian publisher Gamma2; Wargaming in Australia; Beware of Orders of Battles; critique of SDC Minuteman; Brief reviews of AH Tobruk, CONFLICT Tobruk, BALBOA Tobruk, JEDKO War at Sea, FACTFANT Seigel, Dungeon!, TSR War of Wizards, Empire of the Pedal Throne, GDW En Garde!								
Panzerfaust Magazine # 71	123870			\$9.00	Mint	n	OoP	Z
Panzerfaust Magazine # 72	123871			\$9.00	Mint	n	OoP	Z
Panzerfaust Magazine # 73	123872			\$9.00	Mint	n	OoP	Z
Paper Wars		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
Paper Wars Magazine #15	106544			\$9.00	Mint	n	OoP	Z
Reviews of: WWW Bloody Buna, SIMTAC Sagunto, GDW Operation Crusader, TERRAN Bastogne or Bust! 1st, COL Bobby Lee 1st, DG Caesar in Gallia #165, GMT Down in Flames, 3W Run Silent Run Deep, GAM GD'4 WEG Tank Leader East Front & West Front & Desert Steel, AH Breakout Normandy, DG War of Rebellion, AH IDF, COA L'Armee du Nord. Includes optional cavalry charge table for L'Armee du Nord. Errata for DG War of Rebellion, L'Armee du Nord. '94								
Wargame Collector's Journal # 3	3829			\$6.00	Mint	n	OoP	Z
Game review mag that evolved into Paper Wars magazine. REVIEWS OF: SPI Rifle & Sabre; GAME Chickamauga; Vietname Survival Tour 365; WWW Roarke's Drift; Oldenburg Grenadier series of 4 games, plus a page four sales. '92								
Wargame Collector's Journal # 4	106538			\$6.00	Excell	n	OoP	Z
Classified ads on read cover highlighted in yellow. ■ Game review mag that evolved into Paper Wars magazine. REVIEWS OF: SPI Fulda Gap, SPI Jackson at the Crossroad/Corinth, GMT SPQR 1st, History of the World, PWG Kanev, SDS First Blood. '92								
Wargame Collector's Journal # 5	106539			\$6.00	Excell	n	OoP	Z
Several ads on rear cover circled in yellow. ■ Game review mag that evolved into Paper Wars magazine. REVIEWS OF: Royal Navy, AH Guadalcanal, Wings Over France, PRP 48th Panzer Korps, MFG Hue, VG Flashpoint Golan. '92								
Wargame Collector's Journal # 6	106540			\$6.00	Mint	n	OoP	Z
Game review mag that evolved into Paper Wars magazine. Reviews of: GDW White Death, SPI Jackson at the Crossroads/Corinth, GAM Stalingrad Pocket, SPI Cobra, MOORE Last Battles of the Reich. '92								
Wargame Collector's Journal # 7	106541			\$6.00	Excell	n	OoP	Z
Ads on rear cover highlighted in blue & yellow. ■ Game review mag that evolved into Paper Wars magazine. Reviews of: SPI Russian Civil War, Gettysburg, Lee's Greatest Gamble, SPI War in the Ice, NES Napoleon on the Danube; Effect of Europa Air Rules Modifications (see Europa #25). '92								
Wargame Collector's Journal # 8	106543			\$6.00	Mint	n	OoP	Z

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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										
Wargame Collector's Journal # 8		106542		\$6.00		Mint	n	OoP	Z	
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										
Parker Brothers (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Trivial Pursuit Lord of the Rings DVD Ed		111962		\$25.00	**	Excell	GB	**	OoP	A M
1 box corner split & repaired. Price written on box cover in grease pencil. Others EX. ■ Reqs DVD player & TV/PC to play. Colorful game of trivia based on the Lord of the Rings trilogy movie series of the early 2000s. Played with an abstracted board with 4 tall, painted LoTR minis. Includes 2 DVD with a menu system of 20 games of increasing difficulty. You can play all 20 games and never encounter the same question posed in the same form. 2400 interactive questions posed in words, in music, in scenes or in fuzzed out images. For devotees. '04										
Peoples' Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Cossacks Are Coming!		132484		\$50.00		Mint	FB		OoP	Err 4
Rules neatly annotated w/ errata in pencil & ink. Charts removed from rules & separated. 3" crease on box cover. Couple of sml abrasions on box edge. Others clean. ■ Definitive, regt/brig level game of the Tanneberg campaign, Aug-Spt 1914. Includes air, logistics, hidden movement, command control, leader reduction, artillery and more. Two Russian armies advance into East Prussia from widely separated areas; the Germans, who a outnumbered 2:1, defeat each army in detail. 5 scenarios plus campaign, 600 counters, 1 map. Dave Bolt'82										
Gazala 1942, the Clash of Armor		1588		\$70.00		Mint	FB		OoP	2
Cherry. ■ Comprehensive, operational level game of the Gazala battles of May-June 1942 before Tobruk. Uses an alternating unit activation system that allows all units with one activated formation to move at a time, with less than certain activation. Includes a focus on unit integrity, logistics & intelligence. 1day/turn, btn/regt level, 5 scenarios including an intro. D.Bolt'83										
Korsun Pocket, Stalingrad on the Dnepr		106083		\$249.00		Mint	zl		OoP	4
Packaged in a ziplock. Countersheet 1 die cut slightly askew, causing leftmost unit values (attack factor & unit ID) for ~3 German units to be printed on edge of counter; values evident. Others unpunched, unused, very clean & complete. ■ Offset die-cutting that clipped portions of some unit values were common on varying countersheets of this game. RECOMMENDED, highly detailed, 8 scenario, regt level game of the bitterly fought, Dec 1943-Feb 1944 Soviet offensive that trapped & eventually eliminated several German divisions within the Korsun Pocket. Large game & a labor of love. J.Radey'79										
Perry Moore (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Assault Across the Suez, 1915		78463		\$15.00		New	Fo		OoP	3
Our last copy. ■ Grand tactical level game of an attempt by two Turkish divisions to reach and destroy a portion of the Suez Canal, thus damaging a key Allied shipping path. Includes 270 counters that must be mounted & cut apart. P.Moore'02										
Kursk in Normandy 1944, Op Goodwood		81663		\$25.00		New	n		OoP	3
Grand tactical level game of Operation Goodwood, Monty's idea to break thru the 1st Pztr thru brute strength. 850 British tanks lead the assault which gained 7 miles toward Caen at the expense of 350 tanks & most of 2 armored divisions. 3hr/turn, 500yd/hex, 500 counters that must be mounted & cut apart. '06										
One Bold Move, Battle for Tay Ninh 1968		77036		\$21.00		New	Fo		OoP	4
Last copy. ■ First division level NVA offensive after the Tet Offensive earlier in 1968. 2 NVA divisions attempt to infiltrate and destroy regional US HQs under the cover of the August monsoons. A 10-day battle resulted in a bloody nose for the NVA but exhausted the US forces involved. 2 maps, 280 counters that must be mounted & cut apart. P.Moore'06										
Operation Eisbar, Prelude to Leros 1943		74857		\$20.00		New	Fo		OoP	4
DTP game of the invasion prior to that on Leros in the Mediterranean, 1943, as the Germans attempt to wrest the island of Kos from the British to secure its airfield and port. The Germans must destroy the 3 spitfire squadrons on the island before invading by air & sea. The Brits can play havoc with their naval forces & randomly appearing air forces. Pltn/co level, 280 paper counters that must be mounted & cut apart. 800yd/hex, 4hrs/turn, Co/pltn level. P.Moore'05										
Slim River, Malaysia 1942		86250		\$15.00		New	Fo		OoP	2
Last copy. ■ Small, DTP game of the Japanese armored blitz thru several lines including the Slim River manned by various British units. Uses event cards for activation, discovering unknown bypass roads which the Japanese exploited successfully. 350y/hex, platoon level, individ tanks/weapons, 30min turn. 280 color counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05										
Phoenix Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Streets of Stalingrad		95793		\$140.00	**	V.Good	FB	**	OoP	Err 2
Substantially complete & in great shape overall: missing 6 units & 5 markers. OoB summary from Fire & Movement included along with errata making sense of mass of units. 1 of 2 identical rules booklets, & adv rules booklet, highlighted in yellow w/ some penciled annotations. Pinholes at btm fold of each of 2 player aid cards. Box cover signed by designer with some scuffs & minor sun fading; corners intact. Adhesive unit labels not included. ■ HIGHLY RECOMMENDED labor of love covering the bitter battle in & for Stalingrad at company level. Uses a rather simple & elegant combat system that allows for the scads of units involved, most being cannon fodder. First of 3 versions of the game. Includes 12 scenarios (including campaigns) of 9-55 turns, 2 maps, 1920 counters. A complete OoB was published in F&M mag. D.Lombardy'79										
Plastic Soldier Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Britain, Battle of... 2nd		132692		\$59.00	**	New	LB	**		6
Covers the Battle of Britain in the summer and fall of 1940. Update of the 1968 version of a game by this title (the predecessor to Luftwaffe), published by Renwal. Elaborates with new & streamlined rules, shorter scenario a full campaign, mission cards - and the use of 22 1/300 minatures. Suitable for play by 2-4 players. Lou Zocchi, Richard Borg'18										
Plow Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Last Front, Strategy Card Game		129371		\$21.00		New	SB			2 5
Card game of a battle between Allied & German forces in the middle of World War II. The object is to attack, capture territory & shift the balance of power using cards representing weapons & abilities. 162 cards, for 3-6 players aged 10+, and fast playing. '16										
Pratzen Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Flight of the Eagle [Le Vol de l'Aigle]		129462		\$33.00		New	BC			3
French-produced game in English & French. Umpired double-blind system of Napoleon's great campaigns of 1806-1809 at the corp or divisional level. A quasi-role playing game in which players interact only thru written messages. w/ 3 maps, 15 counter sheets, simpler system. Requires 2+ players + umpire w/ no max #. '06										
Prism Games (aka TimJim) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Mystic War		113804		\$20.00		Mint	HC		OoP	A 8
3-8 player game in which players assume roles of aspiring mage apprentices seeking to achieve their secret goal while guessing & preventing others. Fast playing & simple. '92										
Suzerain		78695		\$20.00		New	HC		OoP	A
Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93										
Throneworld		113636		\$40.00		Mint	BC		OoP	8
Label on box btm, others cherry. ■ 2-6 player, modest complexity gm of galactic conquest. Players must conquer a set # of worlds, with the ancient Throneworld in the center worth lots. Technological advantages possible. '97										
Quarterdeck Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Incredible Victory, Battle of Midway		1597		\$49.00		Mint	BC		OoP	Err 2
Cherry. ■ Detailed, tactical & operational level air & naval game of the battle of Midway, June 1942. Good search & air operations system, including hidden movement, detailed aircraft management & tactical combat systems. 40mi/hex, 2hr/turn, 300 counters. Has an intro scenario, the historical scenario, the 30 possible alternatives. P.Bertram'86										
Iron Bottom Sound 1st		127354		\$35.00		Mint	FB		OoP	Err 1
Mild concaving to box cover, with some minor abrasions & 2 sml mars; yellowing of generic box btm. Others clean. ■ 6" moisture stain on box cover. Sun discoloration to margins on one hit record page. Others Mint. We regarded, 10 scenario game of ship-ship combat around Guadalcanal, 1942. J.Green'81										
Rand Game Associates (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Hitler's Last Gamble: Btl of the Bulge		106945		\$29.00		Mint	BC		OoP	2
Missing 1 unit; ID included & apparent. Packaged in a Rand Command Series II BC box. Others unpunched, complete & clean. ■ 2nd to the last game published by Rand, this game covers the Battle of the Bulge at the usual scale: 12hrs/turn, regt/brig level. Unique primarily for using German unit type notation on German counters, a CRT using symbols for results, & flirting with the use of tactical cards in combat resolution. 192 counters. 2 scenarios cover the crucial first 36 hours and the first 8 days. Also includes a Relief of Bastogne solitaire scenario. D.Isby'76										
RAND Command Series V.1		107464		\$299.00	**	Mint	BC	**	OoP	Err Z

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
9 games in a cardboard storage case; btm of case shows evidence of moisture & mildew but no musty smell. Game components not affected. All games MINT & very clean. Includes index & errata for all games. (1) NAPOLEON'S LAST CAMPAIGNS; (2) CAMBRAI 1917; (3) INVASION SICILY; (4) SARATOGA 1777; (5) WAR OF THE WORLDS II: slight spotting on back of map; (6) OMAHA BEACH; (7) LEE VS MEADE; (8) ROMME WAR IN N.AFRICA; (9) MISSILE BOAT. ■ Set of the first 9 (of 11) subscription games in a cardboard storage case. Includes index & errata for all games. (1) NAPOLEON'S LAST CAMPAIGNS: Couple spots on map. Area move game of 1814-55 campaigns in E.France & W.Germany at corp level. '74; (2) CAMBRAI 1917: Div lvi game of Britain armored raid that was wildly successful initially but rebuffed by determined German counterattacks.'74 (3) INVASION SICILY: Grand tac, rgt/div lvi game of the conquest of Sicily'43.'74 (4) SARATOGA 1777: Area move game of the 1777 Saratoga campaign.'74 (5) WAR OF THE WORLDS II: strategic, somewhat abstracted game of interplanetary attack on Earth by 1-2 other worlds. For 2-3 players.'74 (6) OMAHA BEACH: May be missing 1 unit. Co. lvi grand tac game of landings at Omaha Beach against the veteran 352nd Div.'74 (7) LEE VS ME								

Revistas Professionales (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Almansa 1707 # 7	128112	\$19.00	New	n	OoP	3
Mag & game. Game covers the April 1707 battle between French & Spanish forces under the Duke of Berwick and an English, Dutch & Portuguese force during the War of Spanish Succession (1700-14). 100 dbl-sided counters that must be mounted & cut apart. '03 / Spanish-language wargaming magazine with a game in each issue. All text & rules in Spanish; English rules translation available by download.						

Revolution Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Celles, the Ardennes, 23-27 Dec 1944 2nd	129758	\$25.00	New	zl		4
Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'17						

Gazala, the Cauldron	129418	\$28.00	New	zl		3
Game of the battle of Gazala around Tobruk in May-June 1942 that ended in a telling Axis victory. Units are activated by a chit pull, making each game unique; number of chit pulls are influenced by supply situation. Units reduced in strength after movement, making counter-attacks a key tactic. 168 counters. R.Miller'14						

Invasion 1066, Stamford Bridge 2nd	125306	\$20.00	New	zl		3
Second game in the Invasion 1066 series. Covers the battle at Stamford Bridge as the Viking army is caught by surprise by an English army just days after defeating another English army. 50m/hex, 100-250men/unit. 140 counters. Updated from earlier Saxon Games version with cleaner rules & new graphics. N.Smith'16						

Invasion 1066, the Battle of Hastings 2d	126474	\$20.00	New	zl		3
Game of one of the pivotal battles of history, Hasting in England, 1066, as Harold attempts to repel the invaders led by William the Conqueror. 50m/hex, 100-250men/unit. 140 counters. Updated from earlier Saxon Game version. N.Smith'14						

Konigsberg, Soviet Attack on E Prussia2d	129763	\$32.00	New	zl		4
Game of the Soviet offensive into East Prussia in January-Feb 1945. Two Soviet Fronts launch a two sided offensive while the Germans put up a very stout defense, actually pushing the Soviets back at first. Uses a chit activation system. 2days/turn, 280 counters, brig/div/corp level. Stefan Elkstrom'18						

Last Battle, Ie Shima 1945	129419	\$26.00	New	zl		4
Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15						

Longstreet Attacks, Gettysburg, 2d Day	132004	\$45.00	New	BC		3
Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18						

Operation Battleaxe, Wavell vs. Rommel	125309	\$24.99	New	zl		3
Game of the June 1941 Allied offensive aimed at relieving Tobruk & destroying Rommel's Afrika Korp. German forces are in well-prepared defensive positions, with the panzers to the rear. Uses an area-move map, and variable impulses. Each side has distinct advantages that must be fully exploited to win. 88 counters. M.Rinella'14						

Pacific Fury, Guadalcanal 1942 2nd	129781	\$20.00	New	zl		4
Smaller, simpler game of the many naval & air battles surrounding the key & contested island of Guadalcanal in the Solomon between Aug-Nov 1942. The Japanese must deploy a strategy that allows an amphibious counter-invasion of Guadalcanal given their superiority in surface ships but equality in carrier strength. Fast playing & tense game. Small map & 50 laser-cut counters that fall easily from the counter tree. Previously published in by a Japanese company, bonsai games. Y.Nakagura'16						

Patton's Vanguard, Arracourt 1944	129785	\$25.00	New	zl		3
Game of the battles surrounding Arracourt, France, in late summer 1944 as Patton's 4th Armored Div approached the German frontier. Played in 2 scenarios. In the first, 2 raw panzer brigades attacks the experienced & well-supported Americans. In the second, the 11th Panzer attacks Combat Command A & B. 176 counters. Publisher made a setup correction in black ink to all copies. Mike Rinella'17						

Red Tophoon, Soviet Counteroffensive 2nd	127415	\$26.00	New	zl		4
Reworking of game originally appearing in the Japanese edition of Command Magazine. Covers the early 1942 Soviet winter counteroffensive in front of Moscow that pushed Army Group Center away from Moscow. Game starts with the Soviets having made several breakthroughs in the German line. Uses a traditional Ugo-Igo game system with a chit activation system superimposed; that system allows formations to either move, attack, or both and not all units will be able to act at all. Units are retreated by the attacker and disrupted; this affects the course of the game. This edition alters allocation of Soviet activation, adds surprise, historical deployment. 200 counters. 4th game in the PanzerKorps game series. Shigeru Hirano'17						

Road to Cheren, 1941 East African Campgn	124668	\$20.00	New	zl		4
Game of the campaign in Italian-held Eritrea, East Africa, 1941. The British & Free French attack the isolated & mountainous Italian colony. A unique rule allows the non-phasing player to react (move) to the phasing player movements to a limited degree. 113 counters. K.Kanger'14						

Siege of Orgun, Afghanistan 1983	112024	\$26.00	New	zl		3
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 interact play. Includes 36 event cards, 88 counters, pltn/company level. P.Ruestschmann'15						

Stonewall's Sword, the Btl of Cedar Mtn	132177	\$29.00	New	zl		3
Game of Stonewall's attack on a stray Union division near Cedar Mountain in Aug 1862. The best of the Confed army, led by one of its best leaders, with numerical superiority, largely loses its opportunity to destroy the Union forces thru inaction, but it was a close-run thing. 176 counters, 140yd/hex, regt level, 20min/turn. H.Luttmann'15						

Thunder in the Ozarks, Pea Ridge 1862 ZL	130184	\$30.00	New	zl		3
Ziplocked. Sequel to Stonewall's Sword. Game covers the battle of Pea Ridge, March 1862. After their defeat in Missouri at Huzzah, Van Dorn takes over leadership of Confederate forces and plans an immediate attack, force marching his army in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been an perfect defense. 2 maps, 176 counters, 150yd/hex, 30min/turn. Also available in boxed format. Entire game is graphically lush. '16						

Washington's Crossing, Winter 1776-7	121756	\$33.00	New	HC		4
Operational level game of the 12 days of the Winter campaign of 1776-7 that included the two American victories of Trenton & Princeton as the British attempt to pacify New Jersey. First in the intended Campaigns of the American Rev series. 200 counters, 1.14mi/hex, 6hrs/turn, 1 map. R.Miller'12						

Rhino Game Company (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Legend Begins, 1st	1639	\$50.00	Mint	zl	OoP Err	4
SOLD WITH #1642 2nd Ed Update Kit. Copy #43, signed by design on back page. Includes 1 errata counter. ■ Detailed, & exceptionally colorful for the time published, btm/rgt lvel game of the battle for northern Africa with detailed rules & stunning graphics. Begins with the German intervention in April. A 2nd edition rules set (with revised OoB cards) was published in 1992, and a 3rd edition later published by Terran Games that encompass the entire war in northern Africa. M.Simonovitch'91						

Rio Grande Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Medieval Merchant	130347	\$80.00 **	Excell	LB **	OoP	8
Complete. Very clean. ■ 2-6 player, fast playing game in which players seek to build their trading empires in central Europe. Starting from their villages, players connect to towns & cities to gain ever more money. Simple enough that it might attract the significant other -- till they figure out the only purpose in this game is to make \$. C.Conrad'98						

Robert Williams (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Warlord Game	41641	\$69.00	Mint	FB	OoP Err	6
Resource markers slightly misaligned, causing all 40 wheat markers to have resource name (not symbols) to be partially cut off without any real effect. 3" seam tear repaired. ■ Simpler 2-6 player game of medieval confic as local fiefdoms seek to expand & gain dominance. Map depicts a hypothetical area of Europe with 30-some fiefdoms. Object is to expand to control 17 fiefdoms, from the one you control initially. Includes economics & production in simple form, terrain building & many historical unit types. Errata for this game highly recommend. Interesting multiplayer game with workable mechanics but underdeveloped rules. R.Williams'77						

S&F Enterprises (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Space War II	114231	\$50.00	Mint	zl	OoP	4 4
---------------------	--------	---------	------	----	-----	-----

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Packaged in a ziplock. Coversheet folded vertically. Sml sun-yellowed area on rules cover. Otherws mint & clean. ■ The II version is a repackaging of a formerly boxed game into ziplock. Early, 2-4 player game of sci-fi space combat & conflict. Goal is to destroy all other players. Basically a game of economics & simple duke-it-out in space. '79											
Schroeder Publ & Wargamng (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Der Weltkrieg, Eastern Front		130075		\$90.00			New	BC			6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13											
Der Weltkrieg, Italian Front 1915-18 2nd		131589		\$45.99			New	BC			6
Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporetto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13											
Der Weltkrieg, Ottoman Fronts 2nd		132381		\$69.99			New	BC			6
Update of this 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8. 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. D.Schroeder'13											
Der Weltkrieg, Tannenberg 2nd		128436		\$15.00			New	zl			6
Update of this game in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first months of WW-1 in the east on the E.Prussian front. 140 brig/div lvl counters and 1 modest sized map. Now serves as an intro to the more expansive games in this system. D.Schroeder'15											
Der Weltkrieg, Western Front 2nd		131591		\$50.00			New	BC			6
Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13											
Der Weltkrieg: Grand Campaign Kit		118945		\$59.00			New	BC			6
Kit that links all the prior 12 games focused on individual fronts into a grand campaign covering all of World War I in Europe & the Middle East. Adds rules for production & economic warfare; new tanks, neutral nations & invasions, air & sea assets, & more. Includes 840 counters, 2 full & 2 half-sized maps, scenario book, charts & tables. D.Schroeder '13											
Schutze Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Aleutians Campaign		82594		\$39.00			New	Fo OoP			4
Interesting, operational level game on a sideshow of the war in the Pacific: the Japanese capture of portions of the Aluetian Islands, and the US response, June'42-Aug-43. Covers a massive expansive of frigid ocean in 2 area maps, w/ air-land-naval combat included. Includes several what-if options, and the uncertainty over the outcome of the Midway battle impacts first turn. 240 counters that must be mounded & cut apart. 1mo/turn. B.Costello'07											
Allenby's Blitzkrieg, Palestine 1918 2nd		117168		\$27.00			New	HC			4
Operational level game of the last & greatest cavalry offensive, in Sept. 1918 in Palestine. Covers the first 2 days of that offensive which exceeded the best of the German Panzers of WWII. Brig/div level, 4mi/hex, 8hrs/turn small map, 176 double sided die cut counters, 4mi/hex, rgt/div level. P.Schutze'12											
Breaking into Valhalla		68588		\$19.50			New	n OoP			4
Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. Btl/nrgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters th must be mounted & cut apart. '01											
Cards of War		113621		\$19.00			Mint	Fo OoP			A
Lighter fare card game with a WW2 theme. Cards are nicely illustrated WW2 weapons that players use to duke it out. 1pg of rules makes it perfect for beginners. L.Krassner, P.Schutze'02											
Eureka Stockade		107996		\$21.00			New	HC			2
A bit of Australian history: resentment against the colonial govt led to a miners' uprising in the Ballarat gold fields of Victoria. At dawn, 3 Dec 1854, 2 British regts & colonial police stormed the miners' stockade. This was th closest Australia has been to civil war. 3 scenarios from the most contained (historical) situation to larger gatherings of miners that might have been present, with optional rules. 88 counters, 60m/hex, 5min/turn. P.Schutze'17											
Fall of France 2nd		101643		\$25.00			New	HC			4
Professionally produced games w/ die cut counters. Covers the campaign for France, 1940, in which both the Germans & Allies are treated as competent armies. Corp level, 216 die cut counters. 2nd ed includes addition variants & counters. P.Schultz'11											
First Strike '62		127686		\$49.00			New	HC			6
Game of nuclear warfare, c.1962, as the Cuban Missile Crisis or Bay of Pigs spins way out of hand. Very nice polar-centered, hex map of the northern hemisphere used to guide strategic bombers & ICBMs toward the enemy. The Cuban-based Soviet missiles provide a bit of a wild card for both sides. 263 counters. B.Costello'13											
Fox's Gambit, Battle of Gazala		86175		\$12.00			New	Fo OoP			3
Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl/nrgt/div level, 1day/turn. P.Rohrbaugh'03											
Hamel 1918 2nd		127702		\$29.00			New	HC			2
Update of this game of low level (co/btry) tactical combat during one of the shortest, most successful offensive in WW1 as the Australians attack the Germans in July 1918 (with the assistance of 4 American companies). Ir mere 93mins, the Germans were pushed back 2km along a 6km front. W/ small color map, 264 die cut counters. 190m/hex, 10min/turn. P.Schutze'11											
Illusionary Fortress, Singapore 1942		86189		\$17.00			New	Fo OoP			4
DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that m be mounted & cut apart. P.Schutze'08											
Illusionary Fortress, Singapore 1942 2nd		117170		\$25.00			New	HC			4
Boxed version of this game of the Japanese assault on the fortress island of Singapore early in 1942. 3 highly motivated but exhausted Japanese divisions at the end of a long logistical trail assault the island fortress defended by battered UK forces. Covers Singapore exclusively. 264 die cut counters, 1km/hex, Btl level, 1day/turn. Schutze'12											
Kaipit		127701		\$25.00			New	HC			2
Tactical (sqd/pltn) level game of the Markham Valley Campaign, Sept.1943, as an Allied commando force attempts to capture the village at Kaipit, near Lae, New Guinea, and renovate the nearby airbase. Includes full solitaire rules for the Japanese forces (optional; this is a 2 player game). 88 counters, 100m/hex, 1hr/turn. P.Schutz'12											
Milne Bay		117180		\$22.00			New	HC			3
Simpler game of the battle between Australian & Japanese forces on the east end of New Guinea during late 1942 which resulted in the first clear defeat of Japanese forces on land. A scratch force of Japanese naval force invades at what is a lightly held area (Gili Gili or Milne Bay), only to discover it defended by 2 brigades. Fast playing with only 88 counters. Multiple scenarios. Company level, 2mi/hex, 1day/turn. P.Schutze'13											
Poland Crushed		101645		\$27.00			New	HC			4
Operation level game of the German invasion of Poland. The Germans must move quickly & decisively to defeat Poland, while the Poles seek to delay their defeat. Includes historical scenarios & many variants (including th Southern Stronghold where the army tries to hold out near its ally, Romania). 2 small maps, 264 die cut counters. P.Schutze'12											
Pusan Perimeter, Fire on the Naktong 2nd		102758		\$26.00			New	HC			4
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											
Revanche! Btl of Dompaire, Sept 1944		68581		\$17.00			New	n OoP			3
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											
Sands of Iwo Jima 2nd		101837		\$22.00			New	HC			4
Boxed version of this operational level game of the fierce battle for Iwo Jima, Feb-March 1945. Co-btl level, 3days/turn. Fairly simple rules. US goal is to eliminate all Japanese units while the Japanese seek to hold out as long as possible and cause maximum casualties. Includes 176 counters, 431m/hex, btl level, 3days/turn. B.Costello'12											
Struggle for New France		127699		\$32.00			New	HC			4
Simpler game of the French & Indian War, a subset of the Seven Years War (1754-62) in Europe. Players guide French Canada or the British Colonies in this pre-revolutionary war as they use the limited resources availab to them, and the unpredictable level of support from both home countries, as determined by separate event card decks. Includes small map, 176 counters, 61 cards. Area-move, regt level, seasonal turns. B.Molyneaux'13											
Switzerland Must be Swallowed 2nd		117167		\$30.00			New	HC			3
Boxed update of this game of a possible German invasion of Switzerland sometime after the summer of 1940, as well as a possible Allied invasion in 1944. The southern portion of the country was well protected by the Alp but the Swiss themselves realized the northern half may be swiftly overrun. 264 dbl sided div level counters. 15k/hex, 3days/turn. 2nd ed adds several new scenarios plus rules tweaks. P.Schutze'07											
Yelnya, Crushing the Salient		127704		\$25.00			New	HC			4
Smaller, simpler game of Zhukov's first counterattack against the Germans, Sept. 1941. Zhukov, commanding the Soviet's reserve army, finds an opportunity to attack Army Group Center after it has been stripped of it's panzers (off encircling a half-million Soviets in the Ukraine), and push the Germans back from the approaches to Moscow. 88 counters, small map. P.Schutze'12											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
SDC Conflict Magazine	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
France 1940 BEF Variant #5	GmOnly	67567		\$20.00		Excell	n OoP			4
Original counters & photocopy of rules from Conflict #5 that provides several possible variations for the composition of British forces during the 1940 campaign in France. Scenarios for the what-if the Brits had listened to Liddel Hart before or even during the war & beefed up British forces available for France '40 w/ a British army & air force MUCH larger.										
Sierra Madre Games Co.	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Luftschiff: RiesenflugzeugabteilungenKit		16127		\$5.00		Mint	zl OoP			1
Sml kit adding the large multi-engined bombers of WW1 to Luftschiff. P.Ecklund'96										
Sim Design Corp (Conflict)	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Arab-Israeli Armor in the Yom Kippur War		124771		\$10.00		New	n OoP			2
32pg booklet contrasting weaponry, training, organization in armored units of combatant nations of '73 Yom Kippur War. '75										
Simulaciones Tacticas	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Alexandria 1801, End of Nap's Dream 2nd		125329		\$52.00		New	zl			3
Reprint in a ziplock. Modestly simple tactical w/ gm of the French attempt to break the British siege of Alexandria that sealed the fate of Napoleon's Egyptian expedition, March 1801. Uses a new system, not that of SimTac prior games.										
Rivoli 1797, Bonaparte in Italy 2nd		128078		\$79.00		New	zl			3
Reprint in a ziplock. 2nd game in the BtIs of the Revolution series, a simplified La Bataille system. Modest complexity, grand tactical game of the Austrian assault at Rivoli that caught Napoleon somewhat unprepared with it enveloping maneuver. One map, 650 counter game with 2 distinct levels of complexity. '98										
Simulation Design Inc.	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Dead of Winter		107627		\$45.00		Mint	HC OoP			2
Cherry. ■ '90 version of Std rules. Battle of Stones River (Murfreesboro), Dec 31 '62 to Jan 2 '63. Charles Roberts Award for Best Pre-WW2 Game in 1990. Uses a variation of SPI's Great Battles of the American Civil War system. R.Berg'90										
Guns of Cedar Creek, Middletown Oct.1864		107186		\$42.00		Mint	HC OoP Err			2
Original counters, printed on die-cut thin stock. Tape remnants on side panels & box btm. Unpunched, unplayed. ■ 1989 version of Std rules. Vol 13 of GBACW series, uses the Turn Continuation System system & add rules for combat effectiveness. Original printing contained 600 very thin counters (on die-cut cardstock); normal die cut counters were later printed but not widely circulated. 2 map, detailed game of Early's surprise attack at Middleton in the Shenandoah Valley, Oct. 1864, against superior numbers, to which Sheridan recovered. R.Berg'89										
Simulations Canada	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Dark Stars		129238		\$25.00		Mint	HC OoP			9
Packaged in a ziplock (no box or die). Sml spot on rules cover, others very clean & crisp. ■ Space exploration & conflict using a 3D move system, for 2-4 players. Mod complex. Newberg'80										
Inchon		87221		\$20.00		Excell	HC OoP			4
Crease across box cover. ■ Modest complexity game of Inchon amphibious landings behind northern Korean lines that quickly captured Seoul and make the North's offensive untenable, Sept. 1950. Newberg'81										
Inchon		127352		\$25.00		Mint	HC OoP			4
Interior of box lid has a name stamp. Clear packing tape on two box sides & btm. Crease extending from box corner. Otherws mint. ■ Modest complexity game of Inchon amphibious landings behind northern Korean lines that quickly captured Seoul and make the North's offensive untenable, Sept. 1950. Newberg'81										
Power & Resolution		129239		\$25.00		Mint	zl OoP			6 4
Packaged in a ziplock. ■ 4 scenario & campaign game of the English Civil War 1642-46, and subsequent suppression of revolts in Ireland & Scotland. 2-4 players, moderate complexity. S.Newberg & J.Kula'84										
Schnellboote		127431		\$30.00		Mint	HP OoP Err			1
Unpunched. Charts neatly cut from rules rear cover. One corner of plastic tray cover dinged, cracked & repaired. Otherws mint. ■ Game of tactical naval combat by small craft such as patrol boats, minesweepers, and the big guys (destroyers) thruout World War II, 1939-45. Covers both the European & Pacific Fronts. One of the four games in SimCan's tactical WWII naval series (along with IJN, Kriegsmarine and Torpedo). S.Newberg'84										
Scourge of God		1736		\$39.00		Mint	HC OoP			6
Box btm seam split repaired. ■ Strategic level game of the rise of the Mongol empire thruout Asia & to the borders of Europe in 12th Century. Multiple empires in their way put up what resistance they can, with the hope that the total resistance will stop the Mongols. S.Newberg'82										
West Front		91737		\$15.00		New	n OoP			6
Med complexity, strategic, army level game of the war in western Europe & Italy, '43-5. Emphasizes leadership abilities. 3mo/turn, 50mi/hex. Mates w/ Lebensraum. S.Newberg'85										
Simulations Workshop, Inc	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Caseros 1852, the Fate of Argentina		113623		\$25.00		Mint	zl OoP			3
Grand tactical, btln/rgt level game of the decisive battle in Argentina's civil war that resulted in the overthrow of Rosas' dictatorship. 250m/hex, 30min turns. DTP mostly in black, w/ mounted color counters that must be cut apart. R.Morehead'98										
SJackson FANTASY GAMER Mag	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Slasher Flick, Revenge of Bogeyman # 1		117511		\$25.00		Mint	n OoP			1
Mag & game. 2-player game modeling a slasher movie (think Halloween) as a supernatural player preys on a random collection of hapless victims who must do what they can to save themselves. '83										
Slang Design	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Zombies of the World Field Guide		98369		\$10.00		New	Bk OoP			A
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										
Sparta	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Excalibre Newsletter 'Zine 3/72		128911		\$1.00		Mint	n OoP			Z
Memeographed 'zine from the early '70s and Spartan Intl. Purely of historical interest as there are no articles on games themselves. '72										
Spartan Simulation Gaming Journal # 3		128917		\$45.00		Mint	n OoP			Z
Mag is mint, but does NOT include the 2pc variant map of Iwo Jima or any counters originally included in the issue. DOES include a picture of the map (taken an oblique angle) allowing recreation of the map. ■ Feature a Panzerblitz variant: Suribachi, Battle of Iwo Jima. Published with a map. ARTICLES ON: Suribachi, Battle of Iwo Jima variant for Panzerblitz with rules, order of battle and the full TO&E for both Japanese & US higher echelons, with designer's notes; Review of Combat Command #30; fictional Germans v Boy Scouts Panzerblitz scenarios; AH Waterloo strategy, when to delay and when to stand; critique of Flying Circus #31; Aerial Miniatures Rules set, including the full basic game and module 1 of the advanced game (gunnery); Carriers v. Battleships, the roles they fulfill; Discussion of Naval Simulation Concepts & Techniques; Evolution of the Phalanx; Napoleon's Use of Treaties. '72										
Spartan Simulation Gaming Journal # 4		128918		\$45.00		Mint	n OoP			Z
Mag is mint, but does not include either counters or maps originally included. ■ Features an elaborate (& huge), 6 scenario Omaha Beach variant for Panzerblitz (originally published with additional B&W maps). ARTICLES ON: Armor Penetration & Protection in AFVs & ships; Montgomery's Maulers: aggressive Allied play in Afrika Korps; Rules for an extended Omaha Beach variant for Panzerblitz including uncertain invasion & airdrop landr zones & scatter, cliffs, hedgerows, forts, swimming tanks, and includes a platoon level OoB and landing chart for Allied forces as well a German defenders, plus a higher scale TO&E; History of the English Longbow; Outlin of a 1918 Game's parameters. '72										
Spearhead Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Bodyguard-Overlord		10825		\$30.00		Mint	BC OoP			8
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 intelligence, propaganda, & actual military maneuvers seeking a successful D-Day. J.Prados'94										
SPI Ares Mag Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Rescue from the Hive #7		14601		\$35.00		New	n OoP			1
Mag & Game. Fun 2-player game of space Marines attempt to recover hostages aboard an ant colony space ship. Solitaire rules printed in a later issues of Moves. N.Karp'81 / ARTICLES ON: a Dragonquest adventure scenario; facts for fantasy gaming; Science for Science Fiction; Games set in the Orient: Bushido, Land of the Rising Sun, Compleat Fantastist.										
SPI Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime			
Air War 1st		127450		\$40.00		Mint	FT OoP			1

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Unpunched. Packaged in a flat tray. 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.Isby77											
American Civil War ['74] PARTS		95826		\$4.00			Mint	n	OoP		6
Coversheet, only. Folded in center once, otherws clean. ■											
American Revolution		127440		\$75.00			Mint	FT	OoP		6
Cherry, including flat tray. ■ Strat lvl, area move gm of entire war in N.America. Modestly simple & good game. JD'72											
Ardennes Offensive		128162		\$60.00			Excell	FT	OoP		4
Complete & very clean. ■ Rgt/Brig lvl gm of the Bulge, Dec'44. Simpler & fast moving. JD'74											
Arena of Death		129005		\$15.00			Mint	HC	OoP		1
Unpunched. Box side panel creased along its length. 2 box corners repaired w/ clear packing tape. Components clean & unpunched. ■ Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80											
Atlantic Wall		107990		\$79.00			V.Good	DC	OoP Err		2
No counter trays; missing 1 unit, ID included & similar to other such units. 1 blank made into a ship per errata. Several errata annotations in scenarios & rules. 1 British unit mis-diecut, about 40% of unit values on front (on cut off; unit similar to all other such units & values apparent. Otherws EX & clean. ■ Detailed 5 map, 2000 counter game of the D-Day invasion thru the Allied breakout from Normandy, 6 Jun-1 July'44. 6 scenarios + campaign game. Btlm lvl. J.Balkoski'78											
Barbarossa, 2nd		131907		\$50.00			Excell	IT	OoP		6
Complete & clean. Stripped. ■ Army/corp level game of war in the east. Good, fairly simple game, strategic level game of all of the War in the East (save northern Finland) at the corp/army level. J.Dunnigan, 1971.											
Big Red One [aka Bulge 2nd]		132478		\$25.00			Mint	HC	OoP		4
Some yellowing of box cover, otherws mint & clean. ■ Previously published as Bulge; repackaged to tie into movie by that name (tho game does NOT focus on the US 1st Inf as the name would suggest). Simple, sml gm c the Btl of the Bulge at div lvl. Later reprinted as Big Red One. JD'79											
Breakout & Pursuit		127449		\$59.99			Mint	FT	OoP Err		4
Packaged in a flat tray. Unpunched. 4 making tape remnants on tray cover. Coversheet end panel creased. Scenario chart has multiple creases w/ a minor tear repaired. Otherws cherry. ■ Div-lvl game of Allied breakout in France, July-Aug 44, and pursuit across France thru Spt. 15. 2 Scenarios & camp, many what-ifs. Allied supply is key element. J.Dunnigan, 72.											
Bulge, Battle for the Ardennes Dec 1944		132639		\$15.00			V.Good	HC	OoP		4
Complete. Rules extensively hilited in yellow. Rear rules cover (with charts) separate for use. Box edges scuffed. 1 box corner repaired w/ clear packing tape. ■ Simple, small game of the Btl of the Bulge at div lvl. Later reprinted as Big Red One. Good beginner's game with low unit density & simpler mechanics. J.Dunnigan'79											
Bull Run, Battles of...		105930		\$25.00			Excell	FT	OoP		4
1st & 2nd battles of Bull Run. Simove gm w/ sml # of units. J.Dunnigan'74											
Canadian Civil War		1854		\$69.00			Excell	FT	OoP		A
Rules neatly highlighted in yellow. Otherws punched & clean. ■ Abstract 3-4 player game of political conflict & dominance in Canada in the 1970s. Central issue modeled at the time was control of issues among factions of separatism v federalism in Canada. Primarily a political & diplomatic game, military units can be employed in an national emergency. Includes an extensive historical article. J.Dunnigan'77											
City-Fight		130835		\$59.00			V.Good	BC	OoP		2
No countertray. Missing 3 units & 6 markers; ID included. Soiling & stians in rules, isolated spots on maps. Box stained, worn & reinforced with clear packing tape on all corners and portions on end panel. Worn, but entirel servicable. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 19 scenarios. Sophisticated yet smooth limited intelligence system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn. J.Balkoski'79											
City-Fight		131987		\$45.00			Excell	BC	OoP		2
No countertray, otherws complete & 18% punched. Some box cover scuffing. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 19 scenarios. Sophisticated yet smooth limited intelligenc system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn. J.Balkoski'79											
City-Fight		132477		\$75.00			Mint	BC	OoP		2
Box mildly scuffed, and cover has a semi circular crease on cover. Components clean & unused/unpunched. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 19 scenarios. Sophisticat yet smooth limited intelligence system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn. J.Balkoski'79											
Cobra 2nd		121456		\$65.00			Mint	FT	OoP		4
Packaged in a flat tray. Very clean. ■ Packaged in a flat tray; previously published in Strategy & Tactics #65. Game covers the attempts the Allied attempt led by Patton's armored forces to breakout of the Bocage by doing ; end run along the coast skirting Brittany, July-Aug 1944. Uses an evolution of the PanzerGruppe Guderian game system. Rgt/div level, 3days/turn, 3.2km/hex. Brad Hessel '79											
Combat Command 2nd		107555		\$42.00			Mint	WT	OoP		2
German units have a v.lite scoring marks from die cutting process with most counters showing the pattern of another countersheet at a skewed angle; no impact on play or utility of counters, just an unusual marking from th die cutting process. Otherws Cherry including box. Unpunched. ■ 2nd edition is a reprint of the game from S&T#30 in boxed format. Tactical combat in France,'44, in 6 scenarios. Attempt to improve upon PanzerBlitz systy by including command control influences. JD'72											
Combat Command 2nd		128362		\$49.00			V.Good	FT	OoP Err		2
Packaged in a flat tray. Complete. Rules had 1" tear in middle of cover page, repaired. Rules also have 4 sml punctures that go thru all pages. Otherws EX. ■ Tactical combat in France,'44, in 6 scenarios. Attempt to imprc upon PzrBlitz system by including command control influences. JD'72											
Combined Arms, Combat Ops 1935-70 2nd		108536		\$25.00			Excell	FT	OoP		2
20% punched, clean & complete. ■ 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 the then-contemporary period of the 1970s. J.Dunnigan'74.											
Commando, Combat Adventure Game		1861		\$45.00			Mint	BC	OoP Err		1
Cherry aside from rules staple rust & lite Spotting to generic box btm. Unpunched. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79											
Commando, Combat Adventure Game		130840		\$49.00			Mint	BC	OoP		1
Clean. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79											
Counter Tray, SPI Style Bookcase Tray		132213		\$2.00			V.Good	n	OoP		Z
Magic tape remnants along tray edges top & btm. Some cracks along tray btm sides. ■ SPI 2pc, 20-compartment bookcase style counter tray.											
Counter Tray, SPI Style Bookcase Tray		132214		\$2.50			V.Good	n	OoP		Z
Magic tape remnants along tray edges top & btm. Some cracks along tray btm sides. ■ SPI 2pc, 20-compartment bookcase style counter tray.											
Creature that Ate Sheboygan		129714		\$25.00			Good	Fo	OoP		2
Missing 3 blanks, 2 hit markers, 1 randomizer chit & 2 units; neatly made replacements for units & hit markers included. Box corners & all side panels reinforced with clear packing tape. Worn but quite servicable. ■ Godzilla-like Monster (or your choice of other monsters) v police & army, running amok over a city. Mindless fun. '79											
Descent on Crete, May 1941		131981		\$89.00			V.Good	FT	OoP Err		2
Complete. Rules cover separated from main rules booklet & split in 2 at spine, all repaired. Rules (cover mainly) litely soiled & wrinkled thru use. Otherws EX. ■ Large game of the Battle for Maleme airfield & Suda Bay as the Germans execute the largest airborne assault of World War II on Crete. Uses Highway to Reich system with company-level units. Players seek to accomplish their various objectives, scoring points for each; most poin ultimately wins. Includes rules for the air drop, air support, supply, leadership, morale & more. Colorful game, tho never as popular as its predecessor. E.Goldberg'78.											
Descent on Crete, May 1941		127441		\$149.00			Mint	FT	OoP Err		2
Packaged in 1 flat tray. One tray corner cracked. Otherws cherry, including tray. ■ Large game of the Battle for Maleme airfield & Suda Bay as the Germans execute the largest airborne assault of World War II on Crete. Uses Highway to Reich system with company-level units. Players seek to accomplish their various objectives, scoring points for each; most points ultimately wins. Includes rules for the air drop, air support, supply, leadership, morale & more. Colorful game, tho never as popular as its predecessor. E.Goldberg'78.											
Desert War		127447		\$55.00			Mint	FT	OoP		2
2 tray corners cracked. Label residue on tray cover. Components cherry. ■ Game of tactical combat in northern Africa in multiple scenarios, 1940-3. Scenarios depict various types of engagements between German, Britis & Italian forces. Uses the SiMove system (first to do so). Has a DIY scenario builder based on engagement type & year. 100m/hex, 3.5min/turn, 400 counters. Jim Dunnigan'73											
Destruction of Army Group Center 2nd		122136		\$69.00			Excell	FT	OoP		4
Complete & entirely strip punched. ■ Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. 2nd ed is a straight reprint in boxed format. J.Dunnigan'73											
Destruction of Army Group Center 2nd		108387		\$65.00			Excell	FT	OoP		4
Masking tape remnants on tray & inner lids, otherws EX. ■ Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. 2nd ed is a straight reprint in boxed format. J.Dunnigan'73											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
DragonQuest 1st Cherry. ■ SPI's extended & comprehensive fantasy Role Playing Game. Includes your classic elements of magic, mythical beasts, heroes & maidens. E.Goldberg et al'80		130964		\$49.00		Mint	HC	OoP	A	M
DragonQuest 1st: Blade of Allectus Adventure module 2 for DragonQuest. A philosopher-king and his daughter inhabit an island rich in hidden treasure, bit are stalked by a fearsome curse. Players venture to the island to relieve the curse - and of course get rich. '80		130965		\$25.00		Mint	Bk	OoP	A	M
DragonQuest 1st: Gamemaster's Screen Kit Handy screen to shield game master plus provide key tables & charts for both GM & players. '80		130966		\$20.00		Mint	Fo	OoP	A	M
Dreadnought, the Battleship Era, 1906-45 Complete & 2% punched. Sml smudge & 2 sml tears on rules rear cover (designer notes). Otherws clean. ■ Ship-ship combat, 1900-50 w/ ships from all nations. Simove. J Young/l Hardy'75		131904		\$45.00		Excell	FT	OoP		1
Drive on Stalingrad, 1st Substantially complete; missing 2 units, 2 blanks; color photocopy of front of German countersheet included. German units reverse printed. Coversheet worn. ■ German summer 42 offensive on 2maps, 600 counters, using Pzr Grp Guderian system w/ untried units. B.Hessel'77		121288		\$64.00		V.Good	FT	OoP		4
Drive on Stalingrad, 1st Missing 5 blanks only; all units present & otherws complete. 4 blanks made into unneeded repl units & variant leaders. Rules cover page has 2" tear at lower staple, repaired & reattached. Errata corrections thruout rules including historical OoB. Maps professionally laminated & folded normally. OoB chart had a tear at margin & some mars obscuring a few unit IDs; missing info written in; chart professionally laminated & folded into thirds. Tray cracked & multiple places top & btm, losing some integrity. Lid covers have unit type labels; some stickyness from taped seals now removed. Tray btm has several punctures (from a sealing system using paper clips), largely cosmetic. Complete & entirely servicable & a durable copy due to laminating. ■ German summer 42 offensive on 2maps, 600 counters, using Pzr Grp Guderian system w/ untried units. B.Hessel'77		128592		\$59.00		Good	FT	OoP		4
Drive on Stalingrad, 1st Complete. Packaged in a flatray. Axis (countersheet 2) reverse printed, otherws EX ■ German summer 42 offensive on 2maps, 600 counters, using Pzr Grp Guderian system w/ untried units. B.Hessel'77		131985		\$59.00		Excell	FT	OoP		4
East is Red 2nd Packaged in a bookcase box. From a smoker's collection. Box has a couple of sml stains & scuffs on cover. Component cherry. ■ Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. 2nd ed is a straight reprint in boxed format. J.Dunnigan'74		127451		\$45.00		Mint	BC	OoP		4
East is Red 2nd Masking tape remnants on tray & inner lids. Otherws EX. ■ Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 11 counters, 1wk/turn, 50km/hex. 2nd ed is a straight reprint in boxed format. J.Dunnigan'74		108390		\$35.00		Excell	FT	OoP		4
Fall of Rome 2nd PARTS Coversheet, only. Folded once horizontally. ■		115133		\$6.00		Excell	n	OoP	6	1
Fast Carriers Complete & clean. Strippunched. ■ Lrg game of Air-Sea carrier operations between 1941-1877 in various areas of the world. Includes 800 units, 9 scenarios, hidden move. Played at both strategic & tactical levels w/ telescoping time scale. J.Dunnigan'75		131906		\$70.00		Excell	FT	OoP		2
Fifth Corps Unpunched. Rules highlighted in yellow thruout. Exclusive rules cover annotated w/ list of helpful homemade counter types to make. Slight yellowing of box. Otherws clean. ■ Central Front series v1. Soviet attack thru Fulc Gap to Frankfurt @ btn lvl. Each action consume energy, the key dynamic. J.Dunnigan'80		132481		\$45.00		Mint	HC	OoP		2
Flying Circus, Aerial Combat 1915-18 2nd Cherry including tray. ■ 2nd edition is a boxed reprint from the game appearing in S&T#31. Plane-plane aerial combat during WWI, 1915-8, using a simple game system. 60m/hex, 10sec/turn. J.Dunnigan'71		107544		\$39.00		Mint	FT	OoP	Err	1
Foxbat & Phantom 1 counter loose from tree. Components very clean. Counter tray cracked & repaired in 2 areas including a 5" edge cracked. Tray also compressed/partially crushed. ■ Very playable, air-air combat in '70s between 14 plane types of US,UK, USSR, France. Mechanically simple but with nuanced tactical abilities. 30sec/turn, 1km/hex. J.Dunnigan'73.		121462		\$35.00		Mint	FT	OoP		1
Franco-Prussian War No coversheet. Otherws complete & clean; punched. ■ 1870 war that united Germany, fought over Alsace-Lorraine in France. Corp level, step reduction, inverted movement. 1972.		116299		\$85.00		Excell	FT	OoP	Err	4
Frederick the Great 2nd Counters marked on blank backside with unit nationality. Tape remanents on tray. Otherws EX. ■ Nice, fun, strategic lvl game of 7yrs War thruout Europe. 4 yearly scenarios. 2nd ed is a boxed reprint. F.Davis, D.Curran'7		108146		\$35.00		Excell	FT	OoP		6
Frigate 1 blank missing, otherws complete. Upper corner of cover sheet litely moisture stained. 3 tray corners cracked & repaired. Otherws EX. ■ Very playable ship-ship combat in Age of Sail. 14 scenarios using SiMove. J.Dunnigan'74.		111696		\$50.00		V.Good	FT	OoP		1
Frigate Complete. Some counter wear thru use. Several minor stains on rules, scenarios & maps (esp a large but lite 3" stain on 1 map panel). ■ Very playable ship-ship combat in Age of Sail. 14 scenarios using SiMove. J.Dunnigan'74.		108011		\$45.00		V.Good	FT	OoP		1
Frigate 6" edge seam split on tray cover repaired. Otherws cherry. ■ Very playable ship-ship combat in Age of Sail. 14 scenarios using SiMove. J.Dunnigan'74.		127448		\$65.00		Mint	FT	OoP		1
Grenadier Playable but substantially incomplete; missing 109 units. Will require making repl counters to play all scenarios. CRT/TEC/Historical Commentary chart stained, soiled & wrinkled thru use, and a portion of upper page torn away; no key info lost. Map also shows some minor crease. Packaged in a ziplock without cover sheet or die. ■ Game of grand tactical combat in the age of musketry, 168--1850. 16 scenarios designed to show off the different unit types & how they interact. J.Dunnigan'71		116303		\$25.00		Good	zl	OoP		2
Ice, War in the... No countertray, otherws complete. Box edges uniformly scuffed. Slight wear to rules. Otherws EX. ■ Futuristic 2 or 3 way battle for Anarctica using laser tanks, satellites, etc. Good game. P.Kosnet'78		131984		\$65.00		V.Good	BC	OoP	4	3
Introduction to Wargaming Series of articles intended to introduce novices to Gaming: Basic tactics, basic SPI library c.'76, glossary, symbols. Indexes SPI errata, S&Ts thru #64, Moves thru #32. Suggests basic game library. Nostalgic. '77		130972		\$10.00		Mint	n	OoP		Z
Kaiser's Battle Minor sun discoloration along one box cover side edge, and a large crease extending from on corner. 1 side panel tear; tape reinforcement around all side panels. Components unpunched & clean. ■ March 1918 German offensive near Cambrai. Div level, w/ various types of artiller, weather, supply & strosstruppen. Good gm. J.Balkoski'80		132479		\$25.00		Mint	HC	OoP		4
Kampfpanzer, Armored Combat 1937-40 2nd Tray cracking. ■ Reprint in a box of the game in S&T#41. Early armored battles, 1937-40 w/ scenarios covering Spanish Civ War, Soviet-Jap border dispute, Czech v Germans. Tac lvl w/ simove. J.Dunnigan'74		89515		\$25.00		Excell	FT	OoP	Err	2
Korea, 2nd Cherry. ■ Update of one of Dunnigan's earliest designs covering the mobile war in Korea, 1950-1, at rgt lvl. Decent game, even today, with a number of what-ifs the designer was famous for. J.Dunnigan'71		131327		\$60.00		Mint	FT	OoP		6
La Grande Arme, 1st Very clean. ■ Napoleon's 1805, 1806 & 1809 campaigns in Central Europe. Div/corp level w/ inverted movement, forced march, supplies. J.Young'72		131820		\$74.99		Mint	FT	OoP	Err	4
Mech War '77 Designer's edition w/ mounted board. No counter tray. Box scuffed on & along edges; sun faded on 2 sides. Couple of abrasions on box btm, with lengthy crease along one side edge. Missing 2 British counters, ID can be inferred. Some lite stains on rules. Otherws VgD. ■ Designer's edition with mounted board. 10 scenario game of tactical armored combat during 1970s around the world: 8 cover WWII in Germany, 1 from the 1973 Yom Kippur War, and 1 from a hypothetical Sino-Soviet war. Sister game to Panzer '44, and an update of earlier Red Star White Star. 200m/hex, 1-6min/turn, 400 counters. J.Dunnigan'75		120471		\$29.99		V.Good	BC	OoP		2
Mech War '77 Tray cover yellowed thru age, with 4 corners cracked & repaired. Otherws unpunched & very clean. ■ 10 scenario, platoon level game of tactical combat during the 1970s in Germany, Manchuria & the Sinai. Revision of ar earlier game of similar title. J.Dunnigan'75		121452		\$65.00		Mint	FT	OoP		2
Mech War '77 Designer's edition w/ mounted board in a bookcase box. Complete & clean aside from some box edge scuffs. ■ Designer's edition with mounted board. 10 scenario game of tactical armored combat during 1970s around th world: 8 cover WWII in Germany, 1 from the 1973 Yom Kippur War, and 1 from a hypothetical Sino-Soviet war. Sister game to Panzer '44, and an update of earlier Red Star White Star. 200m/hex, 1-6min/turn, 400 counter J.Dunnigan'75		132058		\$47.00		Excell	BC	OoP		2
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 centr Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79		2007		\$209.00 **		Mint	DC **	OoP	Err	2

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mech War II No counter trays, others complete & unpunched. Staple rust to both exclusive rules booklets. Box shows scuffs, light discolorations & some cosmetic box wear. Components otherwise clean & unpunched. ■ 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.Herman79		129003		\$179.00	**	Mint	DC **	OoP Err	2				
Mech War II No counter tray. Sml amt of errata annotation in rules. Box yellowed thru age, with vertical cut mar on 1 side panel. Others very clean. ■ 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.Herman79		127462		\$179.00	**	Mint	DC **	OoP Err	2				
Mech War II: Red Star/White Star Unpunched. From a smoker's collection. Game scale annotated on rules cover. Box has several sml spot stains, light scuffs, & 1 side panel tear repaired. Some discoloration also. Components very clean. ■ 1 of 2 games in the Mech War 2 set. Detailed, updated version of earlier game, Red Star White Star. Covers tactical combat during the early days of the outbreak of WWII in central Germany as Soviet forces attempt to rush certain key passages thru Germany. 200m/hex, 5min/turn, Pltn level. M.Herman79		127471		\$75.00		Mint	BC	OoP	2				
Middle Earth Trilogy Complete & largely strip punched. Packaged in a bookcase box. Includes all 3 games (Lord of Rings, Gondor & Sauron). ■ War of the Ring, Sauron, Gondor games. Fun gm of Tolkien's world, w/ lots of colorful graphics. Character only gm simpler & fast moving, good for beginners on up; military game adds several armies. 2 other games are simple folio style gms of 2 battles. H.Barasch, R.Berg77		131913		\$175.00		Excell	BC	OoP	4				
Modern Battles Quad 40% (Bundeswehr & Chinese Farm) punched; complete. ■ Btls of Chinese Farm, Golan from Yom Kippur War '73, Mukden (Chinese v Soviets), Wurzburg (Soviets v US '75).		131818		\$75.00		Excell	FT	OoP Err	2				
Moscow Campaign 1pg of rules ripped; appears to have been mfgd that way. Others clean & unpunched. ■ Remake of earlier Battle for Moskva game now using SPI's WWII Division Level game system (ala Kursk, Destruct Army Group Center & others). Game covers the German drive on the area surround Moscow late in 1941. 24 scenarios with lots of what-ifs as this designer is know for, 400 counters, div level, 3days/turn, 6mi/hex. J.Dunnigan'72		123537		\$75.00		Mint	FT	OoP Err	4				
Musket & Pike Players copy: substantially complete but missing 14 units & 1 blank (among 10 unit types); IDs included. Flat tray cover brittle & cracking & several places. ■ 18 scenarios of tactical combat 1550-1680, from the religious wars of 1550-1608, Thirty Years War, Turkish Wars, & war of English Succession. 100m/hex, 5min turns. J.Young'73		114010		\$45.00		Good	FT	OoP Err	2				
Napoleon at Waterloo, 3rd Complete. Counters & rules mildly soiled thru use. 1 counter face marred but values evident. Others VGd. ■ w/ 1979 SPI Master Index to S&T 1-76, Moves 1-41, errata thru 7/78 & beginners Intro. Game is a 3rd revision SPI's popular & simple title of Waterloo game, RECOMMENDED for its replay value and also a good beginners game. J.Dunnigan'79		131329		\$20.00		Good	n	OoP	4				
NATO Division Commander No counter tray. Box mildly worn. Generic btm yellowed, crease, moisture stained & concaved. Box corner has two lite but long creases. Intro rules separated from main rules. Others very clean. ■ Detailed, complex, btlm-level game focusing on the command & control role of Division commanders in the modern era, together with the concepts of fatigue as a constraint, supplies, and options for chemica biological & tactical nuclear warfare. 11 scenarios of varying size & complexity. The designer's most intential design, it has multiple layers of complexity introduced & offered in sequence & always optionally. Includes an intro, a solitaire, a 2 player & umpired game rules. 2 identical maps, 1200 counters, 1mi/hex, 8hrs/turn, extended designer notes & historical background. J.Dunnigan'78		127463		\$249.00		Mint	DC	OoP	2				
Next War Substantially complete: missing 8 units, 13 markers, 2 blanks, ID included. Some separation damage to a few units, generally to backsides. extensive coffee spill stains across most of rules & scenario booklet covers front back, as well as errata. Rules neatly annotated with errata or where errata applies. Some sml stains to interior of rules & map surfaces. Aged masking tape remnants on backside of maps. Box very worn w/ name on cover all 4 corners split & repaired with packing tape, scuffs & creasing & edge repairs. In all, not at all pretty, but still an entirely servicable players copy. ■ Detailed brid/div level simulation of combat thruout Europe in early '80s Key dynamic is the expenditure of energy on any of many possible actions. J.Dunnigan'78		132212		\$149.00	**	Good	DC **	OoP Err	2				
Normandy, 2nd Packaged in an illustrated paper tray. ■ Packaged in an illustrated tray. Btlm/Rgt gm of initial D-Day landings to D+5. Variable German forces & setup as well as variable beachhead deployment. J.Dunnigan'71		108139		\$25.00		Excell	IT	OoP	4				
Objective Moscow No counter trays. Substantially complete: missing 4 units, partially ID'd. Rules soiled & stained thru use, with some spine tears repaired. Errata & extraneous annotations of map & many counters. A few spots on map. Box creased, scuffed w/ all corners repaired with clear packing tape with some discoloring. All in all a players' copy in better than average condition. ■ Large 4-map, 1200 unit game of a worldwide invasion of USSR by a multi-national coalition. 3 1-map scenarios & a Korea minigame in addition to two campaigns set in the 80s & 2000. Game uses untried units for the Soviets & lesser nations' forces. '78		132216		\$249.00		Good	DC	OoP Err	6				
Operation Olympic 2nd Very clean. ■ 1-2player game of invasion of Japan, 45. 2nd ed is a straight reprint of the game in boxed format. J.Dunnigan'74		122688		\$69.99		Mint	FT	OoP	4			1	
Operation Typhoon No counter trays. Others cherry. ■ 3 map, 800 counter, rgt/btlm level game of German drive on Moscow, & the Soviet counterattack, 15 Nov-15 Dec 1941. Uses a loose variation of Wacht Am Rhein system. Designer beams the constrictive time frame imposed upon the design by original feedback proposal. 4 scenarios, 3 1-map campaign. 2.7mi/hex, 1day/turn. Basically a pretty simple game. J.Angiolillo'78		109045		\$175.00		Mint	DC	OoP	4				
Outreach Flat tray has several cracks, and masking tape remnants, on tray cover. Tray btm partially compressed. Components clean & unpunched. ■ Strategic level, 2-4 player game of imperialistic expansion in space on a colorful 2D map of space that covers about a third of our galaxy. Essential element of the game is economics & production, as players explore the universe to secure resources. Includes 4 scenarios plus a DIY scenario generator any number of players. Also includes good fog of war about starfleet composition. Fun, modestly simple game. '76.		122694		\$85.00		Mint	FT	OoP	8			4	
Pacific, War in the... 3FTs, with only main coversheet. 2 corners of 1 tray cracked & partially repaired. Others cherry. ■ 3200 counters, 7 map sim of war in pacific using monthly turns. 5 localized scenarios & campaign game. Still perhaps th best sim on the subject. E.Curran, J.Dunnigan, I.Hardy T.Walczyk'78.		131821		\$299.99	**	Mint	FT **	OoP	6				
Patrol, Man-Man Combat in 20th Century 18 counters loose from tree in strips. V.sml separation mar to face of one counter. Others 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		114194		\$35.00		Mint	FT	OoP	1				
Patrol, Man-Man Combat in 20th Century Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74		89372		\$30.00		Excell	FT	OoP	1				
Phalanx Cherry. ■ SPI's second & more systematic take on tactical combat in the Greek & Roman era, 500-100 BC. Units depict the key unit & weapon types of the era, and special rules provide the color of ancient tactics includin key leaders, elephants, the flexibility of the Roman legion. 255 counters. John Young, 1971.		131324		\$65.00		Mint	FT	OoP	3				
Red Star/White Star Complete. Strip punched. ■ Early gm of platin/btlm lvl tac combat in Europe in '70s. J.Dunnigan'72		131905		\$59.00		Excell	FT	OoP Err	2				
Red Sun Rising, the Russo-Japanese War 2 rear pgs of rules dog eared. Inner coversheet flap dogeared. Others mint. Packaged in a flat tray. ■ Unique blend of div lvl land, & strategic AND tactical naval systems, w/ command & logistics for the entire Russo-Japanese War of 1904-5. RECOMMENDED. F.Davis'77		111575		\$99.00		Mint	FT	OoP Err	4				
S&T Guide Newsletter #1 Newsletter now of interest mainly to wargame collectors. Small, foldout newsletter that preceded Moves magazine. This issue itemized wargame publishers, designers & wargames existant as of early 1971. 6/71		118327		\$3.00		Excell	n	OoP	Z				
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		131340		\$29.00		Excell	FT	OoP	1				
Scrimmage 2nd 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		107383		\$35.00		Mint	FT	OoP	1				
Sniper!, 1st Clean & unpunched, with unmounted board. Packaged in a bookcase box. ■ Designers edition bookcase box with mounted map. Game of low level tactical combat in an urban setting during World War II. Includes a small number of AFVs, but focus is on infantry combat in an urban setting. Each counter represents an individual man with their personal weapons (including flamethrowers, RPGs, satchel bombs, etc.) Simove, but with a small number of units on the board. J.Dunnigan'73		132473		\$49.00	**	Mint	BC **	OoP Err	1				
Solomons Campaign Slight yellowing to spine of map from sun exposure. 1 tray corner cracked & repaired. Others very clean. ■ Simple, hi excitement game of air-land-sea combat for Guadalcanal including very workable si-move. J.Dunnigan'73		121460		\$75.00		Mint	FT	OoP	4				
Solomons Campaign		108138		\$65.00		Excell	FT	OoP	4				

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.											
Complete. Tape remnants on tray inner lids. ■ Simple, hi excitement game of air-land-sea combat for Guadalcanal including very workable si-move. J.Dunnigan'73											
Spitfire		105937		\$25.00			Excell	WT	OoP		1
Aircraft charts unused & not separated. White Tray has another game's name written on cover & spine (in addition to Spitfire label). Others EX. ■ SPI's game of air-air combat in Europe early in World War II. Includes 16 types of planes, fighters & bombers. 46m/hex, 3.3sec/turn, 46m/hex. J.Dunnigan'73											
Starforce Alpha Centuri		127458		\$45.00			Mint	BC	OoP		8
Packaged in Designers Edition BC box w/ mounted board. Box shows mild wear w/ light scuffs, lite corner abrasion, diagonal cut on one side panel. 1 corner reinforced with tape. Components cherry. ■ Challenging 3D gar of intersteller conflict using si-move but few counters. One of SPI's best sci-fi gms. R.Simonsen'74											
Starforce Trilogy		131819		\$99.00			Mint	FT	OoP	A	M
Cherry. Packaged in a flat tray. ■ 3 of SPI's classic Sci-Fi games: Outreach, Starforce & Star Soldier. SS is tac combat on surface of planet in future using adv weapons! 400 counters. OUT is good 2-4 player gm of galacti expansion w/ economics; 200 counters. StF is a strat gm of space combat between races using 3D simultaneous movement; 200 counters. '77											
Starforce Trilogy		122142		\$75.00			Excell	FT	OoP	A	M
Missing ALL Outreach components. Includes 2 games: Star Soldier (record charts separated, slight sun discoloration to uppermost row of 20 counters, otherws mint & clean) and Star Force Alpha Centurai (complete; sml portion of btm of CRTs on map sun discolored). Tray corners cracked & repaired. Label on tray end panel; tray cover yellowed. ■ 3 of SPI's classic Sci-Fi games: Outreach, Starforce & Star Soldier. SS is tac combat on surface of planet in future using adv weapons! 400 counters. OUT is good 2-4 player gm of galactic expansion w/ economics; 200 counters. StF is a strat gm of space combat between races using 3D simultaneous movement; 200 counters. '77											
StarSoldier, Tac Warfare in 25th Century		131234		\$45.00			Mint	BC	OoP		1
No counter tray, otherws complete, unpunched & cherry. ■ Game of tactical combat in the 25th century between infantry forces in a sci-fi future in a terrestrial environment. Optional links w/ StarForce. T.Walczyk'77											
StarSoldier, Tac Warfare in 25th Century		128160		\$29.00			V.Good	BC	OoP		1
From a smoker's collection; has distinct smell. Missing 2 counters, ID included. Packaged in a bookcase box. May counters (only) spotted or discolored in brown. Rules have staples rules plus some soiling thru use. Box mildly scuffed with some sun fading on one end panel. ■ Game of tactical combat in the 25th century between infantry forces in a sci-fi future in a terrestrial environment. Optional links w/ StarForce. T.Walczyk'77											
Strike Force One		105439		\$14.00			Mint	n	OoP		4
Abstract, v.sml beginners game with 10 pieces. Intended to show the basics of wargame mechanics.											
Sword & the Stars		130963		\$65.00			Mint	HC	OoP		8
Cherry. ■ Downsize Empire of Middle Ages system applied to galactic imperialism, expansion & conflict. Same unique system, but not the same without the flow of European history. For 1-5 players. E.Smith'81											
Tank! (w/ Expansion Kit) 2nd		122692		\$75.00			Mint	FT	OoP		1
Base game with expansion kit in a flat tray. Expansion rules have several penciled notes written on cover, otherws unpunched & mint. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T#44. Game of individual tank-tank combat w/ AT guns & infantry, during WW2. Box game includes the Expansion Kit that greatly elaborates on the base game (with 200 additional counters & additional rules & scenarios). 300 counters total. Simove. J.Dunnigan'74											
Tank! (w/ Expansion Kit) 2nd		108877		\$59.00			Excell	FT	OoP		1
Complete. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T#44. Game of individual tank-tank combat w/ AT guns & infantry, during WW2. Box game includes the Expansion Kit that greatly elaborate on the base game (with 200 additional counters & additional rules & scenarios). 300 counters total. Simove. J.Dunnigan'74											
Terrible Swift Sword, 1st		127470		\$175.00			Mint	DC	OoP	Err	2
Unpunched. From a smoker's collection; slight smell. No counter trays. 1 stain in rules, and a very sml puncture on box cover. Box shows some wear & age thru discoloration, scuffs & creases. 1 end panel yellowed. Otherws cherry. ■ Granddaddy of GBACW system. 3 days of Gettysburg at rgt lvl. Berg '76.											
Tito & His Partisan Army, Yugoslavia 2nd		132466		\$25.00			< New	HC	OoP		6
Some concaving to box. Unpunched & shrinkwrapped. ■ Models the guerilla war waged thruout World War II, 1941-45, in Yugoslavia by forces led by Tito. Uses area move (or allocation) map putting units in specific cities regions or roles. Never a popular game, innovative & accurate system nonetheless. D.Rustin'80											
To the Green Fields Beyond		131974		\$59.00			V.Good	zl	OoP		4
Packaged in a ziplock without box or coversheet; otherws complete. Rules mildly worn thru use; puncture hole to rules cover repaired; Rules partially separated from spine & repaired. ■ Packaged in a ziplock without box or coversheet. Excell, HIGHLY RECOMMENDED game of Nov 1917 Allied attack using a large concentration of tanks, determined resistance by direct-firing artillery, & a successful German counterattack. Rgt/brig level, 1day/turn, 1250yd/hex. One of best WW-I games ever. Awarded best 20th Century Game in '78. D'lsby'78											
Up Scope!		114193		\$70.00			Mint	FT	OoP		1
1 tray corner starting to crack. Coversheet folded horizontally once, otherws cherry & unpunched, unused. ■ Comprehensive study of sub/anti-sub warfare from 1914-1980s. J.Balkoski '77											
War in Europe		131822		\$349.99 **			Mint	FT **	OoP	Err	6
Packaged in 3 FTs with 2 coversheets. 2 corners of 1 tray cracked & partially repaired. Components cherry. ■ Addendum avail free upon req. RECOMMENDED, simple yet huge gm of war thruout Europe @ div/corp lvl w/ German & Soviet production, strat air & U-Boat war, etc. Excel gm esp for team play. Multiple short campaign & battle scenarios. JD, I.Hardy'76											
War in Europe / War in the World Addendum		77286		\$3.00			Excell	n	OoP	Err	8
Photocopies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.											
War in the East, 1st		112941		\$79.00			Good	ZL	OoP		4
Substantially complete & playable but well-used & missing 41 units & markers (plenty of counters to play; ID included). 60% punched. No box; packaged in a large ziplock with main coversheet. Both airpower charts missin & provided as color photocopies. Coversheet moisture stained on blank backside at upper 3" margin. Sml amt of Scotch tape & pin holes on map margins, w/ a couple of sml, isolated spot stains on maps. Some soiling & staining on all charts; pronounced moderate sized spill stains on one of two identical TRCs/Reinf Charts. A players' copy. ■ No box; packaged in a large ziplock. 4 map, fast moving slug fest using modified France 40 system. Basic failing of game was that it allowed Russians to abandon frontier & run. J.Dunnigan'74											
Wellington's Victory		106100		\$65.00			V.Good	DC	OoP		2
15% punched; missing 20 (5%) of 1/2 & 3/4 strength markers (only). Rules underlined & marked in pen & pencil, mostly in the margins. Slight sun fading of rules cover w/ some smudges on blank back cover; 2 stains on la 2 pages. Box cover edges mildly scuffed. Name written on inside of box top & btm. ■ Grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. 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 Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 2000 counters, btm/rgt level, 100yd/hex, 15min turns. Later reprinted by TSR as a 2nd ed & DecGms as a 3rd ed. F Davis'76											
Westwall Quad		128556		\$90.00			Excell	FT	OoP		3
Complete. Game scale notes penciled onto each exclusive rules folder. Coversheet partially sun faded. Several cracks in tray cover repaired. Otherws EX ■ Set of 4 smaller, simpler, fast playing but respectable games of the battles for Arnheim, Bastogne, Hurtgen Forest & Remagen. '76											
Wolf Pack 2nd		121451		\$85.00			Mint	FT	OoP		2 1
Rules litely folded vertically. Aging masking tape remnant on 4 tray cover sides. Otherws very clean. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T47. Solitaire game of the U-Boat campaign in North Atlantic, 1942-44, capturing key inflexion points in that conflict driven by technological developments. A ground breaking design when published. 200 counters. J.Dunnigan'74											
SPI MOVES Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Moves Magazine (SPI) #10		106777		\$9.00			Excell	n	OoP		Z
ARTICLES ON: Borodino #32 profile; Cybernetics & Wargaming; Operational Principles for Turning Point (Stalingrad); Naval Warfare in Age of Sail; Vehicles in Soldiers; Footnotes (letters); Tactics in Flying Circus #31; an Intro to Game Theory; ERRATA for Scrimmage #37, CA #38, Austerlitz, Breakout & Pursuit, NATO. '73											
SPI S&T Magazine Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
American Civil War [74] #43		130974		\$49.00			Mint	n	OoP		6
Mag & game. Strategic lvl gm of the entire American Civil War, land & sea, 1861-65. Captures the essential elements of this war in the way that the designer was so very good at, yet little of the (bloody) color of the conflict came thru. 200 counters, 3mo/turn, basic scenario with variants. J.Dunnigan'74 / ARTICLES ON: American Civil War 1861-65; Soldier Kings, 1550-1770.											
Armageddon #34		99039		\$60.00			Mint	n	OoP		2
Mag & Game. Tactical combat in pre-Greek eras from 3000-500BC w/ many scenarios. S Patrick & J Young'72 / ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.											
Armageddon #34		116457		\$55.00			Mint	n	OoP		2
Rear cover has a large, light dogear; mag cover has a narrow vertical line, apparently a printer error. Otherws unpunched & clean. ■ Mag & Game. Tactical combat in pre-Greek eras from 3000-500BC w/ many scenarios. Patrick & J Young'72 / ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
BAOR, Thin Red Line in the 1980s #88		131168		\$50.00		Mint	n	OoP	2	
Top half of entire mag (including rules) mildly moisture warped. Counters & map clean. Unpunched. ■ Mag & game. First 5 days of Warsaw Pact attack in British sector of northern Germany. 3rd in Central Front series. Ke system dynamic is friction thru combat & movement; turns end only when both sides approach exhaustion. Mates w/Hof Gap & Central Front. Has 2nd ed (SPI) series rules. 2 scenarios, 4km/hex, 12hrs/turn, 400 counters. C.Kamp Jr.'81 / ARTICLES ON: BAOR, the Thin Red Line in the 1980s; Armies & Leaders in WWI; German Mobilization in WWII; Hundred Years War 1137-1453; Brief game reviews: Third Reich 3rd, 1941, Barbarian Prince, Apocalypse, Valley of Four Winds, Moonstar, Escape From New York, Dragonmaster.										
Breitenfeld #55		76700		\$40.00		Mint	n	OoP	2	
Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestagis game series); Battle for Wurzburg, Current Situation & futu battle within the game.										
CA, Tactical Naval Warfr in Pacific #38		130973		\$59.00		Mint	n	OoP	2	
Rules folded horizontally once. Countersheet cut into 4 parts but unpunched. Otherws mint. ■ Mag & Game. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73 / ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.										
CA, Tactical Naval Warfr in Pacific #38	GmOnly	116298		\$22.00		V.Good	n	OoP	2	
Complete. Land masses on map annotated with terrain; otherws EX. ■ GameOnly. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights in the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73										
Cassino, Battle for... #71		107473		\$25.00		Mint	n	OoP	2	
Mag & Game. Co/pltn level, tactical game of Allied attack on this key link in the Gustav Line in central Italy, Mar'44. 6hr/turn, 50m/hex. J.Prados'78 / ARTICLES ON: Cassino, Assaulting the Gustav Line, 1944; Current USNavy Organization; French Line Infantry Tactics, 1808-15; Soviet Tactical Doctrine; Battle for the Ardennes, 1940 & 1944; Soviet Airborne Forces in WWII.										
Cedar Mountain #86		57003		\$16.00		New	n	OoP	2	
Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independance, 1835-61; Operational Update at SPI.										
China War #76		131178		\$39.00		Mint	n	OoP	6	
Mag & Game. 3 scenario game of major wars in Asia: USSR attacks China, China attacks Vietnam or Taiwan. Army/corp level. B.Hessel'79 / ARTICLES ON: Sino-Soviet Conflict in the 1980s; Soviet Motorized Rifle Battalion as the Advanced Guard; NATO & Tactical Air Power; Helicopter Update; Battle of Shiloh, 1862; brief reviews of BL Tirreme, WEG Marlborough at Blenheim, BEARHUG Zulu: Ulundi, TFG Asteroid Zero Four, OS Dark December, PHILMAR Imperial Governor/Strategos, AH Dune, GDW Road to the Rhine, FGU Middle Sea, Junta 1st, BL Samurai.										
Cobra #65		131333		\$35.00		Excell	n	OoP	4	
Complete & clean. ■ Mag & game. Game of Patton's attempts to breakout of the Normandy bocage country and encircle the German army, mid-July-Aug 44. Rgt/div level, 200 counters, 3.2km/hex, 3days/turn. Popular game, later enhanced & republished by TSR. B Hessel '79 / ARTICLES ON: Cobra, Patton's Summer 1944 Offensive; War Against Japan 1941-5; Raid errata.										
Cobra #65		101264		\$42.00		Mint	n	OoP	4	
Sml printer smudge on margin of mag page; otherws clean. ■ Mag & game. Game of Patton's attempts to breakout of the Normandy bocage country and encircle the German army, mid-July-Aug 44. Rgt/div level, 200 counters, 3.2km/hex, 3days/turn. Popular game, later enhanced & republished by TSR. B Hessel '79 / ARTICLES ON: Cobra, Patton's Summer 1944 Offensive; War Against Japan 1941-5; Raid errata.										
Combined Arms, Combat Ops 1935-70 #46		92835		\$35.00		Mint	n	OoP	2	
Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Playe Notes & Strategy.										
Conquistador #58		99127		\$39.00		Mint	n	OoP	6	
Rules separated. ■ Mag & game. Great tho very long game for 2-5 players of exploitation & combat while colonizing (conquering) the New World. Plays use explorers to find key land forms & suitable places to colonize, establish resource-generating colonies, and use armies to protect their assets & to raid opponents' colonies. The discovery & flow of gold is an important aspect of the game. 200 counters, 5yrs/turn. R.Berg'76 / ARTICLES ON: Pizarro & the conquest of Peru, 1524-33; Nuclear submarine & anti-submarine warfare; ERRATA for Panzergruppe Guderian #57; the Rhodesian army; military spending worldwide.										
Desert Fox #87		122718		\$35.00		Mint	n	OoP	4	
Rules separated. Includes Sept 1940 Italian Invasion of Egypt scenario, optional rules, & errata. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the gam into Tunisia & 1943. R Berg'81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.										
Dixie #54		98778		\$25.00		Mint	n	OoP	6	
V.slight mild 1" moisture spot at upper right of mag cover. Otherws unpunched, clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.										
Dixie #54		105649		\$29.00		Mint	n	OoP	6	
Rules separated. Very clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sine History as Game.										
East is Red #42		130952		\$45.00		Mint	n	OoP	4	
Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.										
Fifth Corps #82		131174		\$69.00		Mint	n	OoP	2	
Cherry. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.										
Fighting Sail #85		98787		\$35.00		Mint	n	OoP	1	
Cherry. ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault Tobruk, Campaigns of Napoleon, Dark Star.										
Frederick the Great #49		111484		\$50.00		Mint	n	OoP	6	
Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegend system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.										
Frederick the Great #49		131339		\$45.00		Excell	n	OoP	6	
Complete. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegend system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of t Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.										
Frederick the Great #49		98782		\$47.00		Mint	n	OoP	6	
19 units loose in strips from tree. V.clean. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegend system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.										
Germany, Battle for... #50	GmOnly	116116		\$59.00		Mint	n	OoP	6	
3 sml pinholes in map margins, rules provided as photocopy. 10 counters loose from tree, otherws unpunched & complete. ■ GameOnly. Unique gm of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, v.simple game, good for beginners or experts alike. 100 counters, 67km/hex, 2wks/turn. J.Dunnigan'74										
Kaiser's Battle #83	GmOnly	100461		\$10.00		Mint	n	OoP	4	
GameOnly. Unpunched but Rules are a photocopy. Otherws clean & unused. ■ Game Only. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80										
Kampfpanzer, Armored Combat 1937-40 #41	GmOnly	94008		\$25.00		Mint	n	OoP	2	
GameOnly. SIMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73										
Kharkov #68		131331		\$34.00		Excell	n	OoP	4	
Complete. ■ Mag & game. Game of the Soviet May 1942 offensive in the area immediately south of Kharkov, using Panzergruppe Guderian game system at rgt/div lvl. 1day/turn, 6.9km/hex. S.Patrick'78 / ARTICLES ON: Kharkov, the Spring 1942 Soviet Offensive; Naval SAMS; Agincourt, Triumph of Archery Over Armor, Oct. 1415; Descent on Crete errata; Mine Warfare.										
Lost Battles #28		131908		\$75.00		Mint	n	OoP	2	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs	
10 units loose from tree, otherws unpunched. Sml discoloration or marr on one unit. Both map & rules have an extra horizontal fold. Otherws clean. ■ Mag & Game. 4 scenario game of btln/regt scale battles on the Eastern Front in WWII intended to characterizes the war in the east. Emphasizes logistics of movement esp along roads, and that inconveniences gamers who don't like that form of realism. JDunnigan71 / ARTICLES ON: The War in the East; Dark Ages 500-1200AD.													
Ney v. Wellington #74		131338		\$50.00			Excell	n	OoP			2	
Complete, 40% punched. ■ Mag & Game. Game of the initial French encounter with English forces near Quartre Bras at the beginning of the 3-day battle of Waterloo, 16 June 1815. uses the Wellington's Victory game system the reflects formations, skirmishers, leadership, artillery, etc. 255 counters, 100yd/hex, 15min/turn J.Balkoski '79 / ARTICLES ON: Ney v Wellington, the Battle of Quatre Bras, 16 June 1815; Cohesion & Disintegration in Soviet & US armies; Comparison of the Combat Potentialities of the US & Soviet Armies; ERRATA for Panzer Battles #73; Artillery Before Gunpowder.													
October War #61		131474		\$39.00			Excell	n	OoP	Err		2	
Complete. Counters reverse printed. ■ Mag & Game. Counters reverse printed in all copies of this game. Tac armored combat during Yom Kipper War of 1973. 11 scenarios. I.Hardy.76 / ARTICLES ON: Doctrine & Tactics in the Yom Kippur War, Oct. 1977; Highway to the Reich, Market-Garden Sept 1944.													
Operation Grenade #84		101477		\$20.00			Mint	n	OoP			4	
Modest amt of fingerprint mars on mag cover. Unpunched & otherws unused. ■ 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.													
Operation Grenade #84		106140		\$10.00			Fair	n	OoP			4	
Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; otherws punched & EX. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.													
Operation Olympic #45	GmOnly	122687		\$49.00			Mint	n	OoP			4	1
Sml price tag remnant on rules cover, otherws mint & clean. ■ GameOnly. 1-2player game of invasion of Japan, '45. Good solitaire game. 1wk/turn, 6.5km/hex. J.Dunnigan'74													
Panzergruppe Guderian #57		131480		\$44.00			Excell	n	OoP			4	
Complete. ■ Mag & Game. The German drive to cross the Dnepr River & capture Smolensk in the fall of 1941, using a now classic rgt/div level system involving uncertain unit values for the Soviets & enhanced abilities for complete panzer divisions. 200 counters. JDunnigan'76 / ARTICLES ON: the Smolensk Campaign, July-Aug 1941; NATO & Soviet tactical air doctrines; Invasion America, c2000; Russian Civil War 1918-22.													
Paratroop #77		101474		\$29.00			Mint	n	OoP			2	
Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in t Urban Environment; Great Medieval Battles, 1001-1500AD.													
Patton's 3rd Army #78		67882		\$30.00			Mint	n	OoP			4	
Rules separated. ■ 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, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.													
Plot to Assassinate Hitler #59		131187		\$35.00			Mint	n	OoP			A	
Mag & Game. Attempt to simulate the July 1944 coup attempt to assassinate Hitler using a std movement/combats system on a hex map., 200 counters. JDunnigan'76 / ARTICLES ON: The plot to assassinate Hitler; World Naval Strength in 1977; Main Battle Tanks; the Russo-Japanese War, 1904-5.													
Raid! Commando Ops in 20th Century #64		131478		\$18.00			Excell	n	OoP			1	
Complete, 40% punched. ■ Mag & game. Game of tactical commando operations from WWII on to 1970s w/ 8 scenarios & DIY rules. Platoon leve, 200 counters, 25m/hex, 2min/turn. M.Herman'77 / ARTICLES ON: Commando Operations in the 20th Century; Canadian Civil War, Separatism v Federalism in Modern Canada.													
Revolt in the East #56		105452		\$35.00			Mint	n	OoP			6	
Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).													
Road to Richmond #60		131186		\$30.00			Mint	n	OoP			4	
Cherry. ■ Mag & Game. Confed army intercepts the relocating Union army as it moves to James Bay, July '62. Uses the Blue & Gray system, making it very suitable for beginners. Brig/div level, 400m/hex. J Angiollo'76 / ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devestation of America.													
Siege of Constantinople #66		107492		\$55.00			Mint	n	OoP			4	
Minor scuffs & 1 sml dog ear on mag cover. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege canno & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg'78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.													
Sixth Fleet #48	GmOnly	129537		\$20.00			Excell	n	OoP			2	
Complete. ■ GameOnly. Simpler game of air & naval combat in Mediterranean in the 1970s. Often becomes a bloodbath due to the confined area with multiple, hostile forces all around. J.Dunnigan'75													
Stonewall in the Shenandoah #67		107493		\$30.00			Mint	n	OoP			4	
Sml 1/4" tear & a single large, light dog ear on rear cover; otherws cherry. ■ 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.													
Stonewall in the Shenandoah #67		104396		\$32.00			Mint	n	OoP			4	
Rules separated. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.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.													
Strategy & Tactics (SPI) Book I		106831		\$52.00			Mint	n	OoP			Z	
Some scuffs on upper 1/2" of cover. ■ 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													
Strategy & Tactics (SPI) Book I		115432		\$55.00			Mint	n	OoP			Z	
Few isolated spots on cover. ■ 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													
Strategy & Tactics (SPI) Book II		106832		\$55.00			Mint	n	OoP			Z	
Second 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 #7-12. Index of this booklets content included on back cover describing ear issue. Includes a preface by Christopher Wagner, original publisher of S&T, detailing the story behind these issues. A must for collectors. '70													
Strategy & Tactics (SPI) Book III		106833		\$60.00			Mint	n	OoP			Z	
Very clean ■ Compilation & reprint of complete contents of early issues of S&T (#13-15 in this issue). Includes a preface about the background story on these issues by Christopher Wagner, the original publisher. 96pgs+errata sheet. '70													
Strategy & Tactics (SPI) Book IV		106834		\$70.00			Mint	n	OoP			Z	
Very clean. ■ Includes Crete game components & rules within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#16-18 in this issue). Includes preface by Christopher Wagner, original publisher of S&T, detailing the background story on this issues. 98pg+errata sheet. '70													
Strategy & Tactics (SPI) BOOK IV		115433		\$65.00			Mint	n	OoP			Z	
Includes Crete game components & rules within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#16-18 in this issue). Includes preface by Christopher Wagner, original publisher of S&T, detailing the background story on this issues. 98pg+errata sheet. '70													
Tank! #44		105766		\$20.00			V.Good	n	OoP			1	
Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crossection of AFVs from World War II. 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.													
Tannenberg [78] #69		72247		\$34.00			Mint	n	OoP			4	
Rules separated. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.													
Tannenberg [78] #69		131477		\$25.00			Excell	n	OoP			4	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Complete. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.										
Veracruz, US Invasion of Mexico 1847 #63		99126		\$35.00		Mint	n	OoP		4
Clean. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btl/nrgt level. R.Berg'77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.										
Wilson's Creek #80		107486		\$35.00		Mint	n	OoP		3
Unpunched. A few fingerprints on mag cover. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.										
Wilson's Creek #80		92866		\$39.00		Excell	n	OoP		3
Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confe under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.										
Wolf Pack #47		107622		\$75.00		Mint	n	OoP		2 1
Very clean. ■ Mag & Game. Popular SOLITAIRE game of U-Boat campaign in N. Atlantic during the critical period in early 1943. 200 counters, 4 monthly scenarios. J.Dunnigan'74 / ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.										
World War I #51		131191		\$85.00		Mint	n	OoP		6
Cherry. ■ Mag & game. Strategic level game of WWI thruout Europe using resource points as the essential representation of national resources & will. Effective, elegant design with but 100 counters & small map. RECOMMENDED. J.Dunnigan'75 / ARTICLES ON: Strategic Assessment of World War I; Designer Notes for WWI (game); Fast Carriers Weapon Systems Survey 1917-75.										
Standard Games & Pubs (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Starship Captain		114227		\$35.00	**	Excell	LB **	OoP		1
2 ships & 1 marker punched. 1 side panel split repaired. Box concaved top & btm due to box size. 1/2" mar on box cover. Others clean & mint. ■ V.simple gm of tactical space combat between sml fleets composed of 4 types of multi-hex ship types. Sort of a Wooden Ships in Space. Simple rules and colorful ships & components make it suitable for beginners										
Stategem Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Colonial, Europe's Empires Overseas		132124		\$42.00	**	New	BC **			8 6
Highly popular, European-produced game of Europe's period of colonizing & pondering the world from the Renaissance to the Industrial Revolution. Each player represents a major European power seeking to establish colonies, gain scientific knowledge, and trade in exotic goods. Uses a card-based, character driven system that requires careful management of resources, diplomacy & a keen eye for opportunity. English language rules. For 2-6 players, but still reasonably fast playing (~2hrs/game). C.Pont'13										
Steve Jackson Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Car Wars Card Game 3rd		110951		\$17.00		New	SC			A 6
2-6 player card game version of the classic Mad-Max type duel between souped-up vehicles of all sizes & types, armed with machine guns, missiles, cannons, flamethrowers, oil slicks, etc etc. Includes 6 card cars plus 11 playing cards. Reprinted after many years out of print. C & S.Lambard'15										
Car Wars, 4th		124373		\$20.00		Excell	SC	OoP		1
4th (1990) edition. Unpunched (uncut) & clean, bu tbox hass been partially flattened on one side leaving 1 side & both box ends deformed. Components clean & unused. ■ Popular, simpler gm personal combat between armed vehicles on the streets of our future. Best Sci-Fi game in '82. C.Irby, S.Jackson'										
Castellan [Green/Yellow]		111973		\$21.00		< New	FB			A
Has 'Demo Copy' sticker on box. No shrinkwrapped, but new. Mfg added extra pieces during design process, those pieces contained in a baggie. ■ Mfg added extra pieces during design process, those pieces contained a loose in box. This version includes 5 sets of rules in English, French, Spanish, German & Italian. Simple, fast playing 2-player game of scoring points by building castle walls to entirely enclose an area. What you can build depends upon your hand of cards. An complementary Red/Blue set available to allow 3-4 players. B.Beckett'13										
Castellan [Red/Blue]		111974		\$21.00		< New	FB			A
Has 'Demo Copy' sticker on box. No shrinkwrapped, but new. Mfg added extra pieces during design process, those pieces contained in a baggie. ■ Mfg added extra pieces during design process, those pieces contained a loose in box. This version includes English rules only. Simple, fast playing 2-player game of scoring points by building castle walls to entirely enclose an area. What you can build depends upon your hand of cards. An complementary Yellow/Green set available to allow 3-4 players. B.Beckett'13										
Illuminati, the Game of Conspiracy 3rd		131679		\$26.00		New	SB	OoP		A
Box says 2nd edition but is actually 3rd edition. 2018 substantive revision of the highly popular 2-6 player card game from the '80s in which all sorts of secret sects & govt agencies try to rule the world. This edition uses mc current events & contemporary references in the game material. Best Sci Fi game of '82. Includes 110 cards. '18										
Ogre 6th: Reinforcements Kit		127952		\$15.00		New	FB			2
New & previously published components for the Ogre & GEV game system (6th edition). Includes new scenarios, new rules, & new units, updating this long out-of-print but popular kit. Includes 3 3D Panuero ogres, 5 new types of armor for both Paneuro & Combine, complete new set of infantry & armor, plus 2 new 3D command posts, town overlay, and 8 scenarios. '17										
Ogre Objective 218		120524		\$10.50		New	SB			A
Stand-alone game in the Ogre series with many of the simple mechanics & goals of Battle for Hill 218. Allows an Ogre game in a half hour's time. Uses cards to represent forces & terrain/objectives. '16										
Ogre: d6 Dice Set, Red/Blue		122172		\$5.95		New	n	OoP		1
Custom 4 d6 dice set just as included in the Ogre Designer's edition. 19mm d6 w/ rounded corners in red & blue. '16										
Orbit War		132470		\$25.00		Mint	BC	OoP		4
Counters loose from trees as single blocks. Unused & clean. ■ Game of a satellite war in space in the near future between the US and a Eurasian superpower. Players deploy killer satellites, missiles, rockets, mines, infantry, nukes & space stations to win. Includes 4 basic scenarios: blockage, intercept, tripwire & total war. Wallace Wang'92										
Star Fist		83194		\$25.00		Mint	BC	OoP		1
Sml # of useful annotations on rules; others mint. ■ Simpler game of tactical space combat as a Terran space fleet attempts to destroy a rebel base embedded in a large asteroid & destined to destroy a key starbase. US simple vector movement system akin to Triplanetary. S.Jackson'91										
Triplanetary, Game of Space Combat 3rd		131698		\$36.00	**	New	LB **	OoP		1
Update of this unique game of space combat within our solar system early in the 21st century. System uses 2D vector movement plotted w/ grease pencils. Quite a decent game, here updated to a 2-4 player game includir mining asteroids, defending against aliens, and piracy against merchant ships. Includes 10 scenarios plus campaign rules. 97 counters. Marc Miller'18										
Steve Jackson Games F&M (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Kamikaze #31		117500		\$29.99		Mint	n	OoP		2
Mag + Game. w/Fire & Movement mag #31. Simpler game of Japanese Kamikaze attacks on US ships late in WWII with air-air, ship-air, air-ship combat and reasable amount of detail. 3 scenarios, 12 ship types. 210 dbl-sided counters printed on cardstock & must be cut apart. D.Lombardy, J.Radkin'82 / ARTICLES ON: YAQ Battles & Leaders review & design notes plus First Day at Gettysburg scenario; YAQ United Nations review; Kamikaze historical notes; Review of 8 Vietnam games from the perspective of Perry Moore, cold warrior; short takes on GDW's Soldier King, PHOENIX Zulu Attack, VAE VICTIS Valmy, MOORE Plains of Khuezeza, FGL Giac My, TIMELINE Morrow Project.										
Strange Magic Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Material World [Revised]		16097		\$35.00	**	Mint	LB **	OoP		8 5
Revised edition has modified rules. Simpler 2-5 player gm of developing worldwide trade & technology levels. Simpler multiplayer gm or more sophisticated family game. K.Mitchell, A.Papahadjopoulos'95										
Strategic Studies Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Alaric the Goth, Fall of Western Empire		129733		\$40.00		Good	HC	OoP		6
Missing 4 units & 14 markers; ID included. 3" tear in box cover, and all 4 box corners replaced/reinforced with clear packing tape. ■ 3-6 player, strategic game of barbarian invasions of western Roman empire, 350-500 AD from N.Europe to N.Africa & Iberia. Mates w/ Attila the Hun. 400 Counters, 1 campaign season/turn. P.Van Patten'80										
Strategy Gaming Society (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
SGS Region 9 Play Aids Kit		69358		\$15.00		Mint	n	OoP		Z
Charts & color maps created for 3 games previous published as intro games in books or mags: Waterloo 20 from Strategist v30 Issue 10 #339 (June 2000); Kassala from Complete Book of Wargames (1980); Drive on Met from Complete Wargames Handbook.										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Supremacy Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Supremacy, 3rd		129024		\$99.00	**	V.Good	LB **	OoP		8	6
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 war 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. R.Simpson'											
Task Force Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
East Wind Rain, 2nd		2721		\$39.00		Mint	BC	OoP			6
Moderate size, complex gm of entire war in Pacific at large scale, Hawaii to India on 1 map. Quarterly turns, brig to army scale, sml battle squadrons of ships. Revised & reprinted from 1st ed by WWW. M.McLaughlin, C.Bruegge'84											
Escape from Altassar		26803		\$7.00		New	zl	OoP			2
Cannibalistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83											
Grand Army of the Republic		102676		\$25.00		Mint	BC	OoP			6
4" of ea of 2 box cover edge tears repaired. Box mildly deformed & creased but structurally intact. Components cherry, unpunched. ■ Unusual, simpler strategic Civil War game for 2 players or teams. Area move, economics, land & sea, cards. Designed to have the Axis & Allies feel. R Nord'88											
McPherson's Ridge		2730		\$45.00		Mint	BC	OoP			2
Crease along one box cover side edge. ■ Buford's 1st Cav attempts to delay Heth at Cemetery Ridge thru 1st Day at Gettysburg. Rgt lvi, fast playing w/ fair amt of detail & color. R.V.Buck'80											
Star Fleet Battles: C3 New Worlds		118966		\$15.00		New	Bk	OoP			1
Module dealing with exploration & discover of new worlds. '99											
Star Fleet Battles: C4 Fleet Training		122531		\$18.00		New	Bk	OoP			1
Last copy. ■ Double-sized SFB Module that adds 9 new races to Star Fleet Battles, plus 12 weapons, 5 systems, 95 ships & 11 scenarios. Includes 216 counters. Reqs Basic Set, Adv Missions plus other items for specific scenarios. New races include: the Frax, Britanians, Sharkhunters, Qaris, Flivvers, Barbarians, Triaxians, Deltans, Canadi'ens. '99											
Star Fleet Battles: R2 Module		115271		\$14.00		New	Bk			1	M
Module adding newer or specialized ships for the Fed, Kzinti, Orion & Andromedan races. '99											
Star Fleet Battles: R4 Module		116567		\$14.00		New	Bk	OoP			1
Module adding new or specialized ships for the Romulan, Gorn, Tholian & ISC races. '99											
Star Fleet Battles: R6 Module		118967		\$18.00		New	Bk	OoP			1
Last copy. ■ Module dealing with Fast Battleships. Adds five new classes, 95 new ships, 10 new scenarios. '00											
Viceroy's		107919		\$24.00		< New	BC	OoP		6	M
Slight crease along left box cover edge; light, smooth indent on box btm. Others new & shrinkwrapped. ■ Fast playing 1-7 player game of expansion, diplomacy in the new world. 3 scenarios plus several variant rules. Players have few units active each turn, and options include building an empire or raiding others' empires. Includes solitaire rules for each scenario. 432 counters. Fun. McLaughlin'87											
Viceroy's: Columbus Expansion Set		103803		\$17.50		New	Fo	OoP		6	M
Adds China as 8th player & more cards, discoveries, etc. M.McLaughlin'92											
Warriors of Batak		11836		\$12.00		New	zl	OoP			2
Sci-fi btl between 2 diverse sides & weapon systems. '81											
TCS Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
I Obey!		74394		\$18.00		New	Fo	OoP			4
Last copy. ■ Garibaldi's 1866 Bezzocca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01											
Innocence Lost		63603		\$18.00		New	Fo	OoP			3
Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03											
Montebello, First Step to Freedom		64947		\$14.00		New	n	OoP			3
Last copy. ■ Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart. 11x17 color map. R.Chiavini'03											
Terran Games, Inc. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Bastogne or Bust!, 2nd		103789		\$25.00		New	BC				4
Another moderate complexity, rgt lvi gm of the entire Btl of the Bulge. Nice components, w/ rules for many of the unique features of the campaign such as von der Heydte, fuel, traffic, air power, etc. 2nd ed cleans up a sm # of rules questions. C.Hendrix'96											
Legend Begins, N.Africa 1940-2, 3rd		113233		\$28.00		< New	HC	OoP			4
3" crease extending from one box cover corner. Others new & shrinkwrapped. ■ Stunning map & RECOMMENDED game of N. African campaign from the '40 Italian incursion to El Alamein. This version revised & enhanced gm w/ 5 new scenarios & redone counters. Ex solitaire potential. M.Simonovich'94											
Legend Begins, N.Africa 1940-2, 3rd		128005		\$30.00		New	HC	OoP			4
Stunning map & RECOMMENDED game of N. African campaign from the '40 Italian incursion to El Alamein. This version revised & enhanced gm w/ 5 new scenarios & redone counters. Ex solitaire potential. M.Simonovich'94											
Third Millenia BATTLEFLAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Battleflag Magazine #24		3585		\$6.00		Mint	n	OoP			Z
Feb/73, w/ Gen Patton sketch cover. Final issue of this early 70s wargaming mag out of the south. ARTICLES ON: Old Contemptables, BEF in WWI; Review of Starlord, Interstellar Game of Future; survey of recent game releases; Breakout Designer's Notes; Phalangeal Tactics pt.2; Napoleonic Army Organization in Portugal; Wargaming's Decline. '73											
Battleflag Magazine #25		115319		\$6.00		Mint	n	OoP			Z
Battleflag Magazine #26		115320		\$6.00		Mint	n	OoP			Z
Flying Tigers, 2nd		103361		\$25.00		Mint	zl	OoP			6
Update w/ some non-functional colorization of the earlier, Poultron Press edition of this game of large scale aerial combat (using Btl of Britain/Luftwaffe system) over Burma. This edition colorizes the map, die cuts the counters, and adds "army" and "navy" variant rules that increase the difficulty of a Japanese victory. Covers the air campaign between the advancing Japanese & the Flying Tigers in 1942. Somewhat abstracted in that a single large bombing raid "captures" a base permanently, representing advancing land forces. L.Zocchi'73											
Sea Lion		41349		\$35.00		Mint	n	OoP	Err		4
Pouch version w/ addendum. ■ Pouch version w/ addendum. Simple, crude in that early 70s style, game of the hypothetical German invasion of Britain sometime between July-Aug 1940. Air is an abstracted ground support force. V.Stribling'73											
Sea Lion		106962		\$35.00		Mint	n	OoP			4
Pouch version w/ addendum. ■ Pouch version w/ addendum. Simple, crude in that early 70s style, game of the hypothetical German invasion of Britain sometime between July-Aug 1940. Air is an abstracted ground support force. V.Stribling'73											
Search for the Graf Spee		107200		\$25.00		Mint	n	OoP			1
Simple, early game of the British effort to locate & destroy the Graf Spee thruout the S.Atlantic while she preys on unprotected merchant ships. Graphically Spartan, this is a decent game of cat & mouse in the south Atlantic early in WWII. 119 counters. '73											
Thunderhaven Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Red Christmas		9088		\$35.00		Mint	HC	OoP			2
Sci-Fi & fanciful game of a Soviet sneak attack on the US at a time where a special forces attack on the missiles may be plausible. Soviets employ nuclear powered moles on vast underground US Strategic Defense Initiative HQs at Cheyenne Air Force Base in Wyoming. Tactical level depicting the Soviet attack force and the base's defensive force, played on a detailed map of the missile base as well as the area above ground. (Just how a Soviet ground force arrives on a critical base without triggering a nuclear exchange is unanswered. 352 counters. D.Chapel'92											
Trafalgar Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Norway 1940 [Noruega 1940] Spanish-produced, Spanish-language game of the German invasion of Norway in April 1940. Colorful, A1 sized map, 580 counter. Point-point movement, including critical air & naval support for this campaign. English rule available via download. *18		128063		\$99.00	**		New	BC **			4
TSR Ares Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Universe: Mongoose & Cobra Module #17 Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma Work Sourd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travler Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).		88679		\$10.00			Mint	n	OoP		1 M
TSR Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Barbarossa, Russo-German War 1941-45 Substantially complete: missing 1 unit & 2 replacement markers; counter tray not included; others complete. Several penciled marks in rules. 2 box corners abraded, 1 box corner split repaired. ■ New design. Army/corp game of war in East. 2maps, 800 counters. D Ritchie '86		123016		\$39.00			V.Good	BC	OoP		6
Britain, Battle over... Counter tray removed; others complete & cherry mint. ■ 2 player, complex simulation of B of B, Aug-Spt '40. 3 gm lvls: 6 historic air btls; strat gm played in 5 day turns; & adv gm combining both & more. J Butterfield'83.		123534		\$70.00			Mint	BC	OoP		2
Britain, Battle over... Counter tray removed. Rules provided as a photocopy. 1/2" tear on margin of British Airfield Display repaired. Some sml spots on box btm. Others complete, unpunched & mint. ■ 2 player, complex simulation of B of B, Aug-Spt '40. 3 gm lvls: 6 historic air btls; strat gm played in 5 day turns; & adv gm combining both & more. J Butterfield'83.		123539		\$49.00			V.Good	BC	OoP		2
Sniper!, 2nd, Hetzer No counter tray. Label on box btm. Others cherry. ■ Stand-alone add-on to Sniper system. Covers close qtr fighting on West Front in WW2 from France'40, Italy, Normandy. Adds common AFVs to game system. S.Winter'87		114013		\$65.00			Mint	BC	OoP		1
Sniper!, 2nd, Hetzer Stand-alone add-on to Sniper system. Covers close qtr fighting on West Front in WW2 from France'40, Italy, Normandy. Adds common AFVs to game system. S.Winter'87		127336		\$65.00			New	BC	OoP		1
Sniper!, 2nd: Bug Hunter Kit Label on folio rear cover. Shrinkwrapped & new in other respects. ■ Stand-alone game using the Sniper system of man-man combat to simulate the situation aboard a space ship on which a creature is loose. Clearly inspired by the movie "Alien" and rightly so as this makes a good use of this game system. S.Winter'88		113444		\$75.00			Mint	Fo	OoP		1
Twilight War No counter tray. Counters intermixed. ■ Simple 2-4 player game of French Resistance, 1944. 1984.		87700		\$18.00			Excell	BC	OoP		6
WWII, Pacific Theater of Operations Sml, v.minor 1/2" indentation on box cover; not a tear or abrasion, just a minor indentation. No counter trays. Others cherry, unpunched. ■ Colorful, smooth playing game of WW2 in Pacific. One of the best on the subject RECOMMENDED. 11 scenarios including extended campaign game (*37-45). D.Niles'91		107632		\$75.00			Mint	DC	OoP		6
TSR S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
13: Colonies in Revolt #104 Cherry. ■ Mag & Game. Operational level game covering the entire Revolutionary War, 1775-81, from Maine to George & the Great Lakes. Onus is on the British to conquer the continent. 200 counters, 26mi/hex, 2mo/turn Rgt+ level. R.Berg'85 / ARTICLES ON: Roman Honorific Titles; 34 Campaigns for which the US Army awarded participation medals; Siege of Khe Sahn 1968; the Southern Campaigns during the Am Revolutionary War, 1778-81; Duel in the Desert variants for TSR Sirocco; New variants & Mediterranean scenarios for TSR WWII European Theater of Operations 2nd, with ERRATA; Berg's review of games: GDW Arctic Front, TSR Twilight War; VG Pax Britannica; 3W East Wind Rain, HISTCON Marengo, AH Firepower; ERRATA for Monty's D-Day #102; Pluses for the Game Hobby; Previews of TSR TSS 2nd, Barbarossa; Strategy for Monty's D-Day #102.		131200		\$45.00			Mint	n	OoP		6
American Civil War ['83] #93 Cherry. ■ Mag & game. Game covering all of the American Civil War at strategic level with 200 cntrs. Includes riverine forces & a greater emphasis on leaders & supply than prior efforts. 35mi/hex, generic strength units. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWII: Motorized & Panzer Grenadier Divs; von Luchins & the Voyage of teh German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Rememb Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, Iwo Jima #92.		107480		\$42.00			Mint	n	OoP		6
Central Command #98 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, btlm/rgt level. Co/btlm level, 4km/hex, 24hrs/turn. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Origins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.		45134		\$26.00			Mint	n	OoP		2
Hastings, 1066 #110 Mag & Game. 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 counter 45yds/hex, indefinite time periods covering 4 historical assault periods. R.Berg'86 / ARTICLES ON: Eye Injuries in Warfare 1854-1973; Per Capita 'Defense' Expenditure 1905-1914; Aircraft Accident Rates in the US Armer Forces in last 5 Yrs; Chaco War 1932-5; 1066, Year of Decision, and the Battle of Hastings; the Development of Small Unit Operations & Tactics in Europe in WWII; Military Documentary Videos; Alternative avenues for Barbarossa, 1941, using TSR Barbarossa w/ ERRATA; Berg reviews: 3W Rommel at Bay & Dynamo Dunkirk 1940, Knights of Justice #54, WEG RAF 1st; ERRATA for Remember the Maine #108; Dangers of Think-Tank Developed Military Simulations; Designers Notes, Optional Rules & additional scenarios for Remember the Maine #108; Book review of WWII East Front books.		131194		\$29.00			Mint	n	OoP		2
Iwo Jima #92 Slight discoloration thru age of a few mag pages; others clean. ■ Mag & Game. Well-regarded solitaire game of the US invasion by 3 Marine divs of this fortress island defended by 21,000 fortified Japanese, Feb-Mar '45 Company level. Players takes US side. Goal is to clear the island as possible with minimum casualties. 200 counters, 250m/hex, 1day/turn, 2 short scenarios plus full campaign. D.Rohde, G.Gillete'83 / ARTICLES ON: German Panzer Div mobilization in WWII; Berg's Review of Games: Trenchfoot, Carrier Strike #16, Richard the Lionhearted; Iwo Jima, Feb-Mar 1945; Rise & Fall of the British Empire, 1583-1983; Afghan Wars; Sepoy; Rebellion; Boer War; Opium & Boxer War.		101398		\$75.00			Mint	n	OoP		4 1
Monmouth #90 GameOnly. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82	GmOnly	87763		\$19.00			Mint	n	OoP		2
Monty's D-Day #102 Rules separated. ■ Mag & Game. Co/Btlm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battle: Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Mosco '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.		105727		\$45.00			Mint	n	OoP		4
Nordkapp, Battle for Norway #94 Mag & game. Nato-Soviet conflict in N. Scandanavia as Soviets attempt to grab airbases. C.Kamps '83 / ARTICLES ON: German Mobilization in WWII: Mountain & Parachute Divisions; Belisaurius, Sword of Justinian; Nordkapp, WWII in the Arctic Circle; German Invasion of Scandanavia: Norway 1940; Berg's Review of games: Hell's Highway, Destroyer Captain, Rommel in the Desert 1st, Decision at Kasserine #23; Berg on Tactical Civil War games, TSS v Sharpsburg; errata for American Civil War #93; Two-player rules for Iwo Jima #92.		107472		\$40.00			Mint	n	OoP		4
Pleasant Hill, Battle of... #106 Some spotting on rear mag cover. ■ Mag & Game. Volume 7 in the Grt Battles of the Am Civil War series. Taylor's Confederate forces attack Bank's prepared position in Louisiana, Apr'64, forestalling further Union threat to Texas. 200 counters, 20min/turn, 120yd/hex, 100men/strength pt, regt level. Martin & Millman'86 / ARTICLES ON: Battle of Mazikert, Armenia, 1071; Red River Campaign of 1864; Military Wargame Exercises; Berg's review of: AH Russian Front, 3W Rise of the House of Sa'ud, MOORE Operation Thunderclap, TSR Julius Caesar; Additional Southern Campaign scenario for 13 Colonies in Revolt #104; Command & Design, a Perspective (K Zucker).		120037		\$45.00			Mint	n	OoP		2
Rapid Deployment Force RDF #91 Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Hermar J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain Aug-Spt 1940.		131213		\$45.00			Mint	n	OoP		2
Remember the Maine #108		96744		\$59.00			Mint	n	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & Game. Game of the Spanish-American War, Apr-Spt 1898, in the Atlantic & Carribean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. 200 counter, rgt/ & individ ship level. RECOMMENDED. V.von Borries'86 / ARTICLES ON: Bombing of Bari Harbor, Italy, 1943; the Smith Plan for defending American frontier; German Plan for the Invasion of Ireland 1940; the Hussites, 1415; German & Soviet War Plans for 1941; Berg's review of: WEG St. Lo, OMEGA Victory in Europe & Main Battle Area, GDW Torch; post-WWII scenarios for TSR WWII European Theater of Ops; Limited Intel, a Panacea?.													
Road to Vicksburg #103		107477		\$25.00				Mint	n			OoP	4
Cherry. ■ Mag & Game. Decisive btl of Champion Hill, May 1863, that decided the Vicksburg campaign and gave the Union control of the Mississippi River. Uses the Blue & Gray game system. Rgt/brig level, 100 counters 300m/hex, 45min/turn, 125-300men/strength point. R.Land'85. / ARTICLES ON: POWs in the US; Roman Emperor as Warrior; Ukraine Insurgent Army 1942-9; Future of the Carrier; Vicksburg Campaign, Grant's Masterpiece; Battle at Champion Hill; 10 Year Retrospective on Napoleon's Last Battles Quad; Unexpected War in the Falklands; New Mortain & Falaise Pocket scenarios for TSR Cobra 2nd, plus OoB variants & ERRATA/ Berg's Reviews of: VG Cold War, Thunder at Luetzen #99, MB Conquest of the Empire, AH B-17 2nd; Choosing a Wargame Topic; Cromwell's Victory after-action report, plus variants & ERRATA.													
Ruweisat Ridge #105		97461		\$25.00				Mint	n			OoP	4
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 ETI 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.													
Singapore, Fall of Malaya #96		67775		\$39.00				Mint	n			OoP	4
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 Glean of Havoc Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules & counter images.													
Singapore, Fall of Malaya #96		105734		\$35.00				Mint	n			OoP	4
Rules separated. Very clean. ■ 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 Glean of Havoc. Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules & counter images.													
Soldiers of the Queen #95		105735		\$39.00				Mint	n			OoP	2
Rules separated. Very clean ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Gam Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules.													
Superpowers at War #100		131204		\$40.00				Mint	n			OoP	4
Cherry. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt-lvl game of operational combat in western Germany during the opening days of World War III. 2 scenarios: Drive on Munich & Across the Rhine. Doub impulse game emphasizing mobility. 4km/hex, 24hr/turn, btl/rgt level. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98.													
Target, Libya #109		131195		\$39.00				Mint	n			OoP	4
Cherry. ■ Mag & Game. Hypothetical btl/brig lvl inv of Libya by US & Egypt. Lots of air & naval power. D Ritchie 86													
Thunder at Luetzen #99		48302		\$35.00				Mint	n			OoP	2
Mag & Game. Army-level game of Napoleon's May 1813 battle for central Europe. The Allies lost a good opportunity at the time; the game begins the day before the 2 May battle. Good game. 475m/hex, 1hr/turn, 2500men/unit, rgt/brig level. B.Simmons'85 / ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; ti 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 Move South; ERRATA for Trail of the Fox #97.													
Trail of the Fox #97		105733		\$30.00				Mint	n			OoP	4
Rules separated. Very clean & unpunched. ■ Mag & Game. Btl/rgt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.													
Warsaw Rising #107		131197		\$29.00				Mint	n			OoP	2
Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-house fighting. 200 counters, btl/rgt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Glean of Bayonet.													
Warsaw Rising #107		11932		\$32.00				New	n			OoP	2
Mag & Game. Uprising by the Polish Home Army in Warsaw 1944, the largest guerilla action in WWII, which the Germans reacted to swiftly & viciously over a 9 week battle of house-house fighting. 200 counters, btl/rgt level, 150yd/hex, 1week/turn. J.Prados'86 / ARTICLES ON: Horses in the German Army of WWII; Fort Watson, 1781; Custer & Little Bighorn; German Military Planning 1871-1914; Soviet Air Defense Forces in the Middle East Client States; Warsaw Rising 1944; Political Situation in Warsaw on the Eve of Revolt; Nicaraguan Insurrection 1979; Berg's review of: WEG Imperium Romanum II, HOBJAP Pacific Fleet, 3W MacArthur #44, CLOSE Grenada, PWG Duel for Kharkov; Designer's notes & ERRATA for Ruweisat Ridge #105; Burnside's attack on Confed Right Wing at Antietam scenario for TSR Glean of Bayonet.													
Tsukuda Hobby Japan		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
Leopard II, Tank Combat in Future War		132474		\$99.00 **				Mint	BC **			OoP Err	1
Includes all original Japanese rules & charts, plus English translated rules & charts. English rules & errata have a large margin of sun discoloration on most pages. 1 box corner repaired, otherwise unpunched, unused & clea ■ Huge 5 board, 3800 counter, highly detailed & colorful gm of modern tactical armored combat at the individual AFV level. Highly detailed coverage of about 60 AFVs. Japanese game w/English translation of rules & char Atsutoshi Okada'86													
Twilight Creations		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
Zombies!!!: School's Out Forever Kit		80729		\$9.00				New	SB			OoP	1
Our last copy. ■ Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06													
ZombieTown: Road Rage Kit		83635		\$7.00				New	SB				1
Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08													
Two Hour Wargames		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
5150 Carrier Command Kit		118248		\$18.00				New	Bk			OoP	1 1
Kit extending the 5150 Fighter Command rules to tactical space combat between capital ships in the far-distant future. Players command a space carrier & other capital ships in combat. System is designed for solitaire play but can also be played cooperatively or competitively. Includes 15 scenarios that can be linked as campaigns, plus a campaign system for Fighter Command & Star Navy. '14													
5150 Platoon Leader		118254		\$25.00				New	Bk			OoP	1 1
Stand-alone game that also acts as a bridge between & is compatible with both 5150 Star Army (squad-based) and 5150 Battalion Commander). Extends the 5150 Star Army rules to mid-level tactical terrestrial combat on planet surfaces in the distant future. Players control 3 squads of star infantry of multiple races & species. Game's emphasis remains on removing the mechanics & focuses on the action of the game. Includes 2 sheets of counters on thick stock that must be cut apart for play. E.Teixeira'15													
5150 Star Army		124903		\$25.00				New	Bk			OoP	1 M
Third game in the 5150 series. This miniatures-oriented game puts players in command of platoon sized units trying to keep their humans alive while completing missions. You'll be fighting other humanoids, alien races & things that are just weird. Scale is individual soldier, alien or vehicle. Playable solitaire, cooperatively or head to head. Has a campaign game system. '13													
5150 Star Navy, Fleet Level Space Combat		118253		\$25.00				New	Bk			OoP	6
Miniatures-oriented game of strategic-level space combat in the far-future. Emphasizes the winning of interstellar wars rather than just battles. And allow solitaire play, cooperative play or head-to-head play. You can use miniatures of any scale. Designed for fleet (20+ ships/side) with pre-generated missions, factions & races, plus DY0 ships. '13													
Udo Grebe COMMAND & STRAT		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime					
Blitzkrieg 1940 2nd # 7		132123		\$35.00				New	HC				3

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10											
Command & Strategy Magazine		96570		CALL			New	z1	OoP		Z
Any of the available 7 issues is print; price differs for #7 on as these have a full game in them. See online catalogs for full details. ■											
Command & Strategy Magazine # 1		73615		\$9.00			Mint	z1			Z
Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocalypse Pearl Harbor. 280 die c counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05											
Command & Strategy Magazine # 1		132572		\$10.00			New	z1			Z
Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocalypse Pearl Harbor. 280 die c counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05											
Command & Strategy Magazine # 2		73616		\$9.00			Mint	z1			Z
Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Alt includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); ARTICLES ON: 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05											
Command & Strategy Magazine # 2		123954		\$9.00			New	z1			Z
Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Alt includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); ARTICLES ON: 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05											
Command & Strategy Magazine # 3		123955		\$9.00			New	z1			Z
Mag + Game. w/ Operation Kadesh, a complete game covering the 1956 Suez crisis at btlm/brig level on both the Jordanian & Suez fronts. 2 maps, 140 counters. P.Rohrbaugh'05. Also includes part 3 of the Pearl Harbor game w/ a map section, 140 counters, a sml amount of charts. ARTICLES ON: the Suez Crisis 1956. '05											
Command & Strategy Magazine # 4		132571		\$9.00			New	z1			Z
Mag + Game. w/ Comrade Koba, Game of Stalinist Survival, a card game of political and physical survival during the Soviet Great Terror era. Simple game for 2-4 players in which you try to gain power, stay alive and rat o your enemies. A.Fager'05 / Also includes part 4 of Pearl Harbor, with two mapboard sections, 280 die cut counters. ARTICLES ON: gaming convention in Essen; history of Assyria, part 3; Op Kadesh errata; Wellington designer notes; Burmese opium war of 1967. '05											
Command & Strategy Magazine # 6		123957		\$9.00			New	z1			Z
Mag & Game & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. ARTICLES ON: pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07											
Fortress Sevastopol #8		129324		\$39.00			New	BC			4
Mag & game. Game of the German attempt to capture the Crimea during 1941, and the determined Soviet resistance the delayed the fall of Sevastopol until July 1942. Area move, using a variation of the Storm Over Arnhr system. 2mo/turn, div level, 1 countersheet. Christian Diedler'18											
Udo Grebe Game Design Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Assyrian Wars		123055		\$35.00			New	BC	Going		6
New but not shrinkwrapped. ■ Game of military & economic conflict in the ancient Middle East as the Assyrian Empire expands durin g the period of the last 4 Assyrian kings, 722-605BC. Multiplayer, with everyone agains the Assyrians. 632 counters, 110 event cards. U.Grebe'05											
Counter Trays, UGG Style Bookcase 5-Pak		132107		\$15.00			New	FB			Z
FIVE-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04											
Counter Trays, UGG Style Bookcase 10-Pak		130309		\$26.00			New	FB			Z
10-pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04											
Empires of Apocalypse: Desert Fox		119175		\$22.00			New	z1	OoP		4
Second of a planned series of mating Op-Strategic lvl WW2 games. This one covers the war in Africa from the Italian declaration of War thru the fall of Tunis, plus Italian East Africa, all at a 'corp' level. 5 scenario + campaign game. Plus, "the number one reason to buy the game: the most beautiful swamp hex in wargaming today!!" That's what it says... U.Grebe'99											
Medieval Conspiracy		122349		\$55.00 **			New	DC **			A M
2-6 player card & board game in which players are a noble family in Germany during the Middle Ages seeking to gain votes to be elected the new Holy Roman Emperor. Play is motivated by Action & Event cards which players bid on or receive from the deck, and play as part of their turn. Cards can have numerous & special affects, making each game unique. Board printed in German words & script, but game components otherwise in English. Includes 161 cards, 352 blocks, mounted map. U.Grebe'16											
Usborne Publishers (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
BattleGame Book 3, Galactic War		114230		\$25.00			Mint	Bk	OoP		Z 4
Label on cover. Otherws clean & very rare. ■ Hardcover, 39pg book w/ 4 complete sci-fi games inside. Book begins w/ simple survey of space exploration & knowledge. Games include: SPACE PIRATES (2-4 players compete for resources in the asteroid belt); DEADLY PLANET (2-4 players seek to claim a planet by being first to successfully colonize it); INVASION EARTH (2 player game in which Earth defends against an alien sea creature invasion); and GALACTIC WAR (2 player game as an alien race from another galaxy prepares for total war with the Earth). A.McNeil/Usborne Pub'75											
Vae Victis Cerigo Editions Folio Gam (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Arcole 1796		128251		\$25.00			New	Fo			3
Covers Napoleon's victory over the Austrians at Arcola in 1796, using the Jours de Gloire (Days of Glory) game series. Napoleon's wide turning maneuver surprises the Austrian rear guard which had the key advantage of strong defenses near a bridge, plus the many dikes that compartmentalized the fighting. 1 operation map, 1 strategic map, 216 counters, 90min/turn, 360m/hex. '18											
Vae Victis Cerigo Editions Vae Victis (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
100 Hours at Waterloo #124		128105		\$29.99			New	n			4
Mag & game. Operational level game of the entire 8 day Waterloo campaign, June 1815. (Despite the game title, it covers 8 days, 15-22 June.) Uses a point-point map of Belgium, event markers (instead of cards), and allows great variation from historical events if players choose alternative strategies. Demi-corp level, 1day/turn, 20-25km between locations. Magazine of military history in all eras, with a complete board game in each issue. ALL content in French; English rules translations generally available on publisher's website. '15											
Alma 1854 #130		125650		\$29.99			New	n			3
Mag & game. Operational level game of the battle of Alma, 1854, during the Crimean War. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Baliseus, Bryzance #132		125651		\$29.99			New	n	OoP		3
Mag & game. Grand tactical game of 4 battles from the Middle Ages: Arcadiopolis 970AD, First & Second Battles of Dorostolon 971AD, and Berioia 1122. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Bautzen 1945 #135		125655		\$29.99			New	n			4
Mag & game. Game covers a sharp battle between German & Soviet forces late in the war, April 1945 near Bautzen, on the road to Berlin. German armored forces give a sharp counterattack. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Montenotte 1796 #128		128106		\$29.99			New	n			3
Mag & game. Game covers the operational campaign near Montenotte in the south of France between Prussian, English & French forces in 1796. French-produced, French-language magazine of military history of all eras l with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Neerwinden 1793 #134		125654		\$29.99			New	n			3
Mag & game. Operational level game of the 1793 campaign in the Neerwinden Valley of France, as the Austrian's again try to snuff out the newly founded French Republic. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Operation Cauldron, Dieppe 1942 #131		125659		\$29.99			New	n			3
Mag & game. Operation level game of the 1942 Canadian invasion (raid) at Dieppe, France, that proved disasterous. French-produced, French-language magazine of military history of all eras but with a special fondness Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
Tempete sur Dixmunde 1914 #133		125652		\$29.99			New	n			3

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. Grand tactical game of a battle in Flanders around the town of Dixmude, Oct-Nov 1914, between French, Belgian & German forces. French-produced, French-language magazine of military history of all eras but with a special fondness for Europe & French history. English-language rules must be found & downloaded from publisher's web site.											
VAE VICTUS Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1870, L'Aigle Fourdroye #38		111681		\$16.00			New	n	OoP		4
Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01											
Alamo 1836 #97		128100		\$19.00			< New	n	OoP		2 1
Mag cover mildly scuffed, with a price tag. Others new. ■ Mag & Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut up (& optionally mounted) before play. French magazine with all elements printed in French; English rules may be available for download on the internet. '11											
Alsace 1944 # 59		108362		\$16.00			New	n	OoP		4
Mag + Game. w/68pg mag. Operational, btn level game of the 1944 Alsace campaign between the 1st French Army and the Germans. 2km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04											
Amphipolis, Athens vs Sparte #119		111641		\$25.00			New	n			2
Mag & game. French-produced 68pg mag, and all content in French. English rules translation may be available online. Game of 3 years of the Peloponnesian War, 424-422BC. '14											
Ardennes 1944 # 48		100529		\$16.00			New	n	OoP		4
Mag + Game. w/68pg mag. Operational, div level game of the Battle of the Bulge, 1944 using the Arnhem 1944 game system. 4.5km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '03											
Assaut sur Suez 1956 #92		93815		\$16.00			New	n	OoP		4
Mag + Game. w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10											
Austerlitz, Partie Nord #64		93784		\$16.00			New	n	OoP		4
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
Batailles pur la Nouvelle-France #44		102551		\$16.00			New	n	OoP		6
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
Bull Run #89		93813		\$14.00			New	n	OoP		4
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											
Campagne de Gettysburg 1863 # 8		116751		\$35.00			Mint	n	OoP		4
Label on rear cover, others mint. ■ Mag & game. French-language magazine; all mag & game text is in French. Game is a strategic level game of the grander campaign of 1863 the resulted in the battle of Gettysburg. Scenarios begin either 22 or 28 June and end about 5 July. Point-point map covering most of the northern Eastern Theater, corp level. Counters must be cut apart (and optionally mounted) prior to play. Also includes a Wissembourg 1870 scenario with counters for the game in VV#5. '96											
Champs de Bataille / Les Ages Sombres #9		102553		\$16.00			New	n	OoP		3
Mag & Game. Magazine & game in entirely in French. Game is good sized w/ colorful components & maps; counters on thick cardstock & must be cut apart (& perhaps mounted). Game covers 2 key battles in French history, the battle of Soissons 486 and Poitiers 732. 50m/hex, 384 counters. P.Oliver'96											
Champs de Bataille En Asie #53		108366		\$16.00			New	n	OoP		3
Mag + Game. w/68pg mag. Game covers tactical battles in medieval Asia, Japan in particular. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated gam material for most games available at grognard.com/vaevict.html. '02											
Colmar 1945 #120		111636		\$25.00			New	n			4
Mag & game. French-produced 68pg mag, and all content in French. English rules translation may be available online. Game of the stubborn German defense of central Alsace, which included Operation Nordwind, as US forces attempt to force the defenders out. Covers the period of mid-Jan to early Feb 1945. '15											
Coree 1950 #107		100570		\$23.50			New	n			3
Mag & game. Game of the Korean War during the first year (1950) in 3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
Dien Bien Phu # 33		111687		\$16.00			New	n	OoP		4
Mag + Game. w/84pg mag. Company/btn level game of the Vietnam siege of the elite French forces trapped at Dien Bien Phu in the climactic battle of the 1st Vietnamese War. Area move, with 432 color counters that mu be mounted and 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 http://grognard.com/vaevict.html. '00											
Feodalite / Operation Pedastal # 69		108353		\$16.00			New	n	OoP		6 1
Mag + Game. w/68pg mag. Main game is a card-driven game of the fuedal period in France after Charelemagne's empire spits in three, 9th-10th century. Includes cards, no counters. Also includes Op Pedastal, a solitaire game of the Axis attempt to starve Malta into submission, Aug'1942. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06											
Furor Barbarus #109		125356		\$30.00			New	n			4
Mag & game. Game using the A La Charge sytem to cover 4 grand tactical battles involving the Romans, Franks, Visigoths, Huns & other ethnic groups battling for space in the late 5th century AD. Battles include Campus Mauracius (451), Soissons (486), Tolbiac (496) and Vouille (507). Includes 108 die cut, dbl-sided counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs.											
Guadalcanal #106		102536		\$23.50			New	n			4
Mag & game. Game of amphibious assault & jungle tactical combat on Guadalcanal w/3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '1											
Indochine 1952, Operation Bruno #113		GmOnly 111690		\$23.50			New	n	OoP		3 1
GameOnly. Solitaire game covers the struggle of the French 6th Colonial Para Btn to escape the Viet Minh forces hot on their heels as they retreat thru 80km along a mountainous jungle trail after a battle at Tu Le, Oct.19 1948 counters, company level. F.Yeghicheyan'13. ALL components printed in French language. English language rules can be downloaded from the publishers website or from Grognards.											
Irlande 1798 #86		116772		\$15.00			Mint	n	OoP		6
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											
Jena 1806 # 71		125343		\$25.00			New	n	OoP		3
Mag + Game. w/68pg mag. Grand tactical level battle of Jena, Oct.1806, between Napoleon & the Prusso-Saxon Army. Hex based, brig level. Also includes 8 dbl sided errata counters for Tonkin#70. w/ 432 color cardstoc counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06											
Kippour 73 # 39		93763		\$16.00			New	n	OoP		4
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. Franc 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											
Kolwezi 1978 #80		111668		\$16.00			New	n	OoP		2
Mag + Game. w/68pg mag, 2 games of French intervention in Africa, apparently in Chad. Larger is of low level tactical combat in African settings with modern weapons & AFVs, with French v rebels or Libyans etc. A secur covers urban combat in Kolwezi, 1878. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07											
Korsoun 1944 #72		100538		\$14.00			New	n	OoP		4
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07											
Koursk 1943 #51		100533		\$14.00			New	n	OoP		4
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
La Bataille de Paris, 1814 # 114		125350		\$32.00			New	n				3
Mag & game. Game covers the battle of Paris in 1814 had Allied forces succeeded in getting that far into France. Grand tactical level. Historical magazine with history, game reviews, strategy analysis and additional scenarios for past games. French-language magazine; ALL content including rules in French; English-language rules available via download. '13												
La Fleur au Fusil 1914 # 68		111671		\$16.00			New	n			OoP	3
Mag + Game. w/68pg mag. Grand tactical level, btln/rgt, game of initial meeting engagements along the French & Belgian frontier, August 1914. The French Colonial Corp, the best in their army, assaults toward Neufchateau. 800m/hex, 2hr/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translate game material for most games available at grognard.com/vaevict.html. '06												
La Fronde 1652 #84		111661		\$16.00			New	n			OoP	3
Mag + Game. w/68pg mag. 2 grand tactical games covering a battle 150km from Paris, and another IN Paris, 1652. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07												
La Guerre de Sept Aus 1756-63 #65		108358		\$16.00			New	n			OoP	3
Mag + Game. w/68pg mag. Operational game of 2 years of the 7 Years War & Frederick the Great, 1757-8, thruout central Europe. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05												
La Mious 1943 #85		100545		\$14.00			New	n			OoP	3
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												
L'Aventure Mexicaine 1862-67 #79		125346		\$22.00			New	n			OoP	4
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07												
Le Guepier Espagnol, Marechaux II #111		125662		\$29.99			New	n				3
Mag & game. Area-move game of three campaigns in Spain during the Napoleonic Wars: Dupont 1808, Victor 1811 & Suchet 1813. Regt level, 108 die-cut counters. French-language magazine covering history & wargame. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs. '13												
Le Matz 1918 #24		100516		\$14.00			New	n			OoP	4
Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '99												
Les Deus Batailles de Saint-Albans # 96		111656		\$16.00			< New	n			OoP	3
A 2" area of mag cover along spine mildly scuffed; otherwys new. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, France, in 1455 & 1462. '11												
Les Rois Francs, 4 Batailles du IXe #100		111653		\$29.99			New	n				3
Mag & Game. Game covers 4 key battles of the Middle Ages at grand tactical scale: Fontenoy 841, Jengland 851, Brissarthe 866 & Montfaucon en Argonne 888. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12												
Leuthen 1757 #32		108380		\$16.00			New	n			OoP	3
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.												
Loups Gris en Atlantique #90		93814		\$14.00			New	n			OoP	6 1
Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & special events. French all color glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10												
Marignan 1515 #3 PARTS		80767		\$5.00			Mint	n			OoP	3
Magazine, only, with rules. No counters or map. ■												
Operation Apocalypse, Vietnam 1966 #10		102994		\$16.00			New	n			OoP	3
Mag + Game. w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section d'Assaut is a card game of individual weapons & people i WW2. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96												
Operation Fortitude #93		93816		\$16.00			New	n			OoP	6
Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the espionage & deception campaign prior to D-Day in France. Includes sml map & sml number of cards & counters. '10												
Optimus Et Princeps, Dacian Wars #67		108356		\$16.00			New	n			OoP	6
Mag + Game. w/68pg mag. Strategic level game of the Roman defense of its northern borders against the barbarians during the Trajan era, 101-118AD. Area move. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02												
Pour Dieu et Pour Roy # 60		108361		\$16.00			New	n			OoP	4
Mag + Game. w/68pg mag. Operational, area move game of the fratricidal conflict in the area of Nantes, France in 1793 as the Republicans clashed with the Vendéens. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05												
Raid on Bruneval 1942, Op Biting #104		102535		\$23.50			New	n				3
Mag & game. Game of the 1942 British parachuted commando raid on Bruneval, a German radar installation on the coast of France. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12												
Roumanie Printemps 1944 #82		128099		\$19.00			New	n			OoP	4
Mag + Game. w/68pg mag. Sring 1944 battle on the eastern front at rgt/div level, as the Soviets approached the Romanian frontier. 2.5km/hex. French all color, glossy mag including minis coverage, history & a game in ea issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07												
Semper Victor, Imperator II # 56		100535		\$14.00			New	n			OoP	8
Mag + Game. w/68pg mag. Sequel to earlier Imperator, this game also covers Rome's battle against all of Europe's & N.Africa's barbarians. Area move, 6 scenarios. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04												
Sicile 43, Operation Husky #101		102993		\$30.00			New	n			OoP	4
Last copy. ■ Mag & Game. Covers the Allied invasion of Sicily, July 1943. Division level & area move. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online '11												
Sicile 43, Operation Husky #101	GmOnly	128092		\$19.00			New	n				4
Game Only. Covers the Allied invasion of Sicily, July 1943. Division level & area move. Includes 108 die cut counters. French mag; all components in French; English rules translation available online. '11												
Stalingrad 1942 #110		111649		\$23.50			New	n				2
Mag & game. Game covers a tactical battle for a single industrial building during the Battle for Stalingrad, 1942. Force qualities are exadurated to clearly delineated the different styles of the Soviets & Germans during this battle. Includes 108 die cut, dbl-sided counters. L.Closier'13 French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs.												
Syracuse 415-413BC #103	GmOnly	128094		\$18.00			New	n				4
GameOnly. Area move game of Athenian siege of Syracuse, Sicily, during the Peloponesian War, 415-3BC. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12												
Tobrouk 1941-42 # 34		108375		\$16.00			New	n			OoP	4
Mag + Game. w/84pg mag. Operation level, btln/rgt/brig level game of the various battles for Tobruk in N.Africa, 1941-2, including Battleaxe, Gazala & Crusader offensives. Hex based map. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '00												
Ultimus Romanorum La Chute de Rome #74		125345		\$22.00			New	n			OoP	6
Mag + Game. w/68pg mag. Strategic level game of the defense of the overextended Roman empire in 5th century AD as the barbarians maintain pressure on all fronts. Covers all of Europe & N.Africa. Area move. French color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07												
Vallee de la Drang # 28		93756		\$16.00			New	n			OoP	4

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

See page 1 for an explanation of the various codes & column data used in this catalog.

Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, co/btn level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grogard.com/vaevict.html for English translation. '99

VAE VICTUS Stand-Alone Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Bellum Gallicum II [2nd]	128067	\$35.00	New	Fo	OoP	4		
Game of Caesar's campaigns in Gaul, 58-51BC. Rome attempts to subdue Gaul while the Gauls under Vercingetorix attempt to secure their freedom. 9 annual scenarios. Revised from games published in Casus Belli #68-69. Components in English. F.Bey'12								
Cassino 44	121543	\$29.00	New	Fo		3		
Game using the WWII system from Vae Victis mag (Arnhem 44, Ardennes 44 & others). Covers the bitter nighttime assault in the area surrounding Monte Cassino that finally broke that line in May 1944. Polish, Brit & German paratroopers fight hand to hand, & Canadian & British armor sieze the opportunity to break thru. 216 counters, Btl/regt level, 12hrs/turn. '12								
From Overlord to Berlin	124954	\$25.00	New	Fo		6		
Strategic level game of WW2 on all European fronts from June 1944 to the end of the war. Includes the eastern, western & Italian fronts. Includes the epic camigns of the destruction of Army Group Center (Bagration), D-Day, the German offensives in Hungary, Poland & at the Bulge. Corp/army level, area move, 2mo/turn. '11								
Fuentes de Onoro 1811	128071	\$34.99	New	Fo	OoP	3		
Game of 3 of battles from the end of the French involvement in Spain. The French under Massena assault Wellington with Portuguese allies in prepared positions near Fuentes de Onoro, Portugal. In the Fall, French caval attack a poorly placed Anglo-Portuguese cav division near El Bodon. And in May, Wellington makes an initial assault against two divisions under Ney. 3 maps, 216 doublesided counters. 500m/hex, 2hrs/turn. F.Bey'11								
Hanau 1813, La Charge Heroique	113437	\$27.00	New	Fo	OoP	3		
Game in the Jours de Gloire series covering the battle at Hanau, Oct 1813, that opened a retreat route near Mainz for the Grande Armee as it retreated to France. The former French ally, Gen. Wrede, deployed a Austro-Bavarian army of 50,000 in Hanau as a trap to block the French. Napoleon with his small army of 25,000 attacks, reinforced during the night by 2 more corps, and forcing Wrede to retreat tho they continued to houn Napoleon the next day. 216 die cut counters, rules in English. Rgt/Brig level, 250m/hex, 60min/turn. Rules are in English. '14								
Inkermann 1854	128072	\$35.00	New	Fo	OoP	3		
Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brit fought with discipline and the Russians withdrew. Battle was often fought in very small gorups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. Btl level, 45min/turn. English language rules. '13								
Les Marechaux III [English Rules]	121033	\$25.00	New	Fo	OoP	3		
French-produced game with English-language rules. The Marshals III covers the Winter 1814 campaigns in Italy along the Mincio River & in France north of Lyon. Three scenarios set in France depict operations on the flanks of the Austrian army engaged with Napoleon. Two scenarios cover campaigns in northern Italy against the Austrians & also Murat and his Neopolitan army. Includes a double-sided map, 216 die cut counters, 10km/zone, 1day/turn. '14								
Lion & the Sword 1191	128064	\$29.99	New	Fo	OoP	3		
Game of two grand tactical battle during the Crusades involving Richard the Lion Hearted. Richard faces Muslim forces on Cyprus, May 1191 in a see-saw battle. The second battle has Richard in sole control of the Crusades as Saladin attacks in Palestine, Sept 1191. 250m/hex, 30min turn. English components. '10								
Orages a L'Est [Storms in the East]	129582	\$25.00	New	Fo		4		
French-produced game with both French & English rules. Covers the Soviet offensives against two German Allied nations in 1944. In 1944, the Soviet 30th Guard Army attempted to knock out Finland via assault in the Tali-Ihantala area, including against the VKT fortified line. They made progress to the point of breaking thru, but were turned back by the last of the Axis reserves and armored forces. In Romania, the Soviets and the now-Soviet-allied Romanians attacked the Hungarian 2nd Army in Transylvania attempting to cross the Mures River & force the Turda Pass. Backed by the German 23 Pzr, the Soviets eventually ceased their offensive. Rgt/div level, 4.5km/hex, 2days/turn, 216 counters, 7 scenarios. F.Coupeau'15								
Victories of Marshal Saxe	130942	\$35.00	New	Fo	OoP	3		
Covers 3 battles from the War of Austrian Succession, 1745-7, in which Marshal Saxe, leading the allied Pragmatic Army soundly defeated his opponents. Covers Fontenoy, 1745; Rocoux, 1746; Lauffeld, 1747. Includes a double-sided map, 216 counters. 3-400m/hex, 1hr/turn, rgt/brig level. '12								

Vento Nuovo Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Blocks in the West, the Western Campaign	103815	\$95.00	**	<New	GB	**	OoP	6	M
Box not shrinkwrapped, with 2 isolated sml 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									

Victory Point Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Aliens vs. Zombies	130949	\$20.00	New	SC	OoP	1		
Small, simple, fast playing 2-player game of the contest between invading aliens & zombies in an urban area. Aliens have superior weapons & armor; zombies are more numerous & created when anyone dies. C.Taylor'13								
Dawn of the Zeds: Directors Cut Kit	130096	\$25.00	New	SC		1	1	
Expansion kit adds all sorts of new mayhem & a little relief to the beleaguered residents of Farmindale. Includes new rules, 52 cards, 10 counters.								
Empires In America, French & Indian War	127556	\$25.00	New	BC	OoP	6	1	
2016 2nd edition. Solitaire game using the States of Siege system depicting the entire French & Indian War of 1754-1762. Focused on the wilderness of the New World, this was actually the first world war and included the Seven Years War (1756-63). Player controls the New France colony from Halifax to the Ohio Valley on a point-point map. Includes a focus on the leaders of the time. Includes 52 counters, 75 cards, half season/turn, army level. J.Miranda'16								
Espana 20 v.1	130094	\$45.00	New	BC	OoP	3		
Game in the 20 series (with 20 counters total in a game). Covers to key battles in Iberia during the Napoleonic Wars: Arapiles, July 1812, a meeting engagement south of Salamanca & one of Wellington's finest; and Bailier July 1808, a stunning victory of the Spanish over the French under Dupont in the mountains of Andalusia. 1mi/hex, 3-4hrs/turn, corp level. H von Stockhause, L.McMillan'15								
Fuentes de Onoro 20	127555	\$23.00	New	SC	OoP	3		
Small game of the French relief of the fortress at Almeida, then under siege by Wellington's forces in Spain. A bitter battle ensued that was a close win for the Brits. Uses the Fading Glory game system and low unit density on the map, making for quick play & often exciting games. 88 counters, 12 color illustrated event cards. 3-4hrs/turn, 1mi/hex, corp level. N.Garcia, J.Gill'14								
Hell's Gate	127559	\$30.00	New	SC	OoP	4		
Small game of the battle of Korsun Pocket fought in the Ukraine in Jan-Feb. 1944. Updated from a version of the game included in the book Simulating War by the designer. 70 counters, brig/div/corp level, 3days/turn, 20km/hex. Fast playing. P.sabin'14								
Hundred Days 20 3rd	130943	\$39.00	New	BC	OoP	4		
Contains two 20-counter games: Tolentin 20 & Waterloo 20. Tolentino covers the May 1815 effort by Murat to retain his position as King of Naples against a more agile Austrian army. Game includes often wild swings of fortune. WATERLOO focuses on the final, historic battle in which Napoleon attempts to defeat the English & Prusian armies piecemeal. This edition has an expanded map and begins 1 day earlier allowing reexamination of the French crossing of the Sambre River and its strategic import. Includes 25 cards. J.Miranda, J.Gill, A.Emrich'16								
Imperial Stars II	127564	\$25.00	New	SC	OoP	6		
Two star empires, remnants of Terran colonists, now fight for dwindling resources & the last uncolonized planets. Asymmetric abilities of the empires, giving multiple routes to victory. C.Taylor'15								
Last King of Scotland	130945	\$32.00	New	SC	OoP	4		
First of a series of games focused on battles in modern Africa that shaped the continent. This game covers the Uganda-Tanzanian War of 1978-79 that ousted Uganda's President Idi Amin. 85 counters, small map, fast playing. 1mo/turn, 30mi/hex, pltn/btl level. B.Armor, A.Emrich'13								
Leuthen, Frederick's Greatest Victory	127552	\$30.00	New	SC	OoP	3		
Small game using the Drums & Muskets system to depict Frederick the Greats biggest victory, the battle of Leuthen 1757. Frederick attacks an Austrian army double that of his army just before the first snows fall. Includes 53 counters, 25 illustrated, color cards. 1hr/turn, 1km/hex, division level. F.Chadwick'14								
No Retreat! the French Front	114785	\$42.00	New	BC	OoP	4		
Third game in the No Retreat! series (previously published by GMT). This game covers the May 1940 invasion of France & the Low Countries by Germany. Players must adhere to any of several historical plans. Large gan by VPG standards. 2 small maps, 117 counters, 37 event & plan cards. Army level, 30km/hex, 4days/turn. C.Paradis'14								
Wallachia 20	130095	\$32.00	New	BC	OoP	4		

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Contains two game, each with a small number of units resulting in fast, tense play, drawn from the Russo-Turkish War of 1806-12. ROUSSE 20 covers the June 1811 battle as Ottoman forces advance to the modern Bulgarian-Romanian frontier. Militarily a draw, the Ottomans did capture Rousse. SLOBOZIA 20 covers the Oct 1811 battle in which Kutuzov managed to surround & isolate the Ottoman army thru quick maneuver, which resulted in a negotiated end to the war. The Ottoman army is a vast collection of irregular & often unreliable forces, glued together by a few powerful Janissary regulars. The two games can be combined into a campaign, v the results of the first battle influencing the second. 82 counters, 25 cards. A.Kharinin'16													
Wings for the Baron		130947		\$59.00		New	BC	OoP	A				
Unique 3-5 player game focused on the German aircraft industry during World War I. Each manufacturer competes for production contracts based on the outcome of quarterly competitions. Includes 96 cards, 193 counters T.Loc, A.Erich'16													
Wagner STRATEGY & TACTICS (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Strategy & Tactics (Wag) # 1 REPRINT		3801		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy, pt.1; Revising AH Bulge '65 based on Dunnigan's Kampf OoB; Constructing the Ideal Miniatures Tabletop; Remagen Bridge Boardgame, pt.1 (rules & map printed in pages of mag. '67													
Strategy & Tactics (Wag) # 2 REPRINT		115418		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: AH Blitzkrieg Strategy pt.2; More Tanks or Better Tanks?; Miniatures preparation; AH Stalingrad airpower variant; Nuclear Rule for AH Blitzkrieg AHIKS on Afrika Korps; Remagen Bridge boardgame pt.2. '67													
Strategy & Tactics (Wag) # 3 REPRINT		115419		\$15.00		V.Good	n	OoP	Z				
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 Envelopme Soviet Army Order of Battle, June 1941; Remagen Bridge boardgame, pt.3. '67													
Strategy & Tactics (Wag) # 4 REPRINT		115420		\$15.00		V.Good	n	OoP	Z				
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													
Strategy & Tactics (Wag) # 5 REPRINT		115421		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: The development of AH Jutland; Fletcher Pratt & His Naval Wargame; Realistic terrain for miniatures gaming; Recreating the Fog of War; Sovie Army OoB Nov 1942-May 1943. '67													
Strategy & Tactics (Wag) # 6 REPRINT		115422		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: Siege of Bodenbug miniatures game, pt.1; Interior v Exterior lines; Tournament AH Bismarck '62 variant; A New Combat Philosophy; Soviet Arr OoB June 1943-Jan 1944; Review of GMSCI Confrontation. '67													
Strategy & Tactics (Wag) # 7 REPRINT		115423		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: Rules for Squad/Platoon level miniatures games on a small table; Creating miniatures bases; Fletcher Pratt Revisited; AH Chancellorsville Varia Rules; Simultaneous Movement; Wagon Wheel Chess; Siege of Bodenbug miniatures game, pt.2													
Strategy & Tactics (Wag) # 8 REPRINT		115424		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: Diplomacy Overview; Postal Diplomacy; Diplomacy Variants; Errata for Siege of Bodenbug; Intro to Air Wargames; Strategy in GMSCI Vietnam Axis OoB for Eastern Front, June 1941; Siege of Bodenbug, pt.3. '67													
Strategy & Tactics (Wag) # 9 REPRINT		115425		\$15.00		V.Good	n	OoP	Z				
Reprint as a photocopy by publisher. ■ Photocopied reprint. ARTICLES ON: Sinai Wargame (satirical game of the 1967 6 Day War); Criticism of Siege of Bodenbug game; Grand Fleet at Jutland pt.3; Wargamer's Notebook; Waterloo FORum; GMSCI Vietnam Tournament Game; Variant AH Stalingrad CRT; OOPS I Goofed; Axis OoB on Eastern Front, June 1941-Dec 1943; High Seas Fleet at Jutland; Siege of Bodenbug Miniatures Gam, pt.4; Diplomacy. '67													
Strategy & Tactics (Wag) # 10		115426		\$25.00		Excell	n	OoP	Z				
Original printing ■ Original printing. ARTICLES ON: Naval Battle of Ulsan (Tshumia), 1904; Wargamer's Notebook; Postal GMSCI Vietnam; AH Afrika Korps Variant; Siege of Bodenbug, pt.5; Diplomacy. '67													
Strategy & Tactics (Wag) # 11		115427		\$25.00		Excell	n	OoP	Z				
Original printing ■ Original printing. ARTICLES ON: Brittany Campaign, 1944; Grand Fleet at Jutland pt.4; Wargamer's Notebook; Guerrilla Warfare Analysis & Strategy; An Introduction to Go; Intro to Napoleonics; Why Gamers Lose; Tips for Game Makers; the Stalingrad II project; Diplomacy. '68													
Strategy & Tactics (Wag) # 12		115428		\$25.00		Excell	n	OoP	Z				
Original printing ■ Original printing. ARTICLES ON: George Lord's Rules for Naval Wargames; Wargamer's Notebook; Guerrilla Warfare Basic Tactics; DeWitt's Tips for Players; Intro to Napoleonics; Elements of Tactics; Diplomacy. '68													
Strategy & Tactics (Wag) # 13 REPRINT		115429		\$15.00		V.Good	n	OoP	Z				
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													
Strategy & Tactics (Wag) # 14 REPRINT		115430		\$15.00		Excell	n	OoP	Z				
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													
Strategy & Tactics (Wag) # 15 REPRINT		3802		\$29.00		Excell	n	OoP	Z				
Reprint on heavy stock paper. ■ Photocopied reprint. ARTICLES ON: Review of CORMIER Trafalgar; Luck in AH Games; German Infantry Weapons; Wargamer's Notebook; DeWitt's Tips for Players; Medieval Battle Gam & Why This Article Doesn't Tell You How to Design One; Federation of Wargaming Convention; Adding the Luftwaffe to AH Stalingrad; George Lord's Rules for Naval Wargames; Blitzkrieg Airmobile Variant; Designing GMSCI Battle of Britain; Diplomacy. '69													
Strategy & Tactics (Wag) # 16		115431		\$28.00		Excell	n	OoP	Z				
Original printing. ARTICLES ON: Interview with AH's Thomas Shaw; Who Plays Wargames & Why?; Military Symbols for the Wargamer; Midway Systems Package; Review of Amateur & Amateurish Games; Wargamer's Notebook; AH Gettysburg Brought Up to Date; Errata (of sorts) for GMSCI Battle of Britain; Diplomacy. '69													
Strategy & Tactics (Wag) # 17		3803		\$35.00		Excell	n	OoP	Z				
Original printing. ARTICLES ON: Schwerpunkt, Miniatures Rules for WWII Armor; Afrika Korps in HO Scale; Wargamer's Notebook; Battle of the River Plate Revisited; AH D-Day, the Need for & Folly of Revision; Diplomacy; Armies, Corps & Divisions, a Brief History; Simplified Naval Warfare. '69													
Wargames Research Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Armour & Infantry 1925-50 Wargame Rules		132161		\$29.00		New	Bk	OoP	1				
Minis rules for company-level infantry & vehicle-level AFV combat in the mid-20th century. Suitable to 1/72 - 1/300 scale, with 1 mini=1man or vehicle, 1"=up to 100m, 30sec/turn. This is an updated 2nd ed version of the rules. '75													
West End Games (D6 Legnd) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Against the Reich		125119		\$39.00		Mint	BC	OoP	4				
No counter tray. 5 counters fallen from tree. Sml, lite stain on blank rules back cover. Some box scuffing. Others very clean & unpunched. ■ Mod complex gm of the invasion of France & Germany. Lots of color & options including choice of 1st & 2nd invasion sites. German strategic reserves, terrain impacts on armor strength, etc. A good game now overlooked due to the decline of WEG. J Southard '86													
Air Cav		129001		\$25.00		Mint	BC	OoP	2				
Unpunched. No counter tray. Sml lite stain on std rules cover. Box edges scuffed. Abrasions to all box btm corners. ■ 10 scenario gm of airmobile tactical combat involving the "flying tank" in Europe & mid East in '75-90. Modest complex. T.Merridy'85													
Desert Steel		128606		\$45.00		V.Good	BC	OoP	2				
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 annotation & underlining in pencil. Others 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 lev 1-3hrs/scenario, 15 scenarios. Peter Corless'89													
Fire Team		132648		\$30.00		Mint	BC	OoP	2				
4 counters fallen from tree, others unpunched. No counter tray, others complete. From a smoker's collection with a slight smell. Box has wear due to poor storage w/ box cover concaved at one corner w/ crease, 2 reinforced corners, some abrasion & a price tag on cover. ■ 12 scenario, modest complexity game of modern tactical combined arms combat in Europe, c.mid-1980s. Co./btln lvl combat between US & USSR in next hot w 520 counters, 4 small geomorphic maps. J Southard'87													

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
Kamakura		129004		\$25.00		Mint	HC	OoP	6	
No counter tray; otherws complete. Rules mildly wrinkled thru use. One box side panel split repaired. Multiple repairs to box corners & edges w/ clear packing tape. Components otherws clean & unpunched. ■ 2-6 player game of politics & war in fuedal 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										
Kamakura		4012		\$33.00		V.Good	HC	OoP	6	
Rules wrinkled. Otherws punched & clean. ■ 2-6 player game of politics & war in fuedal 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										
Marlborough at Blenheim		36871		\$35.00		Mint	HC	OoP	3	
Unpunched. No counter tray & some box scuffs, otherws clean. ■ Simpler but well researched grand tactical game of the pivotal battle in the War of Spanish Succession. Allied leadership advantages must unhinge a Fren defensive line and crush its army to win. D.Palmer'79										
Tales of the Arabian Nights		3002		\$99.00		Excell	BC	OoP	A	4
3 Charts professionally laminated. One smudge on rules back cover. ■ Mod. complex, 1-4 player game of adventure in the Arabic world using an extensive paragraph system, special abilities and lrg scale map of Europe, Asia & Africa. 4 Game styles: basic (fast playing), Storytelling, Adventure & Solitaire. E.Goldberg'85										
Winsome Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Colorado Rails		16085		\$29.00		Mint	Tb	OoP	A	
Previous Tracks to Telluride reprinted with a new name in a small tube. Smaller, modest complexity railroad building game set in western Colorado, 1873-88. Played with colored markers on a laminated paper map. Some assembly required prior to play. J.Bohrer'95										
Rail Baron: US Rails Expansion Kit		16123		\$25.00		Mint	n	OoP	A	M
Kit using Rail Baron components to game the situation in the latter half of the 20th Century as US railroads struggle to compete with the trucking industry & the interstate freeways. 2-6 players & fast play. J.Bohrer'96										
Rails Thru Rockies: Rocky Mntn Rails Kit		16124		\$25.00		Mint	zl	OoP	A	
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										
Wizards of the Coast (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Axis & Allies Europe 1940 2nd		130343		\$99.00	**	Excell	GB	**	8	
Some wear to 2 box btm corners. Otherws counters unpunched & basically unused & very clean. ■ Deluxe reprint of this 2-5 player version of A&A set in the Europe & covering the entire war beginning in 1940. Adds Italia minis plus mech inf, AA & tac bombers. Can mate with A&A Pacific 1940 for a 6 player game on a huge 32x70" map. Grand strategic scale, 610 plastic minis. '12										
Magic - the Gathering Unlmted Startr Deck		10805		\$25.00		Excell	SB	OoP	A	
From 1992. Opened but unused. ■ New, innovative card game combining great illustrations, good game system, magic/fantasy, and card collectables marketing. Each deck is unique w/ some common & some rare cards. Each player prepares their own deck from cards they own. A big hit at recent cons. Hard to get. '92										
Magic - the Gathering: ADDTL CARDS (17)		128912		\$4.00		Mint	SC	OoP	A	
17 misc additional cards, sold as a set. ■ 17 misc additional cards, sold as a set.										
Star Trek Frontiers: Cards (2)		128907		\$0.50		Mint	n	OoP	Z	
two copies of the Seven of Nines card. ■ Two copies of the Seven of Nines card.										
Worldwide Wargamer (3W) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
1944, Second Front		113795		\$30.00		Mint	BC	OoP	4	
No countertray. Otherws cherry. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.										
Acies High 2nd		132707		\$25.00		Excell	BC	OoP	Err	1
Complete & entirely strip-punched. Some yellowing of box. ■ 2nd ed is boxed with nicely updated, airbrushed map, and the Blue Max kit appended to the rules. Earlier printings had single sided counters (thus 3W's count 520) while later printing used double-sided counters (Central Powers on one side, Allies on the other, total 260). Nice, playable and historical game of WW1 air-air combat. Stats on dozens of plane models included. Origin game included 22 aircraft; Blue Max kit adds 23 more from all nations & years from World War I. Note that plane cards such as they are are printed in the rules in this edition. J.Hind'80										
Alma, Battle of the...		103305		\$25.00		V.Good	HC	OoP	3	
Missing 1 unit, 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, calvary charges & weapon types. 2 smaller scenarios & grand battle scenario. R.Markham'94										
Ancients II		88804		\$25.00		Excell	HC	OoP	2	
Strip punched. ■ Complete game that mates with Ancients I. More tactical combat in pre-gunpowder era, now including naval combat. Provides 32 scenarios including naval btl. B.Banks'92										
Ancients, 3rd		112220		\$40.00		Mint	HC	OoP	2	
Charts page has a small moisture ripple affecting a 1x2" area. Box cover mildly scuffed. Permanent label on box btm near UPC. Otherws mint. ■ Tactical combat in ancient thru pre-gunpowder era w/ 64 scenarios including naval combat. Largely a combined reprint of earlier Ancients I & II games. Now with 64 scenarios, 8 page-sized maps, 280 counters. The Ancients game system was quite popular but production at WWW introduced some problems (notably setup given the lack of grid coordinates on the maps) B.Banks'94										
Blitzkrieg in the South		3933		\$35.00		Excell	HC	OoP	4	
Army Grp S's 1941 campaign, Jun-Aug. 3 scenarios & campaign. V.Von Borries'92										
Chinese Civil War, 2nd		132731		\$24.00		New	BC		6	
Graphic upgrade of game originally published in an early & hard to find issue of The Wargamer mag. Strategic level game of the Chinese Civil War, 1946-9. Chinese communists take on the Nationalist army & allies. Class game in which one side must fight against guerillas that can appear & disappear seemingly at will. 200 counters, hi solitaire suitability. B.Fowler'93										
Crimean Shield		88527		\$26.00		Mint	HC		3	
Detailed 1-2 player gm of the see-saw btl for the Crimea thruout WW2. 8 scenarios, btlm-div lvl, w/ emphasis on command & supply. 8 scenarios. M.Yamazaki'94										
Dark Crusade, 1st		91192		\$27.00		Mint	BC	OoP	Err	6
Simple corp/army level treatment of War in East, 1941-45, using a point-point move system & a few special rules that reflects the USSR's growing strength. L.Coatney'84										
Desert Rats		3028		\$40.00		Mint	BC	OoP	Err	4
Cherry aside from some box scuffs & price tag on cover. ■ Operational level, btlm/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										
Duel for Kharkov, 2nd		132732		\$42.00		New	BC	OoP	4	
Lrg 2-map game of the 3rd & 4th battles for Kharkov, Feb-Mar'43. Wild, mobile action as German reinforcements from the West finally defeat the Soviet offensive that began at Stalingrad. Reprinted in a bi-lingual (English & German) version from the earlier PWG version, revised with new counter art, streamlined rules, and updated Soviet OoB based on newly-available archives. 2 maps, 700 counters, 6 scenarios, 3mi/hex, 2days/turn. J.Rade D.Bolt'94										
Forward to Richmond, 2nd		102673		\$30.00		Mint	BC	OoP	2	
Sml spot on cover of 2nd ed addendum, 1 corner repaired. Includes 2nd ed supplemental rules/errata with a couple of spots on cover. Unpunched. ■ Boxed update of this game of the first battle of the American Civil War, First Bull Run, July 1861. Game reflects morale, especially, the green nature of both armies, difficulty getting subordinate units to follow commands. 250yd/hex, 45min/turn, c.700men/unit. 260 counters, mounted map. 2nd ed adds a supplement with a reprinted strategy article plus rule clarifications & optional rules. B.Pollard'83										
Ironsides, the English Civil War		88520		\$45.00		Mint	BC	OoP	6	
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										
Kesselring 2nd		3039		\$39.00		Mint	BC	OoP	4	
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 h 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										
Light Division		115131		\$39.00		Mint	BC	OoP	2	
Includes a countertray. ■ US army's Light Divison organization of the 1980s intervenes against multiple foes in the Straights of Hormez. Multiple scenarios of grand tactical combat, with the US taking on multiple boogeym foes including Iran & the USSR. J.Balkoski, A.Bay'89										
Marston Moor 2nd		3043		\$39.00		Mint	HC	OoP	Err	2
Cherry. ■ Reprint in a boxed format. Grand tactical game of largest battle of the English Civil War that decided allegiance of the north of England, July 1644. 125yd/hex, 20min/turn. B.Pollard'78										
Modern Naval Battles III		3050		\$20.00		Mint	HC	OoP	Err	1
Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90										

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Modern Naval Battles III Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90		88577		\$15.00			Excell	HC	OoP		1	
Modern Naval Battles III Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90		113813		\$20.00			Mint	HC	OoP		1	
Operation Condor, Liberation of Spain 2d Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Box cover edges worn, all corners repaired; 2/3" price tag removal mar, plus 2 sml mars, on cover. Otherws unpunched & unused. ■ Reprinted boxed format. 2 scenario, div-level game of 1942-3 invasions of Spain, either by Germany to gain control of Gibraltar or by Allies to secure peninsula. 1wk/turn, 30km/hex. K.Broadhurst'78		3021		\$35.00			Mint	HC	OoP	Err	4	
Panzerkrieg, 3rd Slight horizontal crease on one box side panel; otherws new & shrinkwrapped. ■ Graphic update to this venerable 9 scenario gm of campaigns across all of S.Ukraine '41-44 (Kiev south) at div/corp lvl. System & some un have been tweaked by orig designer. J.Prados'94		111100		\$32.00			< New	BC			4	
Raid on Richmond Missing 1 prisoner unit, ID included. Otherws complete & clean. ■ Modest complexity gm of Kilpatrick's abortive cav raid on Richmond, Feb 1864. If he hadn't lost his nerve, what damage could he do... '91		130843		\$19.00			V.Good	HC	OoP		2	
Rommel at Bay Generic box btm yellowed by age. ■ Operational level game with a tactical feel using the Battles of North Africa game series (Decision at Kasserine, Hellfire Pass, etc). Stubborn Axis defense of the Mareth Line, Tunisia, ir the face of the allied March 1943 offensive. 300 counters 2 scenarios. V.VanBories'85		127355		\$35.00			Mint	BC	OoP		2	
Royalists & Roundheads III Modestly simple set of 4 more battles from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92		103633		\$28.00			New	HC			3	
Salvo! Battleship Combat, 1939-45 Simple, tactical naval combat between battleships in WW2 in actions around the world. 10 scenarios including actions at Mers El Kebir, 1940 (destruction of the Vichy French fleet); Calabria 1940 (Italy & Britain in the Med); Cape Matapan 1941; Denmark Strait 1941 (end of the Hood & Bismarck); Gulf of Siam 1941; Second Guadalacanal 1942; North Cape 1943; Surigao Strait 1944. M.Smith '92		3057		\$34.00			Mint	HC	OoP		1	
Sink the Bismarck!, 1st Op lvl gm of the Bismarck's attempt to break out into the Atlantic, & subsequent hunt for it. Air & surface combat, convoys, optional forces, etc. Fairly simple. M.Smith'92		132463		\$29.00			New	HC	OoP		2	
SL: Squad Leader, SCENARIOS 81-90 10 additional scenarios for Squad Leader games spanning the years 1940-43 in western Europe & the USSR. '82		132159		\$10.00			New	n			2	
Spies of the Kremlin Very clean. ■ V.Lrg, op lvl gm of Op Typhoon and the Soviet counteroffensive thru Jan'42. 3 maps, 1000 units. Modifies & upgrades Blitz in South system w/ much unit differentiation, cleaned up seq of play & air/supply rules. Intended to mate w/subsequently published gms. 16 scenarios of various sizes. J.Youst'96		125099		\$59.00			Mint	BC	OoP	Err	4	
Starforce Terra, Contact Simple 2-6 player card gm of space warfare using system similar to Modern Naval BtIs. Good w/ lots of beer & pretzels, and a good beginners game. '91		47383		\$15.00			New	HC			A	
Tahiti, Clan Warfare in Polynesia 759AD Complete. 2" crease on box top & btm. ■ Simple game of tribal rivalry for 1-4 players w/ all the tools of island warfare. A beer & pretzel (or okolehau & poi) game with a solid foundation. 2wks/turn, about 6mi/hex, 234 countersK.McPartland'94		104072		\$25.00			Excell	BC			6	
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		114820		\$27.00			New	HC	OoP		4	
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 neut entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85		3076		\$30.00			Mint	HC	OoP	Err	6	
Worthington Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Band of Brothers, Screaming Eagles 2nd Enhanced update of this colorful, simpler game of squad-level tactical combat by the US 101st Airborne Div from D-Day till VE Day in WW2. 18 scenarios with geomorphic boards using the Band of Brothers game system. countersheets. '16		130409		\$49.00			New	BC	OoP		2	
Band of Brothers, Texas Arrows KIT Kit requiring either the Screaming Eagles or Ghost Panzer 2nd games to play. Provides 6 scenarios for each of the base games (12 total) that follow the unit as it lands at Salerno & fights its way thru Italy, France & into Germany. Also includes a full countersheet providing the US 36th Texas Arrows Infantry division and also 2 new boards (1 mounted, 1 cardstock). Also provides an upgrade kit for owners of 1st ed Screaming Eagles with 2 card stock boards & 2 countersheets & new series rules. '16		129693		\$33.00			New	BC			2	
Dunkirk, France 1940 Block-series game of the German invasion of France, May 1940, that culminated in the humiliating British evacuation of their army at Dunkirk. Before the game, each player selects a strategy card with varying goals. In addition, additional cards provide events that add reinforcements, alter battles etc. Game is chit-driven, with various army commands activated for movement separately. '18		132202		\$55.00			New	FB			4	
Enemies of Rome 2-5 player, block-style game of intrigue, uprisings, rebellions & more thru 600 years of Roman history across the whole of Europe. Players command legions in the service of Rome - sort of, each seeking to become emper. Relatively fast playing & simpler. '18		129687		\$54.00	**		New	FB	**		8	M
Galaxy Command 1-4 player, very fast playing game of galactic conflict as players compete for resources, military power & technological advancements as they explore & defend the galaxy. R.Bartelli'15		130632		\$22.00			New	SC			6	4
Ghost Panzer 1st Last copy (1st edition). ■ Fast-playing game of squad level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'13		114164		\$50.00			New	BC	OoP		2	
Grant's Gamble, Wilderness Campaign 1864 Blue & Gray series game using wooden blocks to portray the 1864 Wilderness Campaign as Grant attempts to isolate Lee's Confederate Forces who elude them in the Wilderness area east of Richmond. Modest complexi corp level, point-point map. '16		130646		\$39.00			New	BC			4	
Guns of Galicia Game of the war on the eastern front in WWI using the Guns of August game system. Corp level game with 3 scenarios covering the 1914 Galicia campaign, 1915 Tarnow campaign & 1916 Brusilov offensive. Div/corp lev with 9mi/hex, 3days/turn. Chit activation makes for an interactive game. 2 countersheets. '12		99623		\$42.00			New	BC	OoP		6	
Hold the Line, American Revolution 2nd 2017 2nd edition now including 190 plastic minis. Game covering tactical level combat during 12 key battles of the American Revolution plus battles from the 1759 French & Indian War (previously published as Clash for a Continent). Terrain constructed w/ dbl-sided tiles. Covers battles of Long Island, Harlem Heights, Princeton, Trenton, Hobkirk's Hill, Eutaw Springs, Bemis Heights, White Plains, Kings Mtn, Brandwine & Monmouth. 2nd edition includes additional scenarios plus over 190 plastic minis in 5 varieties. '17		132393		\$65.00	**		New	FB	**		3	
Hold the Line: French & Indian War Kit2d 2017 2nd edition. ■ Updated & enlarged 2nd edition kit adding the rules, 12 scenarios, French & Indian units, etc, to cover battles from the French & Indian War of 1759-61 using Hold the Line. 2nd edition includes plastic minis for French, Indian & ranger forces, plus new terrain tiles. '17		129845		\$33.00			New	BC			3	
Holdfast, Atlantic Strategic level, block system game of the naval battle for control of the Atlantic Ocean during World War II. German & Italian U-boat & surface fleets threaten the convoy routes that the Allies depend upon. Surface & sub forces contest control of sea areas surround Europe during WWII. Fast playing & relatively accessible game system. '17		123511		\$49.00			New	FB			6	
Holdfast, Eastfront 1941-45 [2nd] Remastered update of Holdfast Russia, expanded to include the whole of the War in the East, with map extending to Berlin, plus extended OoB and 3 additional scenarios. Strategic level, block-style, relatively simple & fast-playing game of the War in the East, 1941-45. Army level. G & M.Wylie'17		129204		\$55.00			New	FB			4	
Holdfast, Korea 1950-51 Strategic level, block-style, relatively simple & fast-playing game of the first year of the Korean War, 1950-51. The northern Koreans blitz south, overrunning Seoul & nearly overrunning the UN enclave at Pusan, but a US amphibious invasion behind the lines routes the northern forces who are chased to the Chinese border. Just before the Chinese intervene in an unexpected & massed way. '15		130525		\$46.00			New	BC	OoP		4	
Holdfast, North Africa 1941-42 Strategic level, block-style, relatively simple & fast-playing game of the first year of the Korean War, 1950-51. The northern Koreans blitz south, overrunning Seoul & nearly overrunning the UN enclave at Pusan, but a US amphibious invasion behind the lines routes the northern forces who are chased to the Chinese border. Just before the Chinese intervene in an unexpected & massed way. '15		130404		\$46.00			New	BC	OoP		4	

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs	
Third in the Holdfast game series of block-style WWII games. This game covers the campaign in Northern Africa, 1941-2. Blocks represent divisional level units, plus airpower and leaders. Fast playing and basically a sim game system. '16									
Holdfast, Pacific 1941-45	132695			\$54.00	**	New	FB **	8	
Strategic level, block system game of the entire war in the Pacific during World War II, 1941-45. Fast playing, relatively simple & accessible game that encompasses naval & air power, land unit control of islands & all-important airbases. '17									
Holdfast, Tunisia	132201			\$55.00		New	BC	4	
Fourth in the Holdfast game series of block-style WWII games. This game covers the campaign in Tunisia, Nov 1942 - May 1943. Threatened with isolation and destruction by the Allied Torch landings to the west, and Montgomery's forces pursuing the Afrika Korps from Libya, the Axis mount a surprisingly stiff defense of Tunisia punctuated by several sharp offensives. The allies must capture the key ports of Bizerte & Tunis to defeat the Axis. '18									
Jackson & Sheridan, the Valley Campaigns	127291			\$46.00		New	BC Going	4	
In the Blue & Gray Campaign game series which uses blocks for partial hidden movement & simplicity. Covers the 1862 & 1864 campaigns in the Shenandoah Valley & central Virginia as the Union contests Confederate control of this key source of food for the Confederacy. '16									
Lee's Invincibles, Gettysburg Campaign	127290			\$45.50		New	BC	4	
Block-style game of the summer 1863 campaign in the eastern theater as Lee leads the Confederates on its fateful invasion of the Union states that ends at Gettysburg. Second in the Blue & Gray Campaign series, which link to form a grand campaign in the east. System features low unit density & high interactivity. UWA point-point of Virginia & Maryland '16									
McClellan Moves, 1862 Peninsular Campgn	117112			\$19.00		New	n	4	
Kit requiring Grant's Gamble to play; uses their Blue & Gray game system. Covers the 1862 Peninsular Campaign as McClellan moves his ponderous army toward Richmond and the climactic battle of Antietam. Game add amphibious movement and naval blockage & combat, and siege guns. '16									
Naval War of 1812	106734			\$49.00		New	BC OoP	1	
Limited printing of 812 copies. Fast playing game focuses on tactical naval combat between the US & Britain during the War of 1812. The American's hunts down British merchant ships while the Brits seeks out both US merchants & warships. Includes mounted board, plastic ship minis & ship maneuver cards. '12									
New York 1776, the New York Campaign	116162			\$46.00		New	BC OoP	4	
Block-style, strategic/operational level game with tactical level battle resolution covering the British campaign to secure New York during 1776, early in the American Revolution. This campaign included the largest number troops of the war, and involved a series of British amphibious landings aimed at trapping the American army. Both sides have ambitious victory conditions, making it a tough contest for both. M. & G. Wylie '14									
Pemberton & Grant, Vicksburg 1863	123531			\$45.50		New	BC	4	
Block system game covering Grant's 1863 campaign to capture the crucial city of Vicksburg from the Confederates under Pemberton, and with it control of the Mississippi River. Uses a point-point map. Fast playing, easy-to-learn game system. '17									
Saratoga 1777	129383			\$49.00		New	BC	4	
Block system game of Burgoyne's ill-fated Saratoga campaign during the American Revolutionary War, 1777. The British attempt to split the colonies by advancing on New York from Canada as part of an overly complex & uncoordinated British strategy. Includes mounted map, 70 blocks. Relatively fast playing. '18									
Scotland Rising, Bannockburn 1314	130630			\$32.00		New	BC	3	
Game noting the 700th anniversary of the Scottish victory at Bannockburn. Led by Robert the Bruce, the Scots decisively defeated a British army under Edward II. Fast playing, simpler game with colorful counters. '14									
Sea Kings	119268			\$40.00		New	BC	6 6	
2-6 player game of Viking adventures as players explore uncharted sea to lay claim to new lands, settle them, engage in trade, and raid competitors' lands. Played on a large-scale map of Europe from Russia to Spain to Iceland. '15									
Trenton 1776	117095			\$46.00		New	BC OoP	3	
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. '15									
Victoria Cross, Battle of Rorke's Drift	103995			\$49.00		Mint	BC OoP Err	2	
Block-style, area move game of the battle of Rorke's Drift during the British campaign against the Zulus, 1879. Mid-level tactical, with 60 blocks representing individual leaders & small groups of foot soldiers or larger group of Zulus, each neatly illustrated with colorful artwork. Fast playing & suitable both to beginners & experienced players. M. & G.Wylie'04									
Wilderness Empires	117102			\$49.00	**	New	FB ** OoP	4	
Block style, point-point move, strategic level game of the French & Indian War, as the allied French & Native American tribes resist English incursions into the sprawling French territory surrounding the Great Lakes. 2-4 players & playable solitaire. Includes nicely illustrated event cards. B.Molyneaux'15									
WWW BattlePlan Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Third Reich: RED SEA FRONT VARIANT	92287			\$5.00		Mint	n OoP	6 6	
28 variant counters (only); rules & maps not included. ■ Variant published in Btlpn #8 providing rules & 2 b&w 8.5x11 map extensions extending the map thru southern Egypt, Ethiopia & into Kenya. Includes 28 die cut counters printed in S&T 126 (unpunched). / Also includes several other 3R articles: Variant Ideas; 3R Variants; 1940 scenario; 1941 scenario; 1941 scenario #2; 1943 scenario; No British surrender variant.									
WWW Schwerpunkt Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Schwerpunkt Magazine #1	3753			\$4.00		Mint	n OoP	Z	
ARTICLES ON: Operation Barbarossa, the southern wing; addtl rules & scenarios for Salvo II and Blitz in South; profile of Rob Markham, designer; Inside 3W; replay of Raid on Richmond; analysis of 3W Frederick the Great. Insert is a map addition for a Salvo II scenario for Gallipoli, 1915, with paper counters in mag. Errata for Give me Liberty, Raid on Richmond, Campaigns of Frederick the Great. '93									
Schwerpunkt Magazine #2	106537			\$10.00		Mint	n OoP	Z	
Second & final issue of this shortlived mag of reviews & strategy articles. ARTICLES ON: Blitzkrieg in the South description & strategy; profile of designer Vance von Borries; description & strategy in Army Group Center; errata for Give Me Liberty, Tide of Fortune. '94									
WWW Strategy & Tactics (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Abensburg, Battle of... #113	67791			\$23.00		Mint	n OoP	2	
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensburg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lv, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.									
Anzio Beachhead 2nd [90] #134	97429			\$45.00		Mint	n OoP	4	
Cherry. ■ Mag & Game. Operational, btln/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90									
Arabian Nightmare: Kuwait War #139	104285			\$29.00		Mint	n OoP	4	
Rules highlighted in yellow; others unpunched & clean. Unpunched & unplayed. ■ Mag & Game. Complex & rushed game design covering the military aspects to the 1990 Kuwait War. Later heavily revised and expanded to include the more-important political elements to the campaign. 300 counters, lots of rules. J.Dunnigan, A.Bay '90 / Published with a color, unmounted page of additional counters (November Mobilization). ARTICLES ON: tl 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.									
Baton Rouge #133	17652			\$22.00		New	n OoP	2	
Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.									
Baton Rouge #133	91677			\$19.00		Mint	n OoP	2	
Rules separated & stapled at spine. Unpunched. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.									
Campaigns in the Valley #123	24105			\$20.00		New	n OoP	4	
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.									

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Campaigns in the Valley #123		98795		\$16.00		Mint	n	OoP 4
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.								
Donau Front #131		130978		\$70.00		Mint	n	OoP 4
Mag & Game. Vol.5 of the Central Front game series, with 2nd ed series rules (not compatible w/ 1st 3 games). Covers a Warsaw Pact drive into Bavaria toward Munich. Btlm/rgt level, 4km/hex, 200 counters. Game system reflects the continuous combat of modern combat, and fatigue as a key dynamic. C.Kamps'89 / ARTICLES ON: Musketry & Rifles; Civil War Soldier Girls; the Japanese Mediterranean Fleet in WWI; Bavarian Option in the Next War; Excerpts from Dirty Little Secrets book (Dunnigan & Nofi); Weapon Systems & Defense Spending Dilemmas; ERRATA for Far Seas #125.								
Eckmuhl, Battle of... #114		14663		\$18.00		New	n	OoP 2
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr 1 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 & Abensberg #113.								
Far Seas, German Cruiser Ops in WW1 #125		105746		\$50.00		Mint	n	OoP 4
Rules separated. Very clean. ■ Mag & Game & 48 Zulu War counters for the game in Battleplan #7. British hunt for 8 German armored cruisers around the world early in WW1. The combined forces of the British, French, Russian & Japanese navies hunt them down. RECOMMENDED cat & mouse game. M.Anderson'87 / ARTICLES ON: the Line v Square analysis; Germany's Aerial Minesweepers; War, Society & Technology in Medieval Europe; Russo-German Naval Cooperation; Russo-Swedish War of 1808-9 in Finland; German Cruiser Operations Around the World in 1914; Island Warfare in the Pacific in WWII; ERRATA for Pegasus Brige #122, Fortress Stalingrad #123.								
Fortress Stalingrad #124		131005		\$45.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. Strategic, corp/army level game of Soviet Winter'42 offensive that ultimately destroyed the German 6th Army at Stalingrad. Covers the entire Ukraine from Voronezh south. 10days/turn, 200 counters, 15mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: Roman Mobilization in the 2nd Punic War; Germany's Ultra Coup; Decorations in the Modern US Armed Forces; Royal Navy of the 18th Century; Today's French Foreign Legion; Hitler & the Stalingrad Pocket; Designer's Notes & Variants for Fortress Stalingrad; Union Army Corps in the US Civil War; Italian Aircraft Carriers in WWII. / ARTICLES ON: Roman Mobilization in the 2nd Punic War; Germany's Ultra Coup; Decorations in the Modern US Armed Forces; Royal Navy of the 18th Century; Today's French Foreign Legion; Hitler & the Stalingrad Pocket; Designer's Notes & Variants for Fortress Stalingrad; Union Army Corps in the US Civil War; Italian Aircraft Carriers in WWII.								
Harvest of Death, 2nd Day at Gettysb#129		130980		\$30.00		Mint	n	OoP 3
Cherry ■ Mag & Game. Errata/variant counters for Tomorrow the World 1st (9), Zulu War (1), Army of Tennessee (1). Small, brigade-lvl game of the Confederate attack on the southern end of Union line at Little Round Top on 2 July'63. Emphasis on the command problems each side faced. 100 counters. 240yd/hex, 20min/turn. Martin & Milman'89 / ARTICLES ON: Angola, pt.2; Harvest of Death, the 2nd Day at Gettysburg; Sevastopol, a Modern Siege; German Plans for War with America, 1889-1942; Dispatches in the Soviet Prada newspaper; Essence of Supply, Logistics in Wargames; WWII, Old Facts, New Knowledge.								
Horse Soldiers, Forrest at Bay #119		131003		\$55.00		Mint	n	OoP 2
Cherry. Tupelo AND Brice's Crossroad. ■ Mag & 2 Games: Tupelo AND Brice's Crossroad. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great Bits of the Am Civil War system. 300 counters total, btlm/rgt level, 115 or 160yd/hex, 1hr/turn. R.Berg'88 / ARTICLES ON: Armies with the highest proportion outside their borders; German Army Personnel Policies; Caesar Legions; Third World Ballistic Missiles; Forrest at Bay, Summer 1864.								
Kanev, Parachutes Across the Dnepr #115		96745		\$25.00		Mint	n	OoP 4
Sml dog ear to one mag cover corner; some minor clasp marris to back cover. Unpunched & unplayed. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Eckmuhl ERRATA; The 1862 Vicksburg Campaign.								
Korea, the Mobile War #111		97437		\$34.00		Mint	n	OoP 4
Slight discoloration to 2 units; others cherry. Unpunched. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRAT/ Campaign Game variant for TSR Sniper! 2nd.								
Manchu, Taping Rebellion 1852-68 #116		130975		\$35.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. Interesting tho not popular, strategic level game of the Taiping Rebellion thruout China, 1852-68. Rebels attempt to overthrow the Manchu dynasty, which must coordinate a large but lethargic army to counter the rebellion. Includes foreign intervention, the major impact of leaders, necessity of raising troops. 35mi/hex, yearly turns. R.Berg'88 / ARTICLES ON: American General Mark Clark; the world's Marine forces; Allied Plans to Attack Soviet Oil Fields; Taiping Rebellion in China, 1850-68; Perisan Campaign Against Greece, 490BC; New scenarios for Abensberg #113 & Eckmuhl #114 with ERRATA.								
Men At Arms #137		105744		\$25.00		Mint	n	OoP 2
Rules separated. Very clean. ■ Mag & Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest & main men. 200 counters. J.Dunnigan & A.Nofi / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.								
Napoleon at Eylau #138		117300		\$25.00		Mint	n	OoP 2
Mag & Game. Game of the battle of Pruessich-Eylau, Feb 1807, between French & Russians at grand tactical level. Update of early 3W game by same name. 1hr/turn, 175yd/hex, 110 counters. K.Poulter'90 / ARTICLES ON: Battle of the Boyne & the Williamite War 1690; US Army v Marine Divisions in the Korean War; Orde Wingate, the Lawrence of Ethiopia; Byzantium, the Forgotten Empire; Napoleon's Campaign in Poland & Prussia, 1806-7; ERRATA for Doomed Victory #136 (extensive).								
Nicaragua, Revolution in C.America #120		98797		\$25.00		Mint	n	OoP 6
Cherry mint. ■ Mag & Game. Area move gm of the lengthy & often bitter guerilla war in C.America focused on Nicaragua. Includes what-ifs for more direct intervention by both sides, especially the Reagan's wet dream, direct US intervention. J.Burt, J.Miranda'88 / ARTICLES ON: the degrees of the Iron Cross award; US Army Prescribed Supply allotments 1988; US Navy in WWII Plan v Reality; the Surrender of Geronimo; Patton the Psychologist; Balance of Power 1914; French Tactics in the Napoleonic Era; German U-Boats in the Black Sea in WW2; Panama Defense Force; Revolution in Latin America & Nicaragua.								
North German Plain #117		117329		\$65.00		Mint	n	OoP 2
Mag & Game. 4th gm in Central Front series; 2nd ed rules. Covers northern Germany in the Hamburg area. Detailed btlm lvl operations emphasizing unit fatigue due to the non-stop pace of modern combat. 200 counters, 4km/hex, btl level. C.Kamps'88 / ARTICLES ON: Military Balance in Europe; observation of Soviet weaknesses in training; Low Level Wars; ERRATA for Kanev #115, Manchu #116; Future Combat in northern Germany; Marshal Davout, Duke of Auerstadt & Prince of Eckmuhl; Mozambique National Resistance; Strategy in Tigers Are Burning #117.								
Patton Goes to War #112		117317		\$29.00		Mint	n	OoP 2
Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the Bits of Africa game system. Co/btlm/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthrough to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Year 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								
Pegasus Bridge #122		105725		\$45.00		Mint	n	OoP 2 1
Rules separated. Unpunched. ■ Mag & Game. Solitaire, pltn-level game of Allied paradrops to secure bridges N of D-Day beaches using an area move system. Errata from later issue #125 is essential. 200 counters (most markers), 15min/turn. R.Markham, M.Seaman'88 / ARTICLES ON: the Mystique of Erwin Rommel; Battleship Inventories in WWI; Disaster due to Coal in the Russo-Japanese War 1904-5; the Tragedy of Mers el Kebir, Jul 1940; German Divisional Engineers; Army Decoys; Pegasus Bridge Para Landings, 6 June 1944; ERRATA for Eckmuhl #114; Nicaragua #121, Horse Soldiers #123, Indian Mutiny #120; the Brazilian Expeditionary Force in WWII; German Aerial Reconnaissance in WWII.								
Rush to Glory, War with Mexico 1846#127		97476		\$18.00		Mint	n	OoP 6
Cherry; unpunched & very clean. ■ Mag & Game. Strategic, army level, area-move game of the Mexican-American War of 1846-7 in which an isolated border dispute grew in scope & was exploited to strip Mexico of its substantial holdings in the southwest. Small map, 100 counters. R.Speer'89 / ARTICLES ON: Origins of Gunpowder; German Field Marshals 1933-45; Musket Accuracy during the Napoleonic Wars; Colonel Geo Washington At War; the US-Mexican War 1846-48; ERRATA for Eckmuhl #114, Far Seas #125, Fortress Stalingrad #127; Ships of the Atlantic in WWII.								
Sideshow, German East Africa 1914-8 #135		105740		\$45.00		Mint	n	OoP 6
Rules separated. Very clean. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force-in-being in the face of massive but lumbering Allied forces. A good game with some rules flaws. 16mi/hex, co/btlm level, 1mo/turn, 200 counters. R.Berg'90 / ARTICLES ON: Georgia & the Defense of Colonial America: 1733-47; Abner Doublday, Hero & Myth; Assault at Odessa 1941; World War I in East Africa; Quality Factors at Arracourt 1944; Artillery & the 20th Century Wargame; Doing Right by Ancient Armies in Games.								
Tigers are Burning #118		97452		\$30.00		Mint	n	OoP 6
Couple of spot stains on map margins. ■ 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.								
Tigers are Burning #118 ERRATA COUNTER		128921		\$1.00		Mint	n	OoP 6
1 errata counter published in Command #4.								

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
Tsushima, May 1905, Btl of... #130		130979		\$49.00		Mint	n	OoP 1
Cherry. ■ Mag & Game. Tactical level, ship-ship naval combat at 2 engagements, Ulsan & Tsushima during the Russo-Japanese War of 1904-5. Tsushima is the climactic, large battleship contest that destroyed the Russian fleet & effectively ended the war. Good detail from a yeoman naval designer. 100 counters, 1km/hex, 7.5min/turn. J.Greene'89 / ARTICLES ON: Military Participation Rates around the world; Civil War Babies & the White House; Sweden & the Barbary Pirates; Strategically Important Epidemics; Life Under the Missiles in Tehran; the Russo-Japanese War at Sea, 1904-5; the Battle of Tsushima 1905; Extensive ERRATA for 3W Hitler's Last Gamble.								
WWW Wargamer Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Anvil-Dragoon, Southwall 1944 #60		12894		\$25.00		New	n	OoP 4
Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragoon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.								
Assault on Leningrad #14		101396		\$85.00		New	n	OoP 4
Mag & Game. Game of the German Army Group North's drive to capture Leningrad in the fall of 1941. Game progresses thru 3 stages: assault on the Soviet Luga Line, a mobile breakout, and finally the difficult siege & assault of Leningrad itself. Most activity takes place on larger map, 4mi/hex, but once Leningrad is besieged, assaults take place on an inset map at 1mi/hex. 2days/turn, Rgt/Brig/Div level. P.Moore, A.Bagley'81 / ARTICLES ON: Strategy in The Thin Red Line; Battle for Stalingrad 1st review; Crescendo of Doom review; Squad Leader scenarios 81,82,83; Empire of Middle Ages review & analysis; Gallipoli review; Brief Reviews of: Ace of Aces, War of the Worlds, Picketts Charge, Ostkrieg, Streets of Stalingrad, Kreigsmarine, Arcola, Punic Treachery, Murfreesboro.								
Birth of a Nation #18		12776		\$29.00		New	n	OoP 2
Last new copy. ■ Mag & game. Grand tactical-operational level game of the battle of Freeman's Farm at Saratoga, Sep 1777. Company level, 150yd/hex, 25min. Colorful, airbrushed map. 280 counters. R.Berg'82 / ARTICLES ON: Review of AH Guns of August with ERRATA; the Leading Edge of Game Design; Review of Texas Revolution; Review of AH Air Force 2nd, with variant rules & a train busting scenario; Review of YAQ Ironclads Expansion 1st; Review of House Divided 1st; ERRATA for Carrier Strike #16, Napoleon at Austerlitz #17; Squad Leader scenario 85; Review of Ironbottom Sound; Review of PWG Kanev; brief reviews of: SIMCA Jihad, META Hitler's War 1st, Beat to Quarters, YAQ Superiority & Beachhead, GDW EYlau, MAYFR Transylvania, Space Empires, ICBM, the Castle, Richard the Lion Hearted.								
Bloody Keren, Ethiopia 1941 #59		12735		\$29.00		New	n	OoP Err 2
Last copy. ■ Mag & Game. Allied invasion of Italian-held Ethiopia, 1941. Focuses on Italian defense of the key mountain line north of Keren, Jan-Apr. Uses Btl's of NA derivative system at btl/n/rtg/brig lvl. 7.75mi/hex, 1day/turn. V.VonBorries'86 / ARTICLES ON: Campaign in Italian East Africa; Review of HOBJAP Malaya & Burma; Review of VG Korean War; ERRATA for Napoleon & the Archduke Charles #49; Brief reviews of VG Batt Hymn & Aegean Strike; ERRATA for Race for Tunis #57.								
China Incident #37		46347		\$25.00		New	n	OoP 6
Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.								
Clash of Empires, 1914 #58		12306		\$25.00		New	n	OoP 6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & i 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.								
Clash of Steel #31		12334		\$12.00		New	n	OoP 6
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 scenario 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.								
Condottieri #54		64203		\$15.00		New	n	OoP 4
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.								
Custer's Luck #45		13874		\$35.00		New	n	OoP 4
Mag & game. Operational level game of the US 7th Cav's Little Big Horn campaign against the Sioux & Cheyenne, 1876. Game begins after the defeat of Crook at Rosebud, leaving Terry, Gibbon & Custer on the field. 4 scenarios including an historical battle scenario & historical campaign, & two what-ifs. 10mi/hex, 2day/turn. 100 counters. W.Close'85 / ARTICLES ON: major ERRATA for MacArthur & End Iron Dream; the War for the American Plains; World In Flames 1st overview & strategy & designer's notes, plus official ERRATA as of Aug '85; review of AH Russian Front; review of COA La Bataille d'Auerstadt 2nd, with comparison to 1st ed; brief reviews of TSR RPGs, PANTER Trial of Strength.								
Duel in the Desert #51		63372		\$17.00		New	n	OoP 6
Mag & Game. Btl/n/rtg/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.								
Dynamo, Dunkirk 1940 #53		98801		\$40.00		Mint	n	OoP 4
Cherry. Our last copy. ■ Mag & Game. Div lvl German drive across northern France & Belgium to the French coast, May 1940, the middle phase of the invasion of France. The Germans seek to turn every new defensive line the Allies attempt to create, while the Allies need to stabilize the situation and maintain a supplied beachhead in Flanders or smash the thinly spread German panzers. Beautiful map of France & low countries, 6.5km/hex, 1day/turn, 200 counters. Special rules for blitzkrieg, airpower, sea evacuation. 2 scenarios. T.Bomba'86 / ARTICLES ON: Dynamo & the near miss of Allied responses to the German breakout in May 1940; reviews of PWG Duel for Kharkov, OMEGA Main Battle Area & TSR 13 Colonies in Revolt; strategy in China Incident; errat for War to End Wars, Rommel at Bay, GDW Op Market-Garden.								
End of the Iron Dream #42		12505		\$22.00		New	n	OoP 6
Mag & Game. Strategic level game of the fall of nazi Germany during the last year of WW2. Includes all 3 fronts active at during Jun'44-May'45. While a 2-sided game, it can also be played by 3 or 4 players by separating it western Allies from the Soviets, and adding two German players. Also allows the game to continue into World War III (the Patton Wet Dream). A solid effort by the future editor of Command Mag. 300 counters, corp/army level, 0.5mo/turn. T.Bomba'85 / ARTICLES ON: End of the Iron Dream Designer's Notes & a WWII scenario; Review of Recon, the Role Playing Game of Vietnamese War; Variants & new scenarios for PWG's Kirovograd, Race to the Meuse #26, Lawrence of Arabia #23, Port Stanley #28, Lodz #29, No Trumpets #22; errata for Hell Hath No Fury #37.								
Fallen Eagle, Battle of Khe Sanh #62		100317		\$38.00		New	n	OoP 2
Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.								
Fight on the Beaches #40		12530		\$19.00		New	n	OoP 4
Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btl/n/rtg lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.								
First Team #56		100318		\$32.00		New	n	OoP 4 1
Mag & Game. Solitaire game of the newly formed US 1st AirCav's blocking of the Oct-Nov 1965 NVA offensive across the central highlands of southern Vietnam. But the cost was heavy, 2days/turn. M.Joslyn'86 / ARTICLES ON: First Team in Vietnam history & designers notes; errata for Glory Road #52, Rommel at Bay, Dunkirk 1940 #40; Condottieri #54; review of WEG's St. Lo; brief review of VG's Pacific War, Dragoon v Hussar.								
Glory Road #52		12647		\$12.00		New	n	OoP 4
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 / ARTICLES ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th scenario; review of TSR's Julius Caesar.								
Hell Hath No Fury #38		91063		\$30.00		Mint	n	OoP 6
Rules separated. Otherwise mint. ■ Mag & Game. Most issues have a circular sticker with correct issue # on it. Strategic level gm of revolt thruout Britain led by Queen Boudica against the Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative, while the Romans must stem the rebellion then crush the rebels. Uses a variable activation system to generate rebellious forces. Area move Cohort/band level. T.Sundell'85 / ARTICLES ON: Boudica's Revenge; Bull Run v. Forward to Richmond; review of Hitler Turns Against Russia; review of Spanish Main; Critique of House Divided 1st; Brief reviews of: Web & Starship, Escape from Colditz, Espionage, B-17; Hell Hath No errata.								
Hellfire Pass #39		12430		\$22.00		New	n	OoP 2
Mag & Game. Grand tactical game of the British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using Btl's of N.Africa system. 2mi/hex, co/btl/n/rtg level, 100 counters. A good, small game with a fun game system Von Borries'85 / ARTICLES ON: Brevity & Battleaxe offensives of 1941; reviews of Milton-Bradley's Conquest of the Empire, Axis & Allies 2nd, BroadSides & Boarding Parties, with variants for the latter; Strategy in VG's Vietnam; extensive errata/changes to West Wall #35; strategy in Hell Hath No Fury; review of BENGES Conquest; brief reviews of La Guerra Civil Espanola, James Bond 007, Combat Cards.								
Holy Roman Empire #33		77937		\$49.99		Mint	n	OoP 8

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Cherry. ■ Mag & Game. 2-6 player, Kingmaker-like game of the 30 Years War thruout central Europe. Simple & raucous as the major powers field armies & navies, engage in intrigue with bribery & treachery, all to determine who will be the Holy Roman Emperor. Played with 72 cards & 300 counters on a smallish map of Europe. M.McLaughlin'84 / ARTICLES ON: the wars that composed the 30 Years War, and the armies of the time review of VG's Vietnam; 1864 scenario for GDW's House Divided 1st; role playing in the age of sail; review of 3W's East Wind Rain & SIMCAN's Hannibal; brief reviews of Mercenaris Spies & Private Eyes, TSR's Drive on Stalingrad, SPI & TSR's Btl for the Ardennes.								
Knights of Justice, Siege of Malta #50	98824			\$49.00		Mint	n OoP	4
Cherry. ■ Mag & Game. Game of the unsuccessful Muslim siege Malta in 1565 that was a close call. Grand tactical level battle for key defenses of the Grand Harbor. 1wk/turn, 50yd/hex, 30-525men/counter. Suitable for solitary play. C.Bruce'86 / ARTICLES ON: the Siege of Malta 1565; Napoleon & the Archduke Charles, the battle of Aspern-Essling tactical guide; The Crunch, a new scenario for AH's Battle of the Bulge [81]; review of JEDKO's Europe at War & others.								
Lawrence of Arabia #24	117301			\$49.00		Mint	n OoP	4
Mag & Game. Operational, btln/brig lvel, gm of the British offensive in Palestine from Jerusalem to Damascus, Fall 1918, w/ Lawrence of Arabia leading Bedouin guerillas in the eastern desert. 4 scenarios. 240 counters. Colorful airbrushed map & a good game. R.Nord'83 / ARTICLES ON: strategy in Lawrence of Arabia; hobby news; review of VI Caesars; a variant for GDW's House Divided; errata for Siege of Peking #21; review of Comb analysis of 1942 scenario of AH's Third Reich; survey of SL scenarios 81-90 by 3W; brief reviews of AH's Civilization, Fight for the Sky, Attack in the Ardennes, Seapower and the State, French Foreign Legion, Shootout at the Saloon, Borderlands, Illuminati, Falklands Wars.								
Little Round Top #20	12791			\$25.00		New	n OoP Err	2
Mag & Game. 3 scenario, grand tactical level gm of Hood's assault on the Devil's Den & Little Round Top, 2 July 1863, one of the key missed opportunities of Gettysburg. 130 counters, 80yd/hex, 10min/turn. Martin & Milman'82 / ARTICLES ON: Cry Havoc review; Raider review; Warsaw Pact review; 1941 review; News of SPI sale & demise; Images of an Uncivil [American] War; Battle of the Bulge '81 Revisited; Ironbottom Sound play thru; errata for Drive on Damascus #15, Birth of a Nation #18, Sturm Nach Osten #19; Brief Reviews of: Trenchfoot, Southern Flank, Dark Passage, Wings 1st, Axis & Allies 1st, Fall of South Vietnam, Valley of the Four Winds, Norway 1940.								
Lodz 1914, Blitzkrieg in the East #29	12884			\$16.00		New	n OoP	4
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 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.								
MacArthur, Road to Bataan #44	13815			\$15.00		New	n OoP Err	4
Mag & Game. Btln/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btln/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; 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.								
Napoleon at Lutzen #32	12293			\$35.00		New	n OoP	2
Mag & Game. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.								
No Trumpets, No Drums #22	84574			\$30.00		Mint	n OoP	6
Rules extensively highlighted in yellow; 1" tear in rules repaired; others unpunched & unused. ■ Mag & Game. The 2nd Vietnam War, 1965-75, beginning with significant US ground involvement. Emphasis on the political consequences of military actions on the Vietnamese - & US - population. 7 scenarios, 20mo/turn, 2mo/turn. Good game. M.McLaughlin'82 / ARTICLES ON: analysis of Sturm Nach Osten #19; review of MAYFAIR's War the Falklands; counter shape & cutting dog ears; cavalry strategy in GDW's House Divided; analysis & suggested revisions to YAQ's CV & BL/AH's Flat Top; review of YAQ's Wings with a scenario; brief reviews of AH's GI Anvil of Victory, FASA's Behind Enemy Lines, YAQ Bomber, MAYFR's Hue, Starship Captain, Morgan's Rifles, Iron Brigade, Kamakura, Black Sea Black Death, Combat, VI Caesars, Zulu Attack, Army Group North.								
O'Connor's Offensive #41	12465			\$23.00		New	n OoP	2
Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian frontier, Dec.1940, using Btl of NAfrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex co/btln/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; brief bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.								
Okinawa #55	98820			\$60.00		Mint	n OoP	2
Cherry. ■ Mag & Game. Large game of the invasion of Okinawa, April-May 1945, 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, w/ aircraft assigned from the many hundreds available on both sides, including kamikaze waves & the picket defenses of the USN. Co/btln lvl, 880yd/hex, 3days/turn, 300 counters. Includes 3 shorter scenarios plus the full campaign. R.Nord'86 / ARTICLES ON: the Last Samura: the invasion of Okinawa; Dynamo, Dunkirk 1940 ERRATA; reviews of Vg Dr. Ruth's Game of Good Sex.								
Port Stanley #28	GmOnly 131323			\$49.00		Mint	n OoP Err	2
GameOnly. Btln-lvl game of the British attempt to recover the East Falklands Island from the Argentinian Army, which had captured the Falklands in a surprise invasion a few weeks prior in 1982. Includes air & sea support Includes 200 counters, 2days/turn, 2.8km/hex. A.Parker'84								
Race for Tunis #57	12727			\$16.00		New	n OoP	2
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btln level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.								
Race to the Meuse #26	12845			\$20.00		New	n OoP	4
Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btln level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.								
Red Baron #48	12596			\$15.00		New	n OoP	1
Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; review of PANTHER's Trial of Strength.								
Rise of the House of Sa'ud #46	13914			\$18.00		New	n OoP	6
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.								
Simon de Montforte #11	3087			\$59.00		Mint	n OoP	4
Cherry. ■ Mag & Game. Gm of rebellion in England, 1263-5, against tyrannical fuedal barons. M.Edwards'80								
Struggle for Stalingrad #47	13956			\$22.00		New	n OoP	4
Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.								
Unconditional Surrender #36	12387			\$18.00		New	n OoP	2
Mag & Game. Confed attempt to prevent or lift siege the of Ft Donelson, Feb 1862, by the 18,000 strong garrison. Rgt/brig lvl, 140 counters, 200yd/hex, 80min/turn. J.Southard'84 / ARTICLES ON: The capture of Ft. Donelson & the rise of U.S. Grant; review of HISCON Marengo with errata; review of GDW's Third World War & Southern Front; Kirovograd replay; brief reviews of Napoleon in Spain.								
Wellington v. Massena #43	12569			\$12.00		New	n OoP	2
Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Bataleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspectiv on Origin awards; extensive Holy Roman Empire #33 errata.								
West Wall #35	12370			\$14.00		New	n OoP	6
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 Lesna variant for Peter the Great #27.								

XTR Games	(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
Back to Iraq, New Wars in the Gulf	37716	\$26.00	New zl OoP 4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game # of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
3 scenario game covering future wars with & in Iraq in the aftermath of the 1991 Gulf War, using Desert Storm game system. One scenario covers an Iranian revenge invasion of Iraq which draws in the Western Allies. Another covers the boggieman of renewed Iraqi aggression southward. A third depicts the neo-con wet dream, another Desert Storm to finish the job - and Hussein - for good. A simple, fast playing game with two subsequent editions by other publishers. 2days/turn, 17mi/hex, brig/div level. 352 counters '93											
Nato, Nukes & Nazis		122965		\$99.00			Excell	zl	OoP		4
Complete & clean. ■ Alternative history assuming that Nazi Germany survived WWII to incite a new war. NATO nations of western Europe face Nazi Germany in the 80s A wild & woolly game using a host of unit types & strengths that players love. Several sequels on the same lines followed. Joseph Miranda'90											
XTR: Command Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1918, Storm in the West #16	GmOnly	45864		\$29.00			New	n	OoP		4
GameOnly. Includes Desert Wierdness variant for Desert Storm #13 (33). Div lvl game of the war on the Western Front during last 9 months of WWI. Includes tanks & strosstruppen, and multiple offensives by both sides. Players must go for difficult to acheive geographic objectives, or closer objectives that provide a morale boost. T.Raicer'92											
Alexandros, Conquest and Empire #10		102683		\$70.00			Mint	n	OoP		6
Mag & Game. W/ errata counters for Legend Begins 2nd (1), Tomorrow the World 1st (1), Jutland (1) and Nato Nukes & Nazis (13). Great, RECOMMENDED game of Alexander's campaigns across Asia Minor and India, 334-323BC, against the Persian Empire. Area move, with 80mi/inch, quarterly turns. Battles resolved on a tactical display. A well-regarded game. M.Markowitz'91 / ARTICLES ON: Alexander the Great, What Made Him So Great?; Nato Nuke & Nazis variant (w/ counters); errata for Jutland, Tomorrow the WOrld, Legend Begins (2 w/ counters); the Marching Man; Alexandros strategy; Indian Territory in the American Civil War.											
Antietam #22		91173		\$25.00			Mint	n	OoP		2
1" mar on rules cover & text of an article (p41) with surface of paper being pulled away in multiple sml spots but nothing lost. Sun discoloration to a very narrow strip at top of all rules pages & spine. Unpunched & unplayed a poly bag. ■ Mag & Game. w/ variant/errata counters for Smitereens (13), Victory in Normandy (6), Port Arthur (2). Union army catches Confeds with their back to a river, while the South hoped for a victory on northern sc ending in a stalemate & the bloodiest day in US history, Spt 1862. 283 counters, 250yd/hex, 1hr/turn, brig/demi-brig level. J.Southard'92 / ARTICLES ON: Antietam, high stakes, lost opportunities; Normandy Campaign, 1944; Yugoslavia in World War II; History of the Russian Rifle Corp, 1942-45; the US Army Green Berets today; Operation Icarus, the German plan to invade Iceland; a New Kind of War: computers, lasers, drones, etc.											
Back to Iraq 2nd / Warmastr Chess v2 #50		48875		\$19.00			New	n	OoP		4
Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for...); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.											
Blitzkrieg '41 #1 ERRATA COUNTERS		128877		\$5.00			Mint	n	OoP		4
Strippunched. ■ 2 errata counters & 11 addtl supply counters from issue #4. No rules.											
Blitzkrieg '41, Barbarossa Campaign # 1		105445		\$39.00			Mint	n	OoP		6
Rules separated. 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.											
Blood & Iron #21		16769		\$19.00			New	n	OoP		4
Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangel'93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelnya, 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.											
Chaco War #12 PARTS		128873		\$12.00			Mint	n	OoP		4
Countersheet, only. ■											
Chattanooga, Death Knell of Confed. #43		20768		\$25.00			New	n	OoP	Err	3
Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege i 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 241 Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight.											
Command Magazine #16		115107		\$6.00			Mint	n	OoP		Z
Mag cover mildly scuffed in a small area. ■ Mag only; no rules. ARTICLES ON: Pinkerton & His Numbers; Day of the Dupes; Devil Guns; First US Airman Shot Down in Combat; German-Japanese Military Cooperation in WWII; Tippecanoe & Tyler Too; German Operational Codenames in WWII; Nuclear Weapons Free Zones; 1918, Storm in the West; Close Air Support in WWI, Western Front; Plague of the Spanish Lady [Influenza]; Eagle in the Sand, Battle of Carrhae, 53BC; Gurkha Soldiers in the Battle for Imphal, 1944; POW/MIA Issue that Won't Die; German Battlegroups in WWII; Huk Rebellion in the Philippines. '92											
Command Magazine #18		115109		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. '92											
Command Magazine #20		115111		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: Cortes, Conquest of the Aztec Empire; Quest for Fuel in WWII; Sword of Allah, Islamic Expansion in the 600s; Proposed Axis Invasion of Malta; Index to Command Mag Articles. '93											
Command Magazine #23		115114		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: Shogun Triumphant; Military aspects of the wars in Yugoslavia 1991-3; War casualties & history; Combat history of the 1st SS Panzer Div; Serbia in World War I; Baltic Assault, Op Albion, 1917; the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.											
Command Magazine #24		115115		\$7.00			Mint	n	OoP		Z
Mag only; no rules. 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.											
Command Magazine #25		115116		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: German Anticipation of a 1942 Soviet Winter Offensive; Gen. Sherman's Objection to Civilian Control of the Military; Trench Warfare in WWI & II; Stalingrad Pocket, Overall Numbers & Survivors; Send in the Drones; Gen. McNair & the Development of US Ground Forces in WWII; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWII; the Eastern Front in WWI, Military & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Submarine Attack on a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era.											
Command Magazine #28		115119		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: Like Lions They Fought, the 1879 Anglo-Zulu War; US Combat Commands In Action, Btl of Singing, Dec 1944; Siege of Basra in the Iran-Iraq War; German "Free India" Legion 1943-5; The USS Philadelphia & the Barbary Pirates.											
Command Magazine #30		115121		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: the Charge of the Light Brigade; the Failure of Confederate Strategy in 1863; Quest for Annihilation in battle; the Monkey Army: Union Strategy; Marines Take Belleau Wood; The Alamo American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.											
Command Magazine #31		115122		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: the Real Macbeth; Operation Catherine, a British Naval Incursion into the Baltic; Kampfgruppen Friebe 1944; Hungary in WWII; Budapest '45, a Bitter End; Hungarian Units of the Waffe SS, 1944-5; US Intervention in Haiti; History's Most Destructive Submarine Attack, Sept 1942; Roman Anarchy 235-285AD; Warrior Monks of the Iron Cross.											
Command Magazine #32		115123		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: Bunker Hill, a costly victory; Smallpox & the American Revolution; the naval battle of Lissa between Austria-Hungary & Italy, 1866; How the Chinese Helped Tople the Roman Empire; Yitzhak Rabin & Israel's War of Independence; Suez 1956, a great stupidity; Command Magazine Article Index by era.											
Command Magazine #33		115124		\$7.00			Mint	n	OoP		Z
Mag only; no rules. ARTICLES ON: the Great War in Europe; battle of Arras, 1917; New Zealands war & war deaths; Chemical warfare in the World Wars; Food War, the Allied blockade of Germany 1915-9; Aachen '44; Remembrances of fighting for the the Westwall.											
Command Magazine #48		86014		\$7.00			New	n	OoP		Z
Mag only; no rules. ARTICLES ON: Bougainville's rebellion in the late 1990s; Notes from the interrogation of a Viet Cong lieutenant; Canadian view of the War of 1812; Rise & Fall of Medieval Heavy Cavalry, pt 1, and Pistol-armed Cavalry, pt 2; an alternate history where the Axis win WWII - Tomorrow the World's historical basis; Five years in the French Foreign Legion 1988-93; the Pueblo Revolt, Indian uprising in New Mexico 1680; America's Militia heritage. '98											
Czechoslavakia 1938 #24	GmOnly	53041		\$25.00			New	n	OoP		4
GameOnly. What if Germany invaded Czech. in 1938? Good Game.											
Dark Victory / Second Front Now #44		20689		\$30.00			New	n	OoP		Z

Game Title (& Edition or Issue #)	Game	Price EA	General	Box	Out-of-Errata	Game # of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.									
Mason-Dixon / Balkan Hell #35	GmOnly	53104		\$19.00	New	n	OoP	6	
GameOnly. GmsOnly. Another huge, 2 gm set. w/errata counters for Blood & Iron (2), Fateful Lightning (10). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand v military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovnia during 1995 assuming that Bosnia & Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parelo'95 / T.Bomba'95									
Mukden / Moscow Option #37		15658		\$29.00	New	n	OoP	4	
Mag & 2 Games. MUKDEN is a sml, divison-lvl game of the climactic (land) btl of Russo-Japanese War at Mukden. Japanese set the pace, and must capture Mukden, threaten their logistics or destroy much of their army. 3mi/hex, 2-3days/turn. 88 counters. R.Bell'96 / MOSCOW OPTION Guderian's Gambit is a divison-lvl game that assumes the Germans had focused on capturing Moscow rather than diverting to other goals in the late summer of 1941. Instead of diverting forces to the Ukraine, the Germans focus on charging 150mi to Moscow. 9mi/hex, 1day/turn. 176 counters. T.Bomba'96 / ARTICLES ON: the Granville Raid 1945; German Recoiless Rifles in WW2; German WW2 Smart Bombs; Hannibal in Campania 217BC; Mukden, the Climax of the Russo-Japanese War; Little Bighorn, Myths & Realities of the Custer Defeat; 9th Inf Rgt, US's First Rapid Deploymen Force in 1898; Op Storm & the Rise of the Croatian Guards Corp; Persian Gulf War of 1856-7; German Naval Special Force & Weapons in WW2; Tarawa & Tinian & the US Invasions.									
Operation Sea Lion / Yarmuk #45		22299		\$29.00	New	n	OoP	Z	
Mag & Game. w/8 err counters for Second Front Now. Sealion is a brig/div lvl game of the hypothetical German invasion of SE England in Sept'40. Played on a small map. L.D.Webb'97 / Yarmuk is a grand tactical battle of an encounter between the Byzantine Empire & outnumbered Moslems that decided the fate of the Holy Lands for centuries to come. A.McGrath, C.Smith'97 / ARTICLES ON: Sand Creek, 1864; Hadrian & Bar Kochba's Revolt; US Asiatic Fleet 1941-2; Japan's Grab for Gas [Oil] 1942; the Defense of Java 1942; Operation Sealion 1940; Ironclads at Hampton Roads; the Future of Fighter Aircraft; Bywater & Yamamoto & the Great Pacific War.									
Port Arthur #19		117273		\$45.00	Mint	n	OoP	4	
All (20) variant counters for Poland '39 and Berlin '45 removed & not included. 39 Phyrrih Victory counters included (all srip punched). Otherws mint. ■ Mag & Game. w/ variant counters for 1918 Plan 1919 (32), Phyrri Victory for I am Spartacus (39), Poland 39 (11), Berlin '45 (8). Game of the land campaign in Korea during the Russo-Jap. war of 1904-5. The Japanese must expand southward to Port Arthur AND northward toward Mukdi & Russia, and not waste time. Good game. W/2 large variants: Phyrrih Victory for I Am Spartacus #15, a game of the Tarentine War (280-275BC) of the Romans v Greece; and 1919 for 1918 Storm in the West #16, a gam of the war on the western front had WWI continued to 1919; + small Berlin'45 & Poland'39 variants. / ARTICLES ON: the Russo-Japanese War, the land campaign; the story of the 54th Mass. Volunteer Inf Rgt - the black u depicted in the movie "Glory"; Phyrrih Victory, the Taratine War of 280BC.									
Rommel @ Gazala / Death & Destruction#34		113626		\$45.00	Mint	n	OoP	4	
Mag cover, esp rear, has several vertical accordion creases due to poor storage. Interior of mag & all game components, very clean. Last copy. ■ Mag & 2 games. W/ errata counters for Proud Monstr (2) & Budapest'45 (ROMMEL AT GAZALA is a sml brg/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend the earlier Proud Monster game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert 1701.									
Samurai Sunset #3 PARTS		128868		\$10.00	Mint	n	OoP	4	
Countersheet, only. ■									
Samurai Sunset: VARIANT COUNTERS #3		128876		\$6.00	Mint	n	OoP	4	
Shogun Triumphant, Btl of Sekigahara #23		91172		\$29.00	Mint	n	OoP	2	
Mag & Game. Includes errata counters for Smithereens (1) and 1918 (1). Tac btl of Sekigahara in Japan, 1600, which established the sole Shogunate & unified the country. 2-800men/unit, 180yd/hex, 45min/hex. L.Ty, M.Chris'93 / ARTICLES ON: Shogun Triumphant; Military aspects of the wars in Yugoslavia 1991-3; War casualties & history; Combat history of the 1st SS Panzer Div; Serbia in World War I; Baltic Assault, Op Albion, 191 the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.									
Strike North / Hoarah #39		113625		\$29.00	Mint	n	OoP	6	
Cherry. Our last copy. ■ Mag & Game. W/ variant/errata counters for Moscow Option (1), Mason-Dixon (4), GwITNE (12). Two games: SN is 5 scenario game of historical & possible campaigns in Scandinavia in 1940 & 43 Covers the 2 month btl for Norway i '40 w/ optional Swedish intervention. '43 scenarios assume a German invasion of Sweden, or an Allied invasion with or without Swedish involvement. A.McGrath, C.Smith, T.Bomba, C.Parelo'96. Hoarah! is a hypothetical Confederate-British assault on Pittsburg, Oct 1863, using Wahoo system. R.Markham'96									
Sunrise of Victory ERRATA COUNTERS #2		128878		\$2.00	Excell	n	OoP	6	
1 Errata counter published in Cmd #4.									
Sunrise of Victory, 1942-3 # 2 PARTS		128867		\$10.00	Mint	n	OoP	6	
Countersheet, only. ■									
Tet '68 #18		77027		\$29.00	New	n	OoP	6	
Mag & Game. Game of the Nationalist Vietnamese offensive in Jan'68 thruout Vietnam that tipped the scales of the American will to pursue this endless war. 200 counters, btl/nrgt/div level. 1wk/turn, 25mi/hex. / ARTICLES ON King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92									
Tomorrow the World Variant Counters (5)		128879		\$5.00	Excell	n	OoP	6	6
5 variant counters from Command #4. No rules.									
Vietnam, Hamburger Hill/Op Solace #5		105443		\$59.00	Mint	n	OoP	2	
Rules separated. Includes both games. ■ Mag & Game. w/ Samurai Sunset #3 Triumph of the Will variant counters (60). Two games: HAMBURGER HILL covers 3 btlns of US 101 Airborne assaulting a prepared defense 2 crack NVA btlns in the A Chau 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 Samur Sunset.									
Warmaster Chess 2000 #49		26235		\$9.00	New	n	OoP	A	
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.									
Wave of Terror, Battle of the Bulge #41		19480		\$34.00	New	n	OoP	4	
Mag & Game. Large, simpler (in the XTR style), btl-nvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! And maps cover a larger territory than most, giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944; Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943.									
When Dragons Fight #54		53149		\$35.00	New	n	OoP	4	
Mag & Game. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01 / ARTICLES ON: Geoffrey Pyke & the Frozen Carrier; Code Cyphers & Thomas Jefferson; US Army's Apache Attack Helicopter Force; Armament of Late Model Me-109s; With Custer at Death, 1876; Patton's Hamelburg Raid, March 1945; the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Commanad articles, games, errata & variants.									
When Tigers Fight #26		30088		\$24.00	New	n	OoP	6	
Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indi front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.									
Yaquinto		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime			
Barbarians		3517		\$25.00	Mint	AL	OoP	6	
Some box back scuffs. ■ 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 mo maps, simpler game. Published in an album box format. SC Taylor, N.Zimmer'81									
Beachhead, Is Invasions in S.Pacific		3520		\$22.00	Mint	AL	OoP	2	
Tactical lvl & amphibious combat in Pacific, '42-4. Jap. plans defenses then tries to contain beachhead. American must anticipate & outwit island's defenses & breakout from beachhead. 25yd/hex, 10men/unit, 10min/turn. M.Matheny'80									
Beachhead, Is Invasions in S.Pacific		99226		\$19.00	Mint	AL	OoP	2	
Some creases on box. ■ Tactical lvl & amphibious combat in Pacific, '42-4. Jap. plans defenses then tries to contain beachhead. American must anticipate & outwit island's defenses & breakout from beachhead. 25yd/hex 10men/unit, 10min/turn. M.Matheny'80									
Commando Actions		130839		\$29.00	Mint	AL	OoP	1	

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

Game Title (& Edition or Issue #)	Game	Part#	Publisher Name	Price EA	General	Box	Out-of Errata	Game # of
Specific Condition, Subject, Designer, Year	Only?				Ship			
					Surcharge	Flag	Print? Incl?	Scale
								Plyrs
Sml tear on rear page of second rulebook, otherws clean. ■ Simpler, 2-4 player game of low-level tactical combat during World War II involving Allied commando actions against German & Japanese defenders. Provides many rules providing the flavor of such combat, including special weapons types. 25m/hex, 10min/turn, 3-10men/counter. Michael Matheny'81		104907		\$49.00	V.Good	FB	OoP	1
Ironclads Expansion 1st								
Complete. Rules & charles mildly worn & soiled thru use, and both have a name penciled in. ■ 6" razor cut in 1 panel repaired. Corners abraded. Ship cards separated, otherwise M. Adds 300 counters, adv CRT, 88 ships 2 forts for US, Confed, European & S.American navies. Adds land unit interaction. RECOMMENDED. '80								
Panzer, 1st		3550		\$65.00	Excell	FB	OoP	1
Circular price tag discoloration mar on box cover. Counters punched but AFV cards not separated & clean. ■ Detailed, colorful game of tactical armored combat on the Eastern Front, 1941-45. Tanks & other unit's characteristics detailed on dozens of weapon cards. Covers details of weapon fire including line of sight, angles, armor, etc. Multiple scenarios & 3 geomorphic maps. Sister game to 88 & Armor. Day, James'79								
Starfall		130291		\$28.00	Good	FB	OoP	6
Substantially complete; missing 19 units & markers, ID included; color photocopied replacement counters included. Spill stains discoloring sml portions of 2 of 4 operations charts. Box worn & repaired; all corners & many edges reinforced with clear packing tape. Rules, map & tables chart clean. ■ 2-4 player game of space exploration & warfare in the usual Yaq style. 1979.								
Superiority		3562		\$14.00	Mint	AL	OoP	2
Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combin arms coordination emphasized. '81								

Zocchi Distributors (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Battlewagon Salvo		87582		\$18.00	Excell	Bk	OoP	1
Booklet cover & page edges yellowed thru age; otherws EX. ■ Sml, simple game akin to a sophisticated Battleship played on paper maps w/ ship movement & varying characteristics. 3pgs of rules. L.Zocchi'74								

2,395 items are listed here. See anything you'd like? To order, email us at M.Dean@FineGames.com, FAX (702) 926-5205 us anytime, or call (541) 756-4711 between 10am & 9pm PST. You may write us at 2078 Madrona St., North Bend, OR 97459-2143. You may also call (866) 690-7879 between 10am & 9pm PST if you wish to place an order (only).

Visit our web site at www.FineGames.com. Our online catalogs offer your our complete inventory -- another 2,600 items including parts -- and are updated several times each week. Plus you can choose from several ways to sort and view our offerings.

Quantities of all items are limited. Each item is individually priced. Prices are subject to change without notice, and prices TRIPLE if you phone after hours. XOX MD