

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**

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 zl=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		New	n		Z
GIFT CERTIFICATES are available in any \$ amount desired. They're as good as cash, and they never expire. Just contact us to get or give one. ■ ~						
Photocopies	14		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.						
Zip Lock Storage Bags, 4x6", 100Q, 2Mil	98904	\$3.00	New	n	OoP	Z
100 2mil 4x6" ziplock bags to containerize counters.						

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						
Fantasy General [PC CD-ROM]	100332	\$12.00	Excell	BC	OoP	6 M
CD-ROM + 3.5Floppy add-on disk in original box with instructions. ■ Designed for DOS 5.0+. CD-ROM + 3.5Floppy add-on disk. Sold AS-IS since we cannot provide tech support. Includes orig manual & CD-ROM, 239pg Strategy guide, plus add-on mini-campaigns on floppy. Fantasy campaign strategy game built upon the Panzer General system. Build an army from 120 fantasy unit types, make them hardened veterans in battle, and pla 5 ready-made campaigns or design your own. SSI'96						

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	\$55.00	Mint	HC	OoP	A M
Money has been separated but game never played. ■ More detailed game of rail building in CO in late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, track guage 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

Bataille de Vauchamps, 2013 Annual	110729	\$38.00	New	HP		4
ATO 2013 Annual. La Bataille series game, designed by the original La B designers, of a key battle from the less well known 1814 campaign in which the French bought some time by inflicting 10 times the casualties they suffered themselves. Tho it has about 500 counters, the game serves as an excellent introduction to the La B system, long a colorful & popular Napoleonic grand tactics series. M.Matteson, D.Spors, J.Soto.'14						
Beyond Waterloo, 2011 Annual	113254	\$35.00	New	HP		4
ATO 2011 Annual (published as usual a year late). 2012 Charles Roberts Best Mag Game of the Year winner. Game & historical booklet focused on the 1815 Waterloo campaign, with a particular focus on the broader possibilities for the campaign rather than merely the 3 day battle. This game begins in a unique way: Napoleon has just returned to Paris from exile, and the Allies must decide how to react. Map covers all of France plus portions of Spain & central Europe; system includes economic, diplomatic as well as military aspects of the campaign. Multiple levels of game complexity. J.Prados'12						
Birth of a Legend, Lee & the 7 Days #32	115850	\$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	117514	\$49.00	Mint	n	OoP	6
Mag & Game. 2nd edition update of this game of the entire 2nd Boer War, 1899-1902, that resulted in a Phyrirc victory of the British over the Boers in a long, bitter struggle in South Africa. 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	107083	\$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/Btlm level, 800m/hex, 31 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11						
Cactus Throne #15	118401	\$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, 2mo/turn. A.Nunez'06						
Chennault's First Fight #12	110078	\$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	115851	\$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, Kampfgruppe Scherer withstood the 100-day siege heroically, mandated by Hitler's No-Retreat order. Uses a variation of the Storm Over Arnhem game series with its impulse driven activity. 176 counters. M.Rinella'14						
Counter Tray, Ag the Odds HalfPlastic	80766	\$1.00	Mint	HP	OoP	Z
ATO style 2-piece counter tray designed to store a magazine game & mag, with some compartmentalization. '03						
Dark and Bloody Ground #7	99448	\$28.00	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"=25mi) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios, high solitaire suitability. P.Rohrbaugh'04						
Deathride, Battle of Mars-la-Tour #24	114281	\$28.00	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	100574	\$28.00	New	HP		4

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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										
Fatal Attraction, Gallipoli Campaign #20		115789		\$28.00		New	HP			4
Mag + Game. Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to capture the Dardanelles by land. P.Rohrbaugh'07										
For Bloody Honor, Russian Cvl War 2d #37		109466		\$28.00		New	HP			6
Mag & game. Update of this strategic level, area move game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red Anarchist factions, and political concerns that don't allow focusing on a military victory. 260 counters. For 2-4 players. M.Woloshen'12 / Also includes OPERATION CERBERUS, the daring dash of the German surface fleet thru the English Channel in Feb.1942. '12										
Forlorn Hopes, 2012 Annual		107084		\$37.50		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		107905		\$29.00		New	HP			4
Mag + Game. v2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. 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										
Given Up For Dead / Utmost Savagery #43		116170		\$30.00		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										
Golden Horde, Kulikovo 1380 #18		112797		\$28.00		New	HP			3
Mag & Game. Game of the pivotal 1380 battle of Kulikovo in which a Russian prince leads a force that defeats the Mongol's hold on Russia and opens its future as an independent nation. Uses the Suleiman/Men at Iron game system. Focus is on one large battle at a small scale. 295yd/hex. c.750men/unit, abstract time/turn over the 4hr battle. Articles on Russia & the Golden Horde; comparison of the Mongols with other memorable empire in history; 4th generation wargames; role of weather in games; including fog of war; the War of 1898 from Spain's standpoint; von Spee's raider squadron, 1914. R.Berg'07										
Guerra a Muerta [War to the Death] #23		105035		\$28.00		New	HP			6
Mag & Game & 20 variant counters (Wintergewitter (10), Fatal Attraction (10)). Game covering the wars that shaped South & Central America's independence from the primary remaining colonial power, Spain, during the period 1810-1824. Area move. J.Romero'08 / ARTICLES ON: Wars of Independence from Spain, 1810-24; the Argentinian Granaderos a Caballo elite rgt, 1812-26; battles & commanders of the wars of Spanish Independence; Atahuapa 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		114284		\$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 guerrilla warfare in 1916. Combat mechanics change to reflect guerilla operations & activity levels, and each turn has a variable end point. 4 scenarios including the complete campaign, plus a 3 player (Belgian) option. 280 counters. J.Gorkowski'12										
Hungarian Nightmare, Budapest 1945 #31		112235		\$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		117185		\$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		111143		\$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 the historical leaders had agree upon. 120m/hex, 100chariots/unit--and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alamein in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08										
Kesselschlacht #3		111145		\$28.00		New	HP			4
Mag & Game. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03										
Khe Sanh 1968 2nd #2		109159		\$28.00		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/btl/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		117889		\$28.00		New	HP			6
Mag & Game. Includes 3 games. LASH is a full-sized, operational level game of key campaigns of the 16-17th century during the time of Suleiman the Magnificent as the Ottoman Empire was on the rise & threatened SE Europe. Map covers area between Vienna & Bucharest. 4 scenarios, 240 counters. A.Nunez'11 / WHEN THE WEST CAME EAST is a small, solitaire game of the 1st Crusade. Area move 8.5x11" map covers Turkey & the Middle East. 40 counters/ DASH OF PEIPER is a sampler game of Peipers dash to the Meuse during the Btl of the Bulge 1944. on a postcard. '11 / ARTICLES ON: Suleiman's Attack on Europe 1521-66; 1683 campaign ft Vienna, the Ottoman's High Water Mark; Ottoman Empire's manpower resources; Janissaries in the Ottoman army; Biafra! game design; Designing games for cause v effect in historical games; the South's ability to win the Am Civil War, and the Lost Cause Ideology; Burma Theatre in WW2; play balance in wargames; technology of war & crafting games (J.Prados).										
Lilliburlero, Btl of the Boyne 1690 #40		117890		\$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		116174		\$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		113258		\$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		109160		\$28.00		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 tough game for both sides. 1 nicely colored map depicting Russian in winter, 200 counters, 475yd/hex, 4hrs/turn.										
No Middle Ground, Golan Heights 2nd #46		116169		\$29.00		New	HP			4
Enlarged, colorized update of this btl/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 activation system. 3 scenarios cover the initial Syrian attack, the Israeli counterattack, and the campaign. P.Rohrbaugh'16										
Not War But Murder #19		116175		\$28.00		New	HP			4

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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 end 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 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, btlnrgrt level game of the Gazala battles of 1942. Intended as a beginners game. P.Rohrbaugh'08											
Paukenschlag #22		99444		\$28.00			New	HP			6
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											
Pocket at Falaise #27		114795		\$28.00			New	HP			4
Mag & Game. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.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.											
Red Dragon, Blue Dragon #45		115854		\$29.00			New	HP			4
Mag & game. Game covers the largely unknown (in the west) yet decisive Huaihai campaign of the Chinese Civil War near the city of Xuzhou from Nov 1948 - Jan 1949. The Communists must quickly capture this key city, cause very heavy casualties on the Nationalists to win. Corp level, 1wk/turn, 20km/hex, 160 counters. E.Dixon'16 / Also includes mini-game Dueling Eagles!											
Right Fierce & Terrible, Sluys 1340 #34		112799		\$28.00			New	HP			1
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.											
Set Europe Ablaze		110737		\$37.00			New	HP			A
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.											
Storm Over Taiierzhuang 2nd #25		114796		\$28.00			New	HP			4
Mag & game. Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large chinese forces armed with a small number of AT gu & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btln lvl, 1day/turn, 0.5km/hex. T.Co'09 / ARTICLES ON: Taiierzhuang & 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?											
Tarleton's Quarter / Flights Fantasy #28		112800		\$28.00			New	HP			4
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											
There Must Be A Victory #26		114797		\$28.00			New	HP			1
Mag & Game. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressivness 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.											
These Brave Fellows #39		110446		\$28.00			New	HP			4
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											
Thunder Upon the Land #42		116501		\$29.00			New	HP			3
Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counts with a wing-activation system. P.Rohrbaugh, L.Tohver'14											
Toppling the Reich, Battles for Westwall		98547		\$35.00			New	HP			4
ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06											
Toppling the Reich, Battles for Westwall		99541		\$32.00			Mint	HP			4
ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06											
Vercingetorix, Twilight of the Gauls #44		111514		\$32.00			New	HP			6
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											
Wintergewitter, Campaign Study # 1		107910		\$33.00			New	HP			4
Rgt level game of the abortive German attempt to relieve the encirclement of Stalingrad late in 1942. Both sides have an opportunity for offense as well as desperate defense. 4 scenarios. Includes a magazine-style campaign study of the campaign, 560 counters. M.Stille'07											
AH Avalon Hill Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Air Empire		87563		\$89.00			Excell	FB	OoP		6
Sml penciled note on rules booklet B, 1 corner repaired, others EX & v.clean. ■ Early, simple 2-4 player gm of running an airline when life was easy. Players bid for routes then must put up the planes to do so and make a profit. T.Shaw'61											
Alexander, 2nd		107624		\$49.00			Mint	FB	OoP		2
Cherry. ■ 2nd ed has backprinted counters & slightly revised rules. Modest complexity gm of the btl of Gaugamela, 331BC in which Alex defeated the massive Persian host. G.Gygax, D.Greenwood'74											
Anzio, 1st		111571		\$45.00			Excell	FB	OoP		6
Complete. 1 box corner repaired. Basic game rules sun discolored along 2 edges. 3 charts also mildly sun discolored. Others EX. ■ Original printing w/ orig counter color scheme. Unique game in many ways. EXCELL, RECOMMENDED gm but 1st ed marred by poorly organized rules & charts. A slugfest marked by scarce resources & ever present danger of invasion for the German, and very difficult terrain for the Allies. Rewards sharp, resourceful play. D.Williams'69											
ASL / SL BOARDS		95272					Excell or Mint n		OoP		2
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. ■											
ASL:Code of Bushido		108672		\$149.00 **			New	BC **	OoP		1
Module 8. Adds the entire Japanese army & naval land forces to the ASL system, plus boards 34-37. Scenarios include combat with the Soviets in Mongolia, against the Chinese, and of course against the US & Great Britain thruout the Pacific.											
ASL:Gung Ho		108673		\$159.00 **			New	BC **	OoP		1
ASL Module#9. Adds the US Marines (including 4 stages of the organizational evolution), rules for amphibious attacks & landing craft & cave defense, the early war US Army, and the entire Chinese OoB. Also includes 2 mapboards & 8 scenarios along with 1008 counters. '91											
ASL:Paratrooper PARTS		111852		\$55.00			Mint	HC	OoP		1
Missing the Chapter K training rules; others unpunched, unused, complete. Minor concave crease & a 1" abrasion on edge of box btm. Others mint. ■											
ASL:Yanks		108682		\$175.00 **			Mint	BC **	OoP		2
Slight horizontal crease on btm end panel. Others v.clean, unpunched & unplayed. ■ ASL Module #3. Adds American army units & weapons of all types (for a total of 1048 counters), plus boards 16-19. '87											
Attack Sub		113928		\$40.00			Mint	BC	OoP		A
2 units lose from tree. Label on box btm. Others very clean. ■ Simpler 13 scenario card gm of modern sub v ASW naval combat. C.Allen'91											
Blitzkrieg, 1st		108899		\$40.00 **			V.Good	FB **	OoP		6

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
Complete. Writing on backs of many counters, esp Blue set. Few lite, isolated stains on map surface but otherws clean. Rules & charts basically clean. 3 box corners split & repaired, 2 with clear packing tape. Lots of life left in this copy. Otherws VGd. ■ One of the early classics of wargaming. Red & Blue go at each other & intervening neutrals in a quasi-WW2 era game. Names of terrain features taken from salient gaming personalities in mid-sixties. Large but very playable game with step reduction. '65											
Bulge, Battle of the... ['91]		10796		\$45.00	**		Mint	LB **	OoP		4
Cherry aside from a few minor scuffs. ■ Small game in big box. Div level game of the Battle of the Bulge, Dec 1944, using a simpler game system & a half-sized map w/ very nice graphics & counters. Good BEGINNER'S game. S.Taylor'91											
Bull Run, First Btl of Am Civil War		109053		\$36.00			Mint	BC	OoP		4
V.clean; unpunched. ■ Simpler, faster playing game of 1st Bull Run, July 61, Rgt/Bttln level. 1000ft/hex. '83											
Bull Run, First Btl of Am Civil War		107626		\$36.00			Mint	BC	OoP		4
Cherry. ■ Simpler, faster playing game of 1st Bull Run, July 61, Rgt/Bttln level. 1000ft/hex. '83											
Civil War ['61]		229		\$30.00			V.Good	FB	OoP		6
Box marked w/ price. 9 columns of TRC used. Sml nick on map. Map seams repaired w/ tape. 4 box corners repaired. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61											
Civil War ['61]		88142		\$19.00			Good	FB	OoP		6
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 Am Civil War using pawns as army forces. C.Roberts'61											
Civilization		112132		\$80.00	**		Excell	BC **	OoP		8
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). Otherws 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											
D-Day ['91]		8664		\$26.00	**		Excell	LB **	OoP		6
No inner box insert. ■ Simple, corp lvl gm of inv of France & Germany, '43-44 scenarios. Good beginners gm. '91											
Down with the King		258		\$29.00			Excell	BC	OoP	A	6
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											
Empire of the Rising Sun		104140		\$135.00			Mint	BC	OoP		6
V.slight scuffing to box, does not include sample issue of Ultra, rules & Research. Booklets appear to have been litely read; otherws cherry. ■ Long awaited sequel to Adv 3rd Reich. Covers the entire war in the Pacific including 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 btl scenari '42 & '44 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											
Flight Leader		99561		\$28.00	**		Mint	BC **	OoP		1
1 box corner split & 1 btm seam tear repaired; minor creasing & scuffs. Otherws Cherry. ■ Detailed air combat, 1950-90. G.Morgan'86											
For the People		30118		\$85.00	**		New	BC **	OoP		6
Strategic level game of the entire American Civil War for 2 players, played with both nicely illustrated event cards and 416 counters on a nicely done pt-pt map of the US. Far more a hardened wargame than its predecess w/ 24 pgs of rules including 4 yearly scenarios and the campaign. M.Herman'98											
Gettysburg ['77]		113814		\$45.00			Mint	FB	OoP		2
1 corner ding & 2 corner splits repaired. Some edge wear repaired. Components unpunched, unused, cherry. ■ Basic, Intern & 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 each with different rules & counters. Basic game is a simple, fast playing game suitable for beginners. Intermediate game ramps up the rules and puts about 1 counters on the board. Advanced game add much chrome and lots of counters, with formation, unit experience, command control, leaders, & more. 2 countersheets. M.Uhl'77											
Gettysburg ['77]		113853		\$29.00			Fair	FB	OoP		2
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. Otherws serviceable. ■ Basic, Intern & 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.Uhl'77											
Gunslinger		113173		\$99.00			Mint	BC	OoP		1
4 cards & 2 counters fallen from tree & loose individually; 1 horse counter creased. Box cover mildly concaved. Unpunched & unplayed & otherws mint. ■ Game of Conflict Mediation, western style, man to man, with lots of bullets & other weapons. Includes 8 geomorphic boards, lots of weapons options, and a focus on just what skills & abilities each character can draw upon in a western gun fight, ambush, brawl, range war, or other sorts of fun. R.Hamblin'82											
Here Come the Rebels!		112204		\$85.00			Mint	BC	OoP		4
No counter tray. Cherry. ■ 1862 campaign in VA & MD from 2nd Bull Run to Antietam in daily turns, strat lvl. Same system as Stonewall Jackson's Way. Beautiful maps. Balkoski'93											
Hitler's War, 2nd		111764		\$50.00			Mint	BC	OoP		6
Unpunched & unplayed. 2 creases on box cover, with some v.sml spots/stains on cover title area. Ding to box btm edge w/ crease along top edge. Components cherry. ■ Simpler to modest complexity, highly strategic gam of WWII in Europe for 2-3 players. Includes 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											
Hundred Days Battles, 2nd		101707		\$15.00			Excell	SC	OoP		4
Complete. ■ Div level, smaller game of Waterloo using K.Zucker's Napoleonic system. Reprinted from OSG. K.Zucker'83											
Jutland, 1st		111557		\$49.00			V.Good	FB	OoP		1
Complete. Narrow scrape/abrasion across British Battle Board. Battle Manual cover partially/mildly dogeared. One box corner torn, repaired, moisture discolored over half a side panel. Components EX. ■ Excellent, RECOMMENDED gm of situation in N.Sea, May 1916. Miniatures-style "board" game of the one potentially decisive naval engagement of World War I, Jutland, in May of 1916. Had the Germans succeeded in their plan to ambush a portion of the British fleet, the British may have lost dominance and created havoc for the shipping-dependent, island nation. Players plot their movement for potentially the entire game on a search map, then execute their plan turn by turn, hoping to catch the otherside unawares. If the two sides do find each other, a tactical battle ensues. Each ship of both navies of armored cruiser and above is represented by a 0.5x2" long counter (in place of miniatures), and are maneuvered on any flat surface (like, say, a ping pong table). The beauty of the game, aside from its early date, is both the elegant, pre-plotted search system that allows cat-and-mouse strategies for both sides, and the full-on tactical combat system with step reduction. J.Dunnigan'67											
Luftwaffe		396		\$20.00	**		Excell	BC **	OoP		4
Some rules corner wear. Includes several strategy articles. Slipcased. ■ 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											
Luftwaffe		106961		\$18.00	**		Excell	BC **	OoP		4
Slipcased. Very clean. ■ 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											
Luftwaffe		114180		\$25.00	**		Mint	BC **	OoP		4
Unpunched. Lite brown spotting to mapboard as if soiled. Box corner repaired. Otherws cherry. Non-slipcased box. ■ 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											
Luftwaffe		112144		\$12.00	**		V.Good	BC **	OoP		4
Slipcased. Missing 14 blanks, otherws 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. Otherws 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											
Luftwaffe		104669		\$12.00	**		V.Good	BC **	OoP		4
All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mauled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign breifing worn, wrinkle stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. Otherws VGd. ■ Stylized air war over Germany, 43-4 Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70											
Midway ['64]		106501		\$18.00			Good	FB	OoP		4
Sufficiently complete to play, but this is a well-loved, very used copy that might otherwise become parts. Missing 1 battleboard ship counter & 1 main air unit. Rules & battle manual provided as photocopies. Counters worn writing on battleboard ship backsides. All box corners repaired (some crudely). ■ Classic cat & mouse naval game. Simplistic, but exciting.'64											
Midway ['64], Wargamer's Guide to...		114173		\$39.00			Mint	n	OoP		2
36pg HIGHLY RECOMMENDED gamers guide to this simple classic. Includes a thorough analysis with strategy, as well as off-the-wall variants. Also includes key 2 key variants, Leyte Gulf & Coral Sea, as well as an inde of all article appearing in General up to that time pertaining to the game.											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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
Napoleon's Battles Expansion Kit #1 First of 2 exp kits adding new rules & features to AH's Napoleonic miniatures system. 54pgs of material including errata for the base game, additional terrain features, 9 scenarios (including Valmy 1792, Friedland 1807, Aspern-Esling 1809 and Leipzig 1813), and the Divisional Armies Structured Army Charts. R.Coggins, S.C.Taylor'90		113619		\$45.00		Mint	Fo	OoP			2
Origins of World War II Includes B&W photocopy of Pacific Origins variant. Some box scuffs. ■ 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		438		\$35.00		Excell	BC	OoP			6
Origins of World War II 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		85775		\$20.00		Excell	BC	OoP			6
PBM Instructions PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.		475		\$2.50		Mint	n	OoP			Z
Princess Ryan's Star Marines 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.		80001		\$40.00	**	New	LB **	OoP			1 M
Richthofens War 35% punched; complete. Some sml brown spots on rules, others EX. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72		483		\$18.00		Excell	BC	OoP			1
Richthofens War 5% punched, complete. Abrasion to one box btm corner. 2 sml nicks to btm edge. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72		114176		\$30.00		Excell	BC	OoP			1
Richthofens War A well-used copy; still servicable & substantially complete but not esp. pretty. All rules seams worn, with many repairs. Only 2 aircraft sheets provided; you must make photocopies. Outer box sleeve lost & not included. In box sleeve worn with 3 corners repaired. Some counters written on face & more often on blank backside. 1" tear on 1 board seam. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72		108526		\$12.00		Good	BC	OoP			1
Richthofens War Remnant traces of board having been neatly marked with grease pencil (mainly on 1 of 3 panels) but not erased soon after. Counters show lite soiling from use. Includes 4 laminated Aircraft Pad sheets. Others VGd. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72		107804		\$25.00		V.Good	BC	OoP			1
Richthofens War Manuever Cards Variant Original manuever cards plus photocopy of rules from the General. ■ Rules & 27 cards adding complex manuevers to RW. Enhances the forethought required to manuever a plane & makes manueverability as important a speed & firepower. Recommended.		490		\$10.00		Excell	n	OoP			1
Russian Front Very clean. ■ Corp lvl game of east front, '41-44. 3 yearly seanrios & campaign (w/ sudden death rules). Air, land & sea. Very nice map, differentiated units. Good game. '85		111577		\$85.00		Mint	BC	OoP			6
SL: Squad Leader BUNDLE 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) 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.		95957		\$149.00	**	Excell	LB **	OoP			2
SL: Cross of Iron, 3rd Missing 5 ground cover markers. 1 of 2 identical CRT charts missing & replaced with color photocopy. Others complete & 50% punched. Russian & German weapons countersheet backpacked. ■		109123		\$49.00		Excell	BC	OoP			2
Squander Multiple, light diagonal creases on box btm & also on mapboard. 1 corner dinged & repaired. 2 side panel tears repaired. ■ Extremely simple gm 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). Rare. '65		546		\$25.00	**	Excell	LB **	OoP			A
Stonewall in the Valley No counter tray. 2 maps edges trimmed to mate. Pin holes in corners of maps. Otherwise clean & EX. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95		96396		\$49.00		Excell	BC	OoP			4
Stonewall in the Valley No counter tray. Label on box btm. Others unpunched, unused, cherry. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95		113779		\$69.00		Mint	BC	OoP			4
Stonewall Jackson's Way No counter tray. 1 map neatly trimmed to mate. Others complete & clean & EX. ■ 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 Grt Btts Am Civ War series. J.Balkoski'92		109208		\$44.00		Excell	BC	OoP			4
Struggle of Nations Cherry. ■ Lrg, detailed game of Napoleon's Saxony campaign, 1813, in central Europe. Large 3-part map w/ tiny hexes & v.lo counter density. 3 scenarios & campaign. 2mi/hex, 2day/turn. K.Zucker'82		107633		\$35.00	**	Mint	BC **	OoP			4
Submarine 3rd 2nd AH version. Detailed sub v escorts & convoys in WW2. All major combatants included. 30sec/turn, 100yd/hex. '81.		114200		\$40.00	**	Mint	FB **	OoP			1
Third Reich: ERRATA 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.		95954		\$2.00		Excell	n	OoP			6 6
Tobruk [Origins '75 Edition] 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		108510		\$59.00	**	Excell	BC **	OoP			1
U-Boat ['61 Cardboard] 1961 printing w/cardboard ships. Missing 1 of 3 identical U-Boat counters. Some sml box edge abrasions. Others v.clean & EX. ■ w/cardboard ships. Simple game of cat & mouse between UBs seeking entry into convoys zone & destroyers trying to stop them in any manner they can. '61		98682		\$29.00		V.Good	FB	OoP			1
UFO 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		111582		\$15.00		New	BC	OoP			A
War and Peace, 1st Complete. Rules hilited in yellow w/ a few annotations. Box mildly scuffed. ■ Large but manageable game of the Napoleonic wars 1800-1815, from Spain to Russia. Modest complexity with 9 scenario & campaign game using leaders & strength points. Focuses on political conquest & alliances, naval units. M McLaughlin & F Davis '80.		114023		\$39.00	**	V.Good	BC **	OoP			6
Wooden Ships & Iron Men 2nd Missing 4 counters (3 markers & one lesser ship); ID included. 1 box corner repaired, & concaved creases on box cover along side edge. Components clean. ■ HIGHLY RECOMMENDED ship to ship combat in age of sail. Lots of flavor, simple, great team play. '76.		106470		\$49.00		V.Good	FB	OoP			1
Word Power Slipcased, outer sleeve scuffed. ■ Family word game of synonyms & antonyms. Has an elementary, family & 'scholars' game versions. '67		661		\$10.00	**	Excell	BC **	OoP			A
AH Avalon Hill GENERAL Mag		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com		FAX (702) 926-5205	anytime				
GENERAL Magazines		95828		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 14/2		88304		\$6.00		Good	n	OoP			Z
No insert; missing pgs 21-30 (including some of content listed here). ■ ARTICLES ON: Kingmaker analysis & strategy, plus PBM rules; Kingmaker rules clarifications; new Kingmaker event cards (published separately); Alexander replay; preview of Squal Leader. '77											
General Magazine 17/4		75313		\$14.00		New	n	OoP			Z

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
1x3 Inventory label on cover. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of IR replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80												
General Magazine 21/4		75379		\$9.00			New	n	OoP		Z	
1x3 Inventory label on cover. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85												
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 Civillization; 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												
AH Battleline Reprints (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Air Force 2nd		87		\$19.00			Excell	FB	OoP		1	
This is the rebranded reprint by AH, not the redeveloped 3rd edition. 6 counters (1%) punched. Rules highlighted in yellow. 8 Logs & main tables chart professionally laminated. Box mildly spotted. Others EX. ■ AH's dire reprint of the BL edition, we called it 2nd ed. Good game of air-air combat in Europe, '43-45, between western allies & Germany.												
Dauntless 2nd		90		\$23.00			Mint	FB	OoP		1	
Rules highlighted in yellow. 8 log sheets & main tables chart professionally laminated. Unpunched. ■ Good Air-air/ship combat in Pacific, '41-45. Complete game that mates w/ AF & Exp.												
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 garrison for all players marred with paint on one side. ■												
Samurai 2nd		502		\$35.00			Excell	BC	OoP		6	
Rules highlighted in yellow. Others 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		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 Victory Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
2nd Fleet		103536		\$65.00			V.Good	BC	OoP		2	
No counter tray; missing 1 (of 2) aircraft counters of a specific type (ID included); also missing 10 blanks; otherws complete. Slight wear & isolated spots. Light scent of tobacco. Others EX. ■ Sophisticated gm of naval, a & sub combat in N.Atlantic using outstanding Fleet series system. 9 scenarios & campaign. HIGHLY RECOMMEND. J Balkoski '86												
Civil War, 1861-1865		104237		\$75.00			Mint	BC	OoP		6	
No counter tray. Slight concave creases along 2 box edges on cover. Otherws very clean & unused/unpunched. ■ Classic, comprehensive game of all of US Civil War including the Far West. Awarded Best Pre-20th Cent game in '83. Yearly scenarios & campaign gm. Emphasis on command & leadership. HIGHLY RECOMMENDED. E Smith '83												
Counter Tray, VG Style Bookcase Tray		39914		\$2.00			Good	n	OoP		Z	
Side dice panel cut off & discarded. 2pc Victory Game's bookcase style. ■ 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.												
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		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												
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: 2nd Edition Update Kit		107986		\$25.00			Mint	n	OoP		2	
Unpunched, complete & clean. ■ 2nd ed rules, counters & map extension that updates this fine game of a hot war in the Persian Gulf area to 1988, with revised units, abilities, scenarios, etc. '88												
Omaha Beachhead, Battle for the Bocage		106937		\$28.00			New	BC	OoP		2	
Shrinkwrapped. ■ Btlm level game of D-Day to D+10. Modest complexity. J.Balkoski'87												
Open Fire		113162		\$39.00			Mint	BC	OoP	Err	1	1
No counter tray. Mission cartridge table litely sun discolored. 3 counters loose from tree. Vehicle cards separated. Multiple creases on box w/ longest being a 3" crease extending from one corner. Otherws unpunched & unplayed. ■ Solitaire game of armored combat in France. Player assumes command of platoon of US units opposed by unpredictable German resistance. 6 mission types w/ roll-your-owns. G.Klug'88												
Pacific War		107628		\$125.00	**		Mint	DC	OoP	Err	6	
No counter trays. Several v.lite scratch lines on box cover. Otherws cherry mint. ■ 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												
Tokyo Express		103699		\$75.00			Excell	BC	OoP		2	
No counter tray. 5% punched, but missing 28 blanks; all actual markers & ship counters present. Scotch tape on 2 box sides & btm, otherws EX. ■ Med to complex, 1-2 player game of nighttime naval battles around Guadalcanal. 4 historical & 7 what-if scenarios plus scenario generator. First rate components. 10min/turn, 1500yd/hex, 1-2 players. RECOMMENDED. CSR Award for Best WWII game in 1988. '87												
Alea Magazine (Ludopress) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Africa 1859-60 #28		93469		\$18.00			New	n	OoP		4	
Mag & Game. Game of Spanish colonial wars, 1859-60, against Morocco. Btlm level, with several key battles played on different area move maps. Mag & components printed in Spanish. '03												
Bizkaya 1937 #26		94081		\$25.00			New	n	OoP		4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #	of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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													
Guadalajara 1937, Entre dos Banderas # 14		93458		\$18.00				New	n		OoP		4
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, btn level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com.													
Inferno Verde, Vietnam 1967 # 15	GmOnly	102995		\$15.00				New	n				3
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.													
Kursk 1943, el Fin de la blitzkrieg # 31		109099		\$18.00				New	n				4
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													
Kursk 1943, La Pinza Sur pt 2 # 33		110561		\$20.00				New	n				4
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 btlts 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													
La Batalla de Las Navas #34		102989		\$33.00				New	n				3
Mag & game. Spanish-produced, Spanish-language mag & game (English rule translation available by download). Game covers a key battle in 1212 as the Christians press home their attempt to re-capture the Iberian Peninsula from the Muslims. Counters are die-cut. English rules translation included & also available from Grognard.com '11													
La Quinta del Biberion #27		117518		\$29.00				Mint	n		OoP		3
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, Btn/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).													
La Sombra del Aquila # 1		116747		\$35.00				Mint	n		OoP		4
3 round stickers on mag rear cover. Otherwise 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													
Mallorca 1936 #24		117516		\$35.00				Mint	n		OoP		4
Sticker on rear cover. English rules translation included. ■ Mag & game. Game of the 1936 Republican invasion of the island of Mallorca (in the Balearic Islands of Spain) during the Spanish Civil War. Counters must be mounted & cut apart. Spanish-language magazine; all mag & game text in Spanish. English rules translation may be available from publisher's website.													
Nordkapp, Los Convoyes del Artico # 29		109095		\$19.00				New	n				4
Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German capital ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.Grognard.com. '04													
Operation Nabopolasar, Kuwait 1991 #10		94079		\$25.00				New	n		OoP		3
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													
Shadow of the Eagle: Medellin 1809 #16		94589		\$18.00				New	n				3
Mag & Game. Includes English rules translation. Gm in the SotE series of battles in Iberia during the Napoleonic Wars. Tac lvl. All original components in Spanish. J.A.V. Zuniga'93													
Amarillo Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Federation and Empire 2010		116565		\$49.00	**			New	BC	**			8
Fourth (2010) update of this 2-8 player game of galactic conflict using the Star Trek cast of empires. Quite elaborate. '10													
Federation and Empire: Advanced Operatns		116309		\$25.00				New	Fo				8
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. Winds of Fire includes 6 scenarios from the turning point of the General War. '03													
Federation and Empire: Fighter Ops 2nd		116558		\$25.00				New	Bk				8
2016 2nd ed. ■ 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													
Federation and Empire: Minor Empires Kit		118258		\$27.00				New	Fo				6
Kit adding the Lyran Democratic Republic, a buffer between the Lyran & Hydran empires, with their powerful Gatling phasers, and a scenario using them. Vudar 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													
Federation Commander, Klingon Border		112173		\$42.00	**			New	HC	**			9
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													
Federation Commander, Referenc Rules 6th		116562		\$12.00				New	Fo				9
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													
Federation Commander: Battleships Attack		109631		\$22.00				New	Fo				9
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		115718		\$25.00				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				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		117785		\$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: Tactics Manual		115552		\$18.00				New	Bk		OoP		9
Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14													
Federation Commander: Tholian Attack Kit		118427		\$21.00				New	Fo				9
Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '07													
Star Fleet Battles, Stellar Shadow #1		106614		\$8.00				New	n				1 M
The "Sci-Fi" journal of the Star Fleets Battles (& F&E, Fed Commander, Starmada & Call to Arms) world. Contains some fiction plus LOTS of material on bizarre, improbable or impossible ship designs, plus new races, etc 64pgs. '01													
Star Fleet Battles: C1 New Worlds 3rd		117379		\$15.00				New	Bk				1
2015 3rd edition. ■ Revised 2015 edition. Module dealing with exploration & discover of new worlds. Adds 3 new races (Lyran, Hydrans, Wyn). '15													
Star Fleet Battles: C2 New Worlds 2nd		116049		\$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: C3a Andremdn Threat		118239		\$24.95				New	Bk		OoP		1
Last copy. ■ Module focused on the mysterious Andromedans - and the fleet intelligence services' mostly wrong-headed assessments of this very foreign race that wil hinder an effective response to their aggression. '11													
Star Fleet Battles: C6 Lost Empires		113066		\$21.00				New	Fo				1

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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 #38		104939		\$15.00				New	Bk			OoP	1
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '08													
Star Fleet Battles: Captain's Log #40		110549		\$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 #41		109632		\$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		114684		\$18.00				New	Bk				1
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 #49		112661		\$18.00				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. '14													
Star Fleet Battles: Captain's Log #50		115770		\$18.00				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. '15													
Star Fleet Battles: Captain's Log #51		118653		\$16.00				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. '16													
Star Fleet Battles: E2 Module Tri Galaxy		112896		\$8.00				New	Fo				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				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: E4 Module		112453		\$9.00				New	Fo			OoP	6
SFB prototype supplement describing an entirely new empire, the Peladine Republic. 110pg, with background, special rules, charts & lots of SSDs. '12													
Star Fleet Battles: F2 Vudar Enclave 2nd		116993		\$14.00				New	Fo			OoP	8
Supplement covering the Vudar race, one that has defied the Klingons & secured their independence. Covers the race's weaponry, ships, disposition & history, plus 8 scenarios. J.Cleaves'05													
Star Fleet Battles: G3a Suppl Annex		97187		\$15.00				New	Bk				1
More Master Annex! Supplementary rules & addenda, including rules for Alpha Octant, TOC for entire system, summary of abbreviations, Carrier Escort Tabless, Master Scenario Index. '09													
Star Fleet Battles: Galactic Conquest		112452		\$15.00				New	Bk				1
Current printing (v5C). ■ Largely stand-alone campaign game rules set set in the Star Fleet Battles universe. Strategic game scale with 6mo/turn, economics, politics, technology & various objectives. Requires map & counters from SFB to play. J.Bern, M.Incavo'09													
Star Fleet Battles: Omega 5 Module		109610		\$16.00				New	Fo			OoP	1
SFB fiction w/ new scenarios, 75 new ships & 5 new races, based in a new & unconquered bit of space known as the Omega Sector. '08													
Star Fleet Battles: R10 New CAs Module		115860		\$15.00				New	Fo			Going	1
Module covering ship data for new heavier cruisers with over 70 ships & variants with 108 counters. Requires basic set, plus Adv Missions, New Worlds I, II & III for some scenarios. S.Cole, S.Petrick'03													
Star Fleet Battles: R12 Unusual Ships		113207		\$21.00				New	Bk				1
Module adding over 100 ships to SFB in the form of unusual variants, outrageous designs, prototypes, experiments, etc. '10													
Star Fleet Battles: R3 Module 2nd		118263		\$14.00				New	Bk			OoP	1 M
Reprinted module adding new Klingon, Lyran, Hydran & Wyn ships, plus 6 scenarios. '16													
Star Fleet Battles: R7 Module		116148		\$14.50				New	Bk				1
Dreadnoughts at War. Star Fleet Battles module adding 70 dreadnoughts of various types, plus scenarios to use them. '99													
Star Fleet Battles: R8 Module		112653		\$15.00				New	Fo				1 M
System Defense Comand. Module adding 79 SSDs, 4 scenarios & all sorts of rules for the local defense forces that comprise a star system's defenses: heavy auxiliaries, auxiliar cruisers, police ships, national guard, bases etc. Includes a countersheet. S.Cole,S.Petrick'04													
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 comb 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, Assault		116138		\$25.00				New	Fo				1
First in a new line of games set in the Star Fleet Battles/Starmada, Fed Commander or Call to Arms universe (ie Star Trek). Covers tactical combat in a terrestrial or ship setting, and paralleling the space battles portrayed these game series. Includes 560 units at squad level, with individual AFVs. Uses a simple Shoot-&Move system. Include 1 map. S.Cole'12													
Star Fleet Marines, Last Stand		115739		\$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: Battleships Armada Nova 2nd Ed		115771		\$17.00				New	Fo			OoP	6
Nova (2nd) edition module in the Starmada series. This covers the massive battleships in this universe: the Fed Mars, Klingon B10, Romulan King Condor, Kzinti Patriarch, Gorn Godzilla, Tholian Death Dealer, etc. Include heavy & light dreadnoughts & other special classes. The Nova edition is the later series sold thru retailers & is the current version; it is generally not compatible with earlier Admiralty edition. '12													
Starmada: Klingon Armada		109127		\$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 Btltn/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		\$29.00				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 Empire (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. K.Broahurst'79													
Asmodee Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Heroes of the World, Race to Civilizatn		90337		\$35.00	**			New	LB	**		OoP	8
Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including t conquest. '09													
ATO - Turning Point Simulations (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Hastings 1066		107912		\$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													
Joan of Arc, Victory 1429AD		111148		\$23.00				New	HP				6
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													
Marne, the Battle that Change the World		109156		\$27.00				New	HP				4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game # of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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												
Metaurus, Battle of the...	118405			\$28.00				New	HP			3
Chosen as one of the 20 decisive battles of world, this otherwise obscure battle proved decisive during the 2nd Punic War. While Hannibal was trouncing the Roman countryside, in 207BC his brother, Hasdrubal, approached Italy with a reinforcing army. The Romans thought it essential to prevent the two armies from uniting, so attacked Hasdrubal with decisive force. The Romans have superior numbers & training, the Carthaginians have a diverse army & superior position. 200 counters, mounted board, relatively simple. R.Berg'13												
Midway, Battle of...	104839			\$28.00				New	HP			4
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												
Poltava's Dread Day, Great Northern War	117189			\$25.00				New	HP			6
Chosen as one of the 20 most decisive battles of history. Strategic level game of Sweden's war with Russian, 1700-22, at end of which it had lost the war, an army, its monarch and its standing in Europe. The major 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												
Saratoga 1777, Battle of...	110739			\$28.00				New	HP			3
Chosen as one of the 20 decisive battles of world, this game covers the 1777 battle of the American Revolution that destroyed a small British army in what is now up-state New York, and gave the Americans standing in the world & hope of winning over the Brits. Covers both Bemis Heights & Freeman's Farm, and includes command control & fog of war issues. Includes 200 counters & mounted map. R.Markham'13												
Siege of Syracuse, 415-413BC	110082			\$28.00				New	HP			4
Game of the Athenian campaign against Syracuse in Sicily during the Peloponnesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13												
Stalingrad, Battle of...	112226			\$23.00				New	HP			4
First in an intended line of 20 games, each corresponding to a chapter in Joseph Mitchell's book, Twenty Decisive Battles of the World. This game is a corp/army level look at the 1942 campaign in southern USSR with the German Fall Blau offensive followed by the Soviet Uranus counteroffensive, with Stalingrad in the middle of things. Mounted but bland map covers the area from Kharkov to Astrakhan. Political influences on the campaign are key. 280 counters. H.Gerber'12												
Tours, Battle of..., 732AD	104845			\$23.00				New	HP			3
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												
Valmy Campaign, Revolution Saved 1792	112227			\$28.00				New	HP			4
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												
Victory of Arminius, Teutoburg Forest 9AD	114798			\$28.00				New	HP			4
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												
Australian Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
7 Ages, 6000 Years of Human History	116769			\$66.00				New	BC			8
A large, 2-7 player, holistic game of 6 millennia of human history, including the rise & fall of 100 some civilizations. 2 maps, 876 counters, and 110 colorful race/event cards. '04												
Days of Decision, 1st	17			\$25.00				Mint	BC	OoP		6
Cherry. ■ No dice. Rules highlighted in yellow and lightly underlined. Otherw EX. Stand-alone game of Diplomacy & war preparations for 2-7 players AND campaign game that links w/ World in Flames. 1990. HIGHLY RECOMMENDED. '90												
World in Flames 1994/95 Annual	103967			\$28.00				New	zl			6
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												
World in Flames 1998 Annual	116757			\$35.00				New	zl			6
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												
World in Flames 2000 Annual	112866			\$35.00				New	zl			6 M
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												
World in Flames 2008 Annual	116758			\$44.00				New	zl			6 M
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												
World In Flames 5th PARTS	6565			\$5.00				Excell	n	OoP		6
CRT & Tables chart page, one only, 5th edition. ■												
World in Flames, 6th [Classic], Revised	117718			\$64.00				New	BC			6
New, but not shrinkwrapped. ■ Updated w/ 2003 & 2007 counters. 'The Final Edition.' Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. Mates w/ Days of Decision to add pre-war politicking & builds. 1986. Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '07												
World in Flames: Convoys/Cruisers Flames	114399			\$49.00				New	zl			6 M
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												
World in Flames: Khaki in Flames Kit	116767			\$48.00				New	zl			6
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												
Avalanche Press, Ltd. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
1866, Frontier Battles	104873			\$72.00				New	BC			4
Game including 4 battles from the 1866 Austro-Prussian war where the Prussian army met isolated portions of the Austrian army as they exited mountain passes. Battles include Trautenu (Austrian X corp defeats Prussia I corp); Nachod Aus IV Corp narrowly defeated by Prus V corp; Skalit (Prus V corp defeats the Aus II corp); Soor (Aus defeated by Prus guard); Gitschin (Crown Prince Albert v the Prus 1st Army). Simpler, fast playing, 1"-400yd, Rgt/Brig level, 440 counters, 4 maps. '12												
Alsace 1945	83507			\$21.00				New	SC			4
Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btl/rgt/brig level, 140 countrs. '05												
Avalanche, the Invasion of Italy	10819			\$49.00				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												
Blood on the Snow, Btl of Suomussalmi	10822			\$29.00				New	HC	OoP		3
Smaller, op lvl gm of the defense by a scratch Finnish div against 2 Soviet divs reinforced w/ tanks at Suomussalmi, during the Winter War. Btl lvl, 2km/hex. M.Bennighof'95												
Eagles of Empire, Eylau 1807	95484			\$22.00				Excell	n	OoP	Err	4
No box. Counters neatly & mildly clipped. Includes extensive errata. Otherw EX. ■ No box. 3rd in the EofE grand tac area move series of Napoleonic campaigns. Nap tries to crush the Russians, who have force the Fren to break from their winter encampment in Prussia. Rgt/div level, 500yd/hex. '99												
Gazala 1942	110942			\$21.00				New	SC			4
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												
Granada, Fall of Moslem Spain	86237			\$35.00				New	BC	OoP		6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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												
Great Pacific War, 1941-45 2nd		116051		\$59.00			New	BC	Going			8
2007 "3rd" (2nd ed by our count) revision to rules & charts that streamlines game system. Revision of AH's Empire of the Rising Sun, companion game to Third Reich. Covers the war in the Pacific and Asia, beginning in 1941. Includes 3 maps, 560 counters. and only 24pgs of rules. 60mi/hex, corp/fleet level. RECOMMENDED to strategic level gamers. Can be played by 2-5. B.Knipple'07												
Great War at Sea, Pacific Crossroads		117123		\$22.00			New	HC	OoP			3
Game designed as an introduction to the Great War at Sea system, and depicts hypothetical early clashes between Japanese & American fleets for the Carolines & Marianas in the 1920s or 30s. 85 counters. '10												
Great War at Sea, Remember the Maine[2d]		116165		\$45.00			New	BC	OoP			3
Complete revision & renaming of earlier 1898 Spanish American War game. Operational and tactical naval combat in the Caribbean between the entire American & Spanish fleets using the Great War at Sea game system. Now includes 40 scenarios, 100 long & 80 std counters. Relative simple & quick playing. 32mi/sea zone. '13												
Great War at Sea, v.1, the Mediterrn 2nd		115772		\$53.00			New	HC				4
2nd edition with full printed box. ■												
Great War at Sea, v.1, the Mediterrn 3rd		116150		\$53.00			New	HC				4
3rd (2008) edition. ■ Reprint in a half-case box. Modestly simple, operational & tactical lvl gm of naval combat thruout the Med & Black Sea during WW I. 2nd ed added 30 "1" counters, 4 additional pages of rules, and now has 70 scenarios plus a much prettier map. B.Miller'08												
Great War at Sea, v.11: USNavy Plan Gold		112667		\$31.79			New	HC				3
Game of the US's hypothetical planning scenarios, a post-WW1 war with France. Covers a range of scenarios and the eastern Caribbean. Map mates with US Navy Plan Black. '06												
Great War at Sea, v.12, Jutland 1914-18		117367		\$89.00			New	BC	OoP			3
Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06												
Great War at Sea, v.13: Zeppelins in WW1		118448		\$29.99			New	Bk	OoP			1
Kit in the form of a 64pg book with new rules covering Zeppelins of Germany, Italy, Austria-Hungary, France, Britain & the US, historical articles, and 88 counters. Includes a counter for every aircraft that existed. '07												
Great War at Sea, v.15: Airships Kit		112465		\$14.00			New	Bk	OoP			3
Last copy. ■ Small kit containing 10 additional scenarios for the Zeppelin kit in this game series. '08												
Great War at Sea: Bay of Bengal Kit		115863		\$15.00			New	Bk				3
64pg supplement with 10 battle & 24 operational scenarios in the Bay of Bengal as the Brits chase the German Emden, or react to fears of German, Japanese & Dutch imperialism. Reqs the map from 2WW Eastern Fleet, Plan Gold & Sea of Troubles, plus counters from Mediterranean, Cruiser Warfare, Jutland & Pacific Crossroads. '12												
Great War at Sea: Confederate States Nvy		109144		\$20.00			New	Bk				3
Supplement based on the huge what-if the Confederates had won the Civil War and gone one to develop a navy like others in the WWI timeframe. The US & Confed navies meet in the Caribbean during WWI. Includes 100 counters & 30 scenarios. Req Mediterranean, Cruiser Warfare, Jutland, Cone of Fire, Pac Crossroads, Dreadnought, Sea of Troubles, Black Waters reqd to play all scenarios. '12												
Great War at Sea: Dutch East Indies Kit		118320		\$15.00			New	Bk				3
Kit with 35 scenarios focused on naval battles (real & hypothetical) in the 1914-17 period in the Dutch East Indies, as the the Dutch, Brits, Germans & Japanese vie for control or access to the area. Req Mediterranean, Dreadnought, Pacific Crossroads, Jutland, Cruiser Warfare & Strike South components. '12												
Great War at Sea: High Seas Fleet Kit		116924		\$35.00			New	Bk				1
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 7 laser-cut counters. Reqs Jutland game (only) to play. M.Bennighof'15												
Great War at Sea: South China Sea Kit 2		105922		\$16.00			New	Bk	OoP			3
Includes Plan Orange map reqd for play. ■ Includes Plan Orange map reqd for play. Expansion kit to Sea of Troubles adding details on the fight between the US & Britain in SE Asia. 12pg book. '08												
Great War at Sea: USNavy Plan Scarlet Kit		108082		\$15.00			New	Bk				3
25 scenario booklet covering the US Navy's plans for war with Australia! Req Pacific Crossroads, Jutland, Cruiser Warfare, Sea of Troubles & Black Waters to play all scenarios. '10												
Island of Death, Invasion of Malta 1942		112178		\$28.00			New	HC				4
Simpler game of one of the great what-ifs of WW2: What if the Germans had attempted to take Malta, Britain's island fortress in the Med. Uses the Red Steel game system. '08												
Island of Death: Fortress Malta Kit		113578		\$29.00			New	zl				4
Kit for Island of Death providing additional scenarios based on 7 alternative plans for attacking & defending the island including: 1940 Italian invasion, Malta instead of Crete 1941, Allied reconquest of Malta, battle at sea ft Malta, Air war over Malta. Includes 420 counters. '14												
Panzer Grenadiers, Battle of Bulge		109866		\$48.00	**		New	BC **	OoP			2
Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the Bulge, Dec'44. Complete game w/ 4 new maps, 465 counters & 51 scenarios. 200m/hex. '03												
Panzer Grenadiers, Desert Rats		113091		\$54.00			New	BC	OoP			2
Simpler game covering various battles between the UK's Desert Rats and Rommel's Afrika Korps in N.Africa. Includes 825 counters, 2 maps, and 50 scenarios covering battles from 1941-2. '04												
Panzer Grenadiers, Eisenborn Ridge 2nd		115896		\$55.00			New	BC				2
Reprint. Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system. This second Bulge game covers the offensive along the Eisenborn Ridge where the US troops held firm against repeated German assaults. Includes 4 maps, 583 counters, 35 scenarios. '13												
Panzer Grenadiers, Guadalcanal Semper Fi		106149		\$47.00			New	HC	OoP			3
Platoon level tactical combat using the Pzr Grenadier system, set in the Pacific Theatre of WW2. US marines (including raiders & paratroopers) combat Japanese army & marine troops on Guadalcanal & Tulagi. 24 scenar 465 counters. '03												
Panzer Grenadiers, Kokoda Campaign		116997		\$32.00			New	BC				2
Complete game covering multiple battles along the Kokoda Trail as the Japanese attempt to press onto Port Moresby, 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, Kursk South Flank		116994		\$65.00			New	BC	OoP			2
Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12												
Panzer Grenadiers, Kursk, Burning Tigers		112111		\$64.00			New	BC				2
Game of the northern flank of Kursk, 1943, the largest tank battle in history. Covers the German 9th Army's 3 Panzer Corps' assault on the Soviet 13th Army. Includes 4 maps, 517 counters. 200m/hex, platoon level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'14												
Panzer Grenadiers, Liberation 1944 2nd		113212		\$74.99			New	BC				2
Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platoon-level tactical WWII combat. Covers the battles on & beyond the D-Day beaches involving British forces. Includes 4 new maps of hedgerow town & farmlands of coastal France, plus 517 counters, 41 scenarios. M.Perryman'14												
Panzer Grenadiers, Road to Berlin 2nd		112464		\$59.00	**		New	BC **	OoP			2
2nd edition has a sleeved box. Stand-alone game using the PG system of platoon level combat. This game covers the fierce, chaotic battles near or in Berlin in Apr-May 1945. Lots of Tiger & Stalin heavy tanks, SS troops, Hungarians, etc. 8 maps, 660 counters, 75 scenarios. '13												
Panzer Grenadiers: Airborne KIT		116699		\$26.00			New	Bk	OoP			2
Last copy. ■ Scenario kit taken from the earlier game of same name. Includes the 20 scenarios from the game plus 15 more, plus map. Req counters from Bulge, 1940 & Eisenborn Ridge to play all scenarios. '11												
Panzer Grenadiers: Alaska's War Kit		105921		\$9.00			New	Bk	OoP			2
Last new copy. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Bennighof'07												
Panzer Grenadiers: Arctic Front Kit 2nd		115773		\$22.00			New	Bk	OoP			2
Kit adding the Finns to the PG system. Includes 20 scenarios & 88 counters including ski troops, BT42 assault guns, aerosans. '02												
Panzer Grenadiers: Army Group S.Ukraine		110261		\$9.00			New	Bk	OoP			2
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: Black SS Kit		106152		\$22.00			New	Bk				2
Scenario booklet with 30 scenarios & 165 counters focused on actions involving German SS troops late in the war. '10												
Panzer Grenadiers: Blue Division Kit		101963		\$16.00			New	Bk	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
See page 1 for an explanation of the various codes & column data used in this catalog.											
Kit covering the exploits of the Spanish Blue Division on the eastern front during WW2. Includes 77 counters, 20 scenarios. '06											
Panzer Grenadiers: Carpathian Brigade		110265		\$9.00			New	Bk	OoP		2
Scenario kit including 11 historical battles involving this Polish unit in N.African actions. '11											
Panzer Grenadiers: DAK'44		110262		\$15.00			New	Bk	OoP		2
Last copy. ■ Scenario booklet of a massive what-if the Axis had managed to continue the stalemate in N.Africa into 1944? Provides 10 scenarios set in Afrika late in the war, along with 88 new German counters (including the Tiger I & II, Panther, Hetzer, etc). B.McCue'10											
Panzer Grenadiers: Divisione CorazzataKT		108043		\$8.00			New	Bk			2
Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11											
Panzer Grenadiers: First Axis Kit		87787		\$19.00			New	Bk			2
Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08											
Panzer Grenadiers: Fronte Russo Kit		86388		\$18.00			New	Bk	OoP		2
Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07											
Panzer Grenadiers: Go for Broke Kit		103684		\$18.00			New	Bk			2
Scenario kit cover the US 442nd Inf Brigade, a segregate unit composed of American's of Japanese descent in WW2, one of the most decorated units of the war. Includes 30 scenarios & 77 counters & a history of this unit '11											
Panzer Grenadiers: Hammer & Sickle Kit		101390		\$18.00			New	Bk			2
Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13											
Panzer Grenadiers: Hopeless Not Serious		103205		\$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: 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: March on Leningrad		105804		\$9.00			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		114685		\$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		107274		\$8.50			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: Panzer Lehr Kit		116073		\$34.00			New	Bk	OoP		2
Last copy. ■ PG scenario kit focused on various actions in which the German Panzer Lehr division was involved during the Normandy campaign 1944. 27 scenarios & 102 counters'12											
Panzer Grenadiers: Patton's Nightmare		102903		\$19.00			New	Bk			2
Kit adding 77 counters & 20 scenarios & a campaign game based on US-Soviet conflict beginning in 1948, including US 2nd armored assault on Berlin. Uses all those late-war super tanks. Reqs Rd to Berlin & Elsenborn to play all scenarios. J.Stafford'12											
Panzer Grenadiers: Polish Steel		94891		\$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		94830		\$19.00			New	Bk	OoP		2
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: Roer River Kit		91027		\$8.00			New	Bk	OoP		2
Last copy. ■ Scenario kit for PG containing 10 scenarios set during the 1944 battles for the Roer River area. Reqs Bulge, Elsenborn, Rd to Berlin, Cassino, Iron Curtain to play all scenarios. '09											
Panzer Grenadiers: Romanian Soil Kit		95511		\$5.00			New	Bk			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		89304		\$22.00			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: Siege of Leningrad		86407		\$9.00			New	Bk	OoP		2
PG series scenario kit depicting the difficult actions in defense of Leningrad during its 900 day siege. Includes 10 scenarios. Req Eastern Front, Road to Berlin & Red Warriors. D.McNair'08											
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		89695		\$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: South Africa's WarKIT		114763		\$18.00			New	Bk	OoP		2
Likely our last copy. ■ Kit covering the exploits of the South African forces during the north & eastern African campaigns of WW2. 88 counters, 20 scenarios. '07											
Panzer Grenadiers: Tank Battles		75099		\$22.00			New	Bk	OoP		3
Booklet adding 40 new scenarios plus historical background material for this platoon level tactical combat series. Includes color reproductions of Austrian army pieces on back cover. M.Bennighof'03											
Panzer Grenadiers: Winter Soldiers Kit		106151		\$18.00			New	Bk			2
70pg scenario kit for PG Bulge & Elsenborn Ridge containing 30 scenarios set during the Dec'44 Battle of the Bulge. Includes an extended campaign set of scenarios '11											
Panzer Grenadiers: WINTER WONDERLND MAPS		116166		\$16.00			New	n			2
Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Elsenborn in snow covered winter white. '11											
Panzer Grenadiers: Workers & Peasants Kt		101321		\$22.00			New	Bk	OoP		2
64pg scenario kit including 165 counters & 20 scenarios covering large scale battles from early in the German invasion of the USSR. Suitable for team play. '10											
Red God of War, Operations Mars 1942 2nd		111206		\$26.00			New	BC			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, 5m/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 btlm lvl gm of the Soviet offensive that attempted to sieze 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 Russia, Russian Civil War 1918-21		84900		\$35.00			New	HC	Going		6
2-5 player game of various factions competing for control of Russia after the fall of the Tsar. A smaller game with high production values. W.Sariego'07											
Red Vengeance, Defeat of Nazi Germany		108458		\$22.00			New	SC			4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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]		97849		\$42.00			New	HC			3
More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate (cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition. that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans 43AD and ending in 84. W.Sariego'07											
Second WW at Sea, Arctic Convoy 2nd		113231		\$46.00			New	BC			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		117811		\$46.00			New	BC			3
2011 2nd edition with slipcased box & nicer artwork. ■ 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 forray. 280 counters, 3 maps, 12+ scenarios. '12											
Second WW at Sea, Coral Sea 1st		109023		\$26.00			New	HC	OoP		3
Original printing in a normal, printed box. ■ Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counter '10											
Second WW at Sea, Coral Sea 2nd		116164		\$26.00			New	HC	OoP		3
2nd edition with slipcase box & new cover art. ■ 2nd ed is a reprint in a sleeved box with new cover art. Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counters. '14											
Second WW at Sea, Eastern Fleet 1st		89616		\$29.00			Mint	HC	OoP		3
Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nm/hex 210 counters, 2 maps. '01											
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 otherws 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		116904		\$48.00			New	BC			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: Kaiser's Navy Kit		118278		\$25.00			New	Bk			1
Kit for the Second WW at Sea series that posits an alternate history where Imperial Germany had survived WW1, its navy remained intact, and later challenged Britain. Includes 110 counters, 20 scenarios set in the Atlanti & Mediteranean. Req Bomb Alley, Arctic Convoy & Bismarck. '10											
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											
Soldier Kings, Enlightened Warlords PG		115898		\$15.00			New	Bk			6
PLAYERS GUIDE for the game of Soldier Kings. Provides strategy for each of 7 scenarios & factions, plus historical info. '11											
Tears of the Dragon		80175		\$15.00			New	HC	OoP		6
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											
They Shall Not Pass, Battle of Verdun 2d		116057		\$25.00			New	Bk	OoP		4
This is the 2nd (2011) edition in ziplock format. ■ Smaller game now printed in ziplock format about the bloody 1916 campaign intended to bleed the French white, but did the same to the Germans, all to little effect. Uses t Defiant Russia system. Btl/n/rgt level. 140 counters. W.Sariego'11											
Third Reich, 6th: RULES		86429		\$6.00			New	Fo	OoP		6 6
2007 "3rd ed" (6th ed by our count) rules bundle. Revisions streamline the game further. J.Prados'07											
Western Desert Force		103438		\$35.00			New	BC			4
Quick-playing game using the Defiant Russia system, covering the entire war in N.Africa, 1940-43. Regt/brig/div level. While both sides want to rout the other from n.Africa, the real prize is the Suez Canal. 40 scenarios, 15mi/hex, regt/brig, 140 counters. W.Sariego'13											
Winter Fury, Battle of Tolvajarvi		55435		\$25.00			New	HC	OoP		3
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											
B&B Productions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Plague!		41639		\$49.00			Mint	FB	OoP	A	M
Great, tongue-in-cheek, 2-4 player family game celebrating the 643rd anniversary of the Black Death! Players play burial companies trying to be first to bury 99 people in Melcombe & Weymount, England, in 1348. Bring out your dead! Received positive reviews when released. '91											
Balboa Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Bataan, Battle for the Philippines		107540		\$30.00			Mint	n	OoP		4
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											
H-Hour, Individual Infantry Combat		114210		\$65.00			Excell	HC	OoP		1 M
3% punched, complete. Box cover concaved. Label on box btm. Otherws 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											
Tobruk, Battles for...		10812		\$60.00			Mint	zl	OoP		4
4 scenario gm of btls in area around Tobruk, Apr-May'41, at btl n lvl. Well researched. B.Commdo'75											
Battleline (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Air Force 1st		114203		\$30.00			Excell	FB	OoP		1
4 counters punched, otherws unpunched. Aircraft cards separated and numbered in pencil. Some lite spotting or soiling on box btm, wear to 2" of one box edge. Otherws unpunched & cherry. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76											
Air Force 1st		106483		\$30.00			Mint	FB	OoP		1
Box cover mildly concaved, with a sml puncture repair on cover. A few counters have a circular/linear indentation from counter tray. Otherws clean, unpunched, unused. ■ Good but involved game of air-air combat in Euro '43-45, between western allies & Germany. C.Taylor'76											
Air Force 1st		107604		\$32.00			Mint	FB	OoP		1
Cherry. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76											
Air Force 1st		106565		\$15.00			V.Good	FB	OoP		1
Missing 1 air unit; ID included; easily substituted by other similar counters; Otherws complete. Box side split repaired. Margins of intro game play thru mildly sun discolored. Price tag on box cover. ■ Good but involved gan of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76											
Flattop 1st		107605		\$45.00			Mint	FB	OoP		4
Some minor moisture staining & purple discoloration to a 1-4" margin at top of box. Color registration (printing) misaligned on box. Both purely cosmetic flaws. Components cherry. Unpunched & unplayed. ■ Rising sun cover. Huge & richly detailed game of carrier battles in the Solomons. Complex & HIGHLY RECOMMENDED. S.Taylor'77											
Submarine 1st		107606		\$36.00	**		Mint	FB	**	OoP	1
24 counters loose from tree, otherws cherry. ■ Detailed sub v escorts & convoys in WW2. All major combatants included. 30sec/turn, 100yd/hex. '76											
Bearhug Publications (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Zulu, Isandhlwana		3952		\$49.00			Mint	zl	OoP		2
Part of 4 gm series. Mod complex meeting engagement, Jan 1879, that was Britain's worst colonial defeat. D.Shirley'79											

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
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		\$49.00		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		110306		\$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		117029		\$18.00		New	SB	Going	1	4
Seas of Iron: Battleship Exp Kit Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14		117031		\$4.00		New	n	Going	1	4
Blacksburg Tac Res Ctr	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime		
Black Death Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. ■ Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. Satiric game i which 2-6 players attempt to use specific diseases from the Far East to depopulate Europe. Highest body count wins. G.Porter'93		83434		\$10.00		New	Fo	OoP		A
Blue Guidon Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime		
SS Abyss, Hungary 1945 2nd Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters. Revised somewhat from earlier 1st edition. P.Moore'08		112870		\$28.00		New	BC			4
Bounding Fire Productions	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime		
ASL:Beyond the Beachhead 2nd Scenario pack including 4 maps & 5 overlays covering 16 scenarios in the bocage country of Normandy, 1944. Reqs multiple ASL kits to play. This is a superset of the 1st ed BIB kit. '09		116803		\$45.00		New	Fo			2
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 -- it's 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		116810		\$119.00 **		New	FO **			2
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		74533		\$22.00		New	n	OoP		3
Blackshirt, Italian Invasion of Egypt Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disastrous 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		80144		\$20.00		New	Fo	OoP		4
Greek Tragedy, Italian Invasn of Greece 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. DTP quality rules, scenarios, 2 unmounted countersheets, map. R.Berg'03		63709		\$25.00		Mint	Fo	OoP	4	1
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 to date 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; Pemmican Wars Scenario for the Canadian Wilderness 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		115089		\$9.00		Mint	n	OoP		Z
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 Ortuna, 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		115090		\$9.00		Mint	n	OoP		Z
Canadian Wargame Journal, Index 1-27 Summary index to all articles contained in CWJ 1 - 27.		115091		\$4.00		Mint	n	OoP		Z
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		115061		\$6.00		Excell	n	OoP		Z
Canadian Wargamers Journal #14 v3 #2. w/ insert. ■ v3 #2. Insert (with WIF Italian OoB). ARTICLES ON: Strategy in AH Britannia; Interview with Harry Rowland (World in Flames designer); History of the Aztec Army & its fall; Solo minis scenario covering Napoleonic Battle of Stony Plain; Strategy in WWW Bloody Keren II; Playing by Mail; SFB update; Polish set-up in World in Flames. '89		115062		\$6.00		Mint	n	OoP		Z
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		115063		\$6.00		Mint	n	OoP		Z
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 Pemmican Wars in the Canadian Wilderness in early 1800s; Adventures in Game Design; SFB Update with new rules, 1 scenario & 1 SSD. '89		115064		\$6.00		Mint	n	OoP		Z
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		115065		\$6.00		Mint	n	OoP		Z
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		115066		\$6.00		Mint	n	OoP		Z
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		115068		\$6.00		Mint	n	OoP		Z
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		115069		\$6.00		Mint	n	OoP		Z
Canadian Wargamers Journal #23		115071		\$6.00		Mint	n	OoP		Z

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
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		115073		\$6.00				Mint	n			OoP	Z
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 five editions of World in Flames; Review of AH Tactics II; Miniatures game of WWII 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		115074		\$6.00				Mint	n			OoP	Z
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 #27		115075		\$6.00				Mint	n			OoP	Z
v5 #3. w/insert ■ v5 #3. w/insert (De Bellis Antiquitatis Reference Chart). ARTICLES ON: WWII Miniatures Ruels: GDW's Over the Top and Great War; Miniatures Scenario on Vimy Ridge, 1917; Review of De Bellis Antiquitatis, with charts play aid, plus Gridded DBA variant; Review of GMT Air Bridge to Victory, w/ OoB chart; Report on World in Flames 5th Edition & the Annual; Analysis of WIF 5th Naval Counters; Strategy for EMS Rise & Fall; Q&A for GMT Airbridge to Victory; Review of WWW Eylau #137. '91													
Canadian Wargamers Journal #28		115076		\$6.00				Mint	n			OoP	Z
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 Cateauquay, 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													
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). History of English Civil War 1642-45; Review & Variant for Royalists & Roundheads I; Review of DG Croppedy 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 Flames; Review of XTR Desert Storm #13, with Strategy Notes & variant rules; Strategy in COL West Front; Recent magazine articles 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 EMPRES Revenge; 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 New & 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; Reecer Game Magazine Survey, Q4 1992. '92													
Canadian Wargamers Journal #35		115083		\$6.00				Mint	n			OoP	Z
v7 #3. w/ insert. ■ v7 #3. Inserts (COL West Front Naval Summary & Summer 44 OoB Chart, Summer 45 Red Star White Star Scenario, Stonewall Jackson's Way Hit Chart). ARTICLES ON: Central Powers Strategy in Fatal Alliances 1st; Map Clarification for Fatal Alliances; Suggested Changes to World in Flames (extensive); COL West Front Summer 1944 Scenario; Review of GMT Arctic Storm; Review of Stonewall Jackson's Way; Errata for Lords of the Sierra Madra; Economics Only Tournament Game for Lords of the Sierra Madre; Formation of Empire Scenario for EMS Rise & Fall; Simplified rules for AH Legends of Robin Hood; Recent Ganung Magazines Q1 '93. '93													
Canadian Wargamers Journal #36		115084		\$6.00				Mint	n			OoP	Z
v7 #4. w/ insert. ■ v7 #4. Inserts (WIF Weather Counters, Fatal Alliance 1916 Scenario). ARTICLES ON: Fatal Alliance 1916 Scenario; WIF News; Critique of Planes in Flames; World in Flames Strategy from Casus Belli Magazine #71; Preview of COL Bobby Lee, Napoleon, War of 1812 & Volga Front; Strategy in COL West Front; Miniatures Scenario Design; Battle of Thames River Minis Scenario from War of 1812; Review of East Front Windows; Review of GMT Hornet Leader; Survey of Recent Gaming Magazines Q2 '93.													
Canadian Wargamers Journal #37		115085		\$6.00				Mint	n			OoP	Z
v8 #1. w/ insert. ■ v8 #1. Insert (L'Armee du Nord & COL Napoleon Planning Sheets). Review of COA L'Armee du Nord, with Designer's Notes; Review of COL Napoleon 3rd, with variant rules; Review of GAM Austerlitz; Baylen, 1808, Scenario for Napoleon's Battles; Variant rules for WIF Africa in Flames; WIF Replay, July '42-Oct '45; Review of XTR Cortes #20, with Strategy & Variants; Player Aids for Flower of Chivalry; Official Changes to Habitannts & Highlanders, plus Q&A; Recent Gaming Magazines Q3 '93.													
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 Cauldron 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 Records; 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													
Canadian Wargamers Journal #42		115052		\$8.00				Mint	n			OoP	Z
v9 #2 ■ v9 #2. ARTICLES ON: MIH Famous Victory; Review of APL MacArthur's Return, with Japanese OoB/Steploss Aid & Errata; Review of COA 1807 w/ Errata & Heilsberg Scenario; Review of & variants for GMT Battles of Waterloo, w/ errata & variant changes; Adding 8th Epoch to AH History of the World; Analyzing the Battle of Pharsalus & GMT Caesar 1st; Rules Changes to Balance RHINO Campaign to Stalingrad (3pgs); Review of COL Dixie Card Game; Historical Bull Run Scenario for Dixie; Review of GAM Hunters from the Sky; Review of Squadrons Mini Rules; Reviews of PanzerKampfe & From Golan to Sinai Modules for Clash of Armor; Critique of World in Flames with Suggestions; Replay of MIH Ring of Fire; Evolution of COL's East Front/West Front Block System; Order Writing Play Aid for GAM in their Quiet Fields II; Suggestions for Balancing GAM Afrika, with Setup Play Aids; Suggested Changes RE Gibralter in World in Falmes; Suggestions for Spanish Civil War in COL Euro Front; Naval Combat & Search in World in Flames; Survey of Gaming Magazines Q4 '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 tv 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 others VGd. ■ Largely strip punched. Strategic & tactical lvl gm of human defense against an alien empire for 1-4 players. '83							

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

Counter Tray, Chessx Style Tray	115257	\$3.00	New	n	Z
Single tray. ■ 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					

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Counter Trays, Chessex Style Tray 5-Pak 5-pak. ■ 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		114959		\$14.00				New	FB				Z
Counter Trays, Chessex Style Tray 10-Pak 10-pak ■ 10-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03		115536		\$27.00				New	FB				Z
Counter Trays, Chessex Style Tray 25-Pak 25-pak. ■ 25-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. Fits all bookcase games (including smaller, AH-sized boxes). RECOMMENDED due to their construction and price. '03		112937		\$65.00	**			New	LB **				Z
C-in-C Soft Metal Castngs (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
North Cape 1:4800 miniatures game of German v British ships off the Norwegian N. Cape. Miniatures included.		807		\$49.00				Mint	FB	OoP			1
Clash of Arms (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
1807, Eagle Turns East Minor ding to a box edge creating 2 minor 1" creases on box cover. Others new & shrinkwrapped, direct from publisher. ■ 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		111519		\$45.00				< New	FB	Going			4
Amateurs to Arms!, the War of 1812 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		109163		\$74.00				New	BC				4
Army of the Heartland 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'96		114287		\$46.00				New	BC				6
Baron's War 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		112228		\$32.00				New	HC				3
Campaigns of King David 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 Philistines, Arameans & Egyptians. 500 counters. R.Markham'07		117891		\$37.00				New	BC				6
Close Action, Age of Fighting Sail Boxed copy. ■ Ship-ship combat during the age of sail in 24 scenarios of varying size. Excell graphics, but can this best the king of the hill, Wooden Ships? M.Campbell'97		117190		\$40.00				New	BC				1
Close Action, Age of Fighting Sail [ZL] Ziplocked remanent copy straight from the publisher; packaged in a ziplock rather than a box, otherwise new & clean. ■ No box; remanent copy packaged in a ziplock. Exciting & fun game of ship-ship combat during the age of sail in 24 scenarios of varying size. Excell graphics, but can this best the king of the hill, Wooden Ships? Upgraded from earlier Tempest edition. M.Campbell'97		112803		\$40.00				New	zl	OoP			1
Close Action: Monsoon Seas Kit 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		118406		\$21.00				New	Bk				1
Close Action: Rebel Seas Scenario Book Book of 20 additional scenarios of naval combat during the American Revolution, intended for Close Action but usable w/ any other game system. '02		111521		\$20.00				New	Bk				1
Command at Sea, Atlantic Navies Miniatures oriented rules & counter set to recreate WW2 in the N.Atlantic & Mediterranean, in the air & at sea 1939-45. Sister game to Rising Sun & Supermarina. The edition focuses in depth on the navies of Germany, France & Britain, emphasizing French capabilities. Includes 4th ed series rules (which make all games in the series, including Fear God & Harpoon, compatible). Includes 700 counters & booklets for each of three featured nations. L.Bond'09		117193		\$99.00	**			New	BC **				1
Command at Sea: American Fleets 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		117194		\$23.00				New	Bk				1
Command at Sea: Baltic Arena Kit 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		112238		\$19.00				New	Bk				1
Command at Sea: Bywater's War Kit 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		110459		\$30.00				New	Bk				1
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		117195		\$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		117196		\$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		115803		\$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		110465		\$25.00				New	BK	OoP			1
Epic of the Peloponnesian War Large, 2-4 player, 2map, 560 counter game using a card driven system to cover the Peloponnesian War, a bitterly fought struggle between Athens & Sparta that ended Greek dominance of the ancient world. 4 scenarios plus a lengthy campaign game. K.Kuhlmann, J.lwamsasa'06		107106		\$59.00				New	BC				6
Fear God & Dreadnought Players Guide Inventory label removed from cover, leaving adhesive & paper residue. Otherwise new. ■ 28pg Strategy & players' guide to this Command at Sea/Harpoon system ported to World War 1. L.Bond et al'01		106283		\$9.00				Mint	Bk				1
Fontenoy, Battle of... May 1745 Colorful game in the La Bataille style, using the Age of Reason system to cover a key battle of the War of Austrian Succession. Marshale Saxe's French defend against a mixed Allied force. Also includes a second game, Battle of Melle, July 1745. 840 counters, 3 maps. M.Hinkle'12		118408		\$59.00				New	BC				4
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

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
King's War, Parliment v the Crown 1642-6 Label on box btm. ■ Strategic level game of the decisive 4 yrs of the English Civil War thruout England, 1642-5. Point-point map, regt level, including parts of Wales & Scotland. 7 scenarios & campaign game. C.Vasey'95		113789		\$42.00			Mint	HC	OoP	Err		6
La Bataille D'Auerstaedt, 3rd With die-cut counters. Label on box btm, othersw cherry. ■ Originally published with very thin counters; a die-cut set produced later by popular demand. Battle of Auerstaedt using La B system. One of the early classics, reprinted & updated to 3rd ed series rules. '95		113810		\$99.00			Mint	FB	OoP			2
La Bataille de Dresde 1813 New & shrinkwrapped; has a very minor lip on box btm; no creases or dings, just a shallow lip along one btm edge. ■ 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 to 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 hup of his entire army. Can be well played with up to 4 players on each side. 6 scenarios, 4 maps, over 1000 counters. '15		115255		\$120.00	**		< New	FB	**			3
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 hup of his entire army. C: be well played with up to 4 players on each side. 6 scenarios, 4 maps, over 1000 counters. '15		117892		\$125.00	**		New	FB	**			3
La Bataille de La Moscowa 4th 3rd reprint of this btm/rgt level battle of Borodino, Sept 1812, on 4 maps with c.1000 units using the classic La Bataille game system. This version uses the CofA colorful ensignias on counters rather than NATO symbols, revises the OoB, maps & rules, & expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11		106048		\$129.00	**		New	FB	**	OoP		2
La Bataille de Ligny, 2nd Couple minor creases on box cover. Othersw 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 g w/ 4 maps, 1000 counters. 3rd ed series rules. E.Wimble'93		10842		\$175.00			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. Btm/rgt level, 1000 counters, 100m/hex, 20min turn. M.Mattson'98		113266		\$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		117894		\$12.00			New	n		Going		2
Landships! Tac Weapon Innov 1914-18, 3rd 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		112804		\$35.00			New	BC				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		112805		\$25.00			New	Fo				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		118410		\$57.00			New	FB				1 1
Lobositz, First Battle of 7 Years War Battle of Lobositz in which Frederick the Great defeats the Austrians, who attempted to aid the the besieged Saxons. Smaller, 1map game; V.5 in the Battles of the Age of Reason system. '05		118411		\$42.00			New	BC				3
Mediterranean, Desert War 1940-45 Kit Kit that requires Brute Force for play, & mates with BF & War Withot Mercy to cover all of Europe. Strategic level game of WW2 in N.Africa using the Struggle for Europe system. Covers the N.African campaign, including Tunisia & the Near East, at Brigade & Div level. 30mi/hex, 2wks/turn. 2 counter sheets, 1 map. '05		104114		\$45.00			New	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		110743		\$54.00			New	BC				6
Monmouth, Battle of... 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 army under Clinton as the latter withdraws from Philadelphia towards New York. Includes 2 maps, 400 counters & 4 scenarios. '08		117191		\$48.00			New	BC				3
Naval SITREP Magazine #32 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		105683		\$6.00			New	n				1
Naval SITREP Magazine #33 Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: German AA in WW1; Baltic Intrigue 2008 Harpoon scenario; Levant Lamentations 1941 CAS scenario; Long range Air-Air missiles; Tsingtao Demonstration 1914 Fear God scenario; review of Jap. Men of Yamato movie; Japan's newest DD; Falklands Scenario Combat Tables; More Things Change 1959 CAS scenario; HMS Skate & R Class DDs; Evolution of the MiG-29; Russian export subs. '07		112245		\$6.00			New	n				1
Naval SITREP Magazine #34 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		112246		\$6.00			New	n				1
Naval SITREP Magazine #35 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 Harpoo; 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		103662		\$6.00			New	n				1
Naval SITREP Magazine #36 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 Syndey & 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		112247		\$6.00			New	n				1
Naval SITREP Magazine #37 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		110466		\$6.00			New	n				1
Naval SITREP Magazine #38 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		113245		\$6.00			New	n				1
Naval SITREP Magazine #39 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		113246		\$6.00			New	n				Z
Naval SITREP Magazine #40 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		104794		\$6.00			New	n				Z
Naval SITREP Magazine #41 Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Wisdom of Shi Lang scenario positing a Chinese assertion of control in the central South China Seas c2013; hypothetical Maru-Ni (suicide motor boats) scenario during Okinawa Landings in March 1945; ships of the Norwegian Navy 1939-40; fictional scenario of an Allied combined force & landing defended by a light carrier group & surface group; Fear God scenario of the blockade of Tsingtao, China. '11		113247		\$6.00			New	n				Z
Naval SITREP Magazine #43		113615		\$6.00			New	n				Z

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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 #44		113248		\$6.00			New	n				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Product updates related to Harpoon/CAS, plus 4th ed Errata; Fear God Venezuela 1902 scenario; CAS Luzon, Philippines 1938 (Bywater) scenario; the Soviet Merkury SSGN project; Russia's Vladivostok LHD, the largest ship built since the collapse of the USSR; Russia's Naval-gator; Norwegian aircraft 1939-40; German Plan Z ship designs; Israeli plans for new aircraft; Chinese warship developments, pt 2; AIS use by US & other navies; India's AEW aircraft; Germany's WWII torpedo; Battle of the South China Seas, c.1980, as the Philippine navy tries to fend off Chinese & Vietnamese aid to Communist rebels on Mindanao; 3 book reviews. '13												
Naval SITREP Magazine #45		106051		\$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 #46		117199		\$6.00			New	n				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Persian Incursion update; Taiwan's new missile ship; Chinese Kunming commissioning; Airc of the Spanish Civil War; Soviet aircraft in the early days of WWII; Fishing War in the S.Atlantic 1978 Harpoon scenario; CAS Q&A; Chinese rescue ships & helicopter fleet; German 1920s Vorentwurf I/10 Ship design; reviv of the movie Phantom. April 2014												
Naval SITREP Magazine #47		113249		\$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												
Naval SITREP Magazine, Best of GDW		117200		\$19.00			New	Bk				1
Booklet compiling a lengthy list of the best of the GDW-issued Naval SitRep mags. Contains many artiles, most 1-2pgs long, plus more than a dozen scenarios. 58pgs. '07												
Operation Spark, the Relief of Leningrad		114764		\$48.00			New	BC		OoP		4
Boxed, and the last such copy available. ■ Btln/rgrt 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		115808		\$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, bu 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.Carolson, J.Dougherty'11												
Prague, the Battle of..., 6 May 1757		111972		\$64.00			New	BC				4
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion I for Lobositz with an extension map & scenario additions. M.Hinkle'14												
Russo-Japanese War, Dawn of Rising Sun		115798		\$75.00			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												
Six Days of Glory		115796		\$29.00			New	HC				4
Small, colorful game of Napoleon's short-lived comeback in 1814. After an initial defeat, the French come back strong, severely mauling the overconfident Prussians on the road to Paris. Operational level game by the Master of Napoleonicns, 280 counters, 1 map, 3 scenarios & campaign game. K.Zucker'97												
Summer Storm, Gettysburg 1863		118413		\$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												
Summer Storm: Devil's to Pay Kit		116505		\$21.00			New	Fo				4
Add-on kit for this brigade level simulation of the Gettysburg campaign. Explores the what-if had Lee's army advanced on Harrisburg rather than Gettysburg, with a battle on 3 July 1863. Includes a tactical & 2 operation maps, and scenario book. '00												
Top Cover Air Combat Journal # 1		108405		\$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												
Wallace's War		117895		\$36.00			New	HC				3
Game of two battles in the Scottish War of Independence in which the Scots are led by William Wallace, aka Braveheart. Covers Stirling Bridge, Wallace's great victory as they strike at the head of the English army as it crosses a bridge, and Falkirk, in which Wallace is soundly defeated. 281 counters, 2 maps. '09												
Whistling Death		117896		\$60.00			New	BC				1
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'03												
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		\$30.00			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												
Columbia Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
1812, War of..., 4th		116492		\$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												
East Front II		118084		\$90.00			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												
Euro Front II Kit		96618		\$80.00 **			New	BC **				6
Revision of earlier kit now suited to East Front II/West Front II game set. Adds new diplomatic & alliance rules & revises exit zones. Adds the 1940 campaigns in France, the lowlands and Scandanavia. Includes 243 blocks system rules & armies of all the neutrals. '06												
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		118083		\$63.00			New	BC				6
3rd ed updates the map artwork. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalglish, J.Taylor'09												
HarnMaster Fantasy Roleplaying 3rd		116498		\$27.00			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												
Julius Caesar		118081		\$63.00			New	BC				6

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson G.Daigliesh'10													
Mid-East Peace		10781		\$18.00				Mint	BC		OoP		6
Simpler, 2-6 player game of economic, political & military conflict for 2-6 players set in the Middle East. In a word, GO FOR THE OIL. NOT a block game. D.Kowan, T.Daigliesh'90.													
Quebec 1759, 2nd		118077		\$45.00				New	BC				4
The first block-style game produced. Map bears Gamma II copyright. V.simple game of the French & Indian War in which France lost all control to parts of Canada. Great beginners game; plays quickly and rewards a good strategy. T.Daigliesh, Gutteridge '85													
Richard III, Wars of the Roses		118418		\$59.00				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), 42 event cards. J.Taylor'09													
Shenandoah, Jackson's Valley Campaign		96619		\$52.00				New	BC				4
Block system game of Stonewall Jackson's May-June 1862 campaign in the Shenandoah Valley. Using boldness & agility, his smaller force first paralyzed then defeat 3 enveloping Union armies. Brigade level, using an activation system. Block system provides fog of war. T.Daigliesh, G.Selkirk'12													
Victory in Europe		114758		\$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.Daigliesh, R.Draker'15													
Victory, Blocks of War: Desert Map Kit		41384		\$8.00				New	Fo		OoP		A
Kit adding 2 new geomorphic maps, Canal and Desert, for the game for geographical diversity. '98													
West Front II		114518		\$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 scenarios from '43-45 with invasions, production and supply limitations. Simple yet extremely challenging. Mates w/ East Fro II using Euro Front II kit. '06													
Compass Games													
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
A Las Barricadas! 2nd		111305		\$59.00				New	BC				2
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 throuth 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													
Blitz! A World in Conflict		118450		\$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 4-9m/turn, map cover the entire world, army/fleet level, 2-5 players, hi solitaire suitability. D.LeLacheur, H.Rowland'15													
Eagles of Empire, Spanish Eagles		99960		\$52.00				New	BC		Going		4
Grand tactical level game of two key Napoleonic battles in Spain, Talavera 1809 & Albuera 1811, using the Eagles of Empires game system. W/ 2 maps, 2 countersheets. B.Miller'09													
End of Empire 1744-1782		107281		\$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 seaboard of the US & Canada, down to Louisiana. 4 countersheets, 2 maps, 2mo/turn, 20mi/hex, regt & fleets, relatively complex. '14													
Enemy Action, Ardennes		117803		\$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													
Fatal Alliances, the Great War 1914-18		117905		\$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 level 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		117906		\$61.00				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													
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 VIII and Condotierri forces of the League of Venice for control of northern Italy. Features 4 scenarios including the historical battle (fought 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													
God Kings, Dawn of Civilization 2nd		115258		\$48.00				New	BC				A
2016 (2nd ed) reprint. ■ Reprint of this 2-4 player strategic level, card-driven, multiplayer game of "antiquity", 15th-13th century BC. Object is to establish the historical empires & be the biggest & baddest. '16													
La Bataille de France, 1940		113105		\$59.00				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													
Lamps Are Going Out, World War I		118655		\$52.00				New	BC				8 3
2-4 player, grand-strategic scale game of World War I in Europe, the Near East & Eastern Africa, plus the naval war in the Atlantic, Aug 1914 - Nov 1918. Includes 120 event card providing color & also representing politice events, leadership & military developments. Includes an economic & production system, with technological innovations key to gaining advantage on the battlefield. Seasonal turns, area-move, army level, for 2-3 players but suitable for solitaire play. Military & economic factors are simplified in favor of fast play. Key dynamic is production points used to field & move armies. 176 counters, 100 cards, 1 map. K.Uhlmann'16													
Operation Skorpion		108050		\$44.00				New	BC				4
The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13													
Paths to Hell, Barbarossa, June-Dec 1941		118281		\$60.00				New	BC		OoP		2
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													
Steel Wolves, German Sub Campaign 1941-5		113216		\$105.00	**			New	DC	**			4 1
Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S.Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10													
Steel Wolves: German Fleet Boats Kit		113218		\$24.00				New	HC				4
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													
War, Europe 1939-45		118449		\$115.00	**			New	DC	**			8
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													
Wind, War in the..., Btl for Attu 1943		117788		\$44.00				New	BC				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 #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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/level, 246 counters, with rules for solitaire play. M.Nagel'16											
Ypres, the Battles for...	116586			\$66.00			New	BC			2
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. Btln/regt level. 10min/turn, 200yd/hex, sqd/company level, suitable for solitaire play. J.Gorkowski'16											
Compass Games PAPER WARS Magz (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
I Will Fight No More Forever #82	118241			\$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 Skorpio.											
Rockets Red Glare 2nd # 78	113762			\$46.00			New	n	Going		6
Mag & game. Reprint & revision of Simulation Canada's game on War of 1812 w/ strategic map of U.S. east coast & operational map of Great Lakes area. 264 counters, 3mo/turn, 4 scenarios. S.Newberg '13 / ARTICLES ON: Reviews of SCHUTZE Illusionary Fortress 2nd, COLUMBIA Shenandoah, CoFA Amateurs to Arms, LEGION Slouch Hats & Eggshells, GMT Bomber Command, WORTHINGTON Blood & Sand, ATO Meatgrinder, LNL Nuklear Winter '68, VELESEN Kampen om Norge; VPG Malta Besieged, MMP No Question of Surrender, GROGNARD Incredible Courage; two new scenarios for Operation Shingle #77 plus errata.											
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. ■ Die cutting offsets leader names on 12 units; otherws Cherry. Sml, uncommon gm of the Iron Brigade's heroic delaying action on McPerson's ridge on the fi day of Gettysburg. The unit lost 2/3rds of its strength but bought vital time for the Union. Graphics are so-so but game is good. 30yd/hex, 6min/turn. 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			\$39.00			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			\$40.00			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											
Kasserine Pass, 1st	107563			\$45.00			Mint	HC	OoP		4
Yellow box. Cherry. ■ Yellow box. Btln lvl battle for Kasserine, Feb '43. Simple, fast & exciting game. J Hill '73											
Overlord, 1st	106943			\$35.00			Mint	HC	OoP		4
About 3 dozen counters loose from the tree, but game is unused & otherws cherry mint. ■ Simple, fun game of the fight for Normandy, from D-Day thru Aug.44. Short rules & fast playing game make for both good replay value & a good BEGINNERS game. Later reprinted by GDW. J.Hill'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. ■											
Consim Press (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Silent Victory, US Submarines in Pacific	114631			\$115.00			New	BC	OoP		1 1
Solitaire game of US submarine warfare against Japanese shipping & warships thruout WWII in the Pacific. Uses the highly popular Hunters game system to represent actions in the Pacific. On a submarine mission, you must destroy as many enemy ships as possible while advancing your crew quality and recognition; oh, and make it home alive. Mission type varies but each provide an immersive experience of commanding an American sub, complete with unreliable torpedos but skillful crews. 7 fleet commanders are represented, and several patrol zones as well including Midway, the Solomons, and the waters off Japan & China. All your actions must be a wise choice given your capabilities as well as those of your adversaries. 6 classes of submarine and 720 target vessels are represented. Includes sub-sub engagements, aircraft, multi-player & tournament rules, and more. countersheets, 1 map. G.Smith'16											
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, Combined Arms	97207			\$15.00			New	zl	OoP		2
Scenario kit 8 scenarios of actions thruout the war in N.Africa from 1940-1943. '10											
ASL:Afrikakorps, El Guettar Stakes	98868			\$12.00			New	zl	OoP		2
8 scenario kit covers actions between US & British troops v Germans at El Guettar & along the Gafsa-Gabes road outside Tunis. '10											
ASL:Afrikakorps, Frontier War	94658			\$12.00			New	zl	OoP		2
8 scenario kit covers the Italian invasion of Egypt and the British counteroffensive that swept them away in 1940. '10											
ASL:Afrikakorps, Hellfire Pass & Beyond	98870			\$12.00			New	zl	OoP		2
8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10											
ASL:Afrikakorps, Operation Torch	95223			\$14.00			New	zl	OoP		2
Last copy. ■ Scenario kit 8 scenarios of actions between US, German, Italian & Vichy French forces during the Torch invasion of N.Africa, Nov'42.											
ASL:Afrikakorps, Reluctant Offensive	95530			\$12.00			New	zl	OoP		2
8 scenario kit covers the first German attempt to sieze Tobruk. '10											
ASL:Airborne Stand 2nd	90853			\$22.00			New	zl	OoP		2
Last copy. ■ Reprint. The Battle for Marcus Heim Causeway, 6-9 June 1944. Revision of the earlier All American Kellam's Bridge kit. Includes a new, larger hex map that also includes the southern portion of the Timmes Orchard map. Includes 12 scenarios. I.Daglish'08											
ASL:Aussie ASL '97 Pak	102487			\$10.00			New	n	OoP		2
Last copy. ■ Set of 8 scenarios focusing on actions thruout the world in which UK troops were involved. '97											
ASL:BdF II [Baraque de Fraiture 3rd]	96148			\$34.00			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:Berlin, Tyrant's Lair	91942			\$60.00			New	zl	OoP		2
Last copy. ■ 15 scenario Sqd & Leaders COMPLETE GAME focused on the battle for Hitler's bunker. Includes two maps centered on the bunker & Reichstag. Mates w/ Berlin, Fall of 3rd Reich. 312 countrs. 14 of the included scenarios playable without owning Berlin Fall of 3rd Reich. Reqs ASL rules, Beyond Valor & marker sets. '10											
ASL:Bracchi Hills, Battle for...	90854			\$18.00			New	Fo	OoP		2
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:Bulge, Battle of the...	100630			\$32.00			New	n	OoP		2
aka Bulge Pak 1. ASL Scenario kit including 2 geomorphic maps with rivers. Revised from prior Euro Pak II & kit mainly with the new maps & updated scenarios & graphics. '11											
ASL:Carnage at Cassino	46291			\$25.00			New	Fo	OoP		2
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:Digger Pack I	97708			\$38.00			New	Fo	OoP		2
Last copy. ■ Scenario kit focused on actions in the Pacific featuring Aussies. Includes 212 counters, 12 scenarios, 1 small geomorphic map. Req ASL rules, BV, Yanks, Bushido, West Alamein & Gung Ho to play all scenarios. '12											
ASL:Dzerhezinsky Tractor Works	31227			\$35.00			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											

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
ASL: Euro-Pack #1 2nd 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		80919		\$12.00			New	n			OoP	2
ASL: Euro-Pack II, Btl of the Bulge Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98		80920		\$11.00			New	n			OoP	2
ASL: Euro-Pack III, Late War '44-45 Last copy. ■ Set of 8 scenarios focusing on European actions on both fronts during the last 2 years of the war. Created in Europe. '98		74328		\$15.00			New	n			OoP	2
ASL: Euro-Pack IV, North Africa Set of 8 scenarios focusing on the N.African, Dec'40-Jun'42. '98		82216		\$14.00			New	n			OoP	2
ASL: Euro-Pack V, Eastern Front 8 scenarios covering action on the Eastern Front from 1941-3. '99		89259		\$10.00			New	n			OoP	2
ASL: Euro-Pack VI, Partisans & Irregulars 8 scenarios covering Partisan actions in the USSR, Yugoslavia, Spain, Poland, Greece, China & Italy. '99		78761		\$11.00			New	n			OoP	2
ASL: Gembloux, the Feint Last copy. ■ ASL kit providing 8 scenarios & 2 Platoon Ldr campaigns for the Btl of Gembloux Gap in Belgium, May 1940. Includes cardstock, color map & professionally produced scenarios scenarios sheets, charts & notes. T.Robinson, P.Ramis'97		73153		\$23.00			New	zl			OoP	2
ASL: Genesis II [2nd] Huge module covering the '47-48 Arab-Israeli War, now with additional material on the '56, '67 & '73 wars. Includes lots of special rules, & new charts & tables to cover this unique conflict. W/ 1000+ 1/2 & 5/8" die cut counters, 22 scenarios & the campaign game. Requires markers & rules to play. 2nd ed substantially updates counter art, adds actions from the '67 & '73 wars, & so lots of more counters. Adds Kibbutz & historical Jerusalem boards. '12		104944		\$95.00			New	Fo			OoP	1
ASL: Hell Behind the Eastern Front Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 424 countersheet, rules & 9 scenarios. '12		105058		\$50.00			New	Fo			OoP	2
ASL: Hell's Bridgehead 3rd NO MAP 3rd ed withOUT map ■ 3rd ed withOUT map; adds new scenarios, more counters. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters. Revises Brecourt Manor scenario. '11		101682		\$24.00			New	Fo			OoP	2
ASL: Hero Pax 2, Eastern Front Hero Fest 8 scenario pack focused on actions on the eastern front & using a tournament style framework with low unit density & few special rules or pieces. Requires boards 8,11,22,32,34,36,40,42,46,50 & DLX B & D. '03		75780		\$12.00			New	Fo			OoP	2
ASL: Hero Pax 3, Jungle Heroes Our last copy. ■ 10 scenario pack focused on actions on jungle fighting in the Pacific theater. '05		80033		\$15.00			New	Fo			OoP	2
ASL: Hero Pax 4, Med Theater of Ops Scenario pack with 8 tourny style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06		81028		\$10.00			New	Fo			OoP	2
ASL: Leatherneck Campaign Pack 2 Scenario kit providing 8 scenarios involving the US marines in the all the theatres in the Pacific during WW2. '98		77405		\$14.00			New	zl			OoP	1
ASL: Leatherneck Campaign Pack 3 Last copy. ■ Scenario kit providing 8 scenarios involving US Army units together with US marines in the all the pacific theatre. '99		59789		\$16.00			New	zl			OoP	2
ASL: Omaha West [First Wave at Omaha 2nd] Last copy. ■ Reprint & upgrade of this large ASL-compatible game, including additional counters & scenarios. With 3 maps (3x6" total!) & LOTS of counters (1150), 16 scenarios, allowing play of all of Omaha Beach during D-Day. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. Requires the rulebook, markers, emplacement counters, ? markers. '12		99794		\$87.00			New	Fo			OoP	2
ASL: Omaha West 3rd MAP UPGRADE SET 3rd edition MAP ONLY upgrade. Includes a remastered 3-map set.		103234		\$34.00			New	Fo			OoP	2
ASL: Ordeal Before Shuri, Btl of Okinawa Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99		45824		\$33.00			New	Fo			OoP	2
ASL: Orders for the Major [2nd] 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		103979		\$59.00			New	zl			OoP	2
ASL: Retro Pak III Third of a series of old & good scenario reprints plus some new ones, all focused on straight forward firefights. 8 scenarios. '12		101745		\$9.00			New	Fo			OoP	2
ASL: Rout Pak II Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96		31845		\$15.00			New	zl			OoP	2
ASL: Rout Pak III 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		80013		\$15.00			New	zl			OoP	2
ASL: Scotland the Brave I 2nd Last copy. ■ 6 scenario & campaign kit covering the battle of Epsom between a stout but untried British force defending against the best the Germans could throw their way. June '44. '98		74204		\$32.00			New	Fo			OoP	2
ASL: Scotland the Brave II 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.		55622		\$27.50			New	Fo			OoP	2
ASL: Scotland the Brave II 2nd Last copy. ■ 2nd ed has a second large hex map as well as orig 5/8" map. 10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy. Later reprinted as Shout for Piats. '05		102729		\$23.00			New	Fo			OoP	2
ASL: Total East Front Pak I 8 scenarios covering various battles on the east front. Includes a color overlay. '01		54026		\$14.00			New	Fo			OoP	2
ATS: Against All Odds Boxed game using the Advanced Tobruk system 2nd edition, an ASL look alike. Covers various actions of the US 82nd Airborne in defending the critical bridges around the approaches to the Normandy beaches. Includes counters & map. '03		112221		\$35.00			Mint	BC			OoP	2
ATS: Berlin, Fuhrer's Bunker GAME 19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Otherws 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		91406		\$55.00			< New	zl			OoP	2
ATS: Berlin, Fuhrer's Bunker GAME [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		95218		\$60.00			New	zl			OoP	2
ATS: Berlin-Red Victory: Fuhrer's Bunkr 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		91546		\$36.00			New	zl			OoP	2
ATS: Bloody Omaha II [2nd] Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13		102723		\$160.00 **			New	BC **			OoP	2
ATS: Hell Behind the Eastern Front 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 scenario Ported from earlier ASL kit of this name. L.Winslow'13		100659		\$50.00			New	Fo			OoP	2
ATS: Hill of Blood, Mamayev Kurgan 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		101688		\$50.00			New	zl			OoP	2
ATS: Kharkov, Battle for the Square		100650		\$55.00			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
See page 1 for an explanation of the various codes & column data used in this catalog.											
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]		100703		\$55.00			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		90697		\$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 Piats		100661		\$50.00			New	zl	OoP		2
Our last copy. ■ 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: Snakeshead Ridge, Btl of Cassino		89908		\$18.00			New	Fo	OoP		2
ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations agains German 1st Para troops, as the allies attempt to take two high points north of the monestary. Many specific countersheets required but must be purchased separately. '09											
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.Nagef'07											
ATS: Sweet 16 Scenario Pack 1		102742		\$8.00			New	zl	OoP		2
ATS scenario kit using the Sweet 16 geomorphic map collection. '13											
ATS: Sweet 16 Scenario Pack 2		102743		\$8.00			New	zl	OoP		2
ATS scenario kit using the Sweet 16 geomorphic map collection. '13											
ATS: Tobruk		113163		\$59.00			Mint	BC	OoP		1
2002 1st printing. Rules show signs of having been read. Several 3-4" impression lines on box cover; these are vertical indentations of some kind. ■ Enhanced & revised version of this detailed game of tactical combat in t desert from the 1940 campaign thru the end in Tunisia. Bullet counting in some respects, now enhanced thru the use of percentile dice, graphically updated counters & cards, larger OoBs, etc. Squad & individ AFV/heavy weapon. Includes 24 scenario, 2 geomorphic maps, 1200 counters. H.Hock'02											
ATS: Tobruk 2nd		114012		\$60.00	**		Mint	BC **	OoP		1
2003 printing. Sml label on box btm. ■ w/ revised 2nd (3rd) rules. Enhanced & revised version of this detailed game of tactical combat in the desert from the 1940 campaign thru the end in Tunisia. Bullet counting in some respects, now enhanced thru the use of percentile dice, graphically updated counters & cards, larger OoBs, etc. Squad & individ AFV/heavy weapon. Includes 24 scenario, 2 geomorphic maps, 1200 counters. H.Hock'03											
ATS: Tobruk Exp. 1, Wavell's 30000 2nd		85273		\$15.00			Mint	zl	OoP		1
1st Edition printing with color coversheet. ■ Reprint. Wavell's 30,000. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles early in the war in the desert. '02											
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 2nd		85258		\$15.00			Mint	zl	OoP		1
Reprint. ■ Reprint. 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. 3, Devil's Garden 2nd		98644		\$16.00			New	zl	OoP		1
Reprint w/ monochrome cover sheet. ■ Reprint w/ monochrome cover sheet. Devil's Garden. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of late 1942 in the war in the desert. '03											
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											
Counter Tray, DVG Style Bookcase Tray		116376		\$2.99			New	n			Z
Single copy. ■ Single set 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 5-pak		116709		\$16.00			New	FB			Z
5-pack. ■ 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		111844		\$30.00			New	FB			Z
10-pack. ■ TEN 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 25-pak		109949		\$69.00	**		New	FB **			Z
25-pack. ■ 25-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). significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14											
Down in Flames: Wingmen Kit		112121		\$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											
Field Commander Alexander		118658		\$40.00			New	BC			6 1
Fast playing Solitaire game of Alexander the Great's expansionary expedition followed by a period of managing the conquered lands. Includes 4 campaigns (Granicus, Issus, Tyre, Guagamela). D.Verssen'09											
Field Commander Napoleon		116319		\$75.00	**		New	GB **			6 1
Large solitaire game of the Napoleonic Era from the end of the French Revolution to Nappy's own end at Waterloo, & third in the FC system. D.Verssen'11											
Field Commander Rommel, Deluxe [2nd]		115538		\$37.00			New	BC			4 1
Deluxe reprint of this solitaire game of each of 3 campaigns of Rommel, the Desert Fox. The player commands the German during the France 1940, North African campaign 1941-2, and France 1944 campaigns. Includes options which increase difficulty, and also tracking of unit performance over time. Success in one campaign impacts later campaigns. Deluxe edition has a mounted board. D.Verssen'11											
Fleet Commander Nimitz		114675		\$75.00	**		New	DC **			4 1
Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level 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											
Hornet Leader, Carrier Air Operations 2d		117383		\$79.00	**		New	DC **			1 1
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, NATlatic c.1986, Iraq 1991, IDF 2001, Syria 2004, Taiwan 2008, NKorea 2011, Iran 2014. D.Verssen'10											
Modern Land Battles, Target Acquired		111504		\$36.00			New	BC			2
Simpler multi-player card game of tactical combat in the modern era using the Modern Naval Battles system. Draw vehicles & weapons from 8 nations: USA, USSR, UK, China, Israel, insurgents and combined Arab nation. Fight out scenarios taken from the cold war, 6 Day War, Iran-Iraq War, Lebanon, 1973 Yom Kippur War, Falklands War, Gulf War of 1991, and almost any other contemporary battle. Includes 240 cards. D.Verssen'15											
Modern Naval Battles 3rd: Campaign Kit 2		116155		\$17.50			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 na India. D.Verssen'12											
Modern Naval Battles 3rd: Ship Exp Kit 1		103099		\$18.00			New	SC			1
Expansion kit #1 for this card game of ahistorical ship-ship combat. Adds 110 more ship cards, including ships from Canada, Germany & Italy. D.Verssen'11											
Modern Naval Battles, Global Warfare 3rd		113763		\$40.00			New	BC			1
Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08											
Phantom Leader, Vietnam Air War 3rd Delx		118661		\$64.00	**		New	DC **			1 1
2016 reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'16											
Stalingrad, Battle for...		103211		\$27.50			New	BC			3 2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14										
Thunderbolt Apache Leader 3rd	118643			\$66.00	**	New	DC **		1	1
2014 edition/printing. ■ 3rd ed is a 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'14										
Tiger Leader	114676			\$65.00	**	New	DC **		2	1
Solitaire game putting the player in command of a German kampgruppe with the mission to achieve your objectives while preserving your forces over a campaign of multiple battles. Uses a system similar to Hornet Leader & Thunderbolt Apache Leader. Includes 9 campaigns: Poland 1939, France 1940, North Africa 1941 & 42, Russia 1941 & 43, Italy 1943m France 1944 and Berlin 1945. Forces include the full range of German forces from Panzer Is to Tigers, armored cars, artillery assault guns, infantry & AT, mortars & machine guns. D.Verssen'15										
U-Boat Leader & Gato Leader MINIATURES	116159			\$28.00		New	HC		4	1
Kit. Set of 14 naval miniatures intended for use in DVG's solitaire games. Set includes 1 CV, 1 BB, 1 CA, 3 DDs, 6 transports & 2 subs ranging in size from 25-50mm. Also includes an 11x17" mounted sonar mapboard as : players aid. '16										
U-Boat Leader, Btl for North Atlantic 2d	116158			\$50.00		New	DC		4	1
2016 2nd edition. ■ 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 Walte 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 ac detailed rules for u-boat damage. 352 counters, 165 color cards representing the ships of all types. D.Schueler'16										
Warfighter, Special Forces Card Game 2nd	118662			\$42.50		New	BC		1	6
Card game of special forces operations around the world for 1-6 players. Play cooperatively against the game system to complete squad-level combat missions. You select a soldier, arm them with skills & equipment, then attempt to achieve your mission in a 60-90 min game. Experience gains you greater abilities. Includes 240 cards, 2 countersheets, 6 plastic soldier minis. '15										
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) # 64	115137			\$6.00		Mint	n OoP		Z	
ARTICLES & Reviews on: Review of OMG Carrier War; Critique of the Gamers TCS Tactical Combat Series; Review of XTR Inchon #9; GDW Combined Arms v. Reality; Tactics for Winning WWW Modern Naval Battles; Review of GDW Red Empire; Poitiers 1356, Crecy 1346, Trebia 210BC, Bannockburn 1314 Scenarios for Men at Arms; Scenario variants for GDW Harpoon; Nukes in ADTECH Red Sun/Black Cross; US Marines in Beirut '82 #126; Iraqi Armor v US troops Scenario in RDF #91; WWW Modern Naval Battles Official Tournament Rules; Falklands Mini-Campaign for Modern Naval Battles & II; King of Kings Player Aid Card; Axis Strategy for Ax & Allies; Worst Case Scenario for WWW Pegasus Bridge #122; Art of Computer Wargames; Beginner's Guide to the Care of Wargames; Origins '90. '91										
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 Capabilities 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	
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) # 67	115140			\$6.00		Mint	n OoP		Z	
ARTICLES ON: COL's East Front 1st review, with replay & errata; replay of AH's Battle of the Bulge '91; review of High Ground; review of TSR's Battle of Britain; Napoleonic Tour of 1991 by Kevin Zucker; Fire in the East/Scorched Earth/Torch variant where the US intervenes to save the USSR in 1941; Gideon Force variant for Africa Orientale #128; variant for AH's Russian Front; 7 scenarios for GDW's Test of Arms; Black October variant for TSR's Red October; variant rules (w/ new counters as text) for Trajan #145. '92										
Moves Magazine (DecGms) # 68	115141			\$6.00		Mint	n OoP		Z	
ARTICLES ON: Advanced Men at Arms #137 variant rules (extensive); review of The Great Battles of Alexander; analysis & strategy of Dynamo, Dunkirk 1940 #53; variant options for First to Fight; scenarios for GDW's Test of Arms; designer's notes & optional rules for Holy War #147 (extensive); 2 scenarios for Men at War #137; Advice on ASL Red Barricades; Millennium of Mayhem Tour led by Dunnigan. '92										
Moves Magazine (DecGms) # 69	115142			\$6.00		Mint	n OoP		Z	
ARTICLES ON: COA La Bataille Ligny replay, with official errata & addendums; review of Silverton, with errata; analysis of Trajan #145, with sample game turn & first year strategy & simplified set-up; Berlin 1948 scenario for 3W 2WW plus variant options; More designer's notes for Franco-Prussian War #149 with 12 major optional rules; Official 2nd edition rules updates for The Legend Begins, plus a Battleaxe scenario; B-17 variant; Golpe ASL scenario; Europa game series to-dos; ASL Red Barricades optional rules. '92										
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	
All components for Manuever game removed & not included. Mag others EX. ■										
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) # 74	115146			\$6.00		Mint	n OoP		Z	
~										
Moves Magazine (DecGms) # 75	115147			\$6.00		Mint	n OoP		Z	
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; analysis 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										
Moves Magazine (DecGms) # 77	115149			\$6.00		Mint	n OoP		Z	
ARTICLES ON: Analysis & Optional Rules for the Roman Civil War #157 (very extensive); Choice between Computer & Board Games; review of Cortes; analysis of Trajan #145; the Morality of Wargaming (Pitcavage); Scenarios & variants for SPI's Soldiers; Variant rules for White Eagle Eastward #156; Historicon 1993 Report. '93										
Moves Magazine (DecGms) # 78	115150			\$6.00		Mint	n OoP		Z	
ARTICLES & review on: Review & analysis of XTR Blood & Iron #21; Zones of Control in Simulation Design; COA Speed of Heat Replay; 2-Player Rules Variant for VG Tokyo Express; Variant rules for Successors #161; Modified Campaign Rules for Zeppelin #159; 12 Patton's War (US v USSR) Scenarios for AH Panzerblitz & Panzer Leader; Japanese Strategy for Axis & Allies. '94										
Moves Magazine (DecGms) # 79	115151			\$6.00		Mint	n OoP		Z	
ARTICLES & Reviews on: Designing & analysis of Seven Years War #163, with additional Rossbach-Leuthen scenario & Historical Events Table; Designing XTR Port Arthur #19, with variant rules & additional scenarios; Analysis of SPI Minuteman & its view of insurgency, plus variant rules (including the internet); Gulf War Variants for GDW Sands of War; Scenarios for WWW Scratch One Flat Top; Adding Dummy Markers to AH Patton's Best; Adding Fog of War Variant Rules to DG Seven Days Battles; Variant Rules for Operation Felix #153; New Units for AH Russian Campaign; Computer Aided Gaming; Vices & Virtues of Card Play in Wargames; Reple of Successors #161, emphasizing the importance of Levies units. '94										
Moves Magazine (DecGms) # 80	115152			\$6.00		Mint	n OoP		Z	
ARTICLES & reviews on: Review of & Strategy in, and a replay of, AH History of the World, including suggest rule revisions; Researching an Order of Battle; Alternative Scenario for Friedland #151; Optional Rules for DG Empires at War; New scenarios for GDW Sands of War & Last Battle, AH Firepower, Gunslinger & MBT; 1864 Scenarios featuring Forrest's Cavalry along the Mississippi for YAQ Ironclads & Expansion; House Rules for V Pacific War; Escalating Conflict in Chad the Toyota Wars #144; Strategy in WWW Defense of Rorke's Drift; Analysis of the Arbelia game within DG Four Battles of the Ancient World; Armchair Command problem & solution in grand tactical strategy. '94										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Moves Magazine (DecGms) # 81		115153		\$6.00			Mint	n	OoP		Z
ARTICLES ON: analysis of Balkan Wars #164, plus extensive optional rules & 2 scenarios; strategy for COL Eastfront 1st w/ replay; the 1974 wargame in Britain involving actual players of the Sealion invasion plans; repla of GDW's Operation Market-Garden w/ strategy & replay; variants for Holy War Afghanistan #147, plus variant CRTs & combat procedures; variant for 1918, Storm in the West #16; rules changes for Four Battles of the Ancient World. '94											
Moves Magazine (DecGms) # 83		115155		\$6.00			Mint	n	OoP		Z
ARTICLES & reviews on: Replays of On to Moscow #171 & Operation Shock Troop #168; 12 variant rules for Battles for the Ardennes Quad; Naval Rules, and also a Middle East module (with map & counter images printe in mag), for DG World War I 2nd; Variant rules for DG Leningrad 2nd; Alpenfestung Variant for DG Battle for Germany 2nd. '95											
Moves Magazine (DecGms) # 86		115158		\$6.00			Mint	n	OoP		Z
ARTICLES & reviews on: Replays of Two Games from Battles of the DG Ancient World v.2; Replay of DG Antietam; the development of Game Systems & Series; Designing DG Emperor's First Battles; Deployment Option in Indo-Pakistani Wars #174; Parthian War scenario for WEG Imperium Romanum II; Variant scenarios for Holy War #147; Rommel's Forward Placement scenario for SPI Atlantic Wall. '96											
Moves Magazine (DecGms) # 87		115159		\$6.00			Mint	n	OoP		Z
ARTICLES & reviews on: Review of Lords of the Sierra Madre, with brief replay; Oct 96 Errata for Lords of Sierra Madre; Designing Bastogne or Bust; More on Games Systems & Series; Analysis & Strategy for Blood on th Tigris #176; Ultimate plan for YAQ Ultimatum; Variant for XTR Victory at Midway putting the Shokaku & Zuikaku at Midway. '96											
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											
Aachen, First to Fall		115452		\$16.50			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. Btlrn/rg lvl. '10											
Acre, the Third Crusade Opens		116587		\$15.00			New	Fo			4
Folio game using the Btlr of the Ancient World (now Btlr 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		100479		\$189.00 **			New	LB **	OoP		6
Last copy. ■ 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-Japanese 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 of Asia & the Pacific, 1680 counters including counters for evi capital ship & most aircraft types, more detailed production model, and many scenarios. '09											
Africa Orientale Italiana		112872		\$29.00			New	zl			6
Kit for both Adv Euro & Adv Pacific Theatre of Operations. Begins with Italian invasion of Ethiopia in 1935 and continues thru the Middle East into WW2. Includes a map of India & the India Ocean so as to mate with APTO a map of Spain & the Atlantic to mate with AETO. 280 counters (including an AETO upgrade to aircraft). '09											
Arsuf, Lionheart v Saladin		114858		\$14.00			New	Fo			4
Folio game using the Btlr of the Ancient World (now Btlr 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											
Atlantic Wall 2nd		112726		\$180.00 **			New	GB **			2
Substantive update & expansion of this detailed grand tactical game of the D-Day invasion & the two months of fighting for Normandy. Covers the whole period from the actual invasions to the Allied breakout in August (2 turns). Now includes 7 (+2) maps, 4480 counters (+2480) from Normandy (D-Day to Falaise), June-Aug 1944. The beach invasions can be played solitaire. Includes many specialized unit types as well as the tough bogac in the area. 3 intro 1-map scenarios, 3 multi-map scenarios, plus campaign. The amphibious assault is played on a special map & can be played as a solitaire game of its own. Airborne assault also receives special treatment. Third game in DG's Grand Operational Sim series (following redesigns of Highway to the Reich & Hurtgen Forest). Original design by J.Balkoski'78; '14											
Bastogne, A Desperate Defense		115631		\$15.00			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		118158		\$15.00			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		105591		\$10.00			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											
Border War, Angola Raiders		115632		\$10.00			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		\$15.00			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		114059		\$10.00			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		113291		\$10.00			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		102819		\$15.00			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											
Chantilly, Jackson's Missed Opportunity		116590		\$8.00			New	Fo			3
Folio game of Stonewall Jackson's attempt to take his command around the Union forces after Second Bull Run in an attempt to trap & destroy them, Sept. 1862. A scratch Union force together with weather delayed him enough that the Union forces slipped away. But the possibility was a Union...or a Confederate...disaster. Brigade level, with 40 counters. '13											
Cherkassy Pocket, Encirclement at Korsun		112054		\$37.00			New	HC			4
Btlrn/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											
Congo Merc, the Congo, 1964		114861		\$10.00			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 i 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											
Crusader, Battle for Tobruk		114061		\$15.00			New	Fo			3
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btlrn/rgt/brig level. '10											
Custer's Final Campaign		115576		\$10.00			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 the create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12											
Dai Senso!		118165		\$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 Omaha Beach 2nd [PC CD-ROM]		114878		\$22.00			New	JC			4 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 Peleliu		117206		\$45.00			New	BC		4	1
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'15											
DMZ, the Next Korean War		103037		\$15.00			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 Stalingrad, 3rd		110606		\$45.00			New	BC	Going	4	
Reprint w/ graphic upgrade of the German Summer'42 drive on Stalingrad & Caucasus using the PzrGrp Guderian system. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn. B.Hessl'02											
Eagle Day, the Battle of Britain		112056		\$14.00			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		117207		\$15.00			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, btn/regt/brig level, 1.5mi hex. '16											
Emperor's 1st BtIs / Napoleon's 1st BtIs		105262		\$37.50			New	HC		3	
Repackaging of two games in a single box (Emp 1st BtIs). EFB is a graphic update of gms on btIs of Austerlitz Dec 1805, and Jena-Auerstadt, Oct 1806. '95 / NFB is 4 simple games of Nappy's trials at Montenotte and Arcola, 1796, Pyramids, 1798, Marengo 1800. J.Miranda'93											
Empires of the Middle Ages 2nd		115984		\$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]		109925		\$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 throuout 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		117821		\$8.00			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, BtIn/brig level, 352yd/hex. '16											
Forgotten War, Korea 2nd		108290		\$37.00			< New	BC	Going	3	
New game still in complete shrinkwrap, but 2 box corners have a 1" seam split, and one has a 2" split, meaning the top & side surfaces have split showing white box paper, due to box quality. New in all other respects. (Publisher says this is the best they have remaining in stock.) ■ 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; Chipoyong-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											
Frayser's Farm, Wasted Opportunity		117209		\$15.00			New	Fo		4	
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10											
Gaza 1917, Gateway to Jerusalem		112875		\$15.00			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, BtIn-Rgt-Brig level, 100 counters. '14											
Germantown, Washington Strikes, Oct 1777		117825		\$9.00			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 threated the British hold on eastern PA. '15											
Golan, the Syrian Offensive		115985		\$15.00			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. BtIn/brig level. '10											
Highway to the Reich 3rd		105984		\$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		118167		\$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											
Kasserine, Baptism of Fire 3rd		112059		\$15.00			New	Fo		3	
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisia Feb 1943. '10											
Khyber Rifles, Britannia in Afghanistan		107302		\$10.00			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!		16116		\$49.00			Mint	BC	OoP	6	
1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. Unpunched. ■ 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. 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		110355		\$15.00			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		117213		\$20.00			New	Fo		4	
Update of SPI folio game. Napoleon is on the ropes in 1813, at war with all of Europe converging on his position in eastern Germany. 280 counters. '10											
Leningrad 3rd		116599		\$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		117217		\$10.00			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. BtIn level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15											
Loos 1915, the Big Push		101123		\$15.00			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 breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13											
Luftwaffe 3rd		117218		\$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											

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mansfield, Crisis in the Pine Barrens 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 Union forces. Brig level, 440yds/hex, 40 counters. '16		115458		\$10.00		New	Fo			3
Masuria, Winter Battle 1915 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 movement & fire support at time of combat. 4mi/hex, Brig level, 100 counters. '14		116940		\$15.00		New	Fo			4
Meuse Argonne, the Final Offensive Folio game using the Fire & Movement game system. Covers the Sept-Nov 1918 American-led, Allied offensive in the Meuse-Argonne Forest area of France. While the Allies had ambitious plans, German prepared defenses & determined resistance meant slow going unless the Americans could break into the open beyond the dense forests of the Argonne. Allies had over 500 aircraft & 300 tanks. Its a delicate balance between time & casualty '13		117220		\$15.00		New	Fo			4
MiG Alley, Air War Over Korea 1951 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		116604		\$10.00		New	Fo			1
Molino Del Rey, Gateway to Mexico City 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		116952		\$8.00		New	Fo			3
Mortain Counterattack, Dry to Avranches 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		117221		\$15.00		New	Fo			4
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/Btln/Brig lvl. '10		100123		\$15.00		New	Fo			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 existing during the WWI era. Uses a variation of the simple War at Sea system. 492 counters. '07		109922		\$39.25		New	BC			6
Over the Top! 2nd Simpler set of 4 brigade, operational lvl battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'0		110616		\$39.00		New	HC			4
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/btln/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02		105604		\$37.00		New	HC			4
Pacific, War in the... 2nd V.minor dings to two box btm corners, plus a v.sml indent to the btm lip along one edge. V.minor flaws on an otherwise new & shrinkwrapped game. ■ 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 11 booklets, 7 strat maps. Focus is balanced between supply & operations, both HQ-based activities. Multiple scenarios + campaign. All worth the most expensive game ever. J. Dunnigan et al, '06		117224		\$325.00	**	< 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
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. Btln/brig level, 352yd/hex. '12		116605		\$15.00		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 way thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12		115643		\$15.00		New	Fo			3
RAF, Lion v Eagle 4th 2013 4th edition ■ Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13		116610		\$59.00		New	BC			4 1
Rebels & Redcoats I Concaved crease along portions of two edges on box btm. Otherws new & shrinkwrapped. ■ Set of 4 lo complexity gms from the Revolutionary War: Bunker Hill 6/1775, Brandwine 9/1777, Germantown 10/1777, Monmouth 6/1778. '95		118179		\$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, Hobkirks Hills 4/1781, Eutaw Springs 9/1781. '95		118180		\$37.00		New	HC	Going		3
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, rgt level, 352yd/hex. '13		102448		\$8.00		New	Fo			3
Saipan, Conquest of the Marianas 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		112317		\$15.00		New	Fo			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, brigde level, 352yd/hex. '14		114074		\$8.00		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		105977		\$15.00		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		116697		\$15.00		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		114587		\$15.00		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		116613		\$16.50		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		117227		\$15.00		New	Fo			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		112072		\$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		116623		\$16.00		New	JC			8 1
Struggle for the Galactic Empire 2nd		117840		\$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 #-					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
2014 (2nd ed) reprint. ■ 2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14													
Suez 1916, Ottoman Strike		110898		\$15.00				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, Btlm/regt/brig level. '14													
Suez '56, Anglo-French Intervention		116618		\$10.00				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 Nassar while avoiding the political disaster of the original event. Uses the Col 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		113316		\$15.00				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		117841		\$32.00				New	HC	Going			2
Graphic update of popular quad, 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		117842		\$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													
USN Deluxe [2nd]		109241		\$79.00				New	BC	OoP			6
Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 12/41-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the the Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04													
Vimy Ridge, Arras Diversion		117231		\$15.00				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		112736		\$124.00	**			New	LB	**			3
Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. Btlm level, 4 maps, 2240 counters. J.Dunnigan, J.Youst'12													
Wellington's Victory 3rd		115647		\$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 Hougomout, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btlm/rgt level, 110yd/hex, 15min turns. F Davis'15													
Wilson's Creek, Opening Round in West		117389		\$8.00				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]		106695		\$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 the SPI game in S&T 47. '02													
Decision Games S&T Games			(541) 756-4711 10am-9pm PST										
1066, End of the Dark Ages #240		79560		\$25.00				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-Florid Campaign 1779-81; End of the Sioux Dominance.													
1812, War of... #207		53744		\$69.00				New	n	OoP			6
Mag & Game. Strategic, area-move game of the entire War of 1812 thruout N.America east of the Mississippi and at sea. Seasonal turns, 280 counters, using an operation point system, and differentiation among quality of units. J.Miranda'01 / ARTICLES ON: Rise of the American Army, 1783-1860; Battle of the Philippine Sea, June 1944; SS Paratroopers; Battle of Frastenz, 1499; Hungarian Tanks of WWII; end of Depleted Uranium as a weapon; 173rd Airborne Brigade; Charles X & the First Northern War, 1648; Schlieffen's Italian Connection & the End of the Triple Alliance.													
1863, Turning Point in the Civil War#297		114950		\$25.50				New	n	Going			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		69131		\$22.00				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.													
American Revolution #270		95603		\$79.00				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. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against a numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeu Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.													
Angola, Cold War in Africa #290		114113		\$22.50				New	n				4
Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1mo/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of 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 reposte; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.													
Army Group South, Kiev & Rostov #188		117314		\$69.00				Mint	n	OoP			4
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 Basis. 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													
Asia Crossroads, Great Game #216		70450		\$26.00				New	n	OoP			6
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.													
Atlanta Campaign: Bald Hill & EzraC #170		97659		\$49.00				Mint	n	OoP			3
Cherry. ■ Mag & Game. Includes 40 revised Ulustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the Btl's of Am Civ War series (Blue & Grey 2nd to covers the two btl's 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.													
Atlanta Campaign: Peachtree & Jones #169		33440		\$39.00				New	n	OoP			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. 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.													
Austrian Succession, War of the... #289		114090		\$22.50				New	n				4
Mag & Game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey '14 / ARTICLES ON: War of Austrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916 CDAA Radio Triangulation Systems after WW2.													
Austro-Prussian War, 1866 #167		24178		\$40.00				New	n	OoP			4
Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn, J.Miranda'94 / ARTICLES ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabaul; Exploits of HL Huntley submarine; CIA's buyback program for Stinter AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.													
Austro-Prussian War, 1866 #167		104287		\$52.00				Mint	n	OoP			4
Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn, J.Miranda'94 / ARTICLES ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabaul; Exploits of HL Huntley submarine; CIA's buyback program for Stinter AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.													
Back to Iraq 3rd #208		57457		\$29.00				New	n	OoP			4
Mag & Game. 2nd revision & upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led 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.													
Balkan Gambit, 1943-45 #298		114119		\$25.50				New	n	Going			6
Mag & Game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 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.													
Balkan Wars, Prelude to Disaster #164		104289		\$55.00				Mint	n	OoP			4
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.													
Black Prince, Crecy & Navarrete #260		90912		\$20.00				New	n				3
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete 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													
Blood on the Tigris #176		45062		\$25.00				New	n	OoP			6
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. 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.													
Boer War #205		50774		\$58.00				New	n	OoP			4
Mag & Game. Operational, brig/div level game of the Second Boer War, 1899-1902, in South Africa. 280 counters & a very nice map covering S.Africa to Rhodesia at 30k/hex. Comprehensive game with emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. Monthly turns, 280 counters. J.Miranda'01 / ARTICLES ON: Boer War 1899-1902; US Army's Force XXI; MacArthur's First Philippine Campaign 1941-2; Battle of Crecy, Edward III's 1346 Campaign.													
Case Green, Czechoslovakia 1938 #152		104272		\$20.00				Mint	n	OoP			4
Mag & Game. With 22 variant counters: Obj Tunis (3), Holy War Afg (6), Red Beach One (13). Rgt/Div level gm of a hypothetical German invasion of Czechoslovakia in 1938 had the Czech's resisted annexation. The German has a tiger by its tail given its relatively weak army & the Czech's excellent defensive terrain. 7.5mi/hex, 2days/turn. 188 counters, 7.5mi/hex, 2days/turn. J.Desch'92 / ARTICLES ON: Case Green, Germany v Czechoslovakia, 1938; Profile of T.E. Lawrence; Carrier Aircraft of the Pacific War 1941-5; OoBs for battles of Friedland & Vittoria (supplement to article in S&T #151); Tactical Doctrine in the American Civil War; the Army Alexander the Great's Successors; Peace Strength of a USMC inf Regt in 1923; COlonial Army of Germany, pt.1; ERRATA for Franco-Prussian War #149 (extensive).													
Catherine the Great #232		105226		\$25.00				New	n	OoP			6 1
Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.													
Chad, the Toyota Wars #144		117291		\$35.00				Mint	n	OoP			4
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/btn/guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v realit													
Chad, the Toyota Wars #144		116779		\$35.00				Mint	n	OoP			4
Label on rear cover, otherwise mint. ■ 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 b Libya, France, the US & Org of African Unity play a key part. Co/btn/guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality.													
Chancellorsville & Plevna #218		63369		\$24.00				New	n	OoP			3
Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil W. 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.													
China, Battle for... 4th #259		90432		\$20.00				New	n				6
Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.													
Chosin, X Corp Escapes the Trap #257		89168		\$22.00				New	n				4
Mag & Game. w/ errata & errata counters for Guantlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses 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 Guantlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950 Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.													
Civil War in the Far West 1862 #252		85886		\$19.00				New	n				4
Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 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.													
Clash of Eagles, Borodino & Friedld #195		117315		\$45.00				Mint	n	OoP	Err		4
Mag & Game & 10 errata ctrs for Guantlet. Grand tactical game of two of Napoleon's battles, Friedland 1807 and Borodino 1812. Brig lvl w/ 5 scenarios + campaign. K.Zucker'99													
Cobra, the Normandy Campaign 3rd #251		85307		\$85.00				New	n	OoP			4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Conditn	Type	Print?	Incl?	Scale	Plyrs
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 6 June-23 Aug. 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				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		74706		\$25.00			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 btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeldt 1631; German airborne in WW2; German army organization 1942-5.												
Crimean War #193		32177		\$59.00			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		59129		\$35.00			New	n			OoP	3
Mag & Game. Includes errata counters for Vietnam Btl's (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India,												
Cropredy Bridge, A Fleeting Victory #148		39983		\$16.00			New	n			OoP	2
Mag & Game. Tactical battle between Royalists & 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 Royalists & 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		73719		\$35.00			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 Thrus, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air land OoBs.												
Desert Fox Deluxe [2nd] #300		116703		\$85.00			New	n			OoP	4
Mag & game, special edition. Update of this acclaimed btl level game of the war in northern Africa, 1941-43. Uses large movement factors, allows multiple forms of combat plus defensive reaction, specialized units, and more detailed air system. Now integrated w/ Trail of Fox, adds a new Algerian map, & revises maps & OoB. 19 years in the making. 10mi/hex 1mo/turn, rgt/brig/div level, 6 maps of varying sizes, 560 counters. R.Berg, D.Niles, S.Copley, C.Perello'16 This issue had a very short print run and was sold out upon publication. / ARTICLES ON: The Rommel Factor, War in North Africa 1940-43; Bannockburn, Robert the Bruce Victorious; 300 Issues of Strategy & Tactics; Interviews with Joseph Miranda, Chris Perello, Ty Bomba; German Motorized Company in Ethiopia, 1940-1; Medieval Ship Castles; U-Boat Resupply Operations in Spain, 1939-44; Nathanael Greene's March to the Dan River, 1781.												
Downfall, If the US Invaded Japan #230		72395		\$40.00			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 no 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 Generati 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		86309		\$65.00			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 Manstein'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		82012		\$59.00			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		111266		\$22.50			New	n				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		115594		\$22.50			New	n			Going	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		95414		\$72.00			New	n			OoP	4
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic anly of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.												
First Afghan War, 1839-42 #179		53928		\$39.00			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 dooms 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		87832		\$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, 1m 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's of Sand Creek & Franklin; the Colombian battalion in the Korean War.												
First Arab-Israeli War, 1947-9 #185		20583		\$89.00			New	n			OoP	4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
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/bn 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, Reinforce the Right #180, Fall of Rome #181.													
First Blood, Battle for Guadalcanal #178		104336		\$34.00				Mint	n			OoP	2
Slight tearing at staples on 2 centermost pages (ads & feedback only). ■ 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 strutsrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.													
First Crusade #299		115648		\$25.50				New	n				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 Christensom. 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		\$49.00				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		91614		\$48.00				Mint	n			OoP	4
Rules separated. ■ 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, Attack on Murmansk 1941; the German Air War Against Britain in WWII; South African Defence Force; Union Riverine Anti-Partisan Marine Unit in Am Civil War; U-Boat Camouflage in WWII; Luftwaffe in Poland; the Pentomic Division in the US Army, 1953-61; Stonewall in the Valley; Peninsular Campaign of 1862; Development of US Intelligence Agencies in the Wake of the Mexican Revolution.													
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		51566		\$38.00				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		84493		\$19.00				New	n			Going	4
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, 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 Reparator for Munitions Fired at Germans during WWI; Reconstituting a Polish Army during WWII; 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 Suceesion #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 Suceesion, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.													
French & Indian War #231		72412		\$42.00				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		102635		\$14.00				Mint	n			OoP	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		112910		\$46.00				New	n			OoP	4
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger: St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.													
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; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Am 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; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.													

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
					Flag			
Germania, Rome Beyond the Rhine #175		54745		\$50.00		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 Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.								
Goeben, 1914 1st #287		104807		\$124.99		New	n	OoP 4 1
1st printing. Last copy. ■ Mag & game. Original printing. Solitaire game (w/ 2-player rules) focuses on the possibilities in the Mediterranean at the outbreak of World War I from the German point of view. The German battlecruiser Goeben could have focused on a number of different objectives, from raiding the key French transports bringing colonial troops to mainland France, to commerce raiding, to its historical end of appeasing the still-neutral Turks. Player takes the role of the German command and must manage the Goeben & escorting cruiser in some detail, while the Allied side handles more abstractly. 1day/turn, 100mi/sea space, point-point movement. 176 counters. J.Miranda'14 / ARTICLES ON: Goeben, August 1914 in the Mediterranean; Sierra Leone's civil war, 1991-2002; battle of Sluys, Longbows v Cannon; John Sobieski & the Relief of Vienna 1683 against a Turkish siege; Alfred of Wessex and the first successful repulsion of the Vikings, 892AD; Indian Warfare in Colonial Brazil; German units in Norway; IEDs in Iraq.								
Great Medieval Battles #197		38209		\$38.00		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.								
Great Northern War #302		118189		\$25.50		New	n	OoP 4
Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Eve chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios. 45mi/hex, seasonal turns. J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.								
Group of Soviet Forces Germany #220		68789		\$35.00		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		97473		\$24.00		Mint	n	OoP 6
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 Shield 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, 2nd Punic War #141		13673		\$25.00		New	n	OoP 6
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 Shield 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		87271		\$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		112749		\$37.50		New	n	OoP 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		84487		\$32.00		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		53915		\$25.00		New	n	OoP 4
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; there 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).								
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		117235		\$39.00		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; Kudzuz 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		45000		\$28.00		New	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 #16 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		16930		\$27.50		New	n	OoP 4
Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete 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, Salerno #150		104274		\$25.00		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	
See page 1 for an explanation of the various codes & column data used in this catalog.											
Very clean. ■ Mag & Game. Stand-alone game that mates with the 2 others (Sicily & Anzio, plus the Med War addendum) in the series. Mod complex game of the initial allied landings on Italian mainland at Salerno, Sep 1943. Map covers southern Italy (Gustav Line south save the tips). 200 counters, btl/rgt level. Historical & free invasion scenarios, plus a Sicily & Salerno invasion in July with rules to combine the games. J.Schettler'92 / ARTICLES ON: ERRATA for Italian Campaign, Sicily #146 and Holy War Afghanistan #147, Cropredy Bridge #148; the Salerno Invasion; Principles for a Panzer-Grenadier Motorized Company; Assesment of the Chines Army in 1876; Weapons & Tactics of the Franco-Prussian War; Alexander the Great's World Empire; The Secret Service Raid on Steve Jackson Games.											
Italian Campaign, Sicily #146				91077			\$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 smoot 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/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.											
Julian, Triumph Before the Storm #266				96288			\$29.00	New	n		6
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based 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				117394			\$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 use 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. 17k 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				91817			\$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				72424			\$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				113351			\$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. Superir 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; Crossboms in 18th Century Appalachian Warfare; End of British Empire in the Middle East.											
Korean War Battles #296				115050			\$29.00	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 gam system. Btl/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.											
Lepanto, Battle of... #272				117237			\$24.00	New	n		4
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WW1; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.											
Least Darkness Fall, Rome in Crisis #234				90446			\$20.00	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 WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.											
Lost Battalion #217				68780			\$21.00	New	n	OoP	4
Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version i a fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.											
Manila '45, Stalingrad of Pacific #246				82016			\$20.00	New	n		4
Mag & Game. w/30 variant countrers 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 Japanes defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status3days/turn, 0.5km/hex, co/btl level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07											
Marathon & Granicus #214				61430			\$30.00	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. 1-200mi/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israel's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.											
Marlborough, War Spanish Succession #238				78407			\$21.00	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 Chimuereanga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.											
Marlborough's Btls, Ramillies etc #256				88442			\$19.00	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				70041			\$20.00	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				53926			\$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.											
No Prisoners! Lawrence of Arabia #237				82003			\$20.00	New	n		6
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.											
North Cape, Arctic Convoy Battles #292				109436			\$25.50	New	n		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
				Flag				
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 Warrie 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 lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.								
Old Contemptibles, 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	OoP 3
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Plato level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters where 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 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		60247		\$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 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 lvl 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		93834		\$65.00		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		68802		\$30.00		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 Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.								
Over the Top: Lemberg & Verdun #198		41583		\$75.00		New	n	OoP 4
Mag & Game. Pair of brigade lvl games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemberg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00								
Over the Top: Mons & the Marne 1914 #186		22771		\$55.00		New	n	OoP 4
Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #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 lvl 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, War OF the..., 1879-1883 #282		109905		\$22.50		New	n	OoP 4
Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btln/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampfgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13								
Reconquista, Struggle for Iberia #279		104165		\$22.50		New	n	Going 6
Mag & game. Game of the conflict between Christians & Moslems in Iberia, 850-1250AD. Map depicts what is now Spain & Portugal & a bit of France using areas. Basically a 2-player game but can be played by multiple players as factions rise & fall. 25yrs/turn, 228 countrs. J.Romero'13 / ARTICLES ON: The Reconquista, Christian conquest of Spain; Taiwan invade, 1661 & 1683; a Chinese Navy Aircraft Carrier; Analysis of the battle for Peleliu, 1944; Analysis of the T-55 tank; first commander of the Alamo; Operation Matterhorn, bombing Japan from China; Putin's strategy for Russia; Confederate spies in Tennessee; 1869 Telegrafo affair, the last of the Caribbean pirates.								
Red Dragon Rising #250		84663		\$69.00		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 Korea, Japan, Australia, th Philippines, Singapore the UK & of course the US. Brig/corpair/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		104293		\$40.00		Mint	n	OoP 4
Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the rest of WWII 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	OoP 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 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											
Reinforce the Right, W.Front 1914 #180		18136		\$50.00			New	n	OoP		4
Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.											
Rio Grande, the Battle of Valverde #143		19164		\$12.00			Mint	n	OoP		2
Mag & Game. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Gt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecucoli, Forgotten Military Genius.											
Roman Civil War #157		104294		\$65.00			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		64270		\$19.00			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 Regiment; 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		97386		\$39.00			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 War 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11											
Russo-Turkish War, 1870-71 #154		33394		\$29.00			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.											
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's #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First Btl's (10), 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault 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		89892		\$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		97655		\$45.00			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 t 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		\$79.00			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 Tods w/ OoB; the Light Carrier Alternative; Resistance to Roman Invasion of Britain 46BC; Trench Mining in WWI; British ant-mine Fire Ant device; Death of the German Airborne force due to lack of transport.											
Sealords, Vietnam War in the Mekong#243		80335		\$45.00			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 & Countrstrk #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		69812		\$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.											
Seven Years War #163		16898		\$49.00			New	n	OoP		6
Mag & Game. Strategic level game of the wars of Prussian ascendancy, aka the 7 Years War, 1756-63, on a global scale. Both players attempt to expand without provoking unified reaction. Std & adv game rules, plus solitaire rules designed to allow play by a single player. 16mi/hex, seasonal turns, brig/rgt level, 240 counters. J.Miranda'94 / ARTICLES ON: Seven Years War in Europe, 1756-63; Weapons of the American Civil War, Evolution or Revolution?; Sebastian Vauban, Master of Fortresses in the Age of Siege; errata for Italian Campaign MedWar #160, Zeppelin #159, Red Sun/Red Star #158, Roman Civil War #157, White Eagle Eastward #156.											
Seven Years World War #221		68794		\$32.00			New	n	OoP		8
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											
Shenandoah, Jackson's 1862 Campaign #284		102461		\$22.50			New	n			4
Mag & game. Detailed game of the Port Royal & Cross Keys battles during the 1862 Shenandoah Valley Campaign Uses a variation of the Twilight's Last Gleaming #225 game system. 3 scenarios (Cross Keys, Port Republic). Rgt 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 Cochín China; Awa Maru, Greatest Submarine Error of WWII; Military Space Pioneers.											
Shiloh, Bloody April 1862 #264		93493		\$22.50			New	n			4
Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.											
Soldiers, Decision in the Trenches #280		105850		\$22.50			New	n			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
Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.													
Spanish Civil War Battles, v1 #213		59139		\$36.00				New	n			OoP	4
Mag & Game. First of an intended series of operational, btn/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, btn/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.													
Spanish Civil War Battles, v2 #219		73707		\$22.00				New	n			OoP	3
Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan.1939. 280 counters, 1mi/hex, 1day/turn btn/rgt/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.													
Sparta vs. Athens #286		112326		\$22.50				New	n				6
Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and to 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.													
Strategy & Tactics (DecGm) #223		96830		\$3.00				Excell	n			OoP	Z
Magazine only, Rules not included. ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.													
Successors #161		32384		\$32.00				New	n			OoP	6
Mag & Game. 2-4 player game of the wars of succession, 320-205BC, which began after the death of Alex the Great. Each player seeks to create the dominant empire in the chaos following the collapse of Alexander's empire. Emphasis on random events, control & economics. Variable time/turn, 240 counters, area move. G&N.Graber'93 / ARTICLES ON: Alexander's Successors; the B-29 & Rise of American Strategic Airpower; Bonaparte in Italy & Egypt; the German 164th Light 'Afrika' Division; the First Stormtroops; 18th Century French Warships; ERRATA for Zeppelins #159, Red Sun/Red Star #158, Italian Campaign series #146, 150, 155); J Fuller profile.													
Sun Never Sets, Brit.Colonial Wars #274		103061		\$42.00				New	n			OoP	3
Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarman VII & the 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.													
Taipei, Invasion of Taiwan 2000 #202		49797		\$59.00				New	n			OoP	4
Mag & Game. Operational level game of a hypothetical Chinese invasion of Taiwan in the immediate future. Brig/div level with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) v lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes. Good game of the complexities of modern combat environment. 10k/hex, 3.5days/turn. J.Miranda'00 / ARTICLES ON Emerging Conflict with China w/ Chinese & US OoB; Korsun-Shevchenkovsky Operation, 24 Jan-17 Feb 1944; British Campaign in Egypt 1882; Montrose, the Living & Dying of a Master Tactician.													
Tarawa, Red Beach One #142		30720		\$25.00				Mint	n			OoP	2 1
Mag & Game. Solitaire game of the bloody Nov. 1943 invasion of Tarawa Island by the US 2nd Marine Div against 3500 Japanese. Includes rules for 2 players. Co lvl, 100yd/hex, 6hrs/turn. M.Joslyn'91 / ARTICLES ON: the Battle for Tarawa 1943; ERRATA for Objective Tunis #140; von Clausewitz & the Rise of Modern Warfare; German Merchant U-Boats in WWI; First Air Battle between Balloons 1808; Allied Campaign Against Danube River Traffic in WWII; Soviet (Russian) withdrawal from German in the early 1990s; The Two Key Factors in Wargame Design (Miranda).													
They Died with Their Boots On, v1 #236		74817		\$32.00				New	n			OoP	3
Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.													
They Died with Their Boots On, v2 #242		79819		\$20.00				New	n			OoP	3
Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btn/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War Black Ops; Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.													
Thirty Years War, Great War 1618-48 #173		104301		\$79.00				Mint	n			OoP	2 4
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													
Ticonderoga, BtIs for Lake George #277		100060		\$22.50				New	n			OoP	3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability, 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.													
Tobruk, Operation Crusader 1941 #278		103886		\$22.50				New	n			OoP	3
Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a hit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex btn/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.													
Trajan #145		105440		\$75.00				Mint	n			OoP	4
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.													
Trajan #145		92495		\$65.00				Excell	n			OoP	4
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.													
Triple Alliance War #245		82339		\$19.00				New	n			OoP	6
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.													
Twilight of the Ottomans #241		83682		\$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 1812 #184		116783		\$59.00				Mint	n			OoP	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 #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Sml discoloration on ad on rear cover from label removal; otherws mint. ■ Mag & Game. Three tactical lvl, decisive battles from late in the War of 1812: Bladensburg (Aug 1814), North Point (Spt 1814), New Orleans (Jan 1815), 240 counters, 100yd/hex, 15min/turn. C.Diamond'97 / ARTICLES ON: the War of 1812, Operations & Battles; History of the Chinese People's Liberation Army; Caesar's treachery in Gaul 58BC; First British Commando Raid, on Guernsey Is. 1940; Modern Artillery; the last Emperor of China; Aspects of the German campaign in the USSR, 1941; KG200, the Luftwaffe's Special Force; Strategy & Tactics Mag, past & future.				\$29.00				New	n	OoP			3
Twilight's Last Gleaming, War v2 #225		69813		\$29.00				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.				\$49.00				New	n	OoP			4
Vietnam Battles: Hue / Op Pegasus #196		57849		\$49.00				New	n	OoP			4
Mag & Game. Grand tac, bitn-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 & F: of the Luftwaffe; Hannibal, a Stark Appraisal.				\$40.00				New	n	OoP			4
Vinegar Joe's War #227		70340		\$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 Flyin 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.				\$25.50				New	n				4
Warpath #291		108853		\$25.50				New	n				4
Mag & game. Includes 24 trech markers for Hindenburg's War. Game covers the campaign for control of Indian Territory during the American Civil War, and for the tribes' 5 capitals in particular. Players draw chits enabling 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, bitn-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.				\$22.50				New	n				6
When Lions Sailed #268		117239		\$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 syster 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justin's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11				\$26.00				New	n	OoP			4
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 i 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.				\$44.00				New	n	OoP			6
Winged Horse, War in Vietnam 1965-6 #239		79305		\$44.00				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; USAAF in Europe, 1942-5.				\$109.00				New	n	OoP			6
World War I 3rd #294		110506		\$109.00				New	n	OoP			6
Mag & Game. 3rd 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 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, 234 counters, 36mi/hex. J.Miranda, J.Dunnigan'15 / ARTICLES ON: World War I; Desert Storm G2, Marine Corps Intelligence Operations; Third System (post War of 1812) Forts in the American Civil War; Muslim Conquest of Syria, 629-37; English Settleme of Normandy, 1417-53; Korean Admiral Yi Sun-sin & His Turtle Ships; Review of Battles of the Ancient World smartphone app.													
Decision Gms Modern War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Carrier Battle Group Solitaire #14		108314		\$79.00				New	n	OoP			4
Mag & Game. Solitaire game of operating a US carrier battle group in the North Atlantic against the Soviets in the 1980s. Mission is generated randomly for each game, and determines victory. Incident chits present Soviet ships & aircraft, as well as target opportunities. You manage the aircraft carrier in great detail (ala Goeben 1914). 228 counters & a lush map centered on the Norwegian Sea. 12hrs/turn, 60mi from pt-to-pt, squadron level aircraft. J.Miranda'14 / ARTICLES ON: US Carrier Battlegroups During & Since the 1980s; Battle of Khe Sahn 1968; Battle of Grozny in Chechnya 1994-5; Kopassus, Indonesian Special Forces; Cold War Flying Wings Aircraft; Modernizing the Chinese People's Liberation Army; Ontos, the US Marine's Anti-Tank Weapon; US Navy Laser Weapon Systems.													
Decision Iraq # 6		105893		\$22.50				New	n				4
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003 Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Deciso Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccor 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		113335		\$25.50				New	n				4
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/bitn level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Culture, 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 Vistul, 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		105909		\$22.50				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 scenario: 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		105867		\$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.													
Fallujah 2004, City Fighting in Iraq #23		114930		\$25.50				New	n				3
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		110280		\$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		115745		\$42.00				New	n	OoP			2
Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlc & His Stand at Nam Dong; Operation Musketeeer, 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.													

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Holy Land, Next Arab-Israeli War # 8		105895		\$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		117853		\$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.										
Kandahar, Splc Forces In Afghanistan #21		112768		\$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		117855		\$25.50		New	n			3
Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 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.										
New World Order, Kiev & Ulaan Baatar #22		113342		\$25.50		New	n			4
Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAA depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btl/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACs in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.										
Next War in Lebanon #13		117003		\$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 t 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad; Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Comb Russia's T-90 Tank.										
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, btl/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 Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drone at war; the Hashim Portable Greand Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
Oil War, Iran Strikes 2nd # 2		117259		\$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 Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/cor 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 Greand Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.										
Race to Baghdad, 2003 #20		117410		\$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 lineal 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; Chins DF-21D East Wind Anti-Ship Ballistic Missile.										
Red Dragon / Green Crescent # 1		112771		\$75.00		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 for 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 Cit War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 & BMD-4; US Navy's New Railgun; Islam Revolutionary Guards Corp Air & Space Forces.										
Red Tide West #15		108954		\$37.50		New	n			4
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btl/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 Krushev in the Cold War.										
Six Day War, 1967 # 4		104827		\$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		105819		\$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.										
Target Iran #10		118212		\$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		105877		\$22.50		New	n			4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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, 1988-2003; 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		115628		\$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 Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.													
War by Television, Kosovo 1999 #9		105901		\$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 (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		91814		\$45.00				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		90510		\$20.00				New	n				8
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start WWII.													
Bloody Ridge, Guadalcanal Sept 1942 #37		111062		\$22.50				New	n		Going		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		86571		\$69.00				New	n		OoP		4
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. 176 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.													
Coral Sea Solitaire #10		91050		\$59.00				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 Offense in the Med 1943; Operations research in WW2.													
Counterattack in Ukraine, Dubno '41 #31		103604		\$22.50				New	n				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 tho in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowki [Polish soldier in WWI, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australi Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 1937-45; Japanese Planning for the Malayan Campaign 1941-2.													
Crete 1941 #47		118585		\$25.50				New	n				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. Btl 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		104204		\$44.00				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 AT Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09													
Duel in the North #48		115652		\$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.													
Finnish Front, 1941-42 #5		88451		\$39.00				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		110364		\$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		105618		\$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. Col/btl level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.													
Greater East Asia War #6		89839		\$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		90248		\$20.00				New	n				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		103516		\$22.50				New	n				4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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; 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: Lutchessa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by an event chit drawn for each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps, J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.													
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.Schettler, 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. Btlm/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.													
Hinge of Fate, Poland & France 1939 # 30		103959		\$22.50				New	n				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, btl level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanese v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.													
Leningrad '41 #17		95408		\$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, btlm/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.													
Mare Nostrum, War in the Mediterrann #41		114098		\$49.00				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.													
Minsk, Battle of...1944 # 22		101450		\$22.50				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		118197		\$25.50				New	n		Going		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 Front Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.													
Norway 1940 # 29		102179		\$22.50				New	n		Going		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-Elmigen 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		116660		\$25.50				New	n				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 Philippin 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.													
Operations Olympic & Coronet # 27	GmOnly	112887		\$89.00				New	n			OoP	4 1
GamesOnly. ■ GameOnly. Major update of the long-popular solitaire game, SPI's Operation Olympic, plus a second companion game. OLYMPIC covers the what-if the US had elected to invade the southern-most Japanese island, Kyushu, in 1945 and is updated based on new info. CORONET is a new game using the same system depicting the planned, March 1946 invasion of the open plain around Tokyo. Rgt level, 4mi/hex, 1wk/turn, 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Miranda'12													
Pacific Battles, Guadalcanal # 23		101448		\$33.00				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), btlm 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		118202		\$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, Btlm/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battlesh 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		102837		\$22.50				New	n				4
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Commar in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.													
Pacific Battles, Shanghai #42		112755		\$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		111748		\$25.50				New	n		Going		2 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.													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
					Flag			
Partizan! War in Yugoslavia 1941-44 #16		94464		\$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		115623		\$25.50		New	n	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 Moulins des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skills & Cultural Awareness in the US Military.								
Race to the Reichstag, 1945 # 26		103522		\$52.00		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		114776		\$32.00		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		96016		\$69.00		New	n	OoP 4
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 to the USSR, 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 in 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.								
Sedan 1940, Decisive Btl for France #24		98600		\$48.00		New	n	OoP 4
Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kurs unlucky USS Wm Porter; review of TSWW Balkan Fury.								
Shingle, the Anzio Beachhead # 33		102184		\$22.50		New	n	OoP 4
Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp." Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hank Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.								
Soft Underbelly, Southern Italy 1943 #15		94692		\$22.50		New	n	4
Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Hum on TV. '10								
Solomons Campaign 2nd # 2		85702		\$119.00		New	n	OoP 4
Last copy. ■ Mag & Game. Major update of the SPI game of this name, a low complexity, hi excitement game of air-land-sea combat for Guadalcanal, Aug 1942-Feb 1943. 100mi/hex, 2wks/turn operational, 12hrs/turn tactical. 280 counters, . J.Dunnigan, J.Miranda'08 / ARTICLES ON: Warfare in the South Pacific, 8/42-2/43; Bodenplatte 1945, Goering's raid on British airbases; Battle for Gdynia & the Polish Corridor 1939; Strasbourg 1945, First Act of the Cold War.								
South Seas Campaign 1942-3 #18		95287		\$35.00		New	n	OoP 4
Mag & Game. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON the South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.								
Strike North #35		103844		\$22.50		New	n	4
Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory.. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June or July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape, the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longstree & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks: light projectors as weapons in WWII.								
USAAF, US Strategic Bombing 1944 # 4		87883		\$75.00		New	n	OoP 6
Mag & Game. Game of the US strategic bombing campaign over Germany in WW2. US player must shorten the war thru successful bombing actions to win. Germans can manage their production; US can target specific industries. Grp/wing, 1mo/turn, 54km/hex. Based loosely on SPI's Flying Fortress. C.Cummins, T.Bomba, J.Miranda'09 / ARTICLES ON: History of Strategic airpower; SAS commando missions in N.Afrika & Germany; the Thai-French War of 1941; Moselle River crossing, Nov 1944; intelligence failures prior to Munich Crisis of 1938; battle for Wake Island, 1941; final battle of the Polish campaign, 1939.								
What IF, Invasion Pearl Harbor #14		112332		\$22.50		New	n	4
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.								
Winterstorm, Relief of Stalingrad'42 #36		114101		\$22.50		New	n	4
Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forces encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btln/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14. ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behir Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.								
Yamato Unleashed, Battle Off Samar #46		114927		\$25.50		New	n	2
Mag & Game. Game covers the pivotal moment of the battle at Leyte Gulf as the main Japanese surface fleet encounters two task forces of American escort carriers defending the transports behind them. The US carriers light craft must delay & prevent the Japanese surface fleet from exiting the map (and thus destroying the transports). Historically, the Japanese refused battle, but here they can dive thru the carriers to attack the transports ship or a air squadron/counter, 1nm/hex, 12min/turn, 228 counters. Fast moving 2-person game system. C.Perello'15 / ARTICLES ON: Battle off Samar, 25 Oct 1944; Biological Warfare & the Battle of Stalingrad, 1942; Hitler's Alpine Redoubt, Myth or Reality?; Chasing Shadows, a Reassessment of the Royal Navy in the Mediterranean Sea 1940-43; the French Dewoitine 520 Fighter; Japanese Carriers of the Pearl Harbor Strike; Germa Heinkel 280 Jet Fighter Prototype; the Soviet Massacre of Polish Soldiers at Katyn Forest, 1940.								
Zhukov's War #50		117408		\$45.00		New	n	4
Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation charts determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Eneginer & Amphibious vehicles; US 34th Nation Guard Div in WW								

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
1714, the Case of the Catalans		115006		\$42.00			New	BC	Going	6	5
Strategic level, multiplayer game set during the War of Spanish Succession. Each player is part of the Grand Alliance in 1701 attempting to prevent the dynastic unification of France with Castile & Aragon by the Bourbons. Britain, the Netherlands, Austria, the Dutchy of Savoy & Portugal all seek to secure secret goals thru concessions from the Bourbons, and may attack French armies thruout western Europe. Players must manage their resources to maintain a will to fight & the resources for war. Includes 110 cards, 162 wooden trackers. Produced by a Spanish company, made in Germany, with all English components; go figure. '14											
Dimension Six, Inc.		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Direct Conflict in Dimension Six		58751		\$25.00			Mint	FB	OoP		A
V.simple but intriguing game of a fight to the death between two star empires operating in two different dimensions, with the ability to build links between them. M.Carroll'78											
Distant Seas Publishing Co		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Distant Seas		101072		\$27.00			New	BC	OoP		8
2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92											
Distant Seas		10833		\$24.00			Mint	BC	OoP		8
Entirely strip punched; Slight spotting of rules. Otherws mint. ■ 2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empir Builders at Sea! V.Rood'92											
Dwarf Star		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Star Vikings		114416		\$20.00			V.Good	SB	OoP		6
Missing 3 units, ID unknown. Label on box btm. Box worn w/ horizontal creases on 2 box sides plus end flaps. S.Ome stains in rules. ■ Small, 2 player game of Viking-type raiders in space attacking outposts at the periphe of a huge star empire. Weak & scattered empire forces must defend against unpredictable raids. Empire is subject to political & economic events. Includes resource collection & production. All in a simple game. A.Hendrick'81											
Eagle Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Age of Mythology, the Boardgame		111766		\$65.00	**		Mint	LB **	OoP		1
Several minor creases on box edges due to game's heft; components unpunched & very clean. ■ Port of the very popular PC game to a board game. 2-4 players gather resources to build armies of plastic minis composed warriors, priests, heros & mythical creatures to do battle with each other thru 5 historical epochs. Basic, std & adv rules. Faster playing (~2 hrs), 300 colorful & large minis, and simpler rules make for a colorful beginner's game.'03											
Earth Decision Systems		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Meganation		3991		\$25.00			Excell	HC	OoP		6
2-8 player, fast playing game of politics, technology & generational expansion using a fictional world. 1989											
Englemann Military Simultn		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Crisis Games, Columbia		3954		\$29.00			Mint	zl	OoP		4
2-3 player game of political & drug war in Columbia using cards, counters & area move. '90											
Rise & Fall		103355		\$50.00			Mint	BC	OoP	Err	6
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.Englemann'89											
Shattered States		3935		\$35.00			Mint	BC	OoP		8
Modest mildew spotting to several white card faces & charts; otherws mint. 2-6 players attempt to reunite the US after economic collapse in the Survivalist's Nightmare. Good, simple game along lines of Junta tho created from a whacko perspective. K.Engelmann D.Spencer'90											
Eon Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Darkover, the Ages of Chaos		111763		\$49.00			Mint	BC	OoP		4 4
2 sets of screen supports separated, but game otherws 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											
Excalibre Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Ancient Conquest 2nd		96114		\$33.00			New	BC			6 4
Update of this oldie game of political & military conflict, 1000-550BC, among the ancient cultures of the Middle East. Playable solitaire, but with up to 4 players. Includes Egypt, Medes, Arameas, Uratu, Assyria, Mitanni, Lysdians, Hittites, Elamites, Jews, Cimmericians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11											
Conquerors, Romans & Macedonians 2nd		118112		\$60.00			New	BC			6
Update of 2 games that mate to cover most of ancient Mediterranean. Covers the Greek & the Roman eras, including Alexander's campaigns & the Punic Wars. 2 maps, 1200 countersheet. R.Berg, J.Miranda'11											
Ironclads, 2nd		111091		\$39.00			New	BC	Going		1
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											
Mighty Fortress 2nd		105332		\$30.00			New	BC			6
Includes 2009 Setup/Victory Condition card set update. New but not shrinkwrapped. ■ 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											
Sovereign of the Seas		41677		\$22.00			Mint	FB			A
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											
Stalingrad, Battle for... 2nd		118114		\$43.00			New	BC			2
Revision & graphic update of this popular, Co-Btlm level game of the bitter battle for & around Stalingrad in Fall 1942. 7 weekly turns w/ variable impulses. Good feel to game. 600 counters. J.Hill '11											
To the Green Fields Beyond 2nd		114815		\$36.00			New	BC			4
Reprint of this RECOMMENDED game of the late 1917 Allied offensive using tanks that broke the German lines & the German counterattack that sent the allies reeling. 1250yd/hex, 24hrs/turn, 420 counters. One of best WW-I games ever. Awarded best 20th Century Game in '78. HIGHLY RECOMMENDED. '04											
Total War		6047		\$29.00			Mint	zl			4
Simple tho sizable gm of German invasion of Poland, 1939. '78											
Trajan, Ancient Wars Update Kit		118115		\$46.00			New	BC			4
Kit updating the 4 games based on the Trajan game system, with new rules & 180 counters allowing players to link the four games, plus new scenarios (Trajan, Roman Civil War, Caesar in Gallia, and Germania). Kit includes unified rules set, and the new components printed in 2004. Also includes as a bonus the map & counters to one of the 4 games (Caesar in Gallia) of the series. J.Miranda'04											
Wings, 2nd		88898		\$30.00			New	BC			1
Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93											
Fact & Fantasy Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Helm's Deep, Battle of...		114419		\$125.00			Excell	n	OoP		3
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											
Siege of Minas Tirith		114420		\$139.00			Excell	n	OoP		4
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 charasmatic leaders while the two large armies slogged it out. 120 counters. R.Jordison'75											
Fantasy Flight Games		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com						FAX (702) 926-5205 anytime	
Blue Max, World War I Air Combat, 5th		104129		\$30.00	**		New	FB **	OoP		1 6

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.											
Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14											
Twilight Imperium	114028			\$35.00	**	Mint	LB	**	OoP	9	6
Some minor box creases. Components cherry. ■ Simple, 2-6 player game of galactic expansion via trade, diplomacy & warfare. Players place hex tiles to build the known universe, ala Kings & Things & Settlers Catan. Ea player represents a race w/ unique abilities (ala Cosmic Encounters). Colorful components & a very nice blend of nice ideas from other games. C.Peterson'97											
Fantasy Games Ult'd WARGAMING M: (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Maiwand, Battle of... # 3	117628			\$15.00		Mint	n		OoP	3	
Game & Mag. Wargaming Magazine #3. ■ Game & Mag. Wargaming Magazine #3. Sml board game of the battle of Maiwand from the 2nd Afghan War as the British make another attempt to subdue this tribal land. Grand tactical scale, 80 B&W counters that must be mounted & cut apart. '78 / ARTICLES ON: Review of DUPONT Troy; Revising the winning tactics of Retarius in Gladiator; Changes to Royal Armies of the Hyborean Age; Feud Mobilization & Logistics; Condottieri Army Lists; Miniatures scenario for Fuentes D'Onoro, 1811; Spanish Royalists in South America, 1814-25; Powder Burn Rules changes; History of the Battle of Cassino 1944; Changes to Armour & Infantry Rules 1950-75; Analysis of Star Raider; Superheroes in White Bear & Red Moon; Magical Theory of Chivalry & Sorcery. '78											
Fantasy Games Unlimited (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Lords & Wizards	105770			\$49.00		Excell	zl		OoP	6	6
Early (& advanced for its time) 2-6 player game with an elaborate mixture of armies, magic, diplomacy & economics. Players represent a lord or a wizard, and support either the cause of Order or Chaos or neutrality. Includes multiple races of humans, orgs, trolls, dragons, elves, etc, as well as taxation (& revolt), land & naval units, missile units, bribery, multiple levels of magic, & much more. Someone was reading Lord of the Rings... A.Gruen'77											
Middle Sea	965			\$39.00		Excell	BC		OoP	6	
Some coffee stains on back cover of rules. ■ Multi-player game elaborating on Diplomacy w/ written simultaneous orders, set in the Mediteranean, c1200AD. T.Donnelly, W.Backhaus'79											
War of the Ring	114223			\$99.00		Mint	GB		OoP	6	
Label on box btm; others cherry mint. ■ Early game of Tolkien's War of the Ring with a unique system. 64 counters provides generic armies & heroes on an area-move map of Middle Earth. Game system adapts the mechanics of Diplomacy (sans diplomacy itself) for armies, supply, control and production. Packaged in a unnecessarily huge, largely empty, mass market-style box with counters, board & rules. T.Drake'76											
FASA Corp. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Noble House	3993			\$22.00		Excell	BC		OoP	A	
Stock trading in modern Hong Kong. Based on J Clavell's novel. '81.											
Whirlwind	972			\$15.00		Excell	BC		OoP	A	
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											
Fat Messiah Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Shapeshifters, 3rd [10th Anniv Edi]	99988			\$10.00		New	Fo	Going		1	
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											
FGA Board Game JournalMag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Boardgame Journal (FGA) # 1	3594			\$10.00		Mint	n		OoP	Z	
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											
Boardgame Journal (FGA) # 1	116463			\$10.00		Mint	n		OoP	Z	
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											
Boardgame Journal (FGA) # 2	115322			\$12.00		Mint	n		OoP	Z	
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											
Boardgame Journal (FGA) # 3	115323			\$12.00		Mint	n		OoP	Z	
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											
Boardgame Journal (FGA) # 4	116464			\$15.00		Mint	n		OoP	Z	
Includes errata countersheet with 60 counters (Op Crusader (47), Civ War Classics (5), Pac War Classics (7), Bro Ag Bro (1)). ■ As published, included a 60 countersheet (Op Crusader (47), Bro Ag Brto (1), Civil War Classics (7) Pac War Classics (5). ARTICLES 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 scenar for Eagle & the Sun, plus 2 very small training 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											
Boardgame Journal (FGA) # 4	115324			\$12.00		Mint	n		OoP	Z	
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 trainir 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											
Boardgame Journal (FGA) # 5	115325			\$12.00		Mint	n		OoP	Z	
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											
Fierly Dragon Productions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Army of Ireland	106304			\$24.00		New	SB		OoP	3	
Tactical level game of the battle of Ridgeway in what is now Ontario, Canada. An invading army composed of American Civil War veterans of Irish descent (Fenians) attacks British-held Canada with hopes of exchanging territory there for Irish independence. They encounter a determined Canadian militia & duke it out in 1866. '08											
Autumn Mist, the Battle of the Bulge 3rd	83902			\$20.00		New	SB		OoP	4	
Reprinted 3rd ed. Game of the Battle of the Bulge, 1944, with 280 counters. Simpler design. '08											
Final Frontier 3rd	111845			\$23.00		New	SC		OoP	2	
Our last copy. ■ Reprint of this small game of human expansion into the solar, from the sun to Neptune w/ die cut counters. Strategic & operational in nature, emphasizing economic development & combat. Played on a oc 11x17 map w/ 280 countrs. K.Anderson'08											
Freikorps, Bolsheviks Invade Germany 4th	100913			\$19.00		New	SC		OoP	4	3
3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08											
War Plan Crimson 3rd	97136			\$20.00		New	SC		OoP	4	
Last copy. ■ Reprint of this 280 counter, btm/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08											
Fire Fight Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Bloodbath at the Sakarya, Aug. 1921	88933			\$16.00		New	Fo		OoP	3	
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											
Cossack Revenge, Denekin's Abyss 1920	81931			\$16.00		New	n		OoP	3	
Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 2 counters that must be mounted & cut aparts. 1mi/hex, co/btn level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07											
Deep Into the Bekaa, June 1982	87640			\$16.00		New	Fo		OoP	2	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. ■ Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08												
Eastern Operatn, Jap.Conquest of Hawaii		91295		\$22.00		New	Fo	OoP				4
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												
Fischfang, Smashing the Anzio Beachhead		83578		\$16.00		New	n	OoP				3
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												
For Bloody Honor, the Russian Civil War		79103		\$15.00		New	zl	OoP				6
Last 1st edition copy. ■ Strategic level game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red & Anarchist factions, and political concerns that don't allow focusing on a military victory. 270 counters that must be mounted & cut apart. M.Woloshen'07												
Heroic Frenzy, Stamping Out the RedVirus		83116		\$16.00		New	Fo	OoP				4
Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07												
Kahovka, Wrangel's Kursk Oct. 14 1920		80973		\$16.00		New	zl	OoP				3
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												
Operation Leopard, Assaulting Leros 1943		81933		\$22.00		New	Fo	OoP				3
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 supris P.Rohrbaugh,P.Moore'06												
Pare Los Facists! [Stop the Facists]		85085		\$16.00		New	n	OoP				3
Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, 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												
Fliving Buffalo (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Berserker, Man Against Machine, 2nd		113784		\$25.00		Mint	HC	OoP				6
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												
Nuclear War [16] 50th Anniv Edition		116070		\$28.00		New	FB	Going				A 8
Special 2015 printing to commemorate the 50th anniversary of this great card game celebrating the nuclear hot war we missed. HIGHLY RECOMMENDED card game suitable for significant others, beginners, beer & many replays in a night. Players exchange nuclear bombs until only one player has population remaining. For 2-8 players, so negotiations & grudges play a part. This edition allows up to 8 to play, and now has precut, color population cards. Play mats depict an actual Titan II missile control panel. '16												
Fresno Gaming Association (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Civil War Classics: Pea Ridge & Shiloh		975		\$39.00		Mint	BC	OoP				4
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												
Civil War Classics: Pea Ridge & Shiloh		113643		\$45.00		New	BC	OoP				4
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												
Game Designers Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Agincourt 1415, Battle of... 2nd		49278		\$45.00		Mint	SB	OoP				2
Cherry. ■ Simpler game of disastrous French loss to English near Calais, Oct 1415. M Miller '78.												
Assault, Boots & Saddles		112205		\$49.00		Mint	HC	OoP	Err			2
Has a permanent label on box side panel, othersw cherry/unpunched. ■ Complete game using Assault system & mating w/ that game & its modules. Simulates tac combat role of helicopters for ground attack & airmobile ops. Complex. F.Chadwick'84												
Attack in the Ardennes		114228		\$35.00		Excell	BC	OoP	Err			4
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												
Basra, Battle of...		113932		\$15.00		Mint	Fo	OoP				4
50 unit intro game of 24th Mech v Rep Gds. Colorful & detailed. Intended to use the then-current war to introduce beginners to gaming. '91												
Case White, Invasion of Poland 2nd		109464		\$99.00		Mint	FB	OoP	Err			4
Collage cover. Ding to one corner causing a 1" seam tear (repaired) & some rippling. Othersw very clean. ■ 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/btn level. F.Chadwick'77												
Coral Sea 1st		107551		\$55.00		Mint	zl	OoP	Err			2
Cherry. ■ 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												
Coral Sea 2nd		85686		\$33.00		V.Good	zl	OoP				2
1 of 2 staples no longer binding all rules pages. Blank backsides of units color colded. ■ 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												
Drang Nach Osten/Unterschieden BUNDLE		107548		\$325.00 **		Mint	FB **	OoP	Err			4 M
Complete, clean, unused. Includes 2 sets of DNO rules. Component inventory in both games checked in pencil litely. Containerized in original 1974 shipping box from GDW. ■ BUNDLE of base DNO game & UNT kit in a box. 9 map, btn/rgt/div level game of the entire War in the East using semi-monthly turns, with immense color & detail. Later updated as Fire in the East (and upcoming Total War). Huge but very engaging game system. DNO covers the war thru end of the Soviet Winter offensives in March 1942; UNT extends coverage thru the end of the war. Many thousands of counters. '74												
Fall of France		108812		\$99.00		V.Good	FB	OoP				4
Substantially complete but missing all blanks, 19 markers & 120 units (mostly German, some Brits; IDs included). Some box edge abrasion on box btm, minor crease along box top side edges. Grid box. ■ Grid cover box. Europa VIII. Europa level game of the 1940 invasion of France & the Benelux (& including the Italians & Swiss) w/historical & free deployment. Good game, but complex with hi unit density. 16mi/hex, 2wks/turn, 2maps, 20 counters. J.Astell '81												
House Divided, 2nd		98688		\$25.00		Excell	HC	OoP	Err			6
Crease along left side of box cover. Superset of counters: all orig counters PLUS 73 markers taken from 1st ed game (many showing counter wear). Leader markers misprinted in all copies of this game. ■ Leader markers misprinted in all copies of this game. Simple, RECOMMENDED game of the American Civil War using an area move system. Quite popular & good w/ beginners. 2nd ed adds several significant optional rules including leaders plus yearly scenarios for '62-64. F.Chadwick'89												
Lobositz, Battle of...		6545		\$35.00		Mint	zl	OoP				2
In a ziplock. Freddy the Great's Prussian force besieging Prague turns to attack relieving Austrian force. F.Chadwick '78												
Marita-Merkur, Campaigns in the Balkans		108697		\$45.00		Excell	FB	OoP				4
Collage box. Missing (all) 14 blanks; all units present. A few sml, minor abrasions on box edges. Othersw complete & clean. ■ Collage box. 6th in acclaimed Europa series of 16mi/hex operational level games of WW2 in Europe. Covers the war in the Balkans from the abortive Italian attack on Greece, the quick German conquest of Yugoslavia, thru German conquest of Greece & the airborne assault on Crete. 16mi/hex, Div/reg/btn level, with air units (& naval units in Europa). P.Banner, J.Astell'79												
Near East Kit, Turkey Iraq & Iran		109459		\$55.00		Mint	FB	OoP				4
Grid box. 3" crease extending from one box cover corner. Othersw cherry, unpunched, unused. ■ Europa kit IX, adding Turkey, Iran & Iraq to Europa. W/forces & mobilization schedules. Requires Western Desert or War in the Desert to play scenarios, but joins to Fire in the East/Scorched Earth as well. J.Astell'83												
Near East Kit, Turkey Iraq & Iran		108690		\$45.00		Excell	FB	OoP				4
Grid box. Missing 2 mixed color blanks; All units present, othersw complete & clean. ■ Europa kit IX, adding Turkey, Iran & Iraq to Europa. W/forces & mobilization schedules. Requires Western Desert or War in the Desert to play scenarios, but joins to Fire in the East/Scorched Earth as well. J.Astell'83												
Normandy Campaign, Beachhead to Breakout		101701		\$35.00		Mint	HC	OoP	Err			4
Some minor concaved creasing on box top. Unpunched. ■ Double-blind game of the campaign in Normandy thru mid-August, D+1 to +75. Div level. 2 sml maps, 240 counters, 10km/hex, 2 scenarios (Normandy & Beach I Breakout). B.Knight'83												

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Operation Crusader Complete. Box edges worn w/ repairs to corners & some edges (some in scotch tape); 2 corners repaired. 3" square clear packing tape on box cover w/ writing below. Minimal annotations in rules & charts per errata. Over in very good condition with much life left. ■ HUGE 5 map, 2400 counter game of grand tactical battles in N.Africa, May-Dec'41. Covers area around Tobruk to Sidi Barini at company/btn level. Op Brevity (May) and Battlea (June) are small, very manageable scenarios used to introduce the system; Crusader (Nov-Dec) is the BIG one. Command & Control, logistics, air support & combat, tank breakdown & recovery, weather, ranged fire, rest & refit, morale--its all there. 1 player per division + an army commander recommended for each side for team play (up to 10 people). 1hr/turn, Co/btn leel. A labor of love by F.Chadwick'78		104227		\$174.99	**	V.Good	FB	**	OoP		3
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. 2nd ed colorizes the map. J.Prados'		1135		\$75.00		Mint	FB		OoP	Err	6
Prague, Battle of... Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & laster 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 & laster destroys the Austrian right wing. 120 counters. F.Chadwick'80		1067		\$26.00		Mint	SB		OoP		2
Road to the Rhine [Green] Green box. Very clean, unpunched. ■ Green box. Div level drive on the West Wall, Sep 44-Apr 45, w/ innovative multi-impulse move. F.Chadwick'79		107211		\$45.00		Mint	FB		OoP	Err	4
Soldier King 14 units loose from tree in strips; otherws mint & v clean. ■ Simpler, 2-4 player game of diplomacy & 18th Cent. combat in a hypothetical war of succession. Elaborates on the House Divided system. Well suited to beginners. 2 maps, 320 counters. F Chadwick'82		107630		\$35.00		Mint	BC		OoP		6
Spain & Portugal Kit Missing 2 Spanish units & 5 blanks of various colors. Several large creases & 2 sml seam tears on box btm. All counter corners neatly trimmed. Otherws EX & v clean. ■ Europa X. Kit adding Spanish & Portugese to Euroj w/ mobilization sched & invasion scenario. Assumes Germans focus on Med & Britain in '41. J Astell'84.		108689		\$35.00		V.Good	FB		OoP		4
Stand and Die, Btl of Borodino 1941 Unpunched & unplayed. 2 box corners repaired, box litely scratched & scuffed all over. 1" stain on rules cover. ■ Slick, glossy but underdeveloped gm in which 2 crack Pzr divs attempt to blow thru a single Siberian Inf div scratch forces defending the hwy to Moscow, Oct'41. 736 counters, 2 mounted maps, 3 btl scenarios + the 5 day campaign. 500m/hex. F.Chadwick'91		90732		\$35.00	**	Mint	GB	**	OoP	Err	3
Torch, the Invasion of Northwest Africa Missing 1 aircraft unit and all (14) blanks; ID included. Counter corners very neatly clipped. Otherws EX & complete. ■ Europa-scale game of the Allied invasion French northern Africa in Nov 1942, and the subsequent Tunisian Campaign. Includes the key variable of Vichy French reaction to the Allied invasion. Includes rules for mating with the Western Desert game and also the Near East kit, tho this is a stand-alone game. 480 counter. 16mi/hex. J.Astell'85		108810		\$65.00		V.Good	FB		OoP		6
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		\$49.00		Mint	BC		OoP		1
Verdun, 2nd Some circular stains on box cover. Rules highlighted in yellow. '78 ■ Btlm lvl gm of German attritional offensive, Feb 1916. J Hill, M.Miller'78.		1185		\$49.00		Excell	FB		OoP	Err	2
Western Desert, Campgn in Egypt & Libya Missing 5 blanks; otherws complete & clean. ■ 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.		108811		\$89.00		Excell	FB		OoP		6
Game Publicatns GAME FIX (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Among Nations #9 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.		10815		\$8.00		Mint	n		OoP		A 6
Among Nations #9 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.		22929		\$9.00		New	n		OoP		A 6
Ancients: Thapsos & Alexandria #1 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 impetiuo 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.		22897		\$15.00		New	n		OoP		3
Big One, War in Europe 1939-45 #7 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 Reviewd; Review of DG On to Moscow; Interview with Richard Berg.		116451		\$25.00		Mint	n		OoP		8
Bombs Away! Air War Over Europe #4 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.		32033		\$12.00		New	n		OoP		6
Chicken of the Sea #3 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.		5895		\$10.00		Mint	n		OoP		1
Chicken of the Sea #3 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.		22909		\$14.00		New	n		OoP		1
Crisis 2000, Insurrection in the US #2 1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: tha balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's Btlts of Waterloo.		22905		\$9.00		New	n		OoP		8
Greenline, Chechnya #8 Mag + Game. Map & game. Complete. Operational lvl game of the ongoing conflict between Russian army & Chechnyan rebels in Chechnya in the mid-1990s. Weekly turns, 11km/hex. Additional scenarios cover a wider, regional uprising against the Russians. Currently the only game on this bitter conflict. 120 die-cut counters. J.Miranda'96 / History & current situation in Chechnya; industry news; errata for Redline Korea #6; scenario generation rules for Rebel Yell; interview with Chris Pello.		116450		\$25.00		Mint	n		OoP		6
Redline Korea #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.		84906		\$20.00		Mint	n		OoP		6
Game Theory & Design (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Napoleon's Italian Campaign Complete. All counters loose from tree in strips; none punched. Ding & abrasion to one box corner leaving a small bare spot exposed. Otherws 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.Angliolillo'83		98687		\$22.00		Mint	BC		OoP		6
Napoleon's Peninsula Campaign Complete. A sort of OoB chart of unknown purpose annotated, colorized & 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.Angliolillo '83		112222		\$22.00		V.Good	BC		OoP		6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<p>Gamers (% MMP) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>												
April's Harvest, Battle of Shiloh		108652		\$24.00			New	BC				2
<p>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</p>												
August Fury, Second Battle of Manassas		1006		\$55.00			Mint	BC	OoP			2
<p>Cherry. ■ 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</p>												
Black Wednesday		108558		\$34.00			New	BC	Going			3
<p>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</p>												
Champion Hill, Road to Vicksburg		112553		\$23.50			New	BC				4
<p>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 splitting up Confederate forces, arrival of Johnson's relief force. 2nd ed series rules, 1 map, 280 counters, 5 scenarios. K.Jacobson'96</p>												
Embrace an Angry Wind		113800		\$70.00			Mint	HC	OoP			2
<p>Includes 2nd ed, Revised Civil War Brigade Series rules, #7 in CWS series.. Brigade level game of the Nashville campaign, Nov '64. Covers the separate battles of Spring Hill & Franklin on 2 non-mating maps, with a syste to tie them together. 4 scenarios. Good game to be introduced to the CWS game system. D.Essig'92</p>												
Embrace an Angry Wind		6543		\$69.00			Mint	HC	OoP			2
<p>One box seam mauled, split & repaired; otherwise Mint. ■ Includes 2nd ed, Revised Civil War Brigade Series rules, #7 in CWS series.. Brigade level game of the Nashville campaign, Nov '64. Covers the separate battles c Spring Hill & Franklin on 2 non-mating maps, with a system to tie them together. 4 scenarios. Good game to be introduced to the CWS game system. D.Essig'92</p>												
Force Eagle's War		1018		\$32.00			Mint	BC	OoP			2
<p>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</p>												
Frozen Hell, Battle of Tolvajari 1939		109070		\$65.00			Mint	BC	OoP			2
<p>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</p>												
Gaines Mill, Btl of Seven Days June 1862		83918		\$49.00			New	BC	OoP			3
<p>1st of a trilogy of games on the Seven Days Battles, and 11th game in the Gamers' Civil War Brigade series. Covers key battles of at the beginning of the Seven Days Battles, June 1862, near Richmond. Union V Corp is attacked by Confed forces while separated from the main army by a river. Both sides are reinforcing, including a force led by Stonewall. Includes 3 maps, 280 counters, 5 scenarios & campaign game. Brigade level, 200yd/hex. D.Powell'97</p>												
Gamers Repl Counters 1992		65249		\$12.00			New	n	OoP			Z
<p>Repl counters (only) for ITQF 2nd (1), BRS (16), B110 (1), ObjS (1) FEW (2), Omaha (56) SP (18), GB (42), EAW (2), BV (1). Total 140. '92</p>												
Gamers Repl Counters 1994		64762		\$20.00			New	n	OoP			Z
<p>Repl counters & errata for GD'40 (8), Manikau (3), Ardennes (8), Gud Blitz (120), Total 140. '94</p>												
Gamers Repl Counters 1995		66169		\$16.00			New	n	OoP	Err		Z
<p>Repl counters for BlkWed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95</p>												
Gamers Repl Counters 1998		64780		\$15.00			New	n	OoP	Err		Z
<p>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</p>												
Gamers Repl Counters 2000		60465		\$38.00			New	n	OoP			Z
<p>140 Repl counters for various Gamers games. Several games represented but not identified on countersheet. This Hallowed Ground (13), Hube's Pocket (1), Asperrn-Essling (3), April's Harvest (1), Marengo (1), Enemy at Gates (112), Tunisia (20). Total 140. '01</p>												
GD'40, Battle for Stonne, France, 1940		109057		\$75.00			Mint	BC	OoP			2
<p>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</p>												
GD'41		109058		\$79.00			Mint	BC	OoP			2
<p>V.Clean. ■ 9th in the tactical series. Covers the Gross Deutchland 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</p>												
Guderian's Blitzkrieg 1st		1021		\$65.00			Mint	BC	OoP			4
<p>Some slight creasing of cover. Components cherry & unpunched. ■ Detailed op lvl 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</p>												
Guderian's Blitzkrieg 1st		109063		\$60.00			Mint	BC	OoP			4
<p>Detailed op lvl 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</p>												
Hunters from the Sky		81936		\$42.00			< New	BC	OoP			2
<p>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</p>												
Hunters from the Sky		109072		\$45.00			Mint	BC	OoP			2
<p>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</p>												
In Their Quiet Fields, Antietam 3rd		109973		\$65.00			Excell	BC	OoP			2
<p>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</p>												
Malvern Hill, Battles of Seven Days V.3		109970		\$50.00			Excell	BC	OoP			3
<p>Complete. Includes neatly labeled counter tray. Mild sun fading to 1 side panel. ■ 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 lvl. 3 maps, 280 counters. D.Powell'99</p>												
No Better Place to Die, Murfreesboro		99555		\$45.00			Mint	HC	OoP			2
<p>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</p>												
Semper Fi!		109059		\$55.00			Mint	BC	OoP			2
<p>V.clean. ■ 10th in the Tactical Combat Series. Contains 4 smaller, isolated actions from the Korean War in the Pusan Perimeter, late 1950, & later near Chosin the next winter. 700 counters, 2 map sections, 20min/turn, 125yd/hex, pltn level. L.Forester'97</p>												
This Terrible Sound		85543		\$95.00	**		New	DC	**	Going		4
<p>Definitive game of the battle of Chickamaqua, using the Gamers' recommended Civil War system now applied to a regt level (Line of Battle Civil War Regimental series). Battle took place in Sept 1863 in northern Georgia cleared the way for the Union assault on Atlanta the next year. 15min/turn, 110yd/hex. w/ Series rules v3, 4+2 maps, 1960 counters, 12 scenarios. D.Powell'00</p>												
<p>Gamers OPERATIONS Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>												
Operations Magazine # 1		115334		\$6.00			Mint	n				Z
<p>ARTICLES ON: Allied armor-Inf coordination at Normandy, 1944; Barren Victory designers preview; Civil War Brig Series design theory; Bloody Lane scenario for In Their Quiet Fields; Omaha designer's preview; line entry command system ariant for the Tactical Combat System; Q&A for Civil War & Tac Combat series; errata for In Their Quiet Fields 2nd, Thunder at the crossroads, August Fury, Bloody 110th, Obj Schmidt, Force Eagles Wa '91</p>												
Operations Magazine # 2		115335		\$6.00			Mint	n				Z

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Myth of the Blitzkrieg; The Status Rule, Fact or Fiction?; Use of Breastworks; Extended Movement; Technique of the Tank Platoon as the Point in an Exploitation; Umpired Bloody 110th Game Rules; Omaha Playtest; First Peek at Operational Combat Series; Background Colors & Contour Lines; Q&A/Errata for CWS & TCS. '91										
Operations Magazine # 3		115336		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: 101st Airborne Air Assault Operations during Desert Storm/Desert Shield, pt.1; Limitation of Series Design; List of all Slope Hexsides in Barren Victory; Allowing Attacks by Columns in CWB; Defensive Orders in CWB; Cornfield Scenario for In Their Quiet Fields; CWB Command System v Solitaire Play; Writing Orders; Overwatch Triggers, Potential 3rd Ed TCS Change; Umpired Play in Bloody 100th; New Unit for Force Eagles War; OCS Rules Changes; Where Your Gaming \$ Goes; Figuring Line of Sight; Errata & Q&A. '91										
Operations Magazine # 4		115337		\$6.00		Mint	n			Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: 101st Airborne Air Assault Operations during Desert Storm/Desert Shield pt.2; Abstraction Due to Lack of Design Focus on Scale; Limited Foretell; Bloody Roads South Preview; Defensive Orders for Barren Victory; Barren Victory Solitaire; Artillery in the CWB System; Tactical Combat System tables; German Strategy in Bloody 110; Stalingrad Pocket Preview; Q&A & Errata for Civil War Brigade & Tactical Combat series games. '92										
Operations Magazine # 5		115338		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92										
Operations Magazine # 6		115339		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Panzer Lehr before D-Day; Barren Victory Replay pt.2; Civil War Series Leadership System Demands; Maneuver Warfare & T Wargamer, pt.2; American Strategy in Bloody 110; Stalingrad Pocket replay; Variants for Stalingrad Pocket; Play Balancing Stalingrad Pocket Victory Conditions; Errata & Q&A. '92										
Operations Magazine # 7		115340		\$6.00		Mint	n			Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Assaulting with Success in the ACW, pt.1; Maneuver Warfare & the Wargamer pt.3, Combined Arms; Being Out of Command ACW Rules; Proposed 3rd Ed TCS Changes; Visit to the Kall Trail used in the Hurtgen Forest; Putting Some Blitz in your Krieg; Dynamiting Bridges in the OCS games; Tank Recovery in WWII; Playtest Game of Guderian's Blitzkrieg; German Strategy in Stalingrad Pocket; Q&A & Errata for CWB, Standard, Tactical & Operational games; Making a Game Map. '92										
Operations Magazine # 8		115341		\$6.00		Mint	n			Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers's Hobby Game Assessment for 1992; Saving Origins from Infidels; Game Industry in 1992; Solitaire plays of Force Eagles War & Sands of War; Maneuver Warfare, pt.4, Bulldozerkrieg; Optional Rules for CWB & Operational games; Strategy in Omaha; Painful Birth Process for Guderian's Blitzkrieg; CRT Results in Stocket Pocket; Revised Stalingrad Pocket Victory Conditions; Status report on Afrika; Q&A & Errata for CWB, Tactical, Standard & operational games. '93										
Operations Magazine # 9		115342		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Hobby Game Industry in 90s, pt.2; Burnside's Bridge scenario for In Their Quiet Fields; Assaulting with Success, pt.2; Playability, Detail & Realism; Making Playtest Counters; Review of key rules changes for Stalingrad Pocket; Stalingrad Pocket Victory Matrix; Soviet Strategy in Guderian's Blitzkrieg; Additional Rules for Operational Comb System games; Strategy in Guderian's Blitzkrieg, with Soviet Setup; Q&A & Errata. '93										
Operations Magazine #10		115343		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Origins 93 Report; European Gaming; Civil War Leaders; Effective Use of Firepower in the CWB series; Civil War v Napoleon series; Strategy in Afrika; Panzer Rgt Composition in North Africa; Italian Gambit in Afrika; Afrika Scenarios; Playtester's Lament, pt.3; Errata & Q&A. '93										
Operations Magazine #11		115344		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Refereed CWB Play; Incremental Combat in CWB; Leadership structures in CWB; Enemy at the Gates Preview; Preview of TCS 3rd Ed; Key Aspects of OCS; Italian & British Strategy in Afrika; Option & Variants for Afrika; Soviet Armies in Stalingrad Pocket; Errata. '93										
Operations Magazine #12		115345		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Review of Gamers' & Game Industry Performance in '93; Origins Awards; Seizing the Initiative; Changes to the OCS as of Enemy at the Gates; Extension to Scenarios 7 & 8 in Guderian's Blitzkrieg; Soviet Strategy in Guderian's Blitzkrieg; History of the Defeat of the Italian Army in 1940-1; Errata. '94										
Operations Magazine #13		115346		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Profile of Murfreesboro; Scenarios for Bloody Roads South; CWB Random Events; Unlearning Bad Habits in the New OCS Games; Variants for Guderian's Blitzkrieg; Revised GD'40 Air Table; Omaha 3rd edition changes; Strategy in Ardennes; German Strategy in Stalingrad Pocket; Variant Rules for Stalingrad Pocket; Errata. '94										
Operations Magazine #14		115347		\$6.00		Mint	n			Z
ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94										
Operations Magazine #15		115348		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: First Homer Gaming Retreat; Roving Commanders in CWB; CWB Command System; Index of CWB articles thru issue #15; Refereeing the CWB, Line of Sight; GD'40 & Objective Schmidt Replays; Enemy at the Gates 11th Army Variant; Replay of Afrika; Errata for CWB 2nd & GD'40. '94										
Operations Magazine #16		115349		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Gamers Sales Analysis for 1994; New Products; Yom Kippur Preview; Union Strategy in Bloody Roads South; Command Changes to CWB, Napoleonic & La Bataille Game Systems; TCS 3.1 Rules Changes; Mastering the OCS system; Battle Groups in TCS games; OCS House Rules; Article Index for Operations thru #16; Errata. '95										
Operations Magazine #17		115350		\$6.00		Mint	n	OoP		Z
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Ed Wimble & Dean Essig on the Hobby Game Sales in 1995; Suggested Revisions to Afrika; CWB Headquarters, Another Lot 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; Maneuver in TCS, Learning the Tools of the Trade; Weapons of the Yom Kippur War of 1973, pt.2, Artillery & Engineers; Yom Kippur Variants; Errata. '95										
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 Operation Results; Confessions of a Wargamer; New CWB Random Events; OCS Strategy; Doing the Armored 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: Playing 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										

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Axis & Allies: WW II Expansion #1	113447		\$25.00	New n OoP 8
Variant & expansion kit with a variety of new rules, including a small number of counters for destroyers & escorts.				
Games Research & Design	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
Damned Die Hard, Philippines '41	118060		\$49.00	New FB Err 6
Second in the Glory series. Modest sized, detailed game of the Allied defense of the Philippines, 1941-2, at a regt/btn level. 2 smaller scenarios plus 3 campaign scenarios including the historical situation. 840 counters, 2 very nice map equivalents. AE Goodwin, E.Pierce'99				
EUROPA Magazine Map Pack 6-Map Set	118072		\$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.				
First to Fight, 2nd SE [White Box]	102862		\$39.00	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 Ff; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvi 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]	114319		\$35.00	New ZL OoP 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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 FIF; 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													
For Whom the Bell Tolls [White Box]		105326		\$52.00	**	New	FB	**					4
Packaged in a generic white box. Includes additional 3 countersheets of play markers. Spanish Civil War & possible inv of Spain during WW2, using Europa system. 2wks/turn, BtlN/Rgt/Div level, 1600 counters. Well regarded game. J.Gee, J.Millefogle'95													
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. 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' rules/scenarios, counters, & 28pgs of errata (3640 counters, 10 map sections, 410pgs of OoB. Whew! '02													
Resistance, War of..., China 1937-41[WB]		118059		\$85.00	**	New	FB	**			Err		6
Packaged in a generic cardboard whitebox. ■ Packaged in a generic cardboard white box. First in the Glory series of Europa scale games covering the Pacific Theater at 16mi/hex, btlN/rgt/div level. HUGE game w/ 2000 counters, 5 maps covering the war in China prior to the onset of global war (ie 1937-41). Nicely done map & counters. 4 battle scenarios plus campaign. M.Royer'98													
Games Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Mighty Empires		116123		\$225.00	**	Mint	GB	**	OoP				3 3
Sml 1/2" abrasion to margin of rear rules cover repaired. 1 marker fallen from tree. Otherws mint & unpunched. ■ Large fantasy campaign game designed to compliment (& optionally mate with) Warhammer. Provides the strategic level setting, including diplomacy, logistics & movement over distance, for a campaign where combat can optionally be resolved using tactical Warhammer rules. Includes 64pgs of rules, 150 plastic unassembled minis, 112 hex terrain tiles. For 2-3 players. '90													
GDW Grenadier Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Grenadier Magazine # 1		3688		\$10.00		Excell	n	OoP					Z
Partial dog-ear crease on mag cover. Otherws 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		\$10.00		Mint	n	OoP					Z
Magazine dedicated to supporting the Europa game system. ARTICLES ON: Armor Effects in Drang Nach Osten/Untenshieden; 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		\$10.00		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 # 4		115286		\$10.00		Mint	n	OoP					Z
ARTICLES ON: Air Systems in Europa Games; Hungary in WWII, with OoB & ToE, pt.1; Review of AH Fortress Europa; Wargaming in 1984; Preview of SPI Atlantic Wall; Wargame Tournaments at Conventions; design of operation/tactical level games. '78													
Grenadier Magazine # 5		115287		\$10.00		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		\$10.00		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		\$10.00		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		\$10.00		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 in Europe, 1944-5; Operatoin Taifun scenario for Drang Nach Osten. '80													
Grenadier Magazine # 9		115291		\$10.00		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 scenario for System 7. '80													
Grenadier Magazine #10		115292		\$10.00		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		\$10.00		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		\$10.00		Mint	n	OoP					Z
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 Moskowa 1st (extensive). Last issue published by GDW. '81													
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1805, Sea of Glory		117435		\$25.00		New	BC						4
Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior forces & successfully challenging the Brits. All ships from 64-guns on up are represented. P.Fry'09													
1846		118741		\$49.00		New	DC					A	M
~													
1914, Glory's End & When Eagles Fight 2d		106109		\$40.00		New	BC						6
Update of 2 WWI games by Ted Racier previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is simila 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		111355		\$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													
1914, Serbian MuB Sterbien		117437		\$39.00		New	BC						4
Game title translates to Serbia must die; all components in English, relax! Game using the 1914 Offensive a Outrance system to depict the Austro-Hungarian campaigns in Serbia attempting to quickly defeat that smaller nation. Includes 2 short scenarios and the campaign game. Div/brig level, 8km/hex, 2-4days/turn, 420 counters, 1 map. M.Resch'15													
Austerlitz, Napoleon's Greatest Victory		103356		\$65.00		Mint	BC		OoP	Err			3
Includes 9 errata counters from C3i magazine. ■ Massive, tactically oriented game of one of Nappy's earlier masterpiece battles, Austerlitz, Dec 1805. Uses Triumph & Glory system. 6 scenarios, 1120 counters, 4 maps. D.Fox'00													
Barbarossa to Berlin 2nd		106110		\$99.00		New	BC		OoP				6
Last copy. ■ Reprint of this strategic level, area move game of WW2 in Europe & N.Africa, using a system akin Paths of Glory, beginning in June 1941. Corp/army lvl, 3mo/turn. 110 cards, 420 counters. Minor errata may t incorporated into various components. T.Racier'06													
Barbarossa, Crimea, 1941-2		115009		\$55.00		New	BC						4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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													
Barbarossa, Kiev to Rostov 1941		113226		\$60.00				New	BC				4
Large, complex 4-map 720 counter game of Army Group South's push into the southeastern Ukraine. Uses GMT's East Front series, a good if detailed system by a yeoman designer. Div lvl, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 7 scenarios 4 of which use only 1 map. RECOMMENDED for E.Front fiends. V.von Borries'08													
Battle Line Card Game 5th		117131		\$15.00				New	SB				A
2016 reprint. ■ 4th 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'16													
Blackbeard, Golden Age of Piracy 4th		115899		\$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													
Blood & Roses, War of the Roses 1455-87		111357		\$65.00				New	BC	OoP			3
Last copy. ■ Fast playing, simpler game of the key battles of Britain's War of the Roses, 1455-87, with lots of period color & bloodshed. High solitaire suitability. Covers 7 battles: 1st St. Albans (1455), Blore Heath (1459), 2nd St. Albans (1461), Towton (1461), Barnet (1471), Tewksbury (1471), Bosworth (1485). 1-5hrs/game, 50yd/hex, 250inf/unit. R.Berg'14													
Bloody April: Eagle of Lille Kit		118288		\$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		118743		\$25.00				New	BC				1
3rd game in the Flying Colors series. Covers the naval war between Imperial Russia and the Swedish (in the Baltic) and Turkish (in the Black Sea & Mediterranean). 3 maps, 2 countersheets, 12+ scenarios, 100m/hex, 5-10min/turn. M.Nagel'14													
Bomber Command, the Night Raids 1943-5		115688		\$28.00				New	BC				4
Game of the RAF's nighttime bomber campaign over Germany, and the German air defenses in the air & on the ground. Based on the Downtown/Burning Blue game system, this game focuses on the tactics of night air combat & bombing. Includes all the details of night flight including radar, electronic counter measures & diversions. Covers two time periods, mid-1944 & Sept'44-May'45. 2 countersheets, 110 cards, 6 maps. L.Brimmcombe-Wood'12													
Caesar, Great Btles of ...: Veni Vidi Vici		114724		\$12.00				New	zl				3
Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99													
Cataphract: Attila Kit		113177		\$15.00				New	zl	OoP			3
Kit adding 2 of the battles Attila fought against the declining Romans, Utus 447AD and Catalaunian Fields 451AD. Requires Cataphract to play. '03													
Chandragupta, Grt Btles of Mauryan Empire		113077		\$39.00				New	BC	OoP			3
13th game in the Great Battles of History series. Covers the rise & fall of the greatest of India's ancient empires, the Maurya, 319-216BC. Covers the fourfold division of the Indian military system, including the elephant & battle chariots. 8 scenarios, 2 backprinted maps, 3 countersheets. '08													
Churchill		111177		\$159.00 **				New	DC **	OoP			8 3
Last copy. ■ 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'15													
Combat Commander, Europe 2nd		113679		\$55.00 **				New	DC **				2
2014 2nd edition. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters. 220 cards. 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13													
Combat Commander: Fall of the West Kit		117380		\$29.00				New	Fo	OoP			2
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		118289		\$60.00				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: Normandy Kit		117858		\$29.00				New	Fo	Going			2
Battle Pack #3. Kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '10													
Combat Commander: Paratroopers Kit 2nd		115878		\$34.00				New	zl	OoP			2
Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '14													
Combat Commander: Sea Lion Kit		110579		\$19.00				New	Fo				2
Kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14													
Combat Commander: Stalingrad Kit 2nd		117446		\$25.00				New	Fo				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		114636		\$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 5th		117860		\$45.00 **				New	GB **				3
2014 reprint ■ 2014 Reprint of 2nd edition base game with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimene 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Iliipa 206BC, Zama 202BC, Trebbia, Dertos: & others. R.Borg'14													
Commands & Colors, Napoleonic 3rd		118291		\$53.00 **				New	GB **				3
2016 3rd edition. ■ Reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British & Portuguese troops. Battles include: Rollica 1st & 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's & Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras & Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'16													
Commands & Colors, Napoleonic: Austrian		104745		\$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: Generals		112043		\$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 mechanics for garrison markers, Grand Battery, leader casualties & more. Requires based game as well as all 4 prior kit to play all scenarios. R.Borg'15													
Commands & Colors, Napoleonic: Prussian		116818		\$38.50 **				New	BC **				3
Kit for the C&C Napoleonic game adding the Prussian army & 20 additional scenarios set in central Europe. Includes scenario booklet (with addtl rules), a terrain tile sheet, and a total of 245 wooden blocks. R.Borg'14													
Commands & Colors, Napoleonic: Russian		110581		\$38.50				New	BC				3
Kit for the C&C Napoleonic game adding the Russian army & scenarios set in Russia or involving Russian forces during the Napoleonic Wars. Includes 220 wooden blocks (mostly green Russian but also blue French), ar 20 scenarios including: 3 Eylau scenarios, Friedland, 4 Borodino scenarios, Berezina & more. R.Borg'13													
Commands & Colors, Napoleonic: Spanish		110681		\$38.50				New	BC				3
Kit for the C&C Napoleonic game adding the Spanish army & scenarios set in Iberia. Includes 18 scenarios from 1808-13, plus 3 tile sheets, 4 player aide cards, 210 blocks & unit stickers. R.Borg'11													
Commands & Colors: Imperial Rome Kit 2nd		118745		\$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		117770		\$38.00				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
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 Kindom Ex #1. R.Borg'15											
Conquerors, Alexander		103006		\$35.00			New	BC	OoP		6
Card-driven game of Alexander the Great's 3 year campaign that conquered the Persian Empire, defeating 3 large Persian Armies in the process. Includes 55 cards, 1 map, 128 counters. Uses a point-point movement system. Army/fleet level. R.Berg'06											
Conquest of Gaul 2nd		113582		\$70.00			New	BC			2
Reprint of this Great Battles of History system game of tactical combat during Caesar's war to subjugate Gaul, 58-52BC. 6 scenarios, w/ simplified leadership rules plus new rules. 840 counters, 2 maps, scenarios for the 3 major land battles plus a full invasion campaign. Great for solitaire play. M.Herman, R.Berg'06											
Conquest of Gaul: Caratacus Kit PARTS		115368		\$6.00			New	n	OoP		2
Countersheet, only. ■											
Conquest of Paradise 2nd		118740		\$39.00			New	BC			8
2016 2nd edition. ■ 2nd edition upgrade of this 2-4 player, fast playing game of building an empire in the Polynesian triangle. Players explore the ocean around their base island, looking for viable places to colonize. Proper allocation of scarce resources is key to winning. You can acquire warriors, or develop cultural resources. Covers the Pacific from Australia to N.America; includes 316 counters, 72 wooden village markers, 85 cards, and not a deluxe (mounted) map. '16											
Counter Sheet, Blank 1/2" Colored (140)		115823		\$2.50			New	n			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)		115011		\$4.00			New	n			Z
Full sheet (280) of 1/2" counters, all white with no printing.											
Counter Sheet, Blank 5/8" Colored (88)		104037		\$2.50			New	n	OoP		Z
88 blank colored counters: 48 sky blue, 40 lt gray, 5/8". No printing at all. '01											
Counter Sheet, Blank 5/8" White (88)		102069		\$2.50			New	n			Z
88 blank counters, all white, 5/8". No printing at all. '01											
Counter Sheets, Blank 5/8" Wht (88) 5Pk		116824		\$12.50			New	n			Z
5-pack. ■ 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		116292		\$11.00			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											
Crown of Roses, 15th Century England		110106		\$56.00	**		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		115907		\$48.00	**		New	DC **	Going		8 4
2016 2nd edition. ■ 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, 1 wood pieces. V.Ruhnke, J.Grossman'16											
Dead of Winter, Btl of Stones River 2nd		108095		\$49.00			New	BC	OoP		3
Last copy. ■ Update of earlier SDI edition of this game of the Battle of Stones River (Murfreesboro), Dec 31 1862 to Jan 2 1863. 5th game in the Great Battles of the American Civil War series, now using chit activation to determine unit movement. The surprised Union army under Rosecrans resisted the furious Confed attacks led by Bragg. 11 scenarios of varying lengths using various amounts of 4 maps. 110yd/hex, 1hr/turn. D.Powell,R Berg'09											
Distant Plain, Insurgency Afghanistan 2d		115838		\$50.00	**		New	DC **	Going		8 4
2016 2nd edition. ■ 2016 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'16											
Dominant Species Card Game		98203		\$19.00			New	SB			A
Card game version of this popular multiplayer game of survival of the fittest species group (mammals, amphibians, reptiles, etc) as another ice age approaches, c90,000BC. Earn points for securing dominance in as many niches as possible '12											
Down in Flames, Zero!		99551		\$30.00			Mint	BC	OoP		1
Cherry. Charts placed into individual chart protectors. Card decks unopened. ■ Stand-alone game in the DIF series. This version covers the first 6 months of WWII in the air over the Pacific. Includes 6 campaigns including Japanese, Brits & US (& Flying Tigers): Pearl Harbor (solitaire), Philippines, Malaya, Burma, Coral Sea & Midway. Very colorful components, & modest complexity. D.Verssen'01											
Down in Flames: Corsairs & Hellcats! Kit		105029		\$45.00			Excell	BC	OoP		1
Logs for 1 set of campaigns all used, must be recreated for further play (very simple spreadsheet). Others very clean & EX. ■ Kit covering the major US-Japanese naval air campaigns thruout WW2 in the Pacific: Midway Guadalcanal, Marianas, Rabaul, Wake, Pearl Harbor, strategic airwar over Japan. Requires base Zero! game to play. 124 cards, 88 counters, 7 campaigns. 4th game/kit in the DIF series. D.Verssen'03											
Down in Flames: Squadron Pack 1, Fighters		99476		\$8.00			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		113946		\$8.00			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											
Elusive Victory		118514		\$21.00			New	BC			1
Game using the Downtown system to depict 3 major air combat conflicts in the Middle East, 1967-73: the 6-Day War, the War of Attrition (1967-70), and Yom Kippur War of 1973. 22 scenarios including 2 campaign games T.Sino'09											
Enemy Coast Ahead, the Dambuster Raid		117456		\$39.00			New	BC			1 1
Solitaire game of the British dambuster raid, Operation Chastise, 16 May 1943. Player commands a special squadron of Lancaster bombers seeking to breach any of 8 Ruhr River dams supplying Germany with power. Crews must be trained, and then flown to targets in Germany at very low elevations at night, enduring all the hazards of terrain, night fighters & German radar, AA, & more to drop their specialized payload in a precise manner. Rules for 2-3 player game, and a total of 10 scenarios, included. J.White'14											
Fading Glory		109625		\$47.00	**		New	BC **			3
Game including 4 battles fought at corp level, using the Napoleonic 20 game system pioneered by Victory Point Games. Each game has a very small number of units in play (typically 20 total), and includes random event cards & morale as key elements, making for a short, tense, hard fought game. This set covers the battles of Salamanca 1812, Smolensk & Borodino 1812, and Waterloo 1815. Includes 2 dbl-sided boards, 117 counters, 44 event cards. 4-5hrs/turn, 1mi/hex. J.Miranda'13											
Falling Sky, Gallic Revolt Agnst Caesar		116986		\$99.00	**		New	DC **	OoP		6 4
1-4 player game of the complex situation after Gaul had been conquered but not entirely subdued. Each of the many Gallic confederations has its own agenda, and rivalries exist between themselves and also with Celtic, Belgic & Germanic rivals -- as well as the hated Romans. Uses the COIN Counter-Intelligence game system, with mounted map, 200 wooden blocks, 77 cards. A.Ruhnke, V.Ruhnke'16											
Fighting Formats, Grossdeutschld Inf 2nd		116826		\$32.00	**		New	BC **			2
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											
For the People II [4th]		113392		\$48.00	**		New	BC **			6
2015 4th edition. ■ 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 card 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											
For the People II: DELUXE MAP		109933		\$15.00			Mint	Fo	OoP		6
Deluxe, mounted map for this classic game of the Am Civil War. '07											
For the People II: MOUNTED MAP		118515		\$15.00			New	Fo	Going		6
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11											
Formula Motor Racing Card Game 2nd		108908		\$15.00			New	SC			1
Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07											

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
Gathering Storm, Prequel to World at War		110185		\$70.00	**	New	DC **		8	M
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										
Germantown 1777		109310		\$25.00		New	BC		3	
Game of a key battle during the American Revolution, the battle of Germantown, Oct. 1777 near Philadelphia. 7th in the BtIs of the Am Rev series. Washington takes an opportunity to attack divided British forces, but his elaborate plan goes awry. 16 tactical battle cards, 176 counters (including errata counters for prior games in the series), 1 map. Btlh/regt level, 1hr/turn, 200yd/hex. M.Miklos, B.Madison'10										
Golan '73, A Fast Action Battle Game		117771		\$56.00		New	BC		4	
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										
Grand Prix		117772		\$49.00	**	New	DC **		1	M
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										
Great Battles of Alexander, 4th (Deluxe)		113631		\$49.00		Mint	BC	OoP	2	
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 btlis: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v Persian screening force @ Granicus (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 against the Indians at Hydaspes (326BC). M.Herman, R.Berg'03										
Great Battles of Alexander, 5th (Deluxe)		115438		\$69.00	**	New	DC **		2	
2015 Expanded Deluxe edition. ■ 2015 Reprint of the last & greatest version of this celebrated game, w/ 3 revised maps & 5 revised countersheets, including Juggernaut, Diadochoi & Phalanx. Covers 19 of Alex's most famous btlis: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v Persian screening force @ Granicus (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 against the Indians at Hydaspes (326BC). Now includes material from earlier Diadochoi & Phalanx kits. M.Herman, R.Berg'15										
Great Battles of Alexander: Diadochoi 2d		116291		\$15.00		New	zl		2	
2015 edition. ■ 2015 update of this kit adding 4 addtl btlis 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										
Great Battles of Alexander: Phalanx 2nd		113044		\$15.00		New	zl		2	
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										
Gringo!: Battles with Gringos Kit		112616		\$8.00		New	zl	Going	3	
Kit for Gringo including 4 more scenarios: Palo Alto, 1846; Resaca de la Palma, 1846, Centreras 1847, Puebla 1862. 280 counters, 1 dbl-sided map. '09										
Halls of Montezuma		116030		\$25.00		New	BC		6	
Card-driven game of the Mexican-American War of 1847. Strategic level, covering both the border skirmishes and the US invasion at Vera Cruz, and includes the political reluctance of US congress & the unstable Mexican government, and the fact that the volatile Santa Anna begins the game in exile. 2 countersheets, 110 cards. M.Walker,D.Fox'09										
Hex Map Sheet, Blank, 16 or 19mm, L or S		62635		\$2.50		New	n		Z	
Hex Map Sheet, Blank, 16mm Long Grain		115248		\$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		113694		\$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 Long Grain		114295		\$2.50		New	n		Z	
22x34" non-coated, folded paper with 19mm hexes with grain running down long dimension. '99										
Hex Map Sheets, Blank, 16mm LngGrain 7pk		117775		\$16.00		New	n		Z	
7-pack. ■ SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension. '99										
Hex Map Sheets, Blank, 16mm ShrtGrain 7pk		111618		\$16.00		New	n		Z	
7-pack. ■ SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension. '99										
Hex Map Sheets, Blank, 19mm Long Grn 7pk		118536		\$16.00		New	n		Z	
7-pack. ■ SEVEN (7) pack of 22x34" non-coated, folded paper with 19mm hexes with grain running along long dimension. '99										
Hex Map Sheets, Blank, 19mm Long Grn 7pk		117468		\$16.00		New	n		Z	
7-pack. ■ SEVEN (7) pack of 22x34" non-coated, folded paper with 19mm hexes with grain running along long dimension. '99										
Hex Map Sheets, Blank, 19mm ShortGrn 7pk		115841		\$16.00		New	n		Z	
7-pack. ■ SEVEN (7) pack of 22x34" folded paper with 19mm hexes with grain running along short dimension. '99										
Iron & Oak		118092		\$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 Merrimac, CSS Tennessee v a Union fleet, CSS Atlanta v 2 Union monitors. J.Day'13										
Kaiser's Pirates, Surface Raiders of WW1		103181		\$55.00		New	BC	OoP	A	
Simpler card game of German surface raiders in WW-1. Players control both German raiders & British navy assets hunting them. 200 ards. J.Day'09										
Kutuzov 1812		106293		\$25.00		New	BC	Going	4	
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. 3rd in the Napoleonic Wars game system. '08										
Labyrinth, War on Terror 3rd		118502		\$42.50	**	< New	DC **		8	
Sml ding to one box cover corner. Otherwise new & shrinkwrapped. ■ Third printing. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '16										
Labyrinth, War on Terror 3rd		118503		\$46.00	**	New	DC **		8	
Third printing. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '16										
Labyrinth: the Awakening, 2010 - ? Kit		118507		\$25.00		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		113047		\$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										
Liberty or Death		113488		\$139.00	**	New	DC **	OoP	6	4
Game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'16										
Manoeuvre 2nd		118767		\$21.00		New	BC		4	
2010 2nd edition. ■ Simpler card game in which 2 players duke it on the out on the battlefield in an early 19th century environment. 8 60-card decks included, each representing the 8 major powers of the era: Britain, France, Prussia, Austria, Russia, Spain, Turkey & the US. Also includes 12 geomorphic map sections. Fast Playing. J.Harger'10										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
MBT [Main Battle Tank] 2nd		116812		\$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										
Medieval		113786		\$30.00		Mint	BC	OoP	A	
Label remanent on box btm. ■ 3-5 player card game of power politics in medieval Europe. Players represent conglomerations of 27 powers ranging from the Holy Roman Empire to the Kingdom of Jerusalem, with various events, characters etc. Players attempt to build an empire, prepare for the inevitable arrival of the Mongols, so as to survive to the end. R.Berg'03										
Mr. Madison's War, Incredbl War of 1812		118520		\$40.00		New	BC	4		
Card-driven game of the US attempt to invade & conquer Canada, 1812-4. Depicts the northern theater of this war. Includes 208 counters d depicting land & individual sea units involed, plus principal leaders. 4mo/turn. G.Collins'12										
Mr. Madison's War: MOUNTED MAP		118521		\$15.00		New	zl	4		
Add-on mounted mapboard for this game. '16										
Newtown & Oriskany		105856		\$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		118522		\$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 fr attempts to impose peace to providing high-tech war toys to either side. A nuclear exchange is also a possibility. 864 counters, 1 map, btlrn/rgt/div level, 3-5days/turn, 7.5mi/hex, med to hi complexity. M.Land'15										
Next War, Taiwan		112816		\$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 must 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										
Nightfighter, Air Warfare in Night Skies		117809		\$28.00		New	BC	OoP	1	
Game of nighttime air-air combat during WW2. Unique look at those specialized units that defended homelands at night. One player is an umpire controlling bombers per rules, the other controls nightfighters. 40 scenarios covering from the Blitz on London 1940 thru Mosquito raids late in the war. Includes special weapons each side used. Includes 50 fighters & bomber variants from Europe & the Pacific. Fast playing. L.Brimmicombe-Wood'11										
No Retreat! the Italian Front		110990		\$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										
No Retreat! the North African Front		118756		\$45.00	**	New	BC **	4		
Game of the war on the North African Front using the No Retreat game system (with its very small number of counters). Includes 5 mini-maps for actions around key terrain during the campaign. Includes 5 scenarios, a tournament game, full campaign game, plus an Invasion of Crete mini-game. Covers the period of Dec 1940-late 1942. All with deluxe components. 1-2mo/turn, div level, 10mi/hex, 88 counters. C.Paradis'13										
Normandy, Battle For...: Expansion Kit		116402		\$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		118294		\$41.00		New	BC	3		
Grand tactical level game of the battles for Fonenay & 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.Mokszyczyk'16										
Panzer 3rd: Expansion Kit #1		117470		\$47.00	**	New	BC **	1		
Kit adding addition tank actions 1943-45. Adds 4 dblsided geomorphic mounted maps (1" hexes), 2 countersheets, 38 dblsided unit data sheets, TO&E booklets for 4 German Divs & a Soviet brigade at Kursk & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. J.Day'12										
Panzer 3rd: Expansion Kit #2		118523		\$28.00		New	BC	1		
Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dblsided geomorphic maps, 2 countersheets, 24 data cards. J.Day'12										
Panzer 3rd: Expansion Kit #3		118752		\$53.00	**	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 Normany 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		116814		\$56.00	**	New	BC **	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 btlrn 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										
Paths of Glory, First World War 5th		112283		\$42.00	**	New	BC **	8		
2015 5th ed reprint. ■ 2015 Reprint (ie 5th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns, 3 scenarios. MOST HIGHLY RECOMMENDED. '15										
Pax Baltica 2nd		113184		\$21.00		New	BC	6		
Update of the Swedish Three Crowns block-system game of the Great Northern War, 1700-21, that broke Swedish domination of the Baltic. This war was something of a sideshow of the War of Spanish Succession, and included an alliance between Russia under Peter the Great, Denmark & Saxony-Poland. Special events (including plaques) make the best laid plans a gamble. 5 scenarios of varying length. Seasonal turns, area mover over much of north & eastern Europe. 72 wooden blocks, 57 cubes. S.Ekstrom, G.Bjorkman'12										
Pax Romana 2nd		110994		\$49.00	**	New	BC **	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. R.Berg'15										
Pensacola 1781		115696		\$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										
PQ-17, Arctic Naval Operations 1941-3		116405		\$28.00		New	BC	4		
2-player game of the naval war during WW2 in the Barents & Norwegian Seas as the western Allies attempt to supply the USSR. Uses a block system to provide limited intelligence, with each block being a task force of varying size of similar ships or subs, or a dummy. 58 blocks, 416 counters, 80 cards. C.Janiec'09										
Prussia's Glory II		102517		\$42.00		New	BC	OoP	4	
Quadrigame of 4 more of Frederick the Great's most famous battles: Prague, Kolin (Frederick's first defeat), Krefeld, Kunersdorf. Includes further refinement to the PG system. 704 counters, 2 double-sided maps. '07										
Ran, Warfare in Sengoku Jidai Japan		104884		\$89.00		New	BC	OoP	3	
Last copy. ■ 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 dblsided maps, 5 countersheets, 100yd/hex, 20min/turn. R.Berg, M.Herman'07										
Rebel Raiders on the High Seas		116839		\$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		117142		\$35.00		New	BC	6		
Reprint of this operational game of the Russian Revolution of 1918-21, including the Russo-Polish War. Army/corp level. Basically a simple system for a highly confused, swirling conflict, modeled using a simple chit activation system. Map extends from Poland to the Urals. Includes special rules for amphibious assaults, the Czar, armored trains, foreign intervention, the gold, etc. Reds must clear the board to win. 1 map, 224 counters, 65mi/hex, 1-2mo/turn. T.Racier'12										

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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.										
Roads to Moscow 1941		116406		\$39.00		New	BC	Going		4
Game covering 2 key battles as the German Army Group Center struggles to progress towards Moscow in Oct. 1941. Mozhaysk 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										
Saints in Armor		115746		\$69.00		< New	BC	OoP		3
Slight 2" crease extending from box btm corner, Others new & shrinkwrapped. Our last copy. ■ 6th game in the Musket & Pike series. Game including 6 battles from the early years of the 30 Years War, a period in which the Imperial & Catholic forces were largely victorious. Includes battles of: White Mountain (1620), Wimpfen (1622), Hochst (1622), Fleurus (1622), Stadthohn (1623), Lutter am Barenberge (1626). Uses the Musket & Pike Battle system. 3 maps dblsided, 840 counters. 20-30min/turn, 100yd/hex, rgt/brig level. B.Berg, A.Hansen, D.Ekberg'12										
Saratoga, Turning Point of Am Rev 2nd		103014		\$45.00		New	BC	OoP		2
Our last copy. ■ Modest sized, fast playing, relatively simple game of the pivotal battle of Sept. 1777 that ended with the destruction of Burgoyne's army of 7,000. Hourly turns, 200yd/hex, using the Battles of the Am Revolution game system. M.Miklos'06										
Sekigahara, the Unification of Japan 3rd		118529		\$48.00	**	New	DC	**		4
2016 3rd edition. ■ 2016 Reprint. Simpler block-style game set in 1600 in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. A 7-week campaign including marshalling armies of dubious loyalty, fight key battles & secure defections from your enemies. 119 blocks, 110 cards, 5000men/block, 3.5days/turn, simpler mechanics. Combat is resolved via card play. M.Simonitch'16										
Sicily, Fast Action		118758		\$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		103357		\$42.00		Mint	BC	OoP Err		2
12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the tightly held area in the highlands of central sout Vietnam & the tow of Pleiku. The newly arrived 1st Air Cav reinforced the desparate ARVN defenders & a tough, monthly-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		1224		\$38.00		Excell	BC	OoP Err		2
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the tightly held area in the highlands of central sout Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desparate ARVN defenders & a tough, monthly-long battle ensued. Company level, with integrated movement & comba 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										
Simple Great Battles of Hist Btl Manual		116407		\$12.00		New	Bk			3
Booklet containing a Simple GBOH version of every battle/scenario published in C3i mag (thru issue #14) or in the SPQR Player's Guide. Nearly 60 scenarios in all are included. Scenario booklet plus 140 counters, plus a complete, updated SBGOH rulebook. Requires possession of base games & original C3i articles (available online for out of print issues on GMT's website). '06										
Space Empires 4x: Close Encounters Kit		114738		\$40.00	**	New	BC	**		4
Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. J.Krohn'12										
SPQR, Art of Warfare...Africanus		61554		\$30.00		New	n	OoP		2
Last copy. ■ Module #4. 2 btl in Iberia led by Rome's Scipio, Baecula 208BC & Ilipa 206BC. Intended for SPQR 2nd. M Herman, R.Berg'94.										
SPQR, Art of Warfare...Barbarian Kit		115262		\$19.00		New	zl	OoP		2
Module #5 for SPQR (either 2008 or original), adding rules, charts & 140 counters for 5 btl between Rome & surrounding tribes early in the republic's history: Lautulae (315BC), Tiferum (297BC), Sentinum (295BC), Telamon (225BC), Cremona (200BC). '08										
SPQR, Art of Warfare...Pyrrhic Victory		56726		\$29.00		New	n	OoP		2
Module #2 for SPQR adds map & rules for 2 btl: Heraclea 280BC & Ausculum 279BC. Reqs War Elephant & SPQR. '93										
Stalin's War, Eastern Front 1941-45		113958		\$21.00		New	BC	Going		6
Card-driven game by a skilled designer, covering WWII in the East, from Berlin to the Urals. Combines standard hex movement with the flow of events thru card play. 60mi/hex, corp/army level. 390 counters, 1 map, 2x 55-card event decks. T.Racier'10										
Sun of York		115234		\$25.00		New	BC			3
Card game of various tactical battles during one of England's many civil wars, the War of the Roses. All the major leaders of the day are represented by cards as are troops & mercenaries, terrain, events, orders, etc. Successfully depicts how chaotic the melees often were, and the difficulty of retaining command control. 220 cards, 140 markers. M.Nagel'11										
Supreme Commander, WWII in Europe '39-45		103727		\$45.00		New	BC			6 5
2-5 player, grand strategic game covering all of World War II in Europe from Sept. 1939 to its bloody conclusion. Design emphasizes streamlined play yet includes coverage of all the important theaters & elements of the war including economic & diplomatic systems, strategic warfare, tech advancement, amphibious invasions, partisans, & more. 2 countersheets. D.Holte'13										
Thunder Alley: Extra Tracks Kit #1		113394		\$28.00	**	New	ZL	**		1 7
MUST SHIP SEPARATELY if at unboxed rate due to size. Kit including 5 new tracks for this game of stock car racing: Snug Harbor, Wellington, Reny Heckman Speedway, Launis Raceway, and Fraley & Sons Dirt Oval. '14										
Triumph & Tragedy		113596		\$90.00		New	BC	OoP		8 3
Geopolitical game for 2-3 players in the World War II era, 1935-45, between the advocates of Capitalism, Communism & Facism. Played on diplomatic, economic, technological and military spheres, with a map covering Europe to India, and 208 wooden block units, 110 cards. Players can win economically, technologically or thru military conquest. Fast moving, interactive game. Area move, strategic level, armies/fleets, 1yr/turn. C.Besinque'15										
Twilight Struggle, Cold War 1945-89 8th		113748		\$79.00	**	New	BC	** OoP		8
2015 Deluxe (8th) edition reprint. ■ Deluxe edition; 2015 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot war in which the USSR & the western allies used hapless proxies to further their ends. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. '15										
U.S. Civil War		118762		\$53.00	**	New	DC	**		6
Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men, plus ships, forts, etc. Scenarios for ea of the first 3 years of the war, and the grand campaign. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonitch'15										
Ukraine '43 2nd		111370		\$39.00		New	BC			4
2015 2nd edition. ■ 2015 update with streamline system & upgraded components including larger counters. Modest complexity, division level game of the bitter battle for the Ukraine during the Soviet August 1943 offensive that followed Kursk. Simpler mechanics, 2 maps, 372 colorful, div/corp-level counters. 10mi/hex, 5days/turn. 2nd ed adds nearly a 100 counters plus a second map section & new rules. M.Simonitch'15										
Unhappy King Charles: MOUNTED MAP		117780		\$15.00		New	n			6
Thick, mounted map for the base game. '16										
Urban Sprawl		112618		\$30.00	**	New	BC	**		A
2-4 player game modeling how a town grows into a sprawling metropolis. Players are entrepreneurs, tycoons & politicians seeking "growth" & thus wealth & prestige. Buildings are placed on an existing grid of streets, Building Permits can be converted to cash, and players can execute a limited number of actions each turn: gain new building permits, build, or acquire a favor. Something like SimCity, except the goal is ultimately personal rather than social - advantage. C.Jensen'11										
Victory in the West, the French Camp 1940		113930		\$45.00		New	BC	OoP		4
Btm edge on box btm concaved in one area. Others new & shrinkwrapped. ■ Big, beautifully produced gm of the 6-week German attack on France & the Low Countries. Div lvl w/ rgt mobil units, 2 maps. 2 scenarios & campaign game, w/ what-if options allowing Allied to trade VPs for army enhancements. Focuses on recreating feel & impact of blitzkrieg. Several sml scenarios plus entire campaign in France, 1940. D.Ritchie'93										
Virgin Queen, Wars of Religion 1559-1598		115697		\$62.00	**	New	DC	**		6
Sequel to Here I Stand, VQ is a game of wars in the world during the reign of Queen Elizabeth I, 1559-98. Uses the Here I Stand game system that covered the prior 40 year to cover the latter half of the 16th century. Puts oceanic expeditions under players' direct control, alters the dipolomatic system, streamlines the religious system, offers arranged marriages & patronage systems. 4.5 countersheets, 134 cards, mounted map. E.Beach'12										
War Galley 2nd		108435		\$60.00		New	BC	OoP		1
Reprint of this game of ancient naval warfare using an evolution of the Great Battles of History system. Fast playing with half the rules of a typical GBOH game, yet includes all aspects of galley ship warfare. Includes 560 ship counters, 560 1/2 counters, 2 maps, 13 scenarios of all scales & special rules for flames, diekplus, etc. R.Berg, R.Herman'06										
Washington's War 2nd		112296		\$42.00	**	New	BC	**		6
2015 reprint. ■ 2015 reprint of this update of We the People, perhaps the first card-driven game. Covers the American Revolution on a strategic, point-point map. This version speeds play (to about 90min per game) & is highly suitable to tournaments. 2 countersheets, 110 cards, mounted map; 1yr/turn. M.Herman'15										
Wilderness War, French & Indian War 2nd		106162		\$42.00	**	New	BC	** OoP		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
2nd ed with mounted map. ■ 2nd ed has mounted map & minor rules tweaks. Card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers an area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. Btl/nr/rt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards. V.Ruhnke'10												
Wilderness War, French & Indian War 3rd		112619		\$42.00	**	New	BC	**				4
2015 3rd edition. ■ 2015 update & reprint of this card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers an area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. Btl/nr/rt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards. V.Ruhnke'15												
Wing Leader, Victories 1940-42		110590		\$49.00		New	BC					2
First in an intended series of faster playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This first game covers air battles in the years 1940-42, including 23 scenarios for the Battle of Britain, Malta, Coral Sea, Midway, northern Africa and Stalingrad. Tactical map is essentially oriented in the vertical plane (rather than horizontal as is traditional), thus easily depicting altitude. Includes characteristics of 40 aircraft from all major combatants, 3 countersheets. Sqd level, L.Brimicombe-Wood'15												
Won by the Sword		106651		\$39.00		New	BC					4
Includes 2016 errata kit with revised rules & card set. ■ First of an intended game series covering the battles & campaigns of the Thirty Years War. Operational level with a point-point map of the key state of Bavaria (southern Germany). Offers limited intelligence via off-map force displays. Each army expends one card per impulse that determines activity level, supplies, etc. 1mo/turn, Rgt level, 17/12km. Includes 1 map, 4 countersheets, 55 cards, full campaign plus shorter 1632-48 scenario. B.Hull'14												
World at War 2nd		117144		\$135.00	**	New	DC	**	Going			8
2013 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corps level, individ cap ships. Complex. B.Harper'13												
GMT C3i Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
C3i # 5		49692		\$32.00		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, SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95												
C3i # 6		63437		\$29.00		New	n	OoP				Z
w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; also Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96												
C3i # 8		53662		\$42.00		New	n	OoP				Z
Mag & Game. Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samuraj, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97												
C3i # 9		53198		\$66.00		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		53246		\$82.00		New	n	OoP				Z
w/140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). 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		58534		\$54.00		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, a 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		71918		\$35.00		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. Includes 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		72081		\$69.00		New	n	OoP				Z
w/ 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 w/ articles & scenario for GMT games: SPQR scenario 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		74474		\$58.00		New	n	OoP				Z
48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. Articles cover Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06												
C3i #18		79775		\$129.00		New	n	OoP				Z
2 left! ■ w/140 counters (for Downtown (26), SPQR (61), War Galley (5), Down in Flames (34), Carthage (2), Caesar in Alexandria (2), Siege Alesia (3), Ardennes'44 (7)); Downtown Thanh Hoa map extension; Down in Flames Poland campaign; Downtown Dragon's Jaw new aircraft card; Btl Am Rev tactics card. 48pg mag w/ articles on Twilight Struggle strategy & design & threat matrix; War Galley Alalia & Cumae scenarios; Flying Colors scenarios; learning Here I Stand; Borodino strategy; DiF Poland campaign revision; Corsairs & Hellcats variant; Empire of the Sun amphibious assaults; Empire of Sun optional rule. '06												
C3i #19		83090		\$119.00		New	n	OoP				Z
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 10 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 I Stand 2 player variant. '07												
C3i Magazine #20		110031		\$42.00		New	n	OoP				Z
Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). This issues articles include: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08												
C3i Magazine #21		88984		\$79.00		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; Ft the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09												
C3i Magazine #21		116465		\$59.00		V.Good	n	OoP				Z
Includes Combat Commander dlB-sided map & scenarios, 2 CC Ancients scenario cards, Twilight Struggle Chinese Civil War card, counters for Pax Romana (15), Clash of Monarchs (5), Combat Commander (26), GBOH (2), DiF (1), Moeuvre (6). DOES NOT INCLUDE inserts for GBOH Spartacus & Simple GBOH, Empire of the Sun cards or another 95 counters. Others EX. ■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09												
C3i Magazine #22		91128		\$55.00		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		103384		\$57.00		New	n	OoP				Z

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. 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 preview; history of the Peloponnesian War; history of the Mauryan Empire & C								
C3i Magazine #24		96237		\$68.00		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 #24		116466		\$65.00		Mint	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		96241		\$82.00		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 Normandy44; 32 Ardennes44; 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 Baes 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 the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New Guinea designer's notes; Command & Colors Imperial Rome Adrianople 378AD scenario. '11								
C3i Magazine #26		113131		\$49.00		New	n	OoP A
Mag & game & inserts. A beefy issue with OBJECTIVE KIEV (a complete game) plus 280 counters: 1914 Twilight in East (140); Combat Commander (18); Infidel (10); SPQR Magna Graecia (4) & Bactis Tadar (14); 1805 (14); Barbarian (3); Am Rev series (4); Empire of the Sun (8); No Retreat! (12); Obj Kiev (40+blanks). Plus inserts for SPQR Barbarian Sipontum 334BC, Baetis River 236BC, Tader River 228BC scenarios; Space Empires 4X log sheet; Red Winter Ice Ball variant; Andean Abyss flow charts; CC Europe scenario location reference map & terrain effects aid; CC Europe scenarios 115-116; 2 scenarios for C&C Epic Ancients II; Set up aids for 19 Twilight in East (2 scenarios); No Retreat! solitaire rules with card & play aide inserts. OBJ KIEV is a small (40) counter game of Army Group South's campaign toward Kiev in the summer of 1941. This was a hard-fought campaign, with the USSR's southern forces being far more alert & prepared for the Axis offensive than its forces in the north. And armored attacks can have a serious impact on the German schedule. Soviet goal is to delay a victory in the Ukraine such that any attack on Moscow would be delayed & unlikely to succeed. F Chadwick '12 / ARTICLES ON: Designers & Developers share their thoughts on the design process; Tannenberga campaign variant for 1914 Twilight in the East & historical article on Austria-Hungary's mobilization; Labyrinth walk-thru; Initiative in Game Design by Mark Herman; Space Empires 4X optional rules; interview with John Butterfield; Argentoratum 357AD scenario for C&C Ancients; Union strategy in For the People; scenario & variant rules for 1805; GBoH magna Graecia scenarios covering Greece's attempts to preserve its dominance in the late 4th century BC; Red Winter optional rules; interviews with Mark Barker & Leland Myrick; intro to Andean Abyss, plus solitaire variants.								
C3i Magazine #27		112825		\$72.00		New	n	OoP A 1
Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBoH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Leviloff '13 / 2 Combat Commander scenario cards #117-120; SPQR Dertosa 215BC. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat in Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; new scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Redst; Dertosa, 215BC scenario for SPQR Deluxe.								
C3i Magazine #28		113414		\$49.00		New	n	OoP Z
Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoptile (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map, 80 counters. S.Vasta '15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Combat Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview with S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoptile scenario.								
Inside GMT Newsletter # 1		3701		\$9.00		Excell	n	OoP Z
Inside GMT Newsletter # 2		115333		\$9.00		Excell	n	OoP Z
Good Enterprises		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime
Ancients, 2nd		1236		\$25.00		Excell	HC	OoP 2
W/ color box. 25% punched, mostly in strips. Others cherry. ■ Colorized box version. 9 counters loose from tree. Tactical ancient warfare. Good game w/ 18 scenarios & campaign game. 1986.								
GRD's Europa Mag		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime
Europa MAGAZINE		96571		\$6.00		V.Gd or Better	n	Z
ESTIMATED PRICE EACH, see our online catalogs or Mag-Only Price List for full availability list. ■ Recent issues thru current (88) generally avail. #71-current \$6; #40-70 \$5; #8-10,12-37 \$5. Back issues also avail; SEE MAG-ONLY CATALOG for all in-stock copies. GRD's Europa-oriented house mag.								
Europa MAGAZINE # 32		96712		\$4.00		New	n	OoP Z
ARTICLES ON: Special Units in Europe: 5th Ski Btl'n & Scots Guards; the Brandenburgers (German special forces) w/ Oob; Second Front report; Battle for Kiev, late 1943, as history & as a battle scenario; Soviet Tactical Doctrine in 1943; Origins '93 report; Greek forces in 1940-41; rules cover; Exchange. '93								
Europa MAGAZINE # 71		46822		\$5.00		New	n	Z
1x3 Inventory label on cover. ■ 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, plus 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 # 76		55397		\$6.00		New	n	Z
ARTICLES ON: Wizards of the Coast & Origins; War of the Outposts, pt2: Dakar scenario (w/ b&w map); Artillery, Ratings, Intelligence; French Infantry Weapons; Corsica, 1939-140 French Oob; Fall of France variant rule Updating Fall of France; Strategy in Fall of France; the French Amiot 143; Allied ALSOS unit sniffing out German nuclear materials; Q&A & ERRATA for Battle to the Bulge scenario, Second Front, War in the Desert, For Whom the Bell Tolls; play report of the 1916 scenario to March to Victory, with prepping the assault & the Need to Attack; Europa Exchange. '00								
Europa MAGAZINE # 78		55451		\$6.00		New	n	Z
w/ articles on the purchase of GRD by Mill Crk Ventures; Pt. I of a Second Front reply; Torch landing history; integrating War in the Desert & Second Front; supply in Second Front; Damned Die Hard notes & replay; US WW2 infantry weapons.								
Europa MAGAZINE # 80		79046		\$6.00		Mint	n	Z
w/ articles on trucks in Second Front; Kiwis in War in Desert/Second Front; linking War in Desert w/ Second Front; Salerno to Alps scenario for Second Front; Victory in the South scenario for Second Front; US siege artille in Second Front.								
Europa MAGAZINE # 84		79030		\$6.00		New	n	Z
Mag covering the Europa, Glory & Great War game series. Includes Australians in Europa w/ index to prior articles; Road to Jerusalem scenario for Great War series (using Over 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 supply rules. '03								
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		\$35.00		Mint	n	OoP 4
1981 kit for Battle Bulge '65. Unmounted, colored counters. Adds a lot of historicity as well as color to a good but otherwise colorless game. '81								
Guild of Blades		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime
Arab Israeli Wars		113790		\$25.00		Mint	BC	OoP 6
Label on box btm. Otherws mint. ■ 2-4 player, area-move, A&A-style strategy game covering both the 1967 & 1973 Arab-Israeli Wars. Includes 270 plastic tokens & unit stickers, 2 maps, rules. Complete w/ optional rules f nukes. Cool. '03								

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
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. Others 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 allegiances. 2 maps, 4pgs of cut-out, stand-up counters per nation. R.Johnson'01											
Hasbro: New Avalon Hill (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Axis & Allies 1942 2nd		98099		\$40.00	**		New	LB	**		8
Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh did we mention the new expanded price too? For 2-5 players. '12											
Risk, Godstorm		111767		\$26.00	**		Excell	GB	**	OoP	8 5
Wear to box corners & a couple of sml minor dings & sml scrapes. Rules cover wrinkled. Others very clean & EX. ■ Variation of Risk including all sorts of magical & fantasy unit types in a 2-5 player battle for control of th Old World from Eurasia to Britain PLUS the Underworld. Includes 382 plastic pieces.'04											
Heat of Battle (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
ASL:Berlin, Red Vengence (remnant)		114332		\$29.00			New	n		OoP	2
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 fo 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											
ASL:Buckeyes		107502		\$48.00			New	Fo		OoP	2
Kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03											
ASL:Firefights Kit #1		114368		\$42.00			New	Fo		OoP	2
Kit providing 6 small, intensive firefight scenarios plus 6 8.5x11 color maps. '03											
ASL:Firefights Kit #2		90657		\$30.00			New	Fo		Going	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											
ASL:Heat of Battle Waffen SS Update Kit		114340		\$25.00			New	Fo		OoP	2
14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07											
ASL:Kreta, Operation Merkur		114355		\$59.00			New	Fo			2
Scenario kit covering the battles for control of the key Maleme airfield during the para assault on Crete, May 1941. Includes 56x40 historical map, 120 counters, Chp OM, 8 scenarios, 10 geomorphic map sections. '08											
ASL:Kreta, Operation Merkur: REVISED MAP		102962		\$13.00			New	n			2
Reprinted map printed on thicker paper & folded to a smaller size. '08											
ASL:Long March		114361		\$34.99			New	Fo			2
ASL scenario kit with 17 scenarios covering battles between the Chinese Communists under Mao versus the Ghinese govt forces in the late 1940s. A campaign game links 14 of the scenarios. J.Long'09											
ASL:Special Forces #1		107509		\$35.00			New	Fo		OoP	2
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 tourny type scenarios, counters, addtl rules. '07											
ASL:Special Forces II		114350		\$35.00			New	Fo		OoP	2
Second in a series on special forces of all nations during WW2. This kit focuses on German 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											
ASL:Tropic Thunder!		114365		\$45.00			New	Fo		OoP	2
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											
ASL:Waffen SS III, Neither Fear Nor Hope		59817		\$25.00			New	Fo		OoP	2
1x3" inventory label on cover. ■ Kit containing 14 scenarios covering the actios of the 2nd SS Pzr Div (Das Reich) from Poland thru the end in April '45. '02											
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		102945		\$32.00			New	n			Z
Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '0											
ASL Recon by Fire Magazine #4		114353		\$42.00			New	Bk			2
w/properly printed counters. ■ Original printing had reverse-printed coutners; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. scenarios, 176 counters, various maps & overlays. '07											
Hexasim Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Allemagne 1813		110430		\$37.00			New	BC		OoP	3
Game in the Jours de Gloire Campagne series covering the campaign in Germany 1813, from Lutzen to Leipzig, at operational level. 5 scenarios. '11											
Almeida & Bussaco 1810		110846		\$22.00			New	zl		OoP	3
Grand tactical game of 3 battles in Spain & Portugal, 1810. The French under Massena attempt to defeat the English covering force outside of the fortress at Almeida, June 1810; the French assault Wellington's well-place army at Bussaco, Sept 1810; and the French cavalry advanced guard encounter the Allied rear guard at Coimbra, Oct 1810. Uses the Days of Glory (Jours de Gloire) game system with a chit activation system, formations special rules for each battle. 1 dbl sided map, 216 counters. '11											
By Shot, Iron & Faith, Religious Wars		118105		\$50.00			New	BC			3
"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											
Liberty Roads 3rd		117145		\$55.00			New	BC			4
2016 3rd edition. ■ 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											
Liberty Roads: Roundhammer 1943 Kit 2nd		118533		\$25.00			New	zl			4
2016 2nd edition. ■ Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.Le Quellec'16											
Spartacus Imperator		113117		\$37.00			New	BC			4
Game of each of the 3 Servile (slave) Wars of ancient Rome: Spartacus (73-71BC), Tryphon (104-101BC) & Eunus (139-132BC). In each, the slaves must fan the rebellion quickly & solicit all the enslaved area's help befor 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											
Victory Roads, Bagratn to Fall of Berlin		117782		\$65.00			New	BC			4
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 Liberty 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											
Waterloo 1815, Fallen Eagles		116849		\$60.00			New	BC			3
Regt/Btl level game of the 3 day battle of Waterloo, June 1815. 440 counters, 2 maps, 200m/hex, 1hr/turn. Scenarios for key battles of Hougoumont, D'Erlon's Attack & Plancenoit, plus the grand campaign. Focus of mechanics is on morale, attrition & unit commitment, with div & corp-level units required to follow preassigned orders till changed. W.Vejdovsky'15											
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.rusiecki'72											
Historical Concepts (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Marengo, 1800, Battles of First Empire		1283		\$39.00			Mint	HC		OoP Err	2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Box mildly scuffed along margins. ■ Complex, detailed tactical game of btn/sqd lvl fight at Marengo, Nappy's first major victory. Attempts to model Napoleonic tactics very closely. Adaptable to minatures. French v Austrian D.Naquin'84											
Star Commander	113791			\$25.00			Excell	BC	OoP	A	5
Complete. 2 labels on box btm. ■ 2-5 player card game in which players complete to be the first to build & fully crew 5 space ships. In the meantime, players battle one on one with available offensive & defensive weapons cards. Akin to Modern Naval Battles. B.Whitehall'83											
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.Eller'74.											
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 greasepencil & erased; otherws mint. ■ ~~~											
Interphase Games Inc. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
New France 1760	113788			\$150.00			Mint	BC	OoP		4
Box top punctured w/ 1" tear repaired. 1 box corner repaired. Label on box btm. Otherws unpunched & very clean. ■ Rules printed in both English & French, and in color. Sml print run game with hi production values, including mounted boards. Covers the French & Indian War of 1755-60, as the British & their colonists attempt to wrestle Canada away from the French. W.Adams'78											
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
Ultra Magazine (1993 Winter)	106550			\$4.00			Mint	n	OoP		Z
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 coprehensive 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											
Ivy Street Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Bethesda Church KIT	41654			\$32.00			New	zl	OoP		4
Very small game kit requiring any of Ivy's 3 brigade level games (Stonewall at Cedar Mtn, Williamsburg 1862, Chantilly). Provides exclusive rules, counters and map. Covers the brief opportunity the Confeds had to attack isolated Union corp late in the Cold Harbor Campaign, May'64. H.Newsoms'99											
Williamsburg 1862	113628			\$35.00			Mint	zl	OoP		3
Smallish, brigade level game of the battle of Williamsburg at the beginning of the Peninsular Campaign, May'62. Uses an orders & activation system with a good, often chaotic back & forth flow, and variable victory conditions. All components professionally produced, w/ a 11x17 multicolor map, and 140 mounted, uncut counters. Brig level, 30min/turn. H.Newsoms'98											
Jagdpanter (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 penisula. Japanese must eliminate all American units in 10 turns in rougher terrain to win. A.Eldridge, S.Cole'75											
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.Eldridge'75											
Jagdpanter Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Anvil-Dragoon, 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.Cole'76 / 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; Location 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.Cole'75											
Jacksonville, Beaches of Doom #15	107499			\$45.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Last issue of Jagdpanter/Battlefield mag. Game covers a Soviet invasion of the US near Jacksonville, FL, about 1997, depicting what a battle might look like. Includes air, naval & land units. Btn/rgt/div level, 2km/hex. Jagdpanter's final & perhaps best game. S.Cole'76 / ARTICLES ON: a Soviet invasion of the US; Play balance options for AH Russian Campaign; variants for SPI War in Europe; Rule changes for SPI Arnhem; Changing the rules for the French in AH War at Sea; strategy in SPI Panzer Gruppe Guderian; strategy in SPI Rocroi; review of HISPER Siege of Jerusalem 1st; fixes for SPI Korea 2nd; SPI Firefight; ERRATA for JAGD Poland 1939 & Warsaw Pact; Design & Analysis; Updates to SPI Nato; review of SPI Russian Civil War; new rules for 3MILL First Indochina War; SPI Fast Carrier variants; mid-1950s forces for SPI Mec War '77; variant for SPI Operation Olympic.											
March on India #11	107496			\$69.00			Mint	n	OoP		4
Some very sml spots or stains on mag rear cover; otherws cherry. ■ Mag & Game. Btn/brig lvl gm of final Jap. offensive of WW2 in which they attempt to isolate China by severing supply line thru India. Simpler game using basic mechanics of the time, with a few twists. S.Cole, T.Fowler'75 / ARTICLES ON: Japanese Offensive into India 1944; 1948 Variant for SPI WWII; Anarchist Variant for JAGD Spanish Civil War; Variants for SPI World War One; Revision of SPI Napoleon at Waterloo; Navies in AH Blitzkrieg; Scenario for GDW Triplanitary; Update to JAGD Marine; Variants & new units for SPI Modern Battles Quad; Strategy in CONFL Kasserine Pass; Naval Movement using a grid system; OoB Changes to SPI Wilderness War; Variant rule sfor SPI Dreadnought; Third Reich 1941-3 scenario; Zeppelin Tweaks.											
Marine! #10	107195			\$75.00			Mint	n	OoP		1
Coffee ring on rear cover (ad), otherws unpunched, unused, very clean & mint. ■ Mag & Game. Squad lvl game of commando unit raids in WW2 & the contemporary era in 10 scenarios including air mobile movement. 12f counters. S.Cole'75 / ARTICLES ON: Marine, the Mission & the Man; Differential CRT in RAND Cambrai; Converting Panzer 44 & Mech War 77 to Si-Move; New Zealanders & Paratroops in Anzio; additional forces for SPI Sixth Fleet; Panzer Leader scenario; Strategy in JADG Spanish Civil War; Solitaire AH 1914 w/ leaders; adding the Brits to SPI Operation Olympic; German navy in Anzio; GDW Triplanitary scenario; addign Strosstruppen t Verdun; a 1948 scenario for SPI Sinai; Adding US paratroops to SPI Op Olympic; variants & designer notes for JAGD Spanish Civil War; Platinum Fox (WWII) scenario for SPI Winter War; Russian & Austro-Hungarian alliance in Diplomacy; 7 scenarios involving 7th Century Arthur using SPI Centurion; Zeppelins in Richthofen's War; new BRP rules for Third Reich 1st.											
Siege of Leningrad #13	107497			\$60.00			Mint	n	OoP		4
32 units loose from tree in strips. Minor crease on mag cover. Otherws unpunched/cherry. ■ Mag & Game. Simpler, operational level game of battles for & surrounding Leningrad during WWII. 5 Scenarios cover 1941 (2), 1942 (1), 1943 (1) and 1944 (1). 10.5mi/hex, div level, 9days/turn. S.Cole'76 / ARTICLES ON: Army Group North & Leningrad 1941; a Fascist France in AH Origins of World War II; Nukes in Modern Battles Quad; 2 scenarios for SPI Kampfpanzer; Command Control variant for SPI PanzerArme Afrika; analysis of SPI Arnhem; New & twisted scenarios for SPI Invasion America; expanding SPI Dixie; German & Soviet force values for SPI Panzer '44; Allied Intervention in JAGD Battle for Madrid; variants for SPI West Wall Quad; Battlegroups in AH D-Day; Militia for SPI War in the East; variants for SPI World War III; Making the Tang scenario in JAGD Marine! more exciting; variants for SPI Breitenfeld; using WWI tanks in SPI Tank!; River units in March on India.											
Jedko (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
African Campaign 1st	114224			\$49.00			Mint	GB	OoP	Err	4
Packaged in a very long box. Creases extending onto box cover from each corner. Some minor shelf wear to box btm. Photocopy of countersheet partially wrinkled. Otherws clean & mint. ■ Predecessor to the highly popu Russian Campaign. 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. 1st edition was simultaneously published in Australia and by TSR in the US. J.Edwards'73											
Russian Campaign 1st	114225			\$59.00	**		Mint	LB	**	OoP	Err 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Jolly Roger Games Inc. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
13 Days, the Cuban Missile Crisis 1962	117802	\$29.00	New	FB			A			
Game of the incredible tensions & delicate diplomacy occurring during the 13 days of the Cuban Missile Crisis of Oct 1962. Card-driven boardgame that is very fast playing. D.Pedersen, A Granerud'16										
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 version 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										
Prairie Aflame, Northwest Rebellion 1885	88936	\$39.00	New	HP	OoP		4			
Interesting, operational level study of the Northwest Rebellion of 1885 in Canada. Canada attempts to suppress "untamed" Indian tribes while being "gentle" enough to prevent a general uprising among the Blackfoot near Calgary. Unique features of the campaign, such as the early spring weather, and the untrustworthy Quebec troops, make for an interesting study of this Canadian Indian war. 11mi/hex, BtlN level, 1wk/turn. Full color map & die cut counters. M.Woloshen'07										
Sand in the Whirlwind	81656	\$20.00	New	zl	OoP		3			
Last copy. ■ Small, DTP on an obscure WW I front, the Libyan-Egyptian front. Turkish armed & inspired Libyan attack on western Egypt in 1915-6 that distracted the Brits from their attack into Palestine. Roughly company-sized units, 25mi/hex, 2wks/turn. D.Bishop'00										
L2 Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
Grand Fleet	113110	\$69.00	** New	LB **	OoP		1			
Simpler, strategic level game of the naval war in the North Sea during WW1, 1914-8, using a variation on the War at Sea game system. 264 counters representing indiv capital ships from Germany, UK, US, France & Russ S.Newberg'10										
Rommel's War 2nd	112495	\$75.00	** New	LB **	OoP		4			
Updated edition of this playable, authoritative game of the entire N.African campaign in Libya & Egypt, Sept.1940-Dec.'42. 2nd edition substantially revises the OoB, includes a beautiful map, revised rules & 5/8" counters. scenarios, 2 maps, 386 units. V.Von Borries'12										
War at Sea 4th	118247	\$59.00	** New	LB **	OoP		6			
Possibly our last copy. ■ Large, colorful reprint of this very simple, quite fun game of the naval war in Atlantic & Med during WW2. Revised & seriously upgraded from the earlier Jedko & AH versions, adding such niceties a admirals & mines, refueling at sea, etc. J.Edwards'07										
Waterloo, Fate of France	109961	\$89.99	** New	LB **			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										
Adobe Walls, Battle of..., November 1864	116728	\$42.00	New	HC			3			
Third game in the Indian Wars game series. Covers a battle known as the First Battle of Adobe Walls, Nov 26 1864, a small US force under Kit Carson attacks the winter encampment of Comanche & Kowa Indians to eliminate this "threat" to settlers moving into the area on the Sante Fe trail. The number of Indians present was underestimated. And the battle includes a mountain howitzer that had a substantial psychological impact. 0.25mi/hex, 20min/turn, Company&Band level. M.Taylor'12										
B-29 Superfortress, Bombers Ovr Japan 2d	111923	\$99.00	New	HC	OoP		1 1			
Updated reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'12										
B-29 Superfortress: Hell Over Korea Kit	118148	\$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 who were specifically intended 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										
Dien Bien Phu, the Final Gamble	116733	\$45.00	New	HC			3			
Game of the decisive, 1954 campaign that destroyed the elite forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on their being artillery being hauled into the area. And the Viet Minh were committing half of their totla forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters. K.Kanger'14										
Ici, c'est la France, Algeria 1954-62 2d	113608	\$57.00	New	BC	OoP		6			
Last copy. ■ Reprint of this game of the bitter Algerian War for independence from France, 1954-62. Unique design includes 3 dimensions of conflict: political, insurgency & overt military. Ultimate purpose is to sour the French publics' will to fight or to win the hearts & minds of the Algeria. Qtrly turns, rgt level, 344 counters. K.Kanger'13										
Little Bighorn 3rd	116737	\$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 of 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, a 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										
Quatre Batailles en Espagne	115926	\$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										
Rosebud Creek, Battle of the... 2nd	118156	\$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										
Saipan & Tinian	110313	\$59.00	New	BC	OoP		4			
Co/BtlN lvl game of the US invasions of 2 key islands in the Pacific in 1944. Eventual US victory is a certainty; the Japanese must due better than they did historically to win. 2 maps, 450 counters, 0.5mi/hex, 12hrs/turn. R.Lein'10										
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	111134	\$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										
Tonkin, First Indochina War 1950-54 2nd	106430	\$69.00	New	BC	OoP		4			
Update of this game previously published in Vae Victis. 2 player game of the First Indochina War, that between the Viet Minh & the French colonial army, focused on the 4 key years in northern Vietnam. Key dynamic is supply which is spent to perform actions including combat. 352 counters, modest complexity. K.Kanger'12										
Toulon, 1793: Napoleon's First Victory	115928	\$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/btlN/regt 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 # 7	116329	\$29.00	New	Bk			2			

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
First professionally printed edition of this mag supporting the World At War game series. Includes 5 scenarios (2 of which were begun in prior issues). Scenarios include action from Operation Torch in Morocco 1942 w/ ma as the US 9th Inf attacks Vichy French. Req Band of Heroes, Heroes of Blitz, Noville. '10											
Line of Fire Magazine # 8		105245		\$33.00			New	Bk			2
Includes 88 counters (mostly LNL), 5 Tank on Tank, 2 Zombie, 2 8.5x11 paper maps (#5,28). Professionally printed edition of this mag supporting the World At War game series. Includes scenarios for All Things Zombie, Tank on Tank, WatW & LNL. Preview of Space Infantry; tactics in All Things Zombie; interview with Alan Emrich ; Totensontag Tobruk replay; Another look at 2 scenarios from Battle Pack Bravo; Battle of Northern Arizona, Vietnam, 1969; strategy in VPG Forlorn Hope; playthru of Blood & Bridges; preview of House of Spirits; What Makes a Good Game Great?; review of Zombie War; tactics in Tank on Tank; the Swedes in Operation Garbo; index of 179 scenarios for the Lock'nLoad game series; Algiers 1943, Border Zon Germany 1968, 3x South Afrika 1985, isolated NATO forces 1985, 2x NATO counterattack 1985, Island War 1945 scenarios for Lock'nLoa scenario for All Things Zombie, Dawn's Early Light, Tank on Tank. '10											
Line of Fire Magazine # 9		104483		\$33.00			New	Bk			2
Includes 1map & 88 variant counters to WaW. Couple of pages beginning to pull loose from binding. 66pg mag packed with scenarios, strategy tips & analysis, for LNL's games. ARTICLES ON: Tank on Tank, House of Spirits, Desert Heat, All Things Zombie (w/scen), Run Fight or Die, Untold Stories, Forgotten Heroes, White Star Rising (3 scen), Memoir '44 (scen), First Moves (5 scen), WaW series (3 scen). '11											
Line of Fire Magazine #10		104484		\$33.00			New	Bk			2
Mag, addon map & counter sheets for Dawn's Early Light. Professionally printed edition of this mag supporting the World At War game series & LNL's other games. ARTICLES ON: scenarios for All Things Zombie, Tank on Tank, White Star Rising, WatW & LNL; Space Infantry basic training; Warparty profile; Dawn's Early Light playthru; Interview w/ Greg Porter; Polish Strategy in Summer Lightning; Review of Fighting Formations, Steel Wolves; analysis of German naval strategy in WWII. '11											
Line of Fire Magazine #11		116330		\$29.00			New	Bk			2
Professionally printed edition of this mag supporting the World At War, Band of Heros, Lock 'n Load & other game series. '12											
Line of Fire Magazine #12		114232		\$29.00			New	Bk			2
Mag + Game. Mag & RAID & RIPOSTE, a complete fast-playing game of the defense of a small German town by Soviet paratroopers attacked by US & German troops during WWII. Co/Pltn level, 1"=1km. Good game for beginners. / Includes counters adding the Nicaraguans to LNL America Conquered. Professionally printed edition of this mag supporting the World At War, Forgotten Heroes, White Star Rising, Band of Heros, Lock 'n Load & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12											
Line of Fire Magazine #13		104488		\$33.00			New	Bk			2
Mag + Game. w/ BLOOD ON THE ALMA complete game of the 1854 Crimean War battle. Grand tactical scale, with 160 counters. T.Russell'12 / ARTICLES ON: preview of Stalin's Triumph; futre of the Nations at War series; strategy in Operation Cobra; interview w/ Marco Arnaudo, online game reviewer; strategy & tactics for the French in Honneur & Patrie; strategy in World at War; replay of Heroes of the Gap; reviews of Martian Dice, Commands & Colors, Napoleonic, Sergeants minis game; many scenarios for Space Infantry, Nations at War, Heroes of the Gap, Lock 'n Load, World at War.											
Line of Fire Magazine #14		116332		\$29.00			New	Bk			2
Mag & Game. w/ BALTIC FURY Kit for Blood & Bridges w/map, 11 scenarios & 196 counters. ARTICLES ON: US armored divs in WW2; America Conquered replay; Dawn's Early Light random events table variant; Interviu with Baltic Fury designer Matt Lohse; new counters for Day of Heroes & Band of Heroes; scenarios for All Things Zombie, Desert Heat, White Star Rising, Band of Heroes, Honneur & Patrie & more. '13											
Line of Fire Magazine #15		116334		\$29.99			New	Bk			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											
America Conquered: Texan War Independenc		113662		\$15.00			New	n			2
Kit for America Conquered set in 1985, as an untouched Texas defends itself against a nuclear devastated US. 4 scenarios & 40 counters. '15											
Band of Heroes: Battle Pack Alpha Kit		101539		\$14.00			New	zl	OoP		2
1st (2011) edition. ■ Scenario kit for the Lock 'n Load series of games including Band of Heroes. Includes 12 scenarios taken from WW2 and Vietnam. '07											
Band of Heroes: Battle Pack Alpha Kit 2d		116336		\$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: Dark July Kit 2nd		99996		\$36.00			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											
Band of Heroes: Noville, Bastogne Kit		116340		\$22.00			New	HC			2
Kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat for the small town of Noville, Bastogne's outpost, during the Battle of the Bulge. Includes full-sized historical map, 85 counters, new rules, 6 scenarios. '09											
Days of Villainy, Libyan Civil War KIT		116341		\$19.00			New	n			2
Kit using Lock-n-Load game system covering 4 battles during the Libyan Civil War of 2011, sparked by the Arab Summer. Rebel NTC coalition fought Gaddafi's forces for 8 months, each side loaded with weapons. 4 scenarios including that in Sirte in which Gaddafi was killed. Can be played using any LNL base game. 112 counters, 3 geomorphic maps. '15											
Heroes Blitzkrieg: In Defeat DefianceKit		107782		\$32.00			New	BC			2
Kit for Heroes of the Blitzkrieg adding the Dutch, Belgians & BEF (British Expeditionary Force) German paratroopers. Includes 170 counters & 14 scenarios depicting British AFVs & infantry defending against the German onslaught as well as Dutch encountering the German fallschirmjagers. D.Holmstrom, M.Walker'13											
Heroes Falklands [2nd]: Battle Generator		113666		\$16.99			New	zl			2
Scenario generator for the base game. Based on a point system adjusted by the size & other qualities of the desired battle. '15											
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											
Nations at War: Operation Cobra Kit 2nd		113648		\$19.00			New	n			2
Second editon 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	zl			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											
Nuklear Winter '68		116349		\$49.00	**		New	BC	**		2
Tactical level game in the alternate world where lots of Nazi's survive the nuclear exchange between the USSR & Western Allies in 1946, only to reemerge in 1968 to reestablish the Reich amidst the nuclear devastation. They face small groups wise to the ways of the wasteland, as well as the dominant NATO alliance. Platoon level, 15min/turn, 150m/hex. P.Tutunea'12											
Nuklear Winter '68: Heart of DarknessKIT		113650		\$37.00			New	BC			2
Kit setting the situation a year after the Germans' emergence from underground. Adds the new characters, weapons, methods developed during the prior year, plus a new map, 88 counters, 10 scenarios. '14											
Raid & Riposte 2nd		116362		\$15.00			New	zl			2
2nd edition overhauls the game with new graphics, counter art & rules. Area move game of the battle for Tannenbruck, Germany, c.1985. A Soviet para regt holds the town and must hold off repeated attacks by US & Bundeswehr forces attempting to retake the town. Includes infantry, armor, helicopters, snipers, leaders & special forces. Designed to be quick playing with easy-to-learn rules; good for beginners. Company/pltn level. '16											
Rommel at Gazala 2nd		116351		\$25.00			New	HC			4
Second edition game of Rommel's May 1942 offensive around Tobruk that ultimately captured the key fortress. Good beginner's game, with good replay value as well. Original edition published in Command Mag. 1 small map. 3mi/hex, 2days/turn, rgt/brig/div level. J.Werbaneth'15											
Summer Lightning, Invasion of Poland '39		100001		\$35.00			New	BC			4
Operation-level game of the German & Soviet invasion of Poland, 1939. Uses the near-diceless system of Balkan Storm & Autumn Mist, and reflects that the Polish army was quantitatively the equal of the Germans. Many OoB options including variable Polish deployments, variable surprise & mobilization, French intervention, and the hypothetical failure of the blitzkrieg. 280 countrs. 30km/hex, rgt to corp level, 2days/turn. B.Train'11											
World at War, America Conquered		114247		\$45.00			New	BC			2
Stand alone game of platoon-level tactical combat in the hypothetical world in which a limited nuclear exchange has occurred, the USSR conquered Europe, and the rag-tag remnants of the world's armies duke it out on t eastern shores of the USA. The USSR, Cuba, Nicaragua & other central & south American forces combat US, Canadian & even French forces. Many of the AFVs are decades old, like Cuban T-62s. Includes 4 mounted boards depicting Texas desert, Florida swamp & beach & urban settings; 528 counters; 12 scenarios. M.Walker'12											
World at War, Blood & Bridges: Countratk		113655		\$23.00			New	zl			2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Counterattack kit. ■ Counterattack kit requiring Blood & Bridges that covers the hypothetical US & west German counterattack into the southern flank of the Soviet thrust into West Germany. These scenarios occur after Blood & Bridges but before Paris is Burning. Includes 9 scenarios, 4 of which are stand-alone, 3 make up a campaign & 4 more are a second campaign. Results of one scenario influence the situation in later scenarios. 16 counters, one letter-sized map. '13											
World at War, COMPENDIUM		105251		\$39.00			New	Bk			2
100pg booklet with 5 8.5x11" maps, 88 counters, many scenarios, and articles on strategy for & design of this game of modern tactical combat. '10											
World at War, COMPENDIUM V.2		111793		\$39.00			New	Bk			2
86pgs of World at War content, including 30 scenarios, battle reports, a HQ variant, new geomorphic map & 130 counters (including the Luxembourg army). '14											
World at War: Into the Breach Kit		107780		\$39.00			New	HC			2
Kit requiring Untold Stories covering the US's front line experience in the first days of WW3. Big fun with big scenarios. 12 scenarios including an E.German attack, American defense in depth, screening & counterattacking M.Walker'12											
Looney Lab (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Adventure Time Fluxx		110494		\$12.00			< New	SC			A M
Demo copy, with circular label on box. ■ Version of Fluxx patterned after Mr. Peabody traveling thru time & weirdness. '15											
Adventure Time Fluxx: War Elephant Promo		110497		\$1.00			New	SC	OoP		A M
Psychic War Elephant card, distributed as a promo. ■ Psychic War Elephant card, distributed as a promo item for the base game. This card only available in this way.											
Batman Fluxx		110493		\$12.00			< New	SC			A M
Demo copy, with circular label on box. Sml part of shrinkwrap torn away. New. ■ Version of fluxx based on the Batman motif. Lots of classic villains team up against Batman & Robin. Goal is to clean up Gotham City, and t game includes all new mechanics to help. '15											
Batman Fluxx: Clayface Promo Card		110496		\$1.00			New	SC	OoP		A M
Clayface creeper card, distributed as a promo item. ■ Clayface creeper card, distributed as a promo item. This card only available in this way.											
Fluxx: Dice Expansion Kit		110495		\$9.00			< New	SC			A M
Demo copy, with circular label on box. ■ Kit that adds dice to any version of fluxx; a roll of the dice will now change the draw & the rules, too!											
Retro Loonacy, Manical Card Matching Gm		111966		\$10.00			< New	SC			A M
Shrinkwrapped, with round 'Demo Copy' sticker on box. ■ Rapid-paced, 2-5 player, very quick playing card game where players strive to be the first to paly all 7 cards from their hand by matching 1 of 2 images on each card with images on previously played cards. Quick wits are important. '15											
Ludifolie Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Alea Iacta Est		117153		\$25.00			New	zl			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 tl 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		117881		\$24.00			New	zl			4
Game using the Jours de Gloire series covering the Nov 1812 battle as Napoleon's retreating army attempts to cross the Berezina River in winter. The French face numerous dilemmas as they must secure the few existing bridges or locate suitable fords, managed the many camp followers, and repel any attack by 3 independent Russian army. 500m/hex, 342 counters, 105min/turn. Relatively complex. F.Bey'13											
Dauphin & the Sword, Louis XI v1		114538		\$27.00			New	zl			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		115685		\$27.00			New	Fo			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/tu 400m/hex, 4 scenarios, 2 maps, 432 counters. F.Bey'15											
Marignan 1515 2nd		113704		\$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 gunpowder & pike forces involved English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16											
Montmirail et Vauchamps		116287		\$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											
No Man's Land, Trench Warfare 1914-18		117476		\$26.00			New	Fo			2
French-produced game with English rules. 11 scenario game of the evolution of trench warfare in World War I at a tactical level. Use all the tools of carnage of the day: artillery barrages, poison gas, flamethrowers, shock troops, tanks, barbed wire, plus aircraft overhead. 50m/hex, half-pltn or single tank/unit, 1 dbl-sided map, 324 counters. A.Siege'15											
Normandy 1944, Bloody Summer [2nd]		102096		\$32.50			New	zl			4
Revision of earlier Normandie 1944 game from Vae Victis #27, with new mechanics & revised OoB (with twice as many units), plus air support units, and a second map extending the game to Paris and covering the D-Day landings thru August 1944. Regt/div level, 1week/turn, 6km/hex, complex, 2 scenarios (Cherbourg & Goodwood/Cobra) plus campaign. E.Teng'13											
Swords of Sovereignty		110873		\$24.00			New	zl			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 & Worrigen 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 Worrigen, 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		114539		\$27.00			New	zl			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											
Magic & Tactics, Unlimitd (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Gangsters, Gun Molls & G-Men		101710		\$18.00			Excell	SB	OoP		A 5
Mild, concave 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 neatly colored. Must ship as a boxed item due to size. ■ 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											
Mayfair Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Australian Rails 1st		10818		\$29.00			New	TB	OoP		A
Empire Builders in Australia. Another great lesson in geography & economics via a fun train game on another continent.											
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		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).											
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).											

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl ? Scale Plyrs
EuroRails: Laminated Map Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube. ■ Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.		3928		\$20.00	New	TB	OoP 6
Falkland Sound 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.		114423		\$20.00	Mint	zl	OoP 2
ICBM Simpler game of a hypothetical, all-out nuclear exchange between the US, the USSR & China set in the early 1980s and based on historical nuke inventories. See how much damage you can do while attempting to evade hits with your anti-ballistic missiles. N.Zimmerer'81		114018		\$25.00	Mint	zl	OoP 6
North American Rails Empire Builder expanded to include Mexico (ala the Mex Rails kit).		8241		\$35.00	New	Tb	OoP 6
Richard I the Lion Heart Small game of Richard I's campaign to recapture Norman holdings in France from Philip II late in the 12th century. T.Fisher'81		114019		\$25.00	Mint	zl	OoP Err 4
Settlers of Catan CARD Game This is the 1st (pre-2007) version of the game. Unused. ■ Anglicized version of the German card game, die Siedler. Quick playing card game of building a civilization and defending it. RECOMMENDED. '98		41381		\$14.00	New	SB	OoP A
Space Empires Missing 3 counters; ID & color copy of countersheet included. All counters are marked in ink on generic backside, couple of counters have penciled IDs added. ■ Sml 2-6 player gm of galactic conflict between races. N.Zimmerer'81		49263		\$19.00	V.Good	zl	OoP 8 6
Test of Fire, First Bull Run 1861 Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11		96079		\$18.00	New	FB	4
Medallion Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
Echelons of Fire BUNDLE 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		98693		\$15.00	Excell	n	OoP 1
Echelons of Fury BUNDLE 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		98694		\$15.00	Excell	n	OoP 1
MetaGaming (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
Command at Sea Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 btls of Savo Island around Guadalcanal. G.Preston & J.Gibson'81		16091		\$29.00	Mint	SC	OoP 1
Dimension Demons Sml, simple 2 player gm of alien beings attacking humans, played in 2 parallel dimensions. F.Askew'80		26276		\$8.00	New	SB	OoP 1
Fantasy Trip: Dragons of Underearth 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		118116		\$15.00	New	SC	OoP 1
Fire When Ready Naval combat around the turn of the century. 6 historical & hypothetical scenarios: Brits v French, Dewey in Manila Harbor, Germans v Dewey, Chinese v Jap. @ Yalu 1894, US v Spain @ Santiago 1898, Tsushima 1904. M.Barhart'82		104718		\$9.00	New	SC	1
Holy War Sml game of an interstellar jihad between 2 races. System similar to Godsfire. L.Willis'79		26365		\$15.00	New	zl	OoP 1
Invasion of the Air-Eaters Worldwide defence of Earth against sml # of powerful Alien ships. '79		91185		\$14.00	Mint	zl	OoP 6
Ram Speed Naval combat between Greek, Roman & Phoenician galleys. Simple, quick playing but decent gm. '80		104719		\$9.00	New	SB	OoP 1
Rivets, 2nd Sml sci-fi gm of tac combat in 22nd century. Select or design a robot, program them, & watch out! '79		108115		\$13.00	New	SC	OoP 1
Rommel's Panzers Simple gm of tank-tank combat in N.Africa. Same system as Stalin's Tanks. R.Damon'80		108114		\$9.00	New	SC	1
Stalin's Tanks Intro lvl gm of tac combat between German & Soviet AFVs thruout war. R.Damon'81		118120		\$9.00	New	SC	OoP 1
Trailblazer Sml, mod complex gm of space exploration & economics in deep space, unencumbered by government meddling between multi-nation corporations. G.Costikyan'81		91219		\$9.00	New	SC	1 4
Trojan War Price tag remanent on cover. Color change runs thru 5 markers. ■ Price tag remanent on cover. Color change runs thru 5 markers. Simple gm of grand tac combat around city of Troy, 1185BC. Focuses on dozens of hero from Illiad & divine intervention. 11 scenarios & campaign gm. A.Rahman'81		8210		\$35.00	Mint	SC	OoP 4
Warp War, 2nd War between two nearby star bases. Simple & fast. Design space ships & forge empire. H.Thompson'77		118121		\$15.00	New	SB	OoP 4
MicroGame Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
Afghanistan 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		54304		\$15.00	New	Fo	OoP 4
Arriba Espana! Revised Small, DTP game of the Spanish Civil War, 1936-9, played on an 11x17 color, area map of Spain, w/ 280 color counters that must be mounted & cut apart. A decent, playable game of this bitter civil war. B.Train'98		55412		\$12.00	New	Fo	OoP 8
Barnard's Star 1st 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		58723		\$13.00	New	Fo	OoP 2
No Middle Ground 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		66579		\$15.00	New	Fo	OoP 4
Operation Whirlwind 1st 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		66581		\$12.00	New	Fo	OoP 3
Stalingrad, Pivot on the Volga 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		69230		\$12.00	New	Fo	OoP 4
Switzerland Must be Swallowed Game of the planned German invasion of Switzerland sometime after the summer of 1940. 1 color map & 140 (dbl sided) div level counters that must be mounted & cut apart. 20k/hex, 24hr/turn. Later reprinted in boxed fo by the designer. P.Schutz'01		104660		\$16.00	Mint	zl	OoP 3
Trampling Out the Vintage 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		51347		\$15.00	New	Fo	OoP 4
Vallee de la Mort, Dien Bien Phu 1st		66604		\$15.00	New	Fo	OoP 3

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Small, DTP of the pivotal battle of the first Vietnamese War, Dien Bein Phu 1954, at which the Viet Minh besiege and starve the heart of the French army in Indochina. Co/btn level. Played on an 11x17 color area map of the locality of Dien Bein Phu, w/ 280 colorful unmounted counters. 5 short battle scenarios plus campaign. P.Rohrbaugh'00											
War Plan Crimson		63676		\$14.00			New	n	OoP		4
Last copy. ■ 280 counter, btn/brig sized game of a hypothetical US invasion of Canada in the 1930s in both the Montreal & and Halifax areas after a fascist coup in the US. B.Train'03											
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											
Atlantic, Btl of.../Berchtesgaden #4		49276		\$20.00			New	n	OoP		A 1
Mag + Game. Two DTP games in one 48pg issue. Btl Atlantic is a solitaire game of the U-Boat campaign in the Atlantic, Aug 42-May 43, at strategic level. Berchtesgaden is a sml division level game of the what-if situation had Germany succeeded in making a last ditch stand in SW Germany at the end of WW2. G.Graber'00											
Cold Harbor II		85444		\$6.50			New	n			3
Small, simpler game of the Union assault on the Confeds at Col Harbor, Virginia, in June 1864. Upgraded from the version published in Panzerschrek #3. G.Graber'08											
Dreadnoughts & Battlecruisers		63710		\$25.00			Mint	zl	OoP		1
Complete game including 9 carstock sheets of ship counters (345 ships of 17 nations depicted), plus markers, templates, reference cards & 24pg rulebook. Counters must be mounted & cut apart. Combines all component found in prior Jellicoe v Scheer & later supplement, and Escape of the Goeben, plus 140 new ships and single rules set. Allows replay of any WWI era naval engagement. G.Graber'03											
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											
Nuremberg, Trial of the Century #2		116462		\$20.00			Mint	n	OoP		A
Mag & Game. Small DTP mag dominated by small, abstract card-based game of the Nuremberg trials after WW2. Cards must be mounted & cut apart. Balance of 40pg mag covers simple variants to various games. G.Graber'99											
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											
Reichstag, the Fall of Berlin #1		116461		\$20.00			Mint	n	OoP		3
Mag & Game. Small DTP mag dominated by small, operational level game of combat during the final days of the battle for central Berlin, Apr-May 1945. All counters, cards must be mounted & cut apart. Balance of 28pg mag has small number of short reviews & variants. G.Graber'98											
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 cavalry, 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											
Minden Games/PanzerDigest (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Napoleon in Italy / Stalingrad #3		85173		\$19.00			New	n	OoP		Z 1
Mag & Game & 2 games: Napoleon in Italy is an area move game covering the 1796 campaign in Italy against the Italians. / Stalingrad, the Leather Factory is a solitaire game focused on the German assault on the south end of Stalingrad in early Sept. G.Graber'08 / Also, scenarios for Raid on Schweinfurt, Salvo. '08											
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Texas Revolution, 3rd		101083		\$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 Pubshr (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
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Game Title (& Edition or Issue #)	Game	Price EA	General	Box	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Ship Surchage Flag	Conditn	Type	Print? Incl ?	Scale Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.						
E.T.O., Independent Europa Newsletr #24	115391	\$5.00	Mint	n	OoP	Z
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E.T.O., Independent Europa Newsletr #56	115417	\$5.00	Mint	n	OoP	Z
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3/4" tear at margin of cover & 1st page, with various minor wrinkling to cover. Otherws EX. ■						
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Volunteers Newsletter # 1	3828	\$2.00	Mint	n	OoP	Z
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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
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Ist Alamein, July 1942		49283		\$19.00		Excell	n	OoP 4
Photocopied booklet constituting a smaller, simpler game of the 1st btl of Alamein, July 1942. Map & counters must be made up from copies included. Daily turns, div level. Designed for beginners. L.Coatney'97								
Antique Lovers Playing Cards		54573		\$4.00		Excell	SB	OoP Z
Inventory label on container sleeve. ■								
Dirty Words		1432		\$8.00		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				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 ■								
Travel Backgammon Set		18964		\$15.00		Excell	n	OoP A
Slight rust to closures. ■ ~								
Moments in History (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Famous Victory, Blenheim & Ramillies		113802		\$50.00		Mint	BC	OoP Err 3
Label on box btm. ■ 2 great btlms from the Spanish War of Succession involving the Duke of Marlborough, a brilliant Brit general: Blenheim 1704 & Ramillies 1706. Depicts musket & bayonet tactics of the time. 2 scenarios, btlm/rgt lvl. R.Berg'94								
In Flanders Field, Second Btl of Ypres		43743		\$35.00		New	Fo	OoP 4
Original printing with folio jacket. ■ Second battle of Ypres that marked the beginning of attritional trench warfare in Europe. Btlm/rgt/brig level game of the surprise German offensive that began with a poison gas barrage. 2 counters. '99								
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 lvl gm of the 5 week battle for Aachen, the first German city to fall. Uses Triumphant Fox system & its focus on command control. Moderate complexity. D.Blenheim'95								
Triumphant Return, Liberation of Kiev		105316		\$37.00		New	zl	OoP 4
Modest sized game of the Nov-Dec'43 recapture of Kiev. 240 counters & a modest sized map. 3 scenarios & campaign. J.Desch'98								
Multi-Man Publishing. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Above the Clouds, Battle...		118465		\$67.00		New	BC	4
8th game in the Grt Campaigns of the Am Civil War series. Covers the key campigns & the central grounds of the battles of 1863 in the west. Includes the Chickamauga & Chattanooga campaigns during the 5 months of activity in 1863.. W/ 2 maps, 840 counters, 9 scenarios. '10								
Angola 2nd		115169		\$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:Action Pack # 6, Decade of War		115933		\$27.00		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!		109384		\$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		113973		\$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!		115171		\$22.00		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		115172		\$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:Beyond Valor 4th		118474		\$99.00 **		New	DC **	2
2016 4th edition. ■ Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prio ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '16								
ASL:Beyond Valor 4th		114693		\$95.00 **		< New	DC **	2
2016 4th edition. Minor ding to one box corner. Shrinkwrapped & new in other respects. ■ Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '16								
ASL:Blood Reef Tarawa GAMERS GUIDE		112960		\$14.00		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:Decision at Elst Starter Kit		117417		\$53.00		New	BC	2
A complete ASL game, the first Historical Starter Kit Module, covering the British 214th Brigade's advance towards Arnhem at the Dutch town of Elst, defended by Kampfgruppe Knaust. Includes historical map, 3 countersheets, 4 scenarios & campaign game, basic rules set, campaign rules. Complete game, no other components needed to play, making it a good beginner set. Campaign game connects individual scenarios thru a n phase during which players purchase replacements. '14								
ASL:Hakkaa Paalle		115947		\$77.00		New	BC	2
ASL module #14 containing the complete Finnish order of battle w/ 4 countersheets, board 52, Chp H rules for the Finnish vehicles & guns & early war Soviet vehicles, plus 4 chapter dividers, overlays & 16 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 & T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs & guns. '15								
ASL:Last Hurrah 2nd		117418		\$30.00		New	HC	1
2nd ed is basically a reprint, but adds board 3 to contents. 6th ASL module adding the armies of the small neutral nations conquered early in WWII: Poland, Norway, Belgium, the Netherlands, Yugoslavia & Greece). Include 8 scenarios, boards 3, 11, 33. Req ASL rules, BV & Yanks to play all scenarios. '02								
ASL:Rivers to the Reich Scenario Pack		115174		\$18.00		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:Starter Kit #1 2nd		116524		\$50.00		New	BC	OoP 2
2014 reprint. ■ 10th Anniversary (2nd) ed updates the rulebook with clarifications. Reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused solely on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '14								

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
ASL:Starter Kit #2 2nd 2016 reprint. ■ 2016 2nd edition. Complete game aimed at introducing beginners to ASL thru 8 scenarios pitting US or British soldiers against the Germans & Italians. Kit #2 focuses on ordnance & light AT weaponry. Includes 2 countersheets, 2 unmounted maps, along with tutorial style rules. '16		115178		\$25.00		New	BC		2	
ASL:Starter Kit #3, Tanks 2nd 2016 Reprint. ■ 2016 2nd ed reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordnance. '16		116530		\$29.00		New	BC		2	
ASL:Turning the Tide Revision of 20 of the Squad Leader scenarios found in Cross of Iron, Crescendo of Doom, GI Anvil of Doom, the 100, 200 & Rogue scenario kits revised into the ASL format. Most use only boards 1-5; none use overlays. '1		116520		\$17.50		New	Fo		2	
ASL:Winter Offensive #1 2010 Bonus Pack 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		112995		\$17.00		New	Fo		2	
ASL:Winter Offensive #2 2011 Bonus Pack 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		118039		\$18.00		New	Fo	OoP	2	
ASL:Winter Offensive #3 2012 Bonus Pack 2012 Winter Offensive kit. Scenario pack with 3 scenarios & 2 maps (64 & 65). '12		116874		\$18.00		New	Fo	OoP	2	
ASL:Winter Offensive #4 2013 Bonus Pack 2013 Winter Offensive kit. Scenario pack with 3 scenarios, 1 causeway overlay & 1 map (66). '13		118040		\$18.00		New	Fo	OoP	2	
ASL:Winter Offensive #5 2014 Bonus Pack 2014 Winter Offensive kit. Includes a new map & 3 scenarios involving the Soviets & Germans or Japanese & Americans. '14		113567		\$18.00		New	Fo	OoP	2	
ASL:Winter Offensive #6 2015 Bonus Pack 2015 Winter Offensive kit. Includes 3 scenarios set in various places in 1944: Oredzsh, USSR, Angaur Island, and Poteau Belgium. Includes 2 geomorphic boards that update earlier boards 10 & 17. '15		115510		\$18.00		New	Fo	OoP	2	
ASL:Winter Offensive #7 2016 Bonus Pack 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		115527		\$19.00		New	Fo	OoP	2	
ASL:Yanks 2nd 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		118479		\$103.00	**	New	DC **		2	
Beyond the Rhine 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, btln-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		113568		\$99.00	**	New	DC **		4	
Bitter Woods: 2nd Ed Update Kit Complete & very clean. ■ Upgrade kit consisting of revised rules and counters; all other components remain the same in 2nd ed.		105025		\$29.00		Excell	n	OoP	4	
Blitzkrieg Legend, Btl for France 1940 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.		116875		\$85.00		New	BC		4	
Breakthrough, Cambrai Std Combat System game of the Nov.1917 offensive at Cambria. 324 British tanks & 8 divisions assault a 4mi-wide front that achieved its initial goals (& record gains) but was beaten back by quick German reactions. Uses MMP's area move game system. M.Rinella'11		115512		\$35.00		New	BC		4	
Day of Days, Invasion of Normandy 1944 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 rule 15 scenarios (many using only 1 or 2 maps). D.Essig'15		114840		\$90.00	**	New	DC **		3	
Fearful Slaughter, Battle of Shiloh Last copy. ■ Large game of the April 1862 battle of Shiloh using the Gamer's regimental system. 11 scenarios including many what-if including one that roughly doubles the confederate forces by drawing on other forces in the area. 1680 counters, 2 maps. 110yd/hex, 15min/turn, regt scale. D.Powell'04		111110		\$95.00		New	BC	OoP	4	
GD'42 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		111224		\$49.00		New	BC		3	
Guadalajara Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btln level, 280 counters, 1 map. E.Sassot'06		118227		\$23.00		New	BC		3	
Guderian's Blitzkrieg II[I] 3rd 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, btln-div level. D.Essig'11		108661		\$125.00	**	New	DC **		4	
Heights of Courage, Golan Heights 1973 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		115182		\$30.00		New	BC		3	
It Never Snows 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		116540		\$65.00		New	BC		4	
Karelia '44 Standard Combat System game covering the northern Finnish Front during the summer of 1944 as the the Soviets attack with 2 ground armies & the Finns attempt to stave off defeat one more time by making good use of their artillery & 3 defensive lines. Btln/rgt level w/ 280 counters. K.Jacobsen'11		116689		\$31.00		New	BC		4	
Kawaguchi's Gamble, Edson's Ridge 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 btlns) 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		114841		\$36.00		New	BC		3	
King Philip's War 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		110006		\$36.00		New	BC		4	
Kingdom of Heaven, Crusader States Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusades plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrastian'12		115979		\$65.00		New	BC		6	
Korea, the Forgotten War 2nd 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		116878		\$67.00		New	BC		4	
Last Blitzkrieg, Wacht am Rhein		115950		\$99.00	**	New	DC **		3	

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
New, but not shrinkwrapped. ■ 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										
Last Chance for Victory	118049			\$134.00	**	New	DC	**		3
Second game in the Line of Battle regimental civil war series. Covers the battle of Gettysburg in a detailed way, making for a very large game but also a definitive one of this battle. Attempts to fully explore the missed opportunities & mistakes of this battle. Includes v2 series rules. 6 maps, 2240 counters, 22 scenarios with some using only 1 map. D.Essig'13										
Mighty Endeavor 2nd	115952			\$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 i 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	116231			\$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	117423			\$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										
None But Heroes	113536			\$79.00		New	BC	OoP		4
Last copy. ■ New design & the first of an intended Line of Battle game series (a variation on the Grt Btls of Am Civil War & Civil War Brigade systems). Covers the situation in 1862 as McClellan forces R.E.Lee's Army of Virginia to fight at Antietam Creek near Sharpsburg, resulting in the bloodiest battle in US history. Rgt/battery lvl. Play is streamlined, with combined arms factors. 2 maps, 1400 counters, 8 scenarios. '11										
Operational Matters OCS Guide	118230			\$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 game 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/btn/rgt/brig level. Now at a slightly larger scale with 1 map, 2 countersheets, 3.5 days/turn, 3.5mi/hex. 6 scenarios. D.Esseg'16										
Reluctant Enemies, Operation Exporter	117763			\$38.00		New	BC			4
Small game of the 1941 Allied invasion of Vichy French-held Lebanon & Syria. Intended as a very accessible introduction to the Operational Combat System (OCS), of which it is the 13th in that series. Has all the elements the OCS system, including severe supply constraints, plus swirling battles, amphibious assaults, naval bombardment, and an air campaign. 5 brigades of allied troops assault the Levant states in mid-1941 defended by the Vichy French expecting a cakewalk, and were initaly stopped cold. Game includes an OCS rules summary, and a 16pg OCS Starter Guide with illustrations of play. 280 counters, OCS rules v4.1. D.Essig'14										
Rock of the Marne	111112			\$30.00		New	BC			4
New, but not shrinkwrapped. ■ 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										
Rock of the Marne	111421			\$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	113540			\$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										
South Mountain	115186			\$36.00		New	BC			4
Regt level Civil Wars series game of the battle of South Mtn, Spt'1862, as DH Hill's division is surprised & attacked by Burnside's army, saved only by the arrival of 2 other Confed divs. w/ 1 map. 100yd/hex, 15min turn. '08										
Stonewall Jackson's Way II [2nd]	118233			\$68.00		New	BC			4
9th edition of the Am Civil War game series. This game is a complete update of earlier Stonewall Jackson's Way (1st in the series) which covered the campaigns in central VA in summer 1862 AND adds coverage of First Bull Run in 1861. Maps are recreated by the original artist with new historical detail, & counters updated too. Uses rules system as of Grant Takes Command. 5 1861 scenarios & 5 1862 scenarios. Rgt/div lvl, 2 maps, 840 counters. '13										
Storm Over Dien Bien Phu	114566			\$44.00		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										
Strike Them a Blow	118491			\$35.00		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	107655			\$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 scenar plus campaign game, 10 countersheets, 3 maps; complex. Div level, seasonal turns, covering 1937-1945. L.To'13										
Talavera & Vimieiro	112595			\$28.00		New	BC			3
Game in the Napoleonic Brigade series covering the 2 day battle the bloodied both the allied English & Portugese armies and the pursuing French near Talavera, July 1809. Includes a separate mini-game covering the August 1808 battle of Vimieiro outside Lisbon, at which the Allied armies defeated a French army under Junot that opened the door to the Peninsular War that followed. '07										
Tide at Sunrise, Russo-Jap War 1904-5	116548			\$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]	116888			\$45.00		New	BC			2
2016 2nd edition. ■ Update of this detailed, btn 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 & wooly! Includes 2 maps, 780 counters, optional rules for Enemy at the Gates that reflect the decisions the Axis could have made regarding Tunisia. Btn/regt 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										
Victory Lost 2nd	117357			\$29.00		New	BC			A
2015 2nd ed. ■ Reprint of this simpler game of the massive Soviet offensive in the spring of 1943, after Germans surrendered at Stalingrad. Soviets attack over a 500mi front, but victory was ultimately denied them by von Mainstein's "backhand blow." 280 counters, rgt/div level. Winner of 2007 Intl Gamers Award. 2nd ed apparently has minor rules corrections & a slightly revised box art only. T.Nakamura'15										
Warriors of God, Wars England&France 2nd	118234			\$39.00		New	BC			6
2015 Reprint of this strategic level game of the intermittant wars between what is now England & France during the late Middle Ages. Simpler mechanics & 2 scenarios (1135-1258 & 1337-1453). Excel solitaire suitability. 210 1" counters. '16										
Warriors of Japan, a Country Aflame	114852			\$33.00		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										
Where Eagles Dare, Btl for Hell's Hiway	115188			\$132.00	**	New	LB	**		4
Stand alone game that mates with Devil's Cauldron to cover all of Op Market-Garden. Large, company level game of the southern part of Operation Market-Garden, Sept 1944. Covers the drive up Hell's Hiway to relieve th besieged paratroopers holding the vital northern bridges. 500m/hex, 2hr/turn w/ up to date historical info. Uses the Grand Tactical system, a derivation of the Panzer Command system. 5maps, 2000 counters. A.Starkweather'11										
Multi-Man ASL JOURNAL		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
ASL: Journal # 2 2nd [reprint]	94495			\$40.00		New	n			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	116893			\$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:Out of the Attic #2	116554			\$18.00		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.

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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	110830			\$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 Tobr 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) GD42; 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	115966			\$19.00				New	n				Z
Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tank Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.													
Special Ops Wargaming Journal # 2	115968			\$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	116555			\$24.00				New	n				Z
Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12													
Special Ops Wargaming Journal # 3	109769			\$20.00				Mint	n				Z
20 (all) variant/errata counters for Baltic Gap removed; all other counters included & unpunched, otherwise 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	117361			\$22.00				New	n				Z
Mag + Game. Includes complete game BUSHY RUN, pitting British force of 500 seeking to relieve Fort Pitt, against a largely hidden & mobile Indian force in Pennsylvania, 1763, during Chief Pontiac's War, w/ map & 88 counters. Includes ASL map #68. ARTICLES ON: Angola strategy & analysis; intro to Mr. Lincoln's War, with analysis & strategy; Japanese anti-tank tactics in ASL; ASL scenario O9, O10, S56, S57; Viet Minh strategy in Storm Over Dien Bien Phu; designer's notes for Last Chance for Victory; OoB Notes for It Never Snows. '14													
Special Ops Wargaming Journal # 6	117768			\$24.00				New	n				Z
Mag + game. Includes Storm Over Normandy game of the D-Day landings & beyond using MMP's Area Move (Storm over Arnhem) series. Focuses on the initial invasion, including paratroop landings, and the German response, during the first week. Includes 54 cards that add special events & abilities. ARTICLES ON: Action Pack #11, the Mighty Endeavor & Devil's Cauldron, with previews of two upcoming games: Hungarian Rhapsody Last Blitzkrieg. '15													
Omega Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
1864, Year of Decision	55423			\$25.00				Mint	BC				6
~45 counters loose from tree in strips. Otherws 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. D.Alexander'01													
Carrier War: Expansion Kit	103307			\$25.00				New	Fo	Going			6
Expansion kit that allows the possibility of the war continuing thru 1944 to as late as 1946, with air, land & naval forces in production but not produced historically. Includes 400 additional counters, 7 play aid cards, errata, plus 6 scenarios including the invasion of the Philippines, the invasion of Japan and a campaign game of the entire war in the Pacific.													
Eastern Front Solitaire, 4th	115198			\$25.00				New	BC				6 1
4th edition colorizes the map & counters, adds bullet pt format rules, added design notes. Simpler, strategic, area move, solitaire game of East front, 41-45 at army level. Good game. D.Alexander, B.Gibbs'01													
Game Box, Blank	115200			\$4.50				New	BC				Z
Blank bookcase box intended for game storage or replacing damaged boxes.													
Victory in Europe, 2nd Upgrade Kit	1488			\$25.00				Mint	n	OoP	Err		6
Update of all components EXCEPT counters & die, including folio cover, rules, reference book. ■ Rules, play booklet, map, charts & cover sheet. No counters.													
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. ■ Box cover concave. Strat lvl gm of Napoleon's Iberian Peninsula campaign, 1810-13. Area move on ugly map. Well designed by author of book on subject. D Alexander'86													
War to the Death, 2nd	113445			\$25.00				New	Fo	OoP			6
Strategic level, area-move game of Napoleon's Iberian Peninsula campaign, 1810-13. Covers the unique problems of the war in Spain, Spanish guerillas, and the British army. Substantially revised from earlier 1st edition, repackaged in folio format. D.Alexander'94													
One Small Step (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
2WW, the War in Europe 3rd	117039			\$40.00				New	BC				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													
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 bt, Alexandria is a naval bt during siege. Repackaged in a flat 8.5x11" folio. B.Banks'03													
Atlantic, Battle of...	117057			\$18.00				New	Fo				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.Graber'16													
BCT Command Kandahar	115731			\$59.00				New	BC	OoP			8
Board game of the US-led counter-insurgency campaign in Afghanistan in the current time frame. Built around the Staff Card game system, where cards are used to set point-giving objectives and to form hands to allow various abilities. Each of the two sides must seek to pursue their own objectives given their resources, while avoiding alienating the populace. Includes 298 counters, 98 cards. J.Miranda'15													
Chicken of the Sea	83489			\$8.00				New	n	OoP			1
Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94													
Crisis 2000, Insurrection in the US	82575			\$9.00				New	n	OoP			8
Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94													
Great War, 1914-1918, 3rd	116328			\$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													
Green Beret, War in Central Highlands	111250			\$17.50				New	Fo				4
Game of the earliest period of overt US military intervention in Vietnam. US Green Berets, together with Montagnard tribesmen, strive to prevent the Viet Cong & NVA from controlling the Central Highlands of Vietnam, and thus establishing a path cutting the southern portion of the nation in half. Focus is on recruiting, population control, evasion & detection of enemy forces. Area move, co-rgt units, 140 counters. B.Train'15													
Holy Roman Empire, the Thirty Years War	113087			\$50.00	**			New	GB	**			6 6
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													
Huzzah! Four BtIs of the Am Civil War v1	117037			\$42.50				New	BC				3
Quadrigame of 4 grand tactical battles of the American Civil War. These are small but significant battles: Belmont, luka, Newbern and Stephenson's Depot. Uses an evolution of the Rebel Yell system now called Huzzah! 3+companies/unit, 150-200yeds/hex, 560 counters, 4 small maps. R.Dengel'16													
Kandahar, Southern Afghanistan 2008-10	112498			\$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													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Lone Jack, Battle at...		116991		\$21.00			New	Fo			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		116992		\$21.00			New	Fo			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											
Operation Whirlwind, Budapest Nov 1956		116990		\$16.00			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											
Shining Path, Struggle for Peru 2nd		113113		\$17.50			New	zl	OoP		6
One Small Step ARES MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Invasive Species #2		114993		\$25.00			New	n			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 include numerous sci-fi fiction articles. 78pgs.											
Worlds, War of the... #1	GmOnly	116078		\$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. StatQuo, a worldwide government ala NWO, is challenged by hackers-Cybernauts- or control of the Net. Counters must be cut apart (& optionally mounted). Conflict occurs in both the real & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.											
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 a 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											
IWW, World War One in Europe # 2		118282		\$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.											
Mule Shoe Salient # 1		117068		\$29.00			New	n	Going		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/hex. R.Dengel'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											
Arcola		87286		\$17.00			Excell	zl	OoP		4
Complete. ■ Highlight of Napoleon's Italian campaign, Nov. 1796, using Zucker's Napoleonic system. Napoleon uses interior lines to prevent two Austrian forces from uniting & defeating each in detail. 100 counters, brigad level. K.Zucker, T.Walczyk'79											
Arcola		109700		\$25.00			Mint	zl	OoP		4
New. ■ Highlight of Napoleon's Italian campaign, Nov. 1796, using Zucker's Napoleonic system. Napoleon uses interior lines to prevent two Austrian forces from uniting & defeating each in detail. 100 counters, brigade lev K.Zucker, T.Walczyk'79											
Devil's Den, 1st		1500		\$44.00			Mint	BC	OoP		2
Some sun fading to 2 side edges & margins of box cover. ■ Longstreet's attack against the Union's position at Devil's Den & Little Round Top on 2nd day of Gettysburg. 2 scenarios plus day long scenario. D.Martin, L.Millman'80											
Wargame Design (OSG II) v2 #1		41676		\$9.00			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 #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 #5		115328		\$15.00			Mint	n	OoP		Z
ARTICLES ON: Playtesting Bonaparte in Italy; OSG's Operational Level Napoleonic Games survey; Survey of prospective Historical Study on CD-ROM of Napoleon at Waterloo; 2000 Napoleonic Tour; Prview of Sun of Austerlitz; Interface between Emperor Returns & Last Days of the Grande Armee; Design Symposium: Evaluation of Units & What is Wargame Design & the Subsystem; A Question of Elan; Q&A on Last Days of the Grand Armee. '00											
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 II) v2 #7		115330		\$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 II) v2 #8		69929		\$10.00			Mint	n	OoP		Z
1x3" inventory label on cover. Others mint. ■ Newsletter of the second incarnation of Operational Studies Group (aka Kevin Zucker) promoting their line of Napoleonic games with strategy & analysis, history, and preview of upcoming attractions.											
Wargame Design (OSG) v1 #3		115327		\$12.00			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		\$20.00			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.											
Korea '95 #4 / Korea 2005 #4.1 Set		113862		\$26.00			New	n			6
Mag & Game. Renewed hostilities in Korea, mid-90s. Good, bloody game that well covers the nature of possible renewed hostilities in Korea. 200 counters, Includes infiltration, air & naval forces, amphibious invasion. brig/div level, 2days/turn. C.Kamps'92 / Update kit for Korea '95 published in Counterattack #4 in '93. Kit to update game system to the 2004 & future political environment. Adds 20 counters, OoB folio, and 6 scenarios including Rumsfeld's wet dream and NK's efforts to preempt this (having learned a lesson from Iraq). HC.Meyer III'04 / ARTICLES ON: Across the DMZ, the Next War in Korea; the Units of Korea '94; Player's notes for Korea'95; the Fall of Hong Kong 1942; the Goeben & WWI on the Black Sea.											
Korea '95, Next War in Korea #4		117292		\$25.00			Mint	n	OoP Err		6
Mag & Game. Game covering the possibility of renewed hostilities in Korea in the mid-90s. Good, bloody game that well covers the nature of possible renewed hostilities in Korea. 200 counters, Includes infiltration, air & naval forces, amphibious invasion. brig/div level, 2days/turn. A 2005 update by same designer is available separately that updates the order of battles. C.Kamps'92 / ARTICLES ON: Across the DMZ, the Next War in Korea; the Units of Korea '94; Player's notes for Korea'95; the Fall of Hong Kong 1942; the Goeben & WWI on the Black Sea.											
Lee Invades the North #2		1523		\$20.00			Mint	n	OoP		6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 181 naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.											
Lee Invades the North #2	90108	\$19.00	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											
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Grenadier Magazine #13	115295	\$10.00	Mint	n	OoP	Z					
First issue published by Pacific Rim. ARTICLES ON: French Armor in the Battle for France, including changes to Fall of France; Europa notes; Review of SPI's Battle of Austerlitz; Discussion of White Death & Korsun Pocket; review of recently published games. '81											
Grenadier Magazine #14	115296	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: the Future of the Europa Series, pt.1; Review of GDW Fall of France, w/ Designer Reply; Games on the German Invasion of France (5); Review & analysis of Beat to Quarters; Review of Prochorovka, Arm at Kursk; Review of WWW Forward to Richmond #13; Origin '80 awards; Brief reviews of recent games. '82											
Grenadier Magazine #15	115297	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: the Future of the Europa Series, pt.2; Review of the Streets of Stalingrad, with designer's reply; Review of The Sword & the Flame Mini Rules; Use of Panzer Corps in Drang Nach Osten; Review of SPI Gread Medieval Bbattles; Review of & Strategy in GDW Beda Fomm; Brief reviews of recently published games. '82											
Grenadier Magazine #16	115298	\$10.00	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	\$10.00	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 ACTACTIX 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	\$10.00	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 #19	115301	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Jack Radey 9:00; analysis of AH War & Peace 1st; Fall Blau scenario for Drang Nach Osten, pt 3; index to various Europa game scenarios & link-up articles; solitaire gaming GDW's Red Army; analysis of Gettysburg games pt 2: OSG 20th Maine / AH Little Round Top; brief reviews of: CENTURION Crisis in the Ukraine; CCC Charge to Glory & Iron Brigade, PEOPLE's Gazala 1942, YAQ Red Storm, WEG Operation Badr, VG Hell's Highway. '84											
Grenadier Magazine #20	115302	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Jack Radey 9:00; Errata for Western Desert & Near East; analysis of VG Nato & Hell's Highway & Ambush! & Civil War & Gulf Strike; brief reviews of: GDW Assault & Blue Max, ACTACTIX Interstellar War & Fight for the Sky & Btl for Normandy, TSR Iwo Jima #92, American Civil War #93 & Omega War #14, QTRDCK Grant Moves South, SIMCAN D.A.K. & With Fire & Sword, YAQ Close Assault, WWW Decision at Kasserir #23, AH B-17 & Tactics, HARRIS BroadSides & Boarding Parties. '84											
Grenadier Magazine #21	115303	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Review of OSG (Later OSG) Devil's Den; Review of Iron Brigade; Pansari Salama, Panzerblitz variant providing Finnish & Soviet units from the Continuation War. with rules and 10 scenarios; History of the diplomatic situation during the Winter War, and Belaya Smert (Winter War 1939) scenario for Fire in the East as well as Spring War scenario of hypothetical Allied intervention in Scandanavia in Spring 1940; Short Reviews of recently published games. '84											
Grenadier Magazine #22	115304	\$10.00	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 #23	115305	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Western Desert; the Italian 1940 offensive in Egypt scenario rules; analysis of & strategy for PEOPLE's Aachen; errata for Fire in the East; analysis of Gettysburg games pt 3: PHOENIX Gettysburg High Tide; Jack Radey 9:00; brief reviews of GDW 8th Army & Normandy Campaign, WEG Druid, TSR Soldiers of the Queen #110, VG 1809. '84											
Grenadier Magazine #24	115306	\$10.00	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 Shiloh & 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 #25	115307	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Hitchhiker's Guide to GDW Fire in the East, w/ strategy & Soviet front line defense setup; Jack Radey 9:00; Strategic Games of the American Civil War pt2: TSR American Civil War #93; review of the statu of the 9 existing Europa game titles; the experience of playtesting Fire in the East; history of GDW; brief reviews of WEG Killer Angels, TSR Air War 2nd, GDW Third World War, WWW Stars & Bars #30, SIMCAN Ortono & One World, GRD FitE Play Aid Kit #1. '85											
Grenadier Magazine #26	115308	\$10.00	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	\$10.00	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 #29	115310	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Review of ADG World in Flames 1st, with designer's reply; Review of Book, Rise & Fall of the US Army in Vietnam; Introduction to Wargaming Jargon; Review of WEG Druid, State of the Soviet Airforce at the Time of Barbarossa, 1941, with a small number of proposed rule revisions for Fire in the East; Critique of VG Mosby's Raiders; Review of WWW China Incident #37; Suggestions for Writing a Review to Wargamer Magazines; Brief Reviews of recently published games. '86											
Grenadier Magazine #30	115311	\$10.00	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	\$10.00	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											
Grenadier Magazine #31	115315	\$10.00	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											
Grenadier Magazine #32	115313	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Air Combat Wargames; Jack Radey 9:00; Testing, Presentation & Production of Wargames; The BEF in WW2 with detailed division level descriptions; optional rules for Fire in the East; very brief bios of the industry's designers; brief reviews of: QTRDCK Rommel's War 1st, WWW Hellfire Pass #39 & O'Connor's Offensive #41, SIMCAN Noseman, WWW MacArthur #44 & Dynamo Dunkir 1940 #53, TSR Remember the Maine #110 & Terrible Swift Sword 2nd, GDW Air Superiority. '87											
Grenadier Magazine #33	115314	\$10.00	Mint	n	OoP	Z					
ARTICLES ON: Review of GDW Assault; Origins '87 Report; General Critique of Europe Game Mechanics by Jack Radey; the Evolution of Terrible Swift Sword 2nd; Wargamer's Guide to Civil War Battlefields of Gettysbu Fredericksburg & Chancellorsville; Operation Exporter scenario of the July 1941 Allied invasion of Vichy Middle East; Short Reviews of recently released games. '88											
No Pasaran! #27	96724	\$15.00	V.Good	n	OoP	Err	4				

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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).											
No Pasaran! #27		115316		\$19.00			Mint	n	OoP Err		4
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 JustPlainWGms (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
48th Panzer Korps 2nd		117745		\$27.00			New	zl			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		117723		\$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		106441		\$12.50			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		104415		\$15.00			New	n	Going		4
Sml gm of German drive on Bastogne & Patton's counterstroke. 2 scenarios & campaign. J Meldrum '91											
Black Sea Fleet, 1914-18		96703		\$12.50			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											
Chosin 1st		113799		\$22.00			Mint	HC	OoP		3
Sml label remnant on box btm. 1st edition. Otherws unpunched & very clean. ■ Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Resevior, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. T.Carlson'95											
Chosin 2nd		114802		\$25.00			New	HC			3
Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Resevior, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. The US forces must retreat in good order during the day, establishing a solid defense before nightfall, day after day. 1 map, 300 counters. 440m/hex, 8hrs/impulse. Lengthy game. T.Carlson'04											
Counter Sheets, 1/2" Color Printed (6)		114808		\$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).											
Counter Sheets, 5/8" Blank (6) White		110412		\$15.00			New	Fo			Z
Demyansk Pocket		104655		\$12.50			New	n	Going		4
Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91											
Honour Alone, Fall of Hong Kong		117747		\$20.00			New	n			4
Modest sized game of the stubborn but obviously hopeless defense of Hong Kong against the Japanese, Dec'41. B.Knipple'92											
Iron Tide, Panzers in the Ardennes [zl]		104654		\$35.00			New	zl			4
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											
Kestenga		114810		\$12.50			New	n			4
Small game of the 3 Axis attempts in '42 to cut the Murmansk RR near Kestenga. M.Bennighof'93											
Last Elephant Offensive, Sangshak, '44		114811		\$12.50			New	n			2
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											
Salla 1941, Fight to the Finnish		104425		\$12.50			New	n			4
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											
Space Nazis from Hell		116114		\$10.00			Mint	n			1
Ship-ship combat in a fantasy world of ramjet Mustangs & rocket-powered Stukas. Yeah.											
Summer of 1863		112352		\$23.00			New	zl			4
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											
Taman '42		117749		\$15.00			New	n	OoP		4
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											
Troina '43		110416		\$12.50			New	n			4
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											
Vimy Ridge 1st		111020		\$20.00			New	zl			3
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											
Wellington's War, Peninsular Campaign		114801		\$69.00			New	FB			6
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											
Panther Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Trial of Strength		113933		\$95.00			Mint	BC	OoP Err		4
Scuff at center of box cover, and label on box btm. Otherws cherry mint. ■ '85 Game of the Year. Strategic level, comprehensive game of the War in the Eastern Front during World War II. Uses an excellent, integrated mo & combat game system. First class components. Between the system, the size & the length, this is a complex game. 2 maps, 800 counters; 10days/turn, 45mi/hex, corp level. D.O'Connor'85											
Panzerfaust/Campaign MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Invasion of Sicily		104391		\$30.00			Mint	n	OoP		4
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											
Paper Wars (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Paper Wars Magazine #15		106544		\$10.00			Mint	n	OoP		Z
Wargame Collector's Journal # 3		3829		\$6.00			Mint	n	OoP		Z
Game review mag that evolved into Paper Wars magazine. '91											
Wargame Collector's Journal # 4		106538		\$6.00			Mint	n	OoP		Z
Game review mag that evolved into Paper Wars magazine.											
Wargame Collector's Journal # 5		106539		\$6.00			Mint	n	OoP		Z
Game review mag that evolved into Paper Wars magazine.											
Wargame Collector's Journal # 6		106540		\$6.00			Mint	n	OoP		Z
Game review mag that evolved into Paper Wars magazine.											
Wargame Collector's Journal # 7		106541		\$6.00			Mint	n	OoP		Z
Game review mag that evolved into Paper Wars magazine.											
Wargame Collector's Journal # 8		106542		\$6.00			Mint	n	OoP		Z
Wargame Collector's Journal # 8		106543		\$6.00			Mint	n	OoP		Z
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

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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	Uno	1567		\$3.00				Excell	SB			OoP	A
Fun, classic & simple multiplayer card game.													
Passport Game Studios (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Game of interstellar exploration & imperial conflict. 2-4 players are differing starfaring races, each competing to explore, conquer & claim as much of the galaxy as possible. Build new, stronger, faster ships to get there first with the most, and ally with others to form coalitions that can dissolve in a second. Rules provided in English, French & German. D.Mortimer'15	Passport Game Studios	110964		\$26.00				New	SC				8 4
Peoples' Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Cherry. ■ Op lvi game of Gazala battles of mid-'42 before Tobruk with focus on unit integrity, logistics & intelligence. D.Bolt'83	Peoples' Wargames	1588		\$70.00				Mint	FB			OoP	2
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, D 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	Korsun Pocket, Stalingrad on the Dnepr	106083		\$249.00				Mint	zl			OoP	4
Perry Moore (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Last new copy. ■ Revision & upgrade of this game of a critical counterattack by elements of the 12th SS Panzer against lead elements of the Canadian 9th Brig attacking toward Caen just after D-Day. This counterattack delayed Allied progress nearly a month. P.Moore'05	Perry Moore	81664		\$15.00				New	Fo			OoP	4
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	Assault Across the Suez, 1915	78463		\$15.00				New	Fo			OoP	3
Set of 3 games previously published separately, each on more recent Arab-Israeli Wars: Op Shock Troop 1st, the Israeli counterattack in the Golan 1973; Op Dovecot, the Israeli counterattack near the Suez Canal & into Egypt; and Peace for Galilee, a grossly misnamed game of the Israeli invasion of Lebanon in 1982 that bogged down with overreach & urban fighting. Each game is separate, and while large each is produced to basic Desktop Publishing standards, with b&w map, PC printed rules & counters that must be cut apart for play. Moore's games are not none for careful proofreading nor playtesting. P.Moore	Born to Battle	78943		\$25.00				Mint	zl			OoP	4
Our last copy. ■ Grand tactical level game of an assault by 10,000 Ethiopian troops against the Eritrean-held Mt Gemehalo fortress on 23 Feb'99. Success would break the Eritrean defenses; failure might break the Ethiop will. 1hr/turn, 400yd/hex. 280 counters that must be cut apart. P.Moore'06	Breakthrough at Gemehalo, Feb. 1990	75044		\$15.00				New	Fo			OoP	3
Last copy. ■ DTP game of the decisive battle of the post-WWI war between Greece & Turkey, as Turkey defeated the Greek invading force and ended the threat to its remaining national integrity. 280 paper counters that must be mounted & cut apart, 11x17 map, 12hrs/turn, btlm level, 2 scenarios. P.Moore'05	Destruction of the Greek Asia Minor Army	86244		\$18.00				New	Fo			OoP	4
DTP game of the final, desultory British attack on Red Russian forces in Aug. 1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, unopposing areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighter. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06	Dvina River Offensive, August 1919	74370		\$21.00				New	Fo			OoP	3
Our last copy. ■ DTP game covering the last German offensive of WW2, Operation Solstice in Feb.'45, as the German 11th Pzr Army with its 300 AFV relieved a force trapped at Arnsvalde. 250 paper counters that must be mounted & cut apart. P.Moore'06	Guderian's Last Gamble, Sonnedwende 1945	79096		\$15.00				New	n			OoP	4
Grand tactical level game of Operation Goodwood, Monty's idea to break thru the 1st Pzr 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	Kursk in Normandy 1944, Op Goodwood	86248		\$22.00				New	n			OoP	3
Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06	Last Blitzkrieg, Peace for Galilee 1982	82173		\$23.00				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	One Bold Move, Battle for Tay Ninh 1968	77036		\$21.00				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	Operation Eisbar, Prelude to Leros 1943	74857		\$20.00				New	Fo			OoP	4
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 counter counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05	Slim River, Malaysia 1942	78016		\$15.00				New	Fo			OoP	2
Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters that must be mounted & cut apart. P.Moore'06	SS Abyss, Hungary 1945 1st	86243		\$17.50				New	Fo			OoP	4
Phoenix Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
NOTE: Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity. Lombardy'83	Phoenix Games	103630		\$29.00				< New	FB			OoP	9
Mounted board has mild wavy warps to 2 panels; no impact but not perfectly flat. Unpunched/unused/unplayed. ■ A 5-division Confed attack pierces Union lines in Tennessee, Spt 1863, catching Rosencran's Union forces widely dispersed in northern Georgia. Uses High Tide system. 250yd/hex, 1hr/turn, brigade level with step reduction, 352 counters, 5 scenarios. J.Southard'83	Chickamauga, River of Death	93557		\$25.00				Mint	FB			OoP	Err 4
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	Streets of Stalingrad	95793		\$140.00	**	V.Good		FB	**			OoP	Err 2
Piker Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Entirely strip punched (or published that way). ■ Counters strip punched. Obscure game of co-btlm lvi armored combat on E Front in 20 scenarios. '78	Piker Games	3956		\$89.00				Excell	zl			OoP	Err 2
Pratzen Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
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	Pratzen Editions	112232		\$32.00				New	BC				3
Prism Games (aka TimJim) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
	Prism Games (aka TimJim)	113794		\$90.00				Mint	BC			OoP	8

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
3-6 rival corporations compete in the asteroid belt for \$. Manipulate stock, explore & mine. Many novel twists in this innovative 18xx series game. J.Hlavaty, T.Lehmann'95												
Mystic War		113804		\$25.00			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, otherwise 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. ■ Some scuffs on box. Detailed tac/op lvl, air & naval game of the battle of Midway. Good search & air operations system, w/ detailed aircraft management & tactical combat systems. 40mi/hex, 2hr/turn. P.Bertram'86												
Ragner Brothers. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Angola		1615		\$150.00			Mint	HC	OoP	Err	6	
Cherry. ■ 1-4 player, 2 sided game of the key 10 months of the Angolan civil war, 1975-6, before the end of S.African involvement). Wild & wooly game, with an emphasis on the global political consequences of battles & players' actions as the key to victory is the availability of sophisticated weapons & outside mercenaries. P.Kendall'88												
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, rgt/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	
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 lvl game of Britain armored raid that was wildly successful initially but rebuffed by determined German counterattacks. '74 (3) INVASION SICILY: Grand tac, rgt/div lvl 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. lvl grand tac game of landings at Omaha Beach against the veteran 352nd Div.'74 (7) LEE VS MEADE: Grand tac btl of Gettysburg at brig/div level. 1/2mi/square.'74 (8) ROM												
Raymond Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Fortress Rhodesia		22687		\$42.00			Excell	n	OoP	Err	4	
Name scrawled on cover sheet & rules cover. ■ Amateur production of a small game on the fall of white Rhodesia in late 70s. Btl lvl on a sml map of all of Rhodesia. M.Raymond'77												
Research Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Major Battles & Campaigns of Gen Patton		41348		\$25.00			Excell	FB	OoP		A	
Box btm scratched & mildly creased, w/ some edge wear. Flat boxed version. Others EX. ■ Simple game in a large box of maneuver & dice depicting Sicily, the Normandy Breakout, and the relief of Bastogne. Decent beginners' game but something less than a full wargame. Area move. '73												
Revistas Profesionales (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
With a Hundred Gun Broadside # 22		103000		\$25.00			New	n	OoP		1	
Mag & all rules printed in Spanish; English rules translation included & also available as download from Grogard.com. ■ W/66pg Spanish-language Wargames Soldados y Estrategia (Wargames Soldiers & Strategy) mag game. Game covers tactical naval combat in the age of sail, 1750-1830, with 4 scenarios given (including Trafalgar actual & hypothetical). Includes 468 counters printed on thick stock that must be optionally mounted but certainly cut apart. Mag & all rules printed in Spanish; English rules translation included & also available as download from Grogard.com. Mag tends to focus on miniatures with a nod to wargames. / ARTICLES ON: Colonial forces in German East Africa in WWI; Naval Combat in the Age of Sail & Napoleon; Bibliography of books on Trafalgar; miniatures oriented details of ships in the Age of Sail; creating miniatures buildings of Japanese construction.												
Revolution Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Celles, the Ardennes, 23-27 Dec 1944		110747		\$25.00			New	zl			4	
First game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while t Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'14												
Gazala, the Cauldron		114034		\$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		115217		\$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		115209		\$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 Games version. N.Smith'14												
Last Battle, Ie Shima 1945		115709		\$25.00			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												
Operation Battleaxe, Wavell vs. Rommel		116128		\$25.00			New	zl			3	
Game of the June 1941 Allied offensive aimed at relieving Tobruk & destroying Rommel's Afrika Korps. 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		118134		\$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. Y.Nakagura'16												
Road to Cheren, 1941 East African Campgn		114044		\$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		116136		\$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.Ruestchmann'15												
Stonewall's Sword, the Btl of Cedar Mtn		117163		\$25.00			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.Luttman'15												
Washington's Crossing, Winter 1776-7		117164		\$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, 2nd		113793		\$30.00			Mint	zl	OoP		4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.											
w/Battleaxe scenario & errata from newsletter. 2nd ed is a minor fine tuning. Stunning graphics on all components in this btn/rgt/brig lvl gm of the war in N.Africa, 1940-2. A very well done game. M.Simonitch'93											
Robert Williams	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Warlord Game	41641			\$79.00			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 conflict as local fiefdoms seek to expand & gain dominance. Map depicts hypothetical area of Europe w/ 30-some fiefdoms. Includes economics & production in simple form, w/ terrain building & many historical unit types. Errata essential to game & included. Interesting multiplayer game w/ 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
Packaged in a ziplock. Coversheet folded vertically. Sml sun-yellowed area on rules cover. Others 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, Brusilov Offnsv & Gorlice	94543			\$35.00			New	HC	OoP		6
Fourth entry in the Der Weltkrieg series of simpler, op/strategic games on WW1. This is a kit requiring both Tannenberg/Galacia & Serbia/Romania. Covers the Summer 1916 Brusilov offensive in which the Russians near break the Austro-Hungarians all along their lines; and the Gorlice-Tarnow breakthrough of May 1915 in which the Germans capture Galicia & then Poland. 20km/hex, 4day/turn, brig/div level, 560 counters, 2 maps. '01											
Der Weltkrieg, Ottoman Fronts 2nd	110675			\$58.00			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	118217			\$15.00			New	zl			6
2015 2nd edition. ■ 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											
Schutze Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime							
Aleutians Campaign	82595			\$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 mounted & cut apart. 1mo/turn. B.Costello'07											
Allenby's Blitzkrieg, Palestine 1918 2nd	117169			\$24.00			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											
Blood & Steel Expansion	60409			\$23.00			New	n	OoP		3
Last copy. ■ Stand-alone game that can be mated with B&S. Covers battles for Oboyan Hills & Rzhevets Bridgehead, July 12 1943. 0.5mi/hex, 1.5hrs/turn, rgt/div scale, 192 color counters that must be mounted & cut apart. P.Rohrbaugh'01											
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. Btn/rgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01											
Bushido Denied	60412			\$20.00			New	n	OoP		4
Last copy. ■ 1-2 player game of the campaign for control of Bataan & Corregidor in the Philippines, Jan-May '42, Co/rgt scale, 1mi & 1k ft/hex, 1wk/turn. two maps, 143 color counters that must be mounted on 2 sides (dbl sided) and cut apart. '00											
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											
Czechoslovakia Defiant	100798			\$25.00			New	HC			4
Operational/strategic level game of the what-if had Czechoslovakia resisted German annexation militarily rather than accept the Munich Agreement in 1938. Uses the Fall of France game system. Political rules allow a broader, regional war developing as other nations are dragged into the conflict. 1 sml map, 176 counters, brig/div level, 1day/turn, 15mi/hex. P.Schutze'12											
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 the 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'0											
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	117178			\$45.00			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-missiles provide a bit of a wild card for both sides. 263 counters. B.Costello'13											
Fox's Gambit, Battle of Gazala	82589			\$12.50			New	Fo	OoP		3
Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btn/rgt/div level, 1day/turn. P.Rohrbaugh'03											
Hamel 1918 2nd	101636			\$25.00			New	HC			2
Update of this game of low level (co/btry) tactical combat during one of the shortest, most successful offensives in WW1 as the Australians attack the Germans in July 1918 (with the assistance of 4 American companies). In 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	86191			\$19.00			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 must be mounted & cut apart. P.Schutze'08											
Illusionary Fortress, Singapore 1942 2nd	117171			\$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, Btn level, 1day/turn. Schutze'12											
Milne Bay	117181			\$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 the 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	102761			\$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-btn level, 3days/turn. Fairly simple rules. US goal is to eliminate all Japanese units while the Japanese seek to hold out as long as possible and cause maximum casualties. Includes 176 counters, 431m/hex, btn level, 3days/turn. B.Costello'12											
Struggle for New France	107999			\$30.00			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 available 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.Molyneux'13											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 Alps but the Swiss themselves realized the northern half may be swiftly overrun. 264 dbl sided die level counters. 15k/hex, 3days/turn. 2nd ed adds several new scenarios plus rules tweaks. P.Schutze'07											
Yelnya, Crushing the Salient		101648		\$22.00			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 its 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											
SDC Conflict Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Dien Bien Phu #6	GmOnly	106502		\$25.00			Excell	n	OoP		6
Complete. Bonus hex map on backside of mapboard has been drawn on. A few isolated stains. ■ GameOnly. Simpler, strategic lvl, area move game of the First Vietnamese War, the French v Viet Minh, 1950-4. Fun but c the simple side. '75											
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.											
Khalkin-gol #5		107494		\$55.00			Excell	n	OoP		4
France 1940 BEF variant counters punched but complete. Others unpunched, complete & very clean. ■ Mag & Game. Published with BEF (British Expeditionary Force, 56 counter) variant to France 1940. Rgt-level game of the sharp, 1939 Russo-Japanese border conflict in Outer Mongolia. Japanese surprise & drive off initial Soviet forces, but a counterattack led by Zhukov deals a harsh blow. 95 counters. D.Lombardy, D.Ramsey'73 / ARTICLES ON: Nomonhan, Forgotten War of 1939; List of Foreign Military Publications; Xenophon, the Amateur General; the British Expeditionary Force in 1940; Critique of AH France 1940 & altered BEF Forces & Allied Armor rules.											
Norad #4		116448		\$49.00			Mint	n	OoP		4
Mag had been sealed on 2 sides with circular stickers. Cover mildly scuffed. Otherws mint. ■ Mag & Game. V.simple game of Soviet strategic nuclear air attack on N.America across the arctic, defended by NORAD fighter. Soviets attempt to waste N.America, NORAD attempts to minimize the damage. D.Lombardy'73 / ARTICLES ON: Soviet Air Power; NORAD variants; Confederate Navy in Am Civil War 1861-5; Assassin Zombie variant; Military book bibliography; French Armor divisions, 1940.											
Sierra Madre Games Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Lords of the Renaissance		114715		\$39.00			Excell	zl	OoP		8 M
Unpunched and game would be mint save that the 10.85x11 map panels have been neatly taped together then folded for storage. Signed by designer near credits on backpage. Otherws Mint. ■ 1st edition printing with semi-prof components; counters & cards must be cut apart. Includes 3-4 player intro gm. Modestly complex, 2-12 player (with classroom version with each of 40 countries represented) game of trading, wealth accumulatic & empire building within all of Europe & the Near East, 1460-1463. Players control a dutchy that they try to parley into wealth & greater power thru conquest & esp trade. Set of 229 cards are bid upon each turn, and give special abilities including the control of leaders who can move armies. Establish worker guilds & mines, embark on voyages of discover, launch crusades, & just be Machivellian. Then there is the Catholic Church. P.Ecklund'95											
Luftschiff: RiesenflugzeugabteilungenKit		16127		\$4.00			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		103787		\$9.00			New	n	OoP		2
Last copy. ■ 32pg booklet contrasting weaponry, training, organization in armored units of combatant nations of '73 Yom Kippur War. '75											
Simulation Design Inc. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1862		107185		\$45.00			Mint	HC	OoP		2
Very clean. ■ Quad game of four battles: Antietam, Murfreesboro, Seven Pines (Seven Days) & Fort Donelson. First in Btl&Leaders system, an evolution of SPI's Great Battles of the Am Civil War system. Modest complexity & relatively short playing time. 400 counters, 1 map. R.Markhan'90											
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 remanents 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 a Middleton in the Shenandoah Valley, Oct. 1864, against superior numbers, to which Sheridan recovered. R.Berg'89											
Guns of Cedar Creek, Middletown Oct.1864		104737		\$29.00			Excell	HC	OoP	Err	2
Original counters, printed on die-cut thin stock. Some rules highlighting in yellow. Stain on rules cover. Box btm litely spotted. Otherws complete & EX. ■ 1989 version of Std rules. Vol 13 of GBACW series, uses the Turn Continuation Ssystem system & adds 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											
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											
Scourge of God		1736		\$39.00			Mint	HC	OoP		6
Box btm seam split repaired. ■ Strat lvl gm of the rise of the Mongol empire thruout Asia in 12th Century. S.Newberg'82											
West Front		91737		\$15.00			New	n	OoP		6
Med complexity, strat army lvl gm of the war in western Europe & Italy, '43-5. 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		\$13.00			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											
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 intelligene, 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											
Arena of Death #4		14575		\$15.00			New	n	OoP		1
Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblir (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.											
Damocles Mission #13		117279		\$49.00			Mint	n	OoP		1 1
Mag & Game. Solitaire adventure game using a paragraph system (ala Ambush). Crew of the Discovery space shuttle explores the first alien artifact found in space. Goal is to explore it while staying healthy. Includes 190 counters & tiles of varying sizes. G.Klug'83 / ARTICLES ON: Damocles Mission fiction; Human Evolution; the Space Shuttle, Reaching Beyond; Variant rules for Star Trader; Reviews of: GDW Fifth Frontier War, SJG Helltank; Starfire III; Universe Extension Rules; DragonQuest Questing; Reviews of Books & Media; Treasure of Socantri DragonQuest Adventure. '83											

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
Rescue from the Hive #7		14602		\$30.00			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 Fantasis.												
SPI Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
1812, Campaign of Napoleon in Russia		44163		\$45.00			V.Good	FT	OoP	Err		6
2 tray corners cracked & repaired. Hex version rules neatly underlined in red. Area version rules cover partially sun faded. Othersw EX. ■ 2 parallel games: area move map game & a hex map using SPI's Napoleonic system of early 70s. Both give a good flavor of the difficult task Nappy set for himself and 450,000 doomed soldiers. J.Young, P.Orbanes'72.												
1918, 2nd		98171		\$40.00			Excell	FT	OoP			4
Packaged in an SPI flatray, but no coversheet, label at end of tray. Clean & othersw EX. ■ Tense, well balanced game of Germany's last great offensive in West, Mar 1918. 13 What-if scenarios. JD'72												
Across Suez, Battle of Chinese Farm 1973		107562		\$32.00			Mint	HC	OoP			2
2 box btm side panel splits repaired; othersw unpunched/cherry. ■ Small, simpler game of the btl of Chinese Farm during the Yom Kippur War of 1973. 3 Israeli divs attack 2 Egyptian Divs in a wild btl that largely determin the outcome on that front in this war. M.Herman & J.Dunnigan'80												
Agincourt, Triumph of Archery over Armor		96478		\$42.00			V.Good	BC	OoP	Err		2
All unit counters & unit-specific markers present; all blanks removed. Modest soiling to rules & counters thru use. ■ Recreates in graphic detail Henry V's slaughter of French nobility in Flanders, Oct 1415. Historical & 3 what-if scenarios that make much more of a decent game. J.Dunnigan'78												
Air War 1st: 1980 Update Kit		106966		\$25.00			Mint	zl	OoP	Err		1
Kit updating, correcting & extending the base Air War game. Includes many new aircraft & missiles, new stats booklet, additional scenarios, plus rules addendum (errata & clarification) clarifying & extending original rules, and 100 new counters. Requires the base game to play. '80												
American Civil War ['74] PARTS		95826		\$4.00			Mint	n	OoP			6
Coversheet, only. Folded in center once, othersw clean. ■												
Ardennes Offensive		111855		\$65.00			Mint	FT	OoP	Err		4
Flatray has 2 large strips of aged masking tap on cover (~6x2" total). Components unpunched, very clean, cherry. ■ Rgt/Brig lvl gm of the Bulge, Dec'44. Simpler & fast moving. JD'74												
Arena of Death		38815		\$19.00			New	HC	OoP			1
Our last copy. Boxed. ■ Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80												
Atlantic Wall		107576		\$195.00			Mint	DC	OoP	Err		2
No counter trays, othersw unpunched & cherry. ■ Detailed 5 map, 2000 counter game of the D-Day invasion thru the Allied breakout from from Normandy, 6 Jun-1 July'44. 6 scenarios + campaign game. Btlm lvl. J.Balkoski'78												
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. Othersw EX & clean. ■ Detailed 5 map, 2000 counter game of the D-Day invasion thru the Allied breakout from from Normandy, 6 Jun-1 July'44. 6 scenarios + campaign game. Btlm lvl. J.Balkoski'78												
Bloody April		107578		\$175.00			Mint	DC	OoP			2
No counter trays. 2 box corners repaired, some edge scuffing. Components cherry. Unpunched & clean. ■ Includes rules to retrofit Terrible Swift Sword w/ revised rules & OoB. Multi-scenario game of Battle of Shiloh, April 1862, using GBACW's rgt lvl system. Not nearly as elegant as TSS due to both the situation & leadership rules. R.Berg'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												
Campaign for North Africa		107575		\$350.00 **			Mint	DC **	OoP			3
No counter trays. 5" seam tear on generic box btm, repaired. 1 counter has a 1/4" flaw that removed the colored & printed surface of the counter, showing white cardboard, partially obscuring the unit type & ID; no impact play. Components & box othersw cherry. Unpunched & unplayed. ■ Exceptionally detailed study of campaign in NA including air & logistics; almost certainly the most complex game ever made. Co/btlm lvl w/ nearly every factor managed & tracked by the players. Far more an experience than a game, and more a collectors' jewel than an experience. R.Berg'78												
Canadian Civil War		1854		\$69.00			Excell	FT	OoP			A
Rules neatly highlighted in yellow. ■ 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 seperatism 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		114208		\$74.00			V.Good	BC	OoP			2
No countertray. Othersw complete & 45% punched. Minors stains & wrinkling thru use in rulebooklets. Chart booklet still intact, charts not separated. 1 box side panel mildly sun faded, & sticker remant on box cover. Sever light indentations as well as concaved creases on box cover. 3 blanks made into (variant) helicopter units. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 19 scenarios. Sophisticated ; smooth limited intelligence system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn. J.Balkoski'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. Othersw 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												
Commando		1861		\$35.00			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												
Counter Tray, SPI Style Bookcase Tray		77949		\$4.00			Mint	n	OoP			Z
SPI 2pc, 20-compartment bookcase style counter tray.												
Creature that Ate New York		91102		\$12.00			V.Good	n	OoP			2
Missing 3 blanks; 7 Mission chits (A-G) missing & replaced with handmade replacement counters. ■ Simple, sml game that is a spoof on both Creature that Ate Sheboygan & on horror movies generally. Players maneuver monsters around a 110 block area of NYC surround SPI HQs, seeking to find & snatch the "real blonde" from among many decoys. '80												
Desert War		108134		\$35.00			Excell	FT	OoP			2
Tape remnants on inner lids of tray. ■ Tac combat in N.Africa in multiple scenarios.												
Destruction of Army Group Center 2nd		108387		\$65.00			Excell	FT	OoP			4
Masking tape remnants on tray & inner lids, othersw 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												
Drive on Stalingrad, 1st		107466		\$75.00			Mint	FT	OoP	Err		4
Slight creasing of coversheet due to misfitting size. Othersw cherry. ■ German summer '42 offensive on 2maps, 600 counters, using Pzr Grp Guderian system w/ untried units. B.Hessel'77												
East is Red 2nd		108390		\$35.00			Excell	FT	OoP			4
Masking tape remnants on tray & inner lids. Othersw 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). 1t counters, 1wk/turn, 50km/hex. 2nd ed is a straight reprint in boxed format. J.Dunnigan'74												
Fall of Rome 2nd PARTS		115133		\$6.00			Excell	n	OoP			6 1
Coversheet, only. Folded once horizontally. ■												
Fast Carriers		108533		\$44.00			Excell	FT	OoP			2
Aging masking tape on inner tray; othersw v.clean & EX. ■ 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/ telesoping time scale. J.Dunnigan'75												
Firefight, 1st		107879		\$30.00			Excell	FT	OoP			1
Sml scale tactical combat to show key dynamics of modern US v USSR combat. 3 game complexity levels. JD & I.Hardy '76												
Flying Circus, Aerial Combat 1915-18 2nd		107544		\$39.00			Mint	FT	OoP	Err		1
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												
Foxbat & Phantom		108141		\$30.00			Excell	FT	OoP			1
Tape remnants on tray inner lids. Othersw EX. ■ 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.												
Franco-Prussian War		116299		\$85.00			Excell	FT	OoP	Err		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
No coversheet. Otherws complete & clean; punched. ■ 1870 war that united Germany, fought over Alsace-Lorraine in France. Corp level, step reduction, inverted movement. 1972.												
Frederick the Great 2nd		108146		\$35.00			Excell	FT	OoP			6
Counters marked on blank backside with unit nationality. Tape remnants 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				\$59.00			Mint	FT	OoP			1
Frigate		114198										
Coversheet folded once horizontally. Otherws cherry. ■ Very playable ship-ship combat in Age of Sail. 14 scenarios using SiMove. J.Dunnigan'74.				\$50.00			V.Good	FT	OoP			1
Frigate		111696										
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.				\$45.00			V.Good	FT	OoP			1
Frigate		108011										
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.				\$35.00			V.Good	BC	OoP			6
Germany, Battle for...		113171										
Designers Edition. Complete. 1 counter roughed up but all info apparent. Box worn with multiple tape removal mars & residue. Scuffing, creases, corner wear. Rules & map clean. ■ Designers Edition version in bookcase box. Unique game in that one play plays Soviets & western Germans, the other Allies & eastern Germans, in WW2. Clean & simple. J.Dunnigan'75				\$69.00			V.Good	FT	OoP			8
Global War		112461										
Substantially complete; missing 3 units, ID included; 50% punched. Flatray cover cracked; coversheet has moisture stain at top end. ■ Grand strategic level game of all of World War II thruout the world. Game depicts the overall system of warfare, and the pivotal significance of economics & production to maintaining the war effort. Game system is akin to SPI's World War III. 800 counters, 2 maps. J.Dunnigan'75				\$49.00			Mint	FT	OoP			2
Grenadier		107367										
Cherry; even the tray in in great shape. ■ Tactical combat in the age of musketry, 1680-1850. 16 scenarios. JD'71				\$25.00			Good	zl	OoP			2
Grenadier		116303										
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. ■ No box 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				\$199.00	**		Mint	FT **	OoP			3
Highway to the Reich, 1st		107550										
2FTs. Morale indicators on backside of countersheet #2 (airborne troops+) shifted onto adjacent units on about half the counters; this was a known, near universal problem that SPI accepted. In all cases morale values properly printed on front side and apparent by parent unit. Otherws entirely cherry & unpunched/unplayed. ■ Large, involved, HIGHLY RECOMMENDED game of Operation Market-Garden, Sept. 1944, at Company level. Great for team play. Captures the feel of the battle, often tense & exciting, with many strategic play options. First edition needed more work, so finding a 2nd edition rulebook (the only change) with errata is quite desirable. One of SPI's best. Note that the morale indicators on the back of some counters in many game sets were offset, a problem SPI acknowledged but accepted. J.Nelson'77				\$10.00			Mint	n	OoP			Z
Introduction to Wargaming		101263										
2 parallel, 1/4" long, 1/4" apart, tears on edge of mag. 3 sml tears in on cover repaired. Otherws clean. ■ 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				\$175.00			Mint	FT	OoP			6
Invasion America, Death of a Superpower		107545										
Cherry including tray. ■ V.simple, BIG, fast moving game of futuristic 3-way invasion of N.America around 2000AD by European, Pacific & S.American blocs. 4 maps, 2000 counters. J.Dunnigan'76				\$25.00			Excell	FT	OoP	Err		2
Kampfpanzer, Armored Combat 1937-40 2nd		89515										
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				\$48.00			Excell	FT	OoP			6
Korea, 2nd		108145										
Tape remnants on tray inner lids. ■ 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-if's the designer was famous for. J.Dunnigan'71				\$115.00			V.Good	BC	OoP			4
Kursk ['80], History's Greatest Tank Btl		108692										
Missing 2 (of 48) step reduction markers; all units present & game otherws complete. ~12 counters marked in pencil with corrected values/type per errata. Rules highlighted in yellow. Otherws EX. ■ Detailed, moderate complexity game of the battle of Kursk, 1943, in 3 scenarios (May, July & Aug). Hard to find, an a near-definitive game on the subject. Includes movement & attack modes, anti-tank weapons, barrages, air support, partisan & unit breakdown. RECOMMENDED. E.Goldberg'80				\$55.00			Excell	FT	OoP			4
La Grande Armee, 1st		108382										
Masking tape remnants on tray & inner lids, otherws EX. ■ Napoleon's 1805,1806 & 18099 campaigns in Central Europe. Div/corp level w/ inverted movement, forced march, supplies. J.Young'72				\$55.00			Excell	FT	OoP	Err		4
Marne, Home Before the Leaves Fall		108144										
Very clean. ■ Game of the decisive moment on the West Front in 1914 as Germans approach Paris. Crop level. Simple game. J.Young'72				\$38.00			Excell	BC	OoP			2
Mech War '77		98080										
Designer's edition w/ mounted board in a bookcase box. Minor abrasion at box cover edge (repaired); otherws very clean & EX. ■ Designer's edition with mounted board. 10 scenario game of tactical armored combat durir 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				\$107988			Excell	FT	OoP			2
Mech War '77		107988										
50% punched, complete & clean. ■ 10 scenario, platoon level game of tactical combat during the 1970s in Germany, Manchuria & the Sinai. Revision of an earlier game of similar title. J.Dunnigan'75				\$225.00	**		Mint	DC **	OoP	Err		2
Mech War II		2007										
w/ 2 counter trays. Box has tape remnants on 2 side panels & btm. Several creases, corner dings, wear & scuffs on box. Components cherry. ■ 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). M.Herman'79				\$75.00			Excell	BC	OoP			6
Mighty Fortress		2014										
Covers the reformation 1532-55 thruout central Europe at economic, military & religious levels. Players try for victory based on individual & varying victory conditions, which add great uncertainty & lots of replay value. Excellent multiplayer game but requires 6 players & lots of time. One of the few games that someone can be burned at the stake. RECOMMENDED. R.Heinze'77				\$65.00			Excell	FT	OoP			2
Modern Battles II Quad		98181										
No cover sheet; label on end of tray. Very clean & otherws EX. Apparently never played. ■ Four games of various hypothetical hot wars around the world: DMZ (S Korea), Jerusalem ('67), Bundeswher (N Germany) & Yugoslavia (Zagreb).				\$55.00			Excell	FT	OoP			4
Moscow Campaign		108124										
Complete & clean. ■ Remake of earlier Battle for Moskva game now using SPI's WWII Division Level game system (ala Kursk, Destruc Army Group Center & others). Game covers the German drive on the area surreounc Moscow late in 1941. 24 scenarios with lots of what-if's as this designer is know for, 400 counters, div level, 3days/turn, 6mi/hex. J.Dunnigan '72				\$65.00			Mint	FT	OoP			4
Moscow, Battle of... 2nd		107382										
w/die cut counters. ■ 2nd edition is a boxed reprint with die cut counters of the game in S&T#24. Covers the German attempt to capture Moscow in the Fall & Winter of 1941, covering the area from Kursk to Leningrad & beyond Moscow, Oct-Dec 41. D.Williams'70				\$45.00			Good	FT	OoP	Err		2
Musket & Pike		114010										
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				\$25.00			Excell	n	OoP			4
Normandy, 2nd		105769										
No box or die; components complete. 12 blanks made into addtl breakdown counters. Slight wear due to use & age. Otherws EX. ■ No box. Btl/Rgt game of initial D-Day landings to D+5 (6-11 June 1944). Variable Germ forces & setup. Good, clean game. Revised from earlier Poultron Press version, now with die cut counters. J.Dunnigan'72				\$22.00			Excell	Fo	OoP			4
Oil War		107539										
Complete. 1 v.lite stain in rules. Some scuffs on folio cover. ■ Hypothetical combat in Gulf in late 70s. J.Dunnigan '75				\$149.00			Mint	DC	OoP			4
Operation Typhoon		107579										
No counter trays. Otherws cherry. ■ 3 map, 800 counter, rgt/btltn 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 bemoans the constrive 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				\$299.00	**		Mint	FT **	OoP			6
Pacific, War in the...		107582										
3FTs, with only main coversheet; one tray end extensively cracked (courtesy of UPS) & repaired. Finger soil stain on cover of one chart booklet. Otherws very clean. Unpunched & unplayed. ■ 3200 counters, 7 map sim of war in pacific using monthly turns. 5 localized scenarios & campaign game. Still perhaps the best sim on the subject. E.Curran, J.Dunnigan, I.Hardy T.Walczyk'78.												

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
Pacific, War in the... 3FTs, with only main coversheet. Many Japanese naval units have ship ID (eg CV11) partially cut off on front side due to die cutting, still evident; ship proper name handwritten on backside. Charts mildly wrinkled thru use. Othersw EX. ■ 3200 counters, 7 map sim of war in pacific using monthly turns. 5 localized scenarios & campaign game. Still perhaps the best sim on the subject. E.Curran, J.Dunnigan, I.Hardy T.Walczyk'78.		106203		\$225.00	**		Excell	FT **	OoP			6
Panzer '44, Tac Armored Combat in Europe Cherry. ■ Game of tactical level armored combat between Western Allied & German forces, 1944-45. 14 scenarios, si-move. SPI's second iteration of WWII tactical level games for WWII (with a companion Mech War '77 f contemporary battles). J.Dunnigan'75		114192		\$80.00			Mint	FT	OoP			2
Panzer Armee Afrika 2nd Tape remnants on tray inner lids. Rules have a minimal amount of writing in margins in ink. Othersw EX. ■ 2nd ed is a straight reprint in stand-alone box format. Fluid, Btl-Rgt lvl game of the see-saw war in N.Africa Apr41-Nov42 in monthly turns, with an emphasis on maneuver. RECOMMENDED. J.Dunnigan'73		108136		\$45.00			Excell	FT	OoP			4
Patrol, Man-Man Combat in 20th Century 18 counters loose from tree in strips. V.sml separation mar to face of one counter. Othersw 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
Pea Ridge, Gettysburg of the West Missing 3 markers, all units present, othersw complete; color photocopy of countersheet included. Overall wear to rules, counters & box thru use. ■ GBACW v1. Confed surprise attack lasting 2 days on Union forces, for control of Missouri & far west, Mar'62. E.Smith '80		103295		\$39.00			V.Good	HC	OoP			2
Prestags: Chariot Cherry; even the tray is in great shape. ■ Tactical combat in Biblical era, 3000-500BC, using the Prestags game system so includes the full scope of pre-gunpowder combat under a single set of primary rules. 400 counters.		107368		\$85.00			Mint	FT	OoP			2
Punic Wars, Rome v Carthage 2nd No box or folio. Rules provided as a photocopy only. Map & counters very clean (& unpunched); othersw mint. ■ Strategic level game of land & naval combat thru Europe & N.Africa during each of the 3 Punic Wars. Us simple point units, with basic resource collection & production. I.Hardy'75		107537		\$25.00			Mint	n	OoP			6
Red Sun Rising, the Russo-Japanese War 2 rear pgs of rules dog eared. Inner coversheet flap dogeared. Othersw 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
Russian Civil War, 1918-22 1 assassin marker missing its generic backside. Sml crease on box cover. Punched but unplayed & very clean. ■ Neo-classic, 3-6 player game of coalitional power politics during the revolution. Players control one or more factions on both sides of unusual & bloody war. Good multiplayer gm. J.Dunnigan'76		98065		\$32.00			Excell	BC	OoP			6
Scrimmage 2nd Packaged in a flat tray. ■ 2nd ed 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		\$29.00			Mint	FT	OoP			1
Sniper!, 1st Aging masking tape on inner tray; othersw v.clean. ■ 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		108531		\$39.00			Excell	FT	OoP			1
Solomons Campaign Coversheet folded horizontally once. Sml crack on one tray cover corner repaired. Othersw unpunched, cherry. ■ Simple, hi excitement game of air-land-sea combat for Guadalcanal including very workable si-move. J.Dunnigan'73		114195		\$75.00			Mint	FT	OoP			4
Spitfire Aircraft charts separated. Othersw cherry mint. ■ Air-air combat between 16 types of planes early in World War II in Europe, 1939-42. Uses a simultaneous movement system. 46m/hex, 3.3sec/turn. J.Dunnigan'73		114189		\$39.00			Mint	FT	OoP			1
Spitfire Aircraft charts unused & not separated. White Tray has another game's name written on cover & spine (in addition to Spitfire label). Othersw 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. J.Dunnigan'73		105937		\$25.00			Excell	WT	OoP			1
Stalingrad, Battle for... Unpunched. Scrape/abrasion affecting 3 generic Soviet inf units (of which there are 70); a 4th such unit has all info on front of counter essentially destroyed. Sml scuff on box cover. Othersw unpunched, used & very clean ■ Co-Btl lvl battle for & around Stalingrad, Sept-Oct 1942. 7 weekly turns with variable-length impulses. Good feel to game, and some fun to play. 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. 600m/hex, 1wk/turn, 400 counters. J.Hill'77		106949		\$89.00			Mint	BC	OoP			2
StarGate, Final Btl for Galactic Freedom Space Capsule #2. Ship-ship combat in space.		115370		\$15.00			Mint	Fo	OoP			1
Strike Force One Unpunched. In original envelope, the one marked "free!". ■ Abstract, v.sml beginners game with 10 pieces. Intended to show the basics of wargame mechanics.		98732		\$12.00			Mint	n	OoP			4
Tank! (w/ Expansion Kit) 2nd Aging masking tape on inner tray; othersw v.clean. ■ 2nd edition is a boxed reprint of the game originally appearing in S&T44. 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		108539		\$39.00			Excell	FT	OoP			1
Titan Strike Space Capsule #3. Land/air combat on moon of Saturn. P.Kosnett'78		38760		\$12.00			New	Fo	OoP			3
Tower of Azann Mild wrinkling of rules. ■ Short role playing game using an Ambush-like paragraph system. Players must rescue a kidnapped victim from an evil sorcerer, and maybe snatch a huge jewel in the process. B.Ryer, J.Leites, G.Klug, R.Simonson		91103		\$9.00			Excell	n	OoP			2 M
Up Scope! 1 tray corner starting to crack. Coversheet folded horizontally once, othersw cherry & unpunched, unused. ■ Comprehensive study of sub/anti-sub warfare from 1914-1980s. J.Balkoski '77		114193		\$75.00			Mint	FT	OoP			1
War in Europe / War in the World Addendm Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochis for a War in the World game.		72786		\$3.00			Excell	n	OoP	Err		8
War in Europe: First World War Kit Cherry, unpunched, unused. Packaged in a FT but no coversheet. This is a KIT and requires the War in Europe map set to play. This kit does NOT contain the mapset required for play (& found in War in Europe). ■ Witho maps. Kit to play WW1 at corp lvl thruout Europe & mid-East on War in Europe maps (maps not included). Relatively simple w/ morale, production, fleets, tanks & strosstruppen. F Davis '77		107543		\$275.00			Mint	FT	OoP			6
War in the East, 1st 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. ■		112941		\$79.00			Good	ZL	OoP			4
Wellington's Victory 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 Hougomout, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 2000 counters, btl/rgt level, 100yd/hex, 15min turns. Later reprinted by TSR as a 2nd ed & DecGms as a 3rd ed. F Davis'76		106100		\$69.00			V.Good	DC	OoP			2
World Killer Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80		38795		\$17.99			New	HC	OoP			6
World Killer Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80		97264		\$15.00			Mint	HC	OoP			6
World War I Folio cover has a 1/2x3" streak of adhesive on back side; rules have a few v.sml, minor edge tears. Othersw mint. ■ Moments in Conflict folio. Strat lvl WW1 in Europe focused on national resource consumption. JD'76		99159		\$50.00			Mint	Fo	OoP			6

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
WWII, European Theater of Operations 1st		106096		\$42.00			Excell	FT	OoP		6
Multiplayer rules later printed in Moves mag. Respected, highly strategic level game of World War II thruout Europe, northern Africa & the Middle East at Army level. Economics & production included. Good, clean, fast gan for 2-6 players (after obtaining multi-player rules) in 3 scenarios. Reprinted & expanded in 2 later editions by TSR. J.Dunnigan'73											
SPI S&T Magazine Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Armada, 1st #72		84569		\$30.00			Mint	n	OoP	Err	4
Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.											
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.											
BAOR, Thin Red Line in the 1980s #88		101399		\$45.00			Mint	n	OoP		2
Mag & game. First 5 days of Warsaw Pact attack in British sector of northern Germany. 3rd in Central Front series. Key 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.											
Blitzkrieg Module #19		108898		\$99.99			Good	n	OoP		6
Mag & game. Rare copy with die-cut counters. Missing 20 counters (unlikely to be missed in play); ID included (some could be due simply to difference between paper & die-cut counter manifests). Some writing on blank backsides of counters, some soiling & sun discoloration to some counters. Entire mag has a large dog ear fold. Charts soiled thru extensive use. Air Mission Chart has an odd wear/moisture abrasion at btm obscuring text; clean photocopy included. TRC & Weather Chit charts missing & provided as photocopies. Others VGD. Totally serviceable copy with lots of life, but not complete or clean. ■ Mag + Game. Magazine & Game. Original printing. Blitzkrieg Module is a game KIT adding many new rules in a modular form to Avalon Hill's classic, Blitzkrieg, such as sea power, air power, railroads, weather, product, militia & more. Counters were printed on regular, colored paper & must be mounted and cut apart to play. J.Dunnigan & R.Simson'1969											
CA, Tactical Naval Warfr in Pacific #38		101055		\$40.00			Mint	n	OoP		2
1" at btm margin of rules cover yellowed thru exposure to counters; otherwise cherry. Unpunched, unplayed. ■ 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.											
Cassino, Battle for... #71		105646		\$20.00			Mint	n	OoP	Err	2
Unpunched. Rules separated. Some bleed-thru notes/writing on mag cover (ie writing on another piece of paper bled thru & left light marks on mag cover). Others mint. ■ Mag & Game. Co/pltn level, tactical game of Allie 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		57007		\$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 Independence, 1835-61; Operational Update at SPI.											
Cobra #65		99112		\$45.00			Mint	n	OoP		4
Unpunched & 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		108148		\$32.00			Excell	n	OoP		4
Complete. ■ 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.											
Combat Command #30		GmOnly 106039		\$18.00			V.Good	n	OoP		2
Game only. Missing 1 (of 10 identical) German fort markers; otherwise complete. ■ GameOnly. Game of tactical armored combat in France 1944 at the platoon level. Attempted to improve upon PanzerBlitz system by including command control influences but the net effect wasn't as remarkable. J.Dunnigan'72											
Combined Arms, Combat Ops 1935-70 #46		98780		\$39.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.											
Combined Arms, Combat Ops 1935-70 #46		99122		\$32.00			Mint	n	OoP		2
Portions of scenario card & counters sun discolored (counters won't show when they are punched). Others mint. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/compar 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 Tacti 1914-74; StarForce Players 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.											
Crusades #70		101269		\$36.00			Mint	n	OoP		6
Some slight sun discoloration to margins of mag pages, otherwise very clean. Unpunched. ■ Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R.Berg '78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).											
Desert Fox #87		GmOnly 100464		\$35.00			Mint	n	OoP		4
GameOnly. Acclaimed Btlm lvl gm of N Africa, '41-42. Mates w/ Trail of Fox. R.Berg, '81.											
Destruction of Army Group Center #36		106196		\$4.00			V.Good	n	OoP		4
Missing 1 unit; ID & color photocopy of countersheet included. Some lite, penciled marks on mag cover & some lite scuffs. Others EX. ■ Mag & Game. Div-level, 4 scenario game of the Soviet Summer'44 offensive that destroyed a German army group in a matter of a month. Uses the game system used in Kursk & Turning Point. J.Dunnigan'73 / ARTICLES ON: Destruction of Army Group Center, Soviet Summer Offensive 1944; Warsaw Pact & NATO Forces in the 1970s; SPI Annual Report.											
Destruction of Army Group Center #36		GmOnly 94172		\$35.00			Excell	n	OoP		4
GameOnly. ■ GameOnly. Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. JD'73											
Dixie #54		98778		\$25.00			Mint	n	OoP		6
V.slight mild 1" moisture spot at upper right of mag cover. Others unpunched, clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R.Simson'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.Simson'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.											
East is Red #42		104462		\$22.00			V.Good	n	OoP		4
Missing 1 unit; ID & color copy of countersheet included; otherwise EX. ■ 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 tl use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.											
Fall of Rome #39		104393		\$59.00			Mint	n	OoP	Err	6 1
Mag & game. w/ critical errata dated 1 Spt 73. Unpunched. ■ Mag & game. Key errata for this game was included in S&T 40. SOLITAIRE game of the waves of barbarian attacks on Rome in multiple scenarios. A good gar once the major errata printed later is incorporated. 200 counters. J.Young'73 / ARTICLES ON: the Fall of Rome; Battle for Guadalcanal, Aug42-Feb'43. Errata vital to this game included in S&T40.											
Fifth Corps #82		105430		\$60.00			Mint	n	OoP		2
Rules separated. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btlm 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.											

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
Fifth Corps #82 Mag spine sun discolored. Slight discoloration to margins of mag pages. Unpunched, unplayed. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, t 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.		101257		\$62.00			Mint	n	OoP			2
Fighting Sail #85 Clean. ■ 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-simul 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.		101400		\$27.00			Mint	n	OoP			1
Germany, Battle for... #50 Complete & clean. ■ Mag & Game. Unique game of the last year of the 3rd Reich. One player takes the Soviets & western Germans, the other the western Allies & eastern Germans. Each tries to capture Berlin first & prevent that from happening for the other side. Great, simple yet elegant game, good for beginners or experts alike. 100 counters, 67km/hex, 2wks/turn. J.Dunnigan'74 / ARTICLES ON: Battle for Germany, Destruction of t Reich, Dec '44 - May '45; the Battleship Era, 1905-71.		104408		\$55.00			Excell	n	OoP			6
Germany, Battle for... #50 Complete. Rules stapled along spine. ■ 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	GmOnly	106481		\$44.00			Excell	n	OoP			6
Kampfpanzer, Armored Combat 1937-40 #41 Map fold seam yellowed, otherws cherry & unpunched. ■ Mag & Game. Si-Move game of armored combat, 1937-40, in 9 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. 3.75min/turn, 100mi/hex. J.Dunnigan'73 / ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.		101057		\$40.00			Mint	n	OoP			2
Kharkov #68 Cherry. ■ 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.		104397		\$45.00			Mint	n	OoP			4
Lost Battles #28 Original copy. ■ Mag & Game. 4 scenario game of btn/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. J.Dunnigan'71 / ARTICLES ON: The War in the East; Dark Ages 500-1200AD.		116454		\$69.00			Mint	n	OoP			2
Napoleon's Art of War #75 Cherry. ■ Mag & Game. Counters reverse printed in many copies of this game. 2 games: Eylau & Dresden. Eylau was a decisive defeat of the Russians in Feb 1807. Dresden, one of Nap's last victory's in Aug. 1813. B.Jervis/Omar DeWit'79 / ARTICLES ON: Napoleon's Art of War; Artillery at Gettysburg July 1863; Soviet Rear Area Support; Special Forces & Operations in Contemporary Militaries; Modern Tank Ammo; brief reviews of FUSE Robert the Bruce, CP Sharpsburg, BEARHUG Zulu series (Rorke's Drift, Isandhlwana), CHAOS Militia & Mercenaris, HISTO Italian Campaign.		107214		\$49.00			Mint	n	OoP			3
Ney v. Wellington #74 Complete. Includes historical article on the battle torn from S&T mag. ■ GameOnly. Initial French encounter w/ English @ Quartre Bras. J.Balkoski'79	GmOnly	113458		\$34.00			Excell	n	OoP			2
Oil War #52 Game only. Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. 3 blanks drawn on & made useless. Otherws complete & EX. ■ GameOnly. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75	GmOnly	106556		\$15.00			V.Good	n	OoP			4
Operation Grenade #84 Some wear & soiling to mag cover, esp. to rear; otherws mint. ■ 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.		99137		\$19.00			Mint	n	OoP			4
Operation Grenade #84 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.		101477		\$20.00			Mint	n	OoP			4
Operation Grenade #84 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. ■ Ma & 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.		106140		\$10.00			Fair	n	OoP			4
Operation Olympic #45 Slight moisture discoloration to a few of the (unnecessary) randomizer chits; otherws mint. ■ Mag & game. SOLITAIRE game (with 2-player rules) of the planned invasion of the southern-most Japanese home island, Kyushu, in Nov'45. Long a popular solitaire game. It depicts the orthodox understanding of the bitter nature of a possible invasion of Japan. 200 counters, 1wk/turn, 6.5km/hex. J.Dunnigan'74 / ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.		111483		\$55.00			Mint	n	OoP			4 1
Operation Olympic #45 Complete & clean. ■ Mag & game. SOLITAIRE game (with 2-player rules) of the planned invasion of the southern-most Japanese home island, Kyushu, in Nov'45. Long a popular solitaire game. It depicts the orthodox understanding of the bitter nature of a possible invasion of Japan. 200 counters, 1wk/turn, 6.5km/hex. J.Dunnigan'74 / ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.		104411		\$48.00			Excell	n	OoP			4 1
Panzer Armee Afrika #40 Mag & Game. Includes extensive errata for Fall of Rome #37 necessary to make that game truly playable. PAA is a fluid btn/Rgt lvl game of the war in N.Africa, 1941-2, played in monthly turns. Movement allowances are huge, emphasizing mobility & maneuver as a key aspect of the campaign. J.Dunnigan'73 / ARTICLES ON: War in the Desert, June 1940-Dec. 1942; Seelowe, German Plan to Invade Britain 1940; Military Symbolology, NAT & tactical weapons symbols.		111481		\$55.00			Mint	n	OoP			4
Panzer Battles #73 Indentations on cover of mag from being used as a writing surface. Unpunched & otherws unused. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczky'79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.		85844		\$22.00			Mint	n	OoP			2
Panzergruppe Guderian #57 Slight sun discoloration to margins of mag pages; nothing dark or distinct, but most pages affected. Unpunched & otherws clean. ■ Mag & Game. The German drive to cross the Dnepr River & capture Smolensk in the fall 1941, using a now classic rgt/div level system involving uncertain unit values for the Soviets & enhanced abilities for complete panzer divisions. 200 counters. J.Dunnigan'76 / ARTICLES ON: the Smolensk Campaign, July-Aug 1941; NATO & Soviet tactical air doctrines; Invasion America, c2000; Russian Civil War 1918-22.		101252		\$65.00			Mint	n	OoP	Err		4
Paratroop #77 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.		97418		\$30.00			Mint	n	OoP	Err		2
Patton's 3rd Army #78 Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christianity in 16th Century.		67882		\$30.00			Mint	n	OoP			4
Plot to Assassinate Hitler #59 Cherry mint. ■ GameOnly. Attempt to simulate 1944 coup attempt using std movement/combats systems. J.Dunnigan'76	GmOnly	115761		\$25.00			Mint	n	OoP			A
Punic Wars, Rome v Carthage #53 Cherry. ■ Mag & Game. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple strength point-type units (roughly the size of a legion), with basic resource collection & production. 1yr/turn. I.Hardy'75 / ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report.		98777		\$42.00			Mint	n	OoP			6
Punic Wars, Rome v Carthage #53 Mag cover & a few pgs mildly crease at lower corner; otherws clean. ■ Mag & Game. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple strength point-type units (roughly the size of a legion), with basic resource collection & production. 1yr/turn. I.Hardy'75 / ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report.		101064		\$39.00			Mint	n	OoP			6
Raid! Commando Ops in 20th Century #64 Missing turn marker and 6 (all) blanks; all units present, otherws complete. Rules cover has several large but lite stains. ■ GameOnly. Tac commando operations from WW2 on w/ multi scenarios. Low level tactical scale. I Herman '77	GmOnly	115767		\$10.00			V.Good	n	OoP			1
Revolt in the East #56		105452		\$35.00			Mint	n	OoP			6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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).													
Scrimmage #37		99040		\$35.00				Mint	n	OoP		1	
Large but lite stain on nearly all of one page of rules (showing on both sides); 1/2 sun discoloration on cover. Unpunched, unplayed. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan/73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.													
Sicily, Race for Messina #89		107458		\$39.00				Mint	n	OoP		4	
2nd counter sheet is normal. Finger print mars on mag cover & more on rear cover. Unpunched. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btn/rl level, 300 counters. D.rustin/81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.													
Sicily, Race for Messina #89		106102		\$24.00				Excell	n	OoP		4	
Complete. Counters normal. Few finger print mars on mag cover. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btn/rl level, 300 counters. D.rustin/81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.													
Siege of Constantinople #66		101265		\$35.00				Mint	n	OoP		4	
Cherry. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg/78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.													
Sixth Fleet #48		99029		\$32.00				Mint	n	OoP		2	
Rules separated. Top of inner pages at spine along a 2" edge of page sun discolored; partial dog ear of mag cover. ■ Mag & game. Simpler game of naval & air combat in the Mediterranean Sea in the '70s. 100 counters. J.Dunnigan/75 / ARTICLES ON: Sixth Fleet, US-Soviet Naval Operations in the Mediterranean in the 1970s; Global War, the War Against Germany & Japan, 1939-45; SPI Annual Report.													
South Africa, Vestige of Colonialism #62		101256		\$40.00				Mint	n	OoP		6	
1/2" tear on mag cover repaired. Some sun discoloration to margins of mag pages. Unpunched. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy/77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.													
Stonewall in the Shenandoah #67		101266		\$30.00				Mint	n	OoP		4	
2 edges of separate errata sheet brittle & yellowed from sun exposure. Mag spine sun discolored. Others clean & unpunched. ■ 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) # 32		111858		\$25.00				Excell	n	OoP		Z	
Original printing. Clean. ■ Mag only; no rules. ARTICLES ON: Napoleon at War; Pershing's First Fight, the Battle of St. Mihiel, Sept. 1918.													
Strategy & Tactics (SPI) # 58		92256		\$6.00				Excell	n	OoP		Z	
Mag only; no rules. 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.													
Strategy & Tactics (SPI) # 64		72701		\$4.00				V.Good	n	OoP		Z	
1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77													
Strategy & Tactics (SPI) Book I		106831		\$54.00				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 each 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		\$75.00				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 crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan/74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.													
Tannenberg [78] #69		105447		\$25.00				Mint	n	OoP		4	
Rules separated. Very clean. ■ 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 the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Europe in 1980s; Logistics in the Age of Marlborough.													
Tito & His Partisan Army, Yugoslavia #81		98768		\$19.00				Mint	n	OoP		6	
1 unit loose from tree; others mint & clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin/80 / ARTICLES ON: Tito His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.													
Tito & His Partisan Army, Yugoslavia #81	GmOnly	89076		\$11.00				Mint	n	OoP		6	
GameOnly. ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin/80													
Veracruz, US Invasion of Mexico 1847 #63		72241		\$35.00				Mint	n	OoP		4	
Rules separated. ■ 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, btn/rl level. R.Berg/77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.													
Winter War #33		116455		\$75.00				Mint	n	OoP		4	
Cover page of rules yellowed by countersheet/aging. Others unpunched & very clean. ■ Mag & Game. Simple, challanging div level game of Russo-Finnish war Nov 1939-Mar 1940. Includes optional intervention what-if? J.Goff/72 / ARTICLES ON: History of Wargaming; the Winter War, Nov 1939-March 1940; Diplomacy Strategy.													
Wolf Pack #47		101043		\$65.00				Mint	n	OoP		2	1
Modest discoloration to blank backsides of a dozen counters. Significant disoloration of one map panel from contact with counters. Others very clean. Unpunched. ■ 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 confil in the 1970s; Main Article Index for S&Ts 19-47.													
World War I #51	GmOnly	116117		\$15.00				Good	n	OoP		6	
HOLD FOR RULES, CS COPY. Missing 25 units & markers; ID & color photocopy of countersheet included. Rules provided as photocopy. Quite servicable once replacement counters are created. ■ GameOnly. Strategic WW1 thruout Europe using resource pts as the essential representation of national resources & will. Effective, elegant design. JD'75													
Year of the Rat, Vietnam 1972 #35		111482		\$49.00				Mint	n	OoP		4	
Complete; 14 units fallen from tear & punched; game never played & otherws mint. ■ Mag & Game. Brig/div level game of the Communist 1972 offensive that nearly routed ARVN forces in the North. Good, tense game. RECOMMENDED. J.Prados/72 / ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.													
Year of the Rat, Vietnam 1972 #35		104452		\$42.00				Excell	n	OoP		4	

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

Complete. Margin of 1 side of map wrinkled. Others EX. ■ Mag & Game. Brig/div level game of the Communist 1972 offensive that nearly routed ARVN forces in the North. Good, tense game. RECOMMENDED.
J.Prados'72 / ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.

SRG Products	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Counter Tray, 11x14 Sized w/ Lid	94352	\$7.00	Excell	n	OoP	Z
Tray cover yellowed. ■ Large, flatbox-sized, 2-piece plastic counter tray w/ locking lid. Designed to store the massive number of counters of an Europa series game, and fit within such a box size, but fits any standard flatb Has 24 compartments in 3 sizes. Holds a TON of counters.						

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

Starfire Design Studio	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Galactic Starfire 4th	113632	\$175.00		Mint	BC	OoP	Z
Label on box btm, others cherry. ■ Combines 2 games: Imperial Starfire, which is strategic space exploration & empire building, and Starfire, a tactical game of space combat. This version makes many improvements to aspects of the game system. Complex game w/ 176pgs of rules, 560 counters, one map in 4 sections. '00							

Stategem Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Colonial, Europe's Empires Overseas	117154	\$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
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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 Classic 6th	106215	\$14.00		New	SC		1 M
Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of an urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awared Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14							

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							

GURPS Space 2nd	100268	\$7.50		Excell	Bk	OoP	A M
Cover scuffed, others EX. ■ 128pg Sourcebook for Gurps providing rules for gaming the far reaches of space with 21 character types, 3 humanoid & 4 alien species; gadgets & tech; starship construction spanning generations, etc. Quick but detailed abstract combat rules included. Awared best Role Playing Supplement in 1988. '90							

Illuminati 2nd [Deluxe]	118664	\$26.00		New	SC		A
Graphical & 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. Revision puts money on counters and adds color to the cards Best Sci Fi game of '82. "Made in China." '99							

Star Fist	83194	\$29.00		Mint	BC	OoP	1
Sml # of useful annotations on rules; others mint. ■ 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 larg asteroid & destined to destroy a key starbase. Uses simple vector movement system akin to Triplanetary. S.Jackson'91							

Steve Jackson Games F&M	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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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 Khuezesta, FGI Giac My, TIMELINE Morrow Project.							

Strange Magic Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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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
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Vittoria, Battle of...	95488	\$29.00		Mint	HC	OoP	2
Most white markers have speckles thru printing process, a minor cosmetic flaw. Unpunched & unused. ■ Includes errata for Salamanca. Key battle between Wellington & Joseph, June 1813. '81							

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

Swedish Game Productions	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Tau Ceti, 2015AD	113627	\$30.00		Mint	zl	OoP	2
Very clean. ■ Small, 10 scenario game of futristic tactical combat on a planet's surface between armored forces. Energy points drive all action, from movement to attack or defense. Small map, 130 counters. Produced in Sweden, all comonents in English. '80							

Task Force Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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East Wind Rain, 2nd	2721	\$35.00		Mint	BC	OoP	6
Moderate size, complex gm of entire war in Pacific at large scale, Hawaii to India on 1 map. A loser. Revised & reprinted from 1st ed by WWW. M.McLaughlin, C.Bruegge'84							

Escape from Altassar	26804	\$9.00		New	zl	OoP	2
Cannablistic 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	108998	\$15.00		New	Bk		1
Module dealing with exploration & discover of new worlds. '99							

Star Fleet Battles: C4 Fleet Training	103077	\$18.00		New	Bk	Going	1
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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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: F1 Jindarians		112451		\$12.00			New	Fo	OoP		8
Reprinted supplement covering the very ancient Jidarian race, who use hollow asteroids as ships & travel in small bands ignoring borders & others' wars. When they move in, you can fight or just move out. '05											
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			1
Module adding new or specialized ships for the Romulan, Gorn, Tholian & ISC races. '99											
Star Fleet Battles: R5 Module		116568		\$14.50			New	Bk			1
Module adding the heaviest battleships & dreadnoughts, plus control ships & heavy cruisers. '99											
Star Fleet Battles: R6 Module		115719		\$18.00			New	Bk	Going		1
Module dealing with Fast Battleships. Adds five new classes, 95 new ships, 10 new scenarios. '00											
Viceroy		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: 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 the Batak		13743		\$10.00			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 Bezzacca 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											
Innocent 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		64948		\$11.50			New	n			3
Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03											
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		117750		\$27.50			< New	HC	OoP		4
V.minor deformities to box btm at 3 places; all are basically barely visible concaved creases. Game is otherwise 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		113234		\$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		\$8.00			Mint	n	OoP		Z
Feb'73.											
Battleflag Magazine #25		115319		\$8.00			Mint	n	OoP		Z
Battleflag Magazine #26		115320		\$8.00			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											
Operation Market-Garden		87540		\$25.00			Mint	n	OoP		4
Crisp & clean. ■ Crisp & clean. Modest sized, early & now rather colorless game of the Allied Sept'44 Market-Garden offensive involving a para drop in northern Holland and a focused armored assault overland to Arnhem Operational level. VJ Stribling'73											
Salerno 2nd		106968		\$34.00			Mint	n	OoP		3
Early, simpler, monochrome game of the grand tactical situation at the Allied invasion of the Italian mainland at Salerno, Sept. 1943. Btl n lvi, 12hrs/turn. Reprinted from Third Millenia mag version. V.Stribling'72											
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 suppo 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 suppo 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 Atlant early in WWII. 119 counters. '73											
Shiloh, 2nd		106963		\$25.00			Mint	n	OoP		3
Cherry mint. ■ Some stray marks on rules cover. 1973 rev of this regiment level game of Shiloh orig published in Battleflag #12.											
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 Soviet sneak attack using nuclear powered moles on vast underground US SDI HQ at Cheyenne AFB in Wyoming. Tac lvi. D.Chapel'92											
TSR Ares Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Omega War #14		31670		\$25.00			New	n	OoP		6
Mag & game. Full sized 2 player, strategic lvi gm of a rebellion in North America against World Union forces long after a devastating nuclear war, c2419. 200 counters, 130km/hex, div level. Long & short campaigns. DJ.Ritchie'83 / ARTICLES ON: Solar variations & changing climates (timely, eh?); Movie reviews of High Road to China, Videodrom, Blue Thunder; Notes on simulating Omega; reviews of GDW Invasion Earth, Chaosium' Dragon Pass; 9pgs additional DragonQuest rules.											
Universe: Mongoose & Cobra Module #17		88679		\$10.00			Mint	n	OoP		1 M
Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World Sowrd in the Dirt & Game of Hoopie 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).											
TSR Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Advanced D&D 2nd: Dragon Mountain Advntr		107636		\$35.00	**		Mint	BC	** OoP		1 M

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.												
Unused & clean. ■ Adventure module for the Adv D&D 2nd game series aimed at experienced dungeon crawlers (level 10-15). Players seek out the lair of the Red Dragon but are offered many side adventures on the way. Includes 6 poster-sized maps, 3 64pg booklets that include 2 separate adventures that may be combined into a linked grand campaign. P.Lidberg, C.McComb'93												
Counter Tray, TSR Style Bookcase Tray		81397		\$3.50			Mint	n	OoP			Z
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.												
Counter Tray, TSR Style Bookcase Tray		81795		\$3.00			Excell	n	OoP			Z
MANY AVAIL. ■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.												
Firefight, 2nd		111486		\$29.00			Mint	BC	OoP			1
No counter tray, otherwise mint. ■ Rules & charts printed in color! Fire team lvl tac combat to show key dynamics of modern US v USSR combat: Lethality of weapons, terrain, combined arms. 3 lvls of complexity. JD & I.Hardy '84												
Onslaught, D-Day to the Rhine		2806		\$25.00			Mint	FB	OoP			4
Cherry. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86												
Onslaught, D-Day to the Rhine		100276		\$13.00			V.Good	FB	OoP			4
Box concaved top & btm but others EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86												
Onslaught, D-Day to the Rhine		89748		\$15.00			Excell	FB	OoP			4
Complete, 50% punched. Couple of paragraphs in rules highlighted. One corner repaired. Others EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86												
Sniper!, 2nd: Bug Hunter Kit		113444		\$75.00			< New	Fo	OoP			1
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												
Sniper!, 2nd: Hetzer		114013		\$65.00			Mint	BC	OoP			1
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												
Sniper!, 2nd: Special Forces		2822		\$75.00			Mint	Fo	OoP			1
Cherry. ■ Stand-alone game that focuses on commando & special forces actions against those pesky "terrorists" using the Sniper system. Scenarios focus on urban siege & assault, raids, strongpoints, assassination, recapturing installations, etc. R.Swan'88												
Twilight War		87700		\$18.00			Excell	BC	OoP			6
No counter tray. Counters intermixed. ■ Simple 2-4 player game of French Resistance, 1944. 1984.												
WWII, Pacific Theater of Operations		107632		\$75.00			Mint	DC	OoP			6
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												
WWII, Pacific Theater of Operations		88379		\$49.00			Excell	DC	OoP			6
w/2 counter trays; punched but unused & v.clean. ■ 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												
TSR S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
American Civil War ['83] #93		101466		\$39.00			Mint	n	OoP			6
Mag & game. Cherry. ■ Mag & game. Game covering all of the American Civil War at strategic level with 200 cnts. 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 the German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Remember Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, Iwo Jima #92.												
Central Command #98		47408		\$25.00			Mint	n	OoP			2
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/b 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 Straits of Hormuz; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Origins '84; errata for Gleam of Bayon Singapore #96, Soldiers of the Queen #95.												
Hastings, 1066 #110		97438		\$45.00			Mint	n	OoP			2
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 Armed 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/ ERRARA; 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.												
Monmouth #90		67879		\$22.00			Mint	n	OoP			2
Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.												
Monty's D-Day #102		105727		\$45.00			Mint	n	OoP			4
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.												
Nordkapp, Battle for Norway #94		101465		\$40.00			Mint	n	OoP			4
Cherry. ■ Mag & game. Nato-Soviet conflict in N. Scandinavia as Soviets attempt to grab airbases. C.Kamps '83 / ARTICLES ON: German Mobilization in WWII: Mountain & Parachute Divisions; Belisarius; Sword of Justinian; Nordkapp, WWII in the Arctic Circle; German Invasion of Scandinavia: 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.												
Remember the Maine #108		97458		\$59.00			Mint	n	OoP			4
Cherry. ■ Mag & Game. Game of the Spanish-American War, Apr-Spt 1898, in the Atlantic & Caribbean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. 200 counter, rgt/brig & 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		97462		\$20.00			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 ET 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

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
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 Havc Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.								
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 Havc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.								
Soldiers of the Queen #95	99116	\$32.00	Mint	n	OoP	2		
1/8" margin at mag spine on front & back cover sun discolored; otherws mint, unpunched, unplayed. ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Pseverance & Capital; American Civil War #93 variant rules.								
Strategy & Tactics (TSR) Sp#1	101412	\$3.00	Excell	n	OoP	Z		
Date written inside cover. ■ Special Issue # 1. ARTICLES ON: Murat and the 1815 Campaign; Balance of Terror, Nuclear Weapons in the 1980s; Strategy & the Space Environment; the Gallic Wars, 58-51BC; Berg's Revi of Games: Soldier King, Morgan's Rifles, Gettysburg High Tide, Remember the Alamo, Sicily #89; Wars of the Soldier King, 7 Years War; Fox Killed, Prequel to Desert Fox game (w/ rules & counter images); errata for Desert Fox; two scenarios for Monmouth #90.								
Strategy & Tactics (TSR) Sp#2	116478	\$6.00	Mint	n	OoP	Z		
Special issue #2. ARTICLES ON: Hannibal & His Elephants; Ghost Armies in WWII; Australian Army from Colonial Times to Present; First Soldiers of France; Iran-Iraq War; Evolution of Soviet Naval Forces; Road to Antietam, the Battle of South Mountain; Battle of Britain, and Eagle Day OoB; Air War 1983 variant w/ new aircraft, weapons & scenarios; Review of Gulf Strike; Wellington's Victory analysis.								
Thunder at Luetzen #99	107481	\$28.00	Mint	n	OoP	2		
Cherry. ■ 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; t 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	11897	\$30.00	New	n	OoP	4		
Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. BtlN/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; (Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.								
Warsaw Rising #107	11936	\$25.00	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/n-regt 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.								
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								
Two Hour Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
5150 Carrier Command Kit	113758	\$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 Fighter Command	118249	\$20.00	New	Bk	OoP	1	1	
Game of tactical space combat in the far-distant future. Players command a small flight of 2-3 space fighters & perhaps, if you survive, earn a promotion to squadron leader. Includes a full solitaire system as well as 2-play rules. Includes both fighters & capital ships, stats for 7 different star navies with military & civilian ships, 5 missions, minimal bookkeeping, a promotional system, and pilot attributes. Compatible with earlier Star Navy 5150. '13								
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	118251	\$27.00	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 Army, 2nd Tour [2nd]	118645	\$27.00	New	Bk	OoP	1	M	
2016 update of this 3rd game in the 5150 series. This miniatures-oriented game puts players in command of platoon sized units trying to keep their troops alive while completing missions and gaining experience & fame points. 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. This version simplifies mechanics, allows over 12 species types to play, provides 16 weapon types, and includes counters printed on thick stock (that must be cut apart to play). E.Teixeira'16								
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 DYO 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	99884	\$35.00	New	HC	OoP	3		
Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10								
Command & Strategy Magazine	96570		New	zl	OoP	Z		
Any of the available 7 issues is print; price differs for #7 on as these have a full game in them. See online catalogs for full details. ■								
Command & Strategy Magazine # 1	73615	\$9.00	Mint	zl	Going	Z		
Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apoclypse 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	zl	Going	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); 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 # 4	117884	\$9.00	New	zl	Going	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 Peral Harbor, with two mapboard sections, 280 die cut counters. Articles on gaming convention in Essen; history of Assyria, part 3; Op Kadesh errata; Wellington designer notes; Burmese opium war of 1967. '05								
Command & Strategy Magazine # 6	118317	\$9.00	New	zl	Going	Z		
Mag & Game & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. Also includes pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07								
Udo Grebe Game Design Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Assyrian Wars	118304	\$35.00	New	BC	Going	6		

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Game of military & economic conflict in the ancient Middle East as the Assyrian Empire expands during the period of the last 4 Assyrian kings, 722-605BC. Multiplayer, with everyone against the Assyrians. 632 counters, 110 event cards. U.Grebe'05											
Blitzkrieg General 2nd		115844		\$25.00			New	BC	Going		6
2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01											
Blitzkrieg General 2nd		113637		\$22.00			Mint	BC	Going		6
Sml label on box btm, otherwise cherry. ■ 2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01											
Counter Trays, UGG Style Bookcase 5-Pak		114547		\$15.00			New	FB			Z
5-Pak. ■ 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		117331		\$26.00	**		New	LB **			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											
Counter Trays, UGG Style Bookcase 10-Pak		115846		\$26.00	**		New	LB **			Z
TEN-Pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04											
Counter Trays, UGG Style Bookcase 20-Pak		111000		\$59.00	**		New	LB **			Z
20-pak. ■ TWENTY (20) Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04											
Empires of Apocalypse: Desert Fox		112050		\$15.00			New	zl	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											
History of the Roman Empire		107246		\$18.00			New	BC			6
2-4 player, strategic, area move game of the decline & fall of the Roman Republic & Empire, 60BC to 476AD. Covers the entire Mediterranean using provincial areas. Emphasis is enjoyable play rather than strict history. Includes 42 Roman factions & 34 peoples pressing in on Rome. Each player controls both Roman & Barbarian factions. Goal is to accumulate victory points, which can be spent for new armies & forts or to mobilize a tribe. Played w/ 55 event cards. U.Grebe'08											
Medieval Conspiracy		115451		\$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. Otherwise 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 VICTUS Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1870, L'Aigle Foudroye #38		111681		\$16.00			New	n			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											
A la Charge! Deux Bat due Xle Siecle #87		111657		\$16.00			New	n			3
Mag + Game. w/68pg mag. Grant tactical game of 2 battles of the dark ages: Civitate 1053, Pope v Normans; and Kalavryai 1078, rebels v loyalists. French all color, glossy mag including minis coverage, history, scenarios etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09											
Abbeville 1940 / Lo Gringos #7		116750		\$39.00			Mint	n	OoP		3
Mag cover partially torn away at 1 of 2 staples. Label on rear cover. Otherwise mint. ■ Mag & Game. Key battle early in the German attack on French, May 1940. LG is a miniatures game w/ counters on the Mex-Am War of 1846-8. 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 Vae Victis's website. '96											
Alamo 1836 #97		108339		\$14.00			New	n			2 1
Mag & Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut apart (& optionally mounted) before play. French magazine w/ all elements printed in French; English rules may be available for download on the internet. '11											
Alsace 1944 # 59		108362		\$16.00			New	n			4
Mag + Game. w/68pg mag. Operational, btl level game of the 1944 Alsace campaign between the 1st French Army and the Germans. 2km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French + 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		110567		\$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			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			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											
Au Fil de L'Epee # 45		111678		\$16.00			New	n			3
Mag + Game. w/68pg mag. Grand tactical game of 4 medieval battles: Muret 1213, Bouvines, 1214, Lac Peipous 1242, Benevento 1266. Hex based, each battle has own map. Hex based, 200m/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
Austerlitz 1805 #58		93776		\$16.00			New	n			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 grognard.com/vaevict.html. '02											
Austerlitz, Partie Nord #64		93784		\$16.00			New	n			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											
Barbarossa 1941 # 43		108373		\$16.00			New	n			8
Mag + Game. w/68pg mag. Strategic level game of the Axis invasion of the Soviet Union thru 1941 at corp/army level. Includes 4 errata counters for Kipour 73 #39 plus a scenario for En Pointe Toujours. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
Batailles pur la Nouvelle-France #44		102551		\$16.00			New	n			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											
Blitzkrieg 1940 # 63		100537		\$14.00			New	n			3
Mag + Game. w/68pg mag. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05											
Bull Run #89		93813		\$14.00			New	n			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											
Caesar Imperator, Britannia #112		102567		\$23.50			New	n			4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & game. Area-move game of the Roman campaign in Britain, 55-54BC. Scenarios for each year, but the combined campaign. 108 die-cut counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs. '13													
Campagne de Gettysburg 1863 # 8		116751		\$35.00				Mint	n			OoP	4
Label on rear cover, otherwise mint. ■ Mag & game. French-language magazine; all mag & game text is in French. Game is a strategic level game of the grander campaign of 1863 the resulted in the battle of Gettysburg. Scenarios begin either 22 or 28 June and end about 5 July. Point-point map covering most of the northern Eastern Theater, corp level. Counters must be cut apart (and optionally mounted) prior to play. Also includes a Wissembourg 1870 scenario with counters for the game in VV#5. '96													
Cedar Creek 1864 #94		100548		\$14.00				New	n				3
Mag + Game. w/68pg mag. Smallish game of the 1864 battle of Cedar Creek, near Middletown VA in the Shenandoah Valley As Sheridan tries to drive Early out. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the 1864 battle at Cedar Creek using same system as earlier Bull Run. '10													
Champs de Bataille / Alex. v Hannibal#30		116756		\$25.00				Mint	n			OoP	3
Label on rear cover, otherwise mint. ■ Mag + Game. w/76pg mag. Grand tac btls of between Greek, Roman & Carthigenean forces. 430 color counters that must be mounted & cut apart. Also includes a small game of Joan Arc's Battle of Orleans. '00													
Champs de Bataille / Les Ages Sombres #9		102553		\$16.00				New	n				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				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		110568		\$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													
Denain 1712 #20		108381		\$16.00				New	n				3
Mag & Game. Grand tac battle from 1712, using the Fontenoy 1745 system. Includes addtl counters for Kadesh. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in Freni translated rules generally available from publisher's web site. '98													
Dien Bien Phu # 33		111687		\$16.00				New	n				4
Mag + Game. w/84pg mag. Company/btn level game of the Vietminh 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													
Espagne 1808 #83		111663		\$16.00				New	n				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													
Feodalite / Operation Pedastal # 69		108353		\$16.00				New	n				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													
France 1940 # 37		100519		\$14.00				New	n				4
Mag + Game. w/68pg mag. Operational level, hex based game of the German invasion of France & the Low countries, May 1940. Div/Corp level w/ leadership elements. Nicely done map. 20km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01													
Furor Barbarus #109		108336		\$20.00				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 Grogards. 84pgs.													
Greek & Persian Wars #49		108369		\$16.00				New	n				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													
Guadalcanal #106		100567		\$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		109103		\$23.50				New	n			OoP	3 1
Mag & game. 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.1952.108 counters, company level. F.Yeghicheyan'13. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grogards. 84pgs.													
Irlande 1798 #86		111659		\$16.00				New	n				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		94593		\$16.00				New	n				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 cardstocl 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				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. Frenc 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													
Kircholm 1605 #116		111646		\$27.99				New	n				3
Mag & game. Game covers the battle of Kircholm in 1605 using the system previously used in Nieuport 1600 (#105). 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. '14													
Kolwezi 1978 #80		110574		\$16.00				New	n				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				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				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													
La Bataille Dorell, 1919 #75		93794		\$16.00				New	n				4
Mag + Game. w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07													
La Fleur au Fusil 1914 # 68		111671		\$16.00				New	n				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
Mag + Game. w/68pg mag. Grand tactical level, btl/nrgt, 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			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		108359		\$16.00			New	n			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. AL 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			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		108345		\$16.00			New	n			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		102570		\$23.50			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 & wargam English-language rules can be downloaded from the publishers website or from Grognards. 84pgs. '13											
Le Matz 1918 #24		100516		\$14.00			New	n			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		111655		\$16.00			New	n			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 grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, France, in 1455 & 1462. '11											
Les Nettoyeurs, 1916 #88		108340		\$13.00			< New	n			3
Scuff/minor abrasion along the length of the spine just onto front cover; otherws new & unused. ■ Mag + Game. w/68pg mag. Low level tactical combat in the trenches of western Europe, 1916. Small game with multiple scenarios. Indiv man level. 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											
Les Rois Francs, 4 Batailles du IXe #100		111654		\$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			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			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, & sepcial events. French all colo 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											
Marengo 1800 #35		111683		\$16.00			New	n			3
Mag + Game. w/84pg 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. Covers one of Napoleon's early battles, Marengo, 1800, using Jours de Gloire system. '00											
Marignan 1515 #3 PARTS		80767		\$5.00			Mint	n	OoP		3
Magazine, only, with rules. No counters or map. ■											
Navas De Tolosa 1212 #62		111672		\$16.00			New	n			3
Mag + Game. w/68pg mag. Large, grand tactical game of Las Navas de Tolosa 1212, toward the end of the Crusades. 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											
Operation Apocalypse, Vietnam 1966 #10		102994		\$16.00			New	n			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			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											
Operation Nordwind #98		108338		\$27.00			New	n	Going		4
Mag & Game. Hex-based, regt level game on the last German offensive on the western front in WW2 as 3 German divisions attempt to encircle & destroy the US 100th Inf with no real success. Includes 108 die cut counter plus cardstock variant counters in the mag for a prior game. Magazine with all elements printed in French; English rules available for download on the internet. '11											
Optimus Et Princeps, Dacian Wars #67		108357		\$16.00			New	n			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											
Pax Romana, Defendre L'Empire! #91		92411		\$16.00			New	n			6
Mag + Game. w/68pg mag. (Strategic level game of the Roman defense of its empire in its waning days.) French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10											
Pour Dieu et Pour Roy # 60		108361		\$16.00			New	n			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 Vendeeans. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at 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											
Rocroi / Thassala #11		116753		\$24.00			Mint	n	OoP		3
Sml round label on rear cover, otherws mint. ■ Mag & Game. Grand tac btl of Rocroi, 1643. Also, adds 2 cards for Section d'Assaut, 24 counters for Champs de Bataille. Thassala is a minis rules set w/ counters. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96											
Sang ed de Tourbe #118		110566		\$20.00			New	n			3
Mag & game. Game has to with the Crusades. French-produced 68pg color mag, with all content in French. '14											
Semper Victor, Imperator II # 56		100535		\$14.00			New	n			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	102541		\$19.00			New	n			4
GameOnly. 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 # 54		108365		\$16.00			New	n			6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag + Game. w/68pg mag. Strategic level game of the German Fall Blau 1942 offensive in southern USSR, from Kursk to the Turkish border. Corp/Armee level. Also includes c.60 dbl sided variant counters for Lock 'n Load Forgotten Heroes. 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 materi for most games available at grognard.com/vaevict.html. '03													
Stalingrad 1942 #110		111650		\$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.													
Stones River 1862 #121		111632		\$20.00				New	n				3
Mag & game. Brigade-level game using the Secession system depicting the battle of Stones River, 1862. 90min/turn. L.Martin'15. French magazine of military history with a game including die-cut counters in each issue. ALL content in French; English rules translation available via download.													
Syracuse 415-413BC #103		102998		\$25.00				New	n	OoP			4
Mag & game. 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 availabl online. '12													
Syracuse 415-413BC #103	GmOnly	102531		\$15.00				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													
Tobroutk 1941-42 # 34		108375		\$16.00				New	n				4
Mag + Game. w/84pg mag. Operation level, btl/n/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													
Typhoon sur le Pacifique #40		100522		\$14.00				New	n				8
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													
Ultimus Romanorum La Chute de Rome #74		108351		\$16.00				New	n				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				4
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/btl level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grognard.com/vaevict.html for English translation. '99													
Vitoria 1813 #12		116754		\$25.00				Mint	n	OoP			3
Label on rar cover. Spine shows some wear, otherws mint. ■ Mag & Game. Game of the battle of Vitoria, 1813, at a grand tactical scale. French color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated rules available via download. '97													
VAE VICTUS Stand-Alone Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Aspern-Essling 1809		110436		\$25.00				New	Fo				3
March 1809 battle in which Napoleon intended to crush the Austrian army, but was instead pinned against the Danube with only a portion of his army across the river. 26th in the the Jours de Gloire game system. Includes 216 counters. Rgt/Brig level, 330m/hex, 90min/turn. English language edition. '09													
Avec Infini Regret		117886		\$23.00				New	Fo				3
French-produced game with English Rules. Game covers 3 battles of the Wars of Religion in France in the 16th Century: Dreux 1562, Coutras 1587 & La Roche 1560. Includes a double-sided map, 216 counters, 100m/hex 20-30min/turn. F.Coupeau, L.Closier'14													
Bellum Gallicum II [2nd]		114665		\$29.00				New	Fo				4
Game of Caesar's campaigns in Gaul, 58-51BC. Rome attempts to subdue Gaul while the Gauls under Vercingetorix attempt to secure their freedom. 9 annual scenarios. Revised from games published in Casus Belli #68 69. Components in English. F.Bey'12													
Cassino 44		111176		\$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/n/regt level, 12hrs/turn. '12													
From Overlord to Berlin		111623		\$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 camipns 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		112011		\$30.00				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		112013		\$27.00				New	Fo				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 to 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													
Les Marechaux III [English Rules]		111629		\$28.00				New	Fo				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		110439		\$25.00				New	Fo				3
Game of two grand tactical battle during the Crusades involving Richard the Lion Hearted. Richard faces Muslim forces on Cyprus, May 1191 in a see-saw battle. The second battle has Richard in sole control of the Crusades as Saladin attacks in Palestine, Sept 1191. 250m/hex, 30min turn. English components. '10													
Victories of Marshal Saxe		116412		\$26.00				New	Fo				3
Covers 3 battles from the War of Austrian Succession, 1745-7, in which Marshal Saxe, leading the allied Pragmatic Army soundly defeated his opponents. Covers Fontenoy, 1745; Rocoux, 1746; Lauffeld, 1747. Includes a double-sided map, 216 counters. 3-400m/hex, 1hr/turn, rgt/brig level. '12													
Valley Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Days of Steam		91312		\$32.50				New	DC	OoP			A
2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10													
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													
Angels One Five, Fighters v Bombers 2nd		117081		\$33.00				New	BC				1
14 scenario game of air battles between the German Luftwaffe & British RAF aircraft during WWII as the two sides battle for air superiority. Also includes a scenario generator for great replay value. Can be played solitaire as teams commanding flights of fighters & interceptors. Original edition appeared in the pages of the designer's book, Simulating War. P.Sabin'15													
Bulge, 6th Panzer Army		114406		\$25.00				New	SC	OoP			4
Small game of the critical first 3 days of the German Battle of the Bulge Offensive in mid-December 1944, in the northern sector of the offensive. Designed as an introductory level, highly competitive game making it excell for Beginners. P.Koenig, R.Heller'14													
Chosin Few		116723		\$23.00				New	SB				4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Solitaire game of the 1st Marine & 7th Infantry's experience in northern Korea in October-November 1950 as Chinese forces nearly overwhelm & surround the surprised American forces along Chosin Reservoir. You win if you complete all your mission objectives, and lose if you are unable to complete any of them. N.Hansen'16										
Conquest at Kismet		116712		\$25.00		New	SC			A
Card game with a unique flavor. Two large space ships duel for the resources in an area of space. Game uses a lottery-like method of combat resolution, making for unique forms of card game mechanics. J.Vales'16										
Cruel Necessity, the English Civil Wars		116717		\$35.00		New	BC OoP			6 1
Solitaire game of the 14 years of Civil War in England, 1640-1653. Player controls the Roundheads, and seeks to stop the advance of 4 armies seeking to destroy both Parliamt & Puritanism. Unrest in Scotland & Ireland plays a role, as well. Can be played cooperatively by 2_ players. Game was envisioned as a story of the time in game form, with key events unfolding to which you must respond. 98 counters in various shapes, 75 cards, fast playing. J.Welch'15										
Cuba, the Splendid Little War		106242		\$32.00		New	BC OoP			4
Game of the third War of Cuban Independence, 1895-98, with Cuban rebels battling imperial Spanish forces for control of the island - plus intervention by the US. Focuses on the insurgency at both the military & political level. 6mo/turn, fleet/brigade level. 60 counters, 75 cards. J.G.de Gabiola'14										
Danube 20, Aspern-Essling & Wagram 1809		116713		\$27.00		New	SC OoP			3
Small game covering both the battles of Aspern-Essling and the later Wagram, as Napoleon seeks to decisively defeat the Austrians after capturing Vienna. Game series features very low unit density, and quick play, making for an often lively game. Includes story-driven random event cards. Includes 87 counters, 25 event cards. 3-4hrs/turn, 1mi/hex, corp level. K.Meints'14										
Dawn of the Zeds, Btl for Farmingdgl 3rd		118256		\$66.00	**	New	DC **			1 1
Boxed, enlarged 3rd edition of this solitaire game of zombie horror & survival. You must organize a defense of your isolated corner of the world, and hold out until a national guard relief force fights its way thru to you. Fight the zombies while protecting the remaining living inhabitants of the town of Farmingdale. You must also prevent so much destruction that the government collapses, ending any hope of rescue. 3rd edition includes 17 hero 6 levels of complexity, 2-4 player cooperative play, head-to-head 2 player play, quick learning version. Includes double-sided board, 200 cards, 188 counters, several rule & play books. '16										
Days of Battle, Golan Heights		117117		\$31.00		New	BC OoP			4
Game of the Syrian attack on the Israeli-held Golan Heights during the first 5 days of the Yom Kippur War, Oct. 1973. Btlm/brig level, with cards adding abilities & influencing events. 8hrs/turn, 3km/hex, small map, 75 counters, 24 cards. B.Armor'14										
Empires In America, French & Indian War		116718		\$27.00		New	BC OoP			6 1
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										
Fuentes de Onoro 20		115784		\$30.75		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										
Hundred Days 20 3rd		116714		\$36.00		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 & Prussian 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		115788		\$19.00		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										
Market Garden, Nijmegen		114784		\$25.00		New	SC			3
Part of a series of games covering the first 3 days of Operation Market-Garden, each covering a different localized area of the offensive. This game is the third in the series, covering events surrounding this town south of Arnhem that the 82nd Airborne was tasked with capturing. 72 counters, 4.5hrs/turn, 0.6km/hex, company-regt level. P.Koenig'14										
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 game by VPG standards. 2 small maps, 117 counters, 37 event & plan cards. Army level, 30km/hex, 4days/turn. C.Paradis'14										
Parsec Deluxe, Exploring Edge of Space		113116		\$39.00		New	BC			8 6
2-6 player game of exploring space & discover (by placing tiles), with a Eurogame style. Players seek to gain the most points for expansion & technological progress, with careful tile playing being crucial. S.Young'15										
Prussia 20 2nd		117130		\$36.00		New	BC OoP			4
Contains two separate games, each with a small number of active counters making for fast, tense play. JENA 20 covers the October 1806 French victory at Jean-Auerstadt. A single French corp under Davout blocks the Prussian army's line of retreat. If they can hold the Prussian army, which is three times its size, the latter will be crushed by Napoleon's other forces. EYLAU 20 covers the Feb 1807 stand by Russians in a frigid snowstorm for two days against the worst that Napoleon could deliver, resulting in a draw. L.McMillan, A.Emrich'16										
South Shall Rise Again		117090		\$26.00		New	SC OoP			2
Game based on the alternate history fiction of S.M. Cross's The South Shall Rise Again. Players alter the course of a fractured US menaced by Confederate soldier-zombies (Zeds). Game of tactical combat set during the time of the Civil War, where the South took a big risk in employing zombified soldiers. 5 scenarios, 45 counters, 25 cards, fast playing, 1-4 players. J.Welch'14										
Zulus on the Ramparts! 2nd		116715		\$37.00		New	SC OoP			3 1
Solitaire game of the battle of Rorke's Drift during the Zulu War of 1879. The player controls the 140 British soldiers & auxiliaries against 4,000 Zulus. 15-45min/turn, Zulu iButho (regt) level. A.Emrich, J.Miranda'13										
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. AH Blitzkrieg Strategy, pt.3; Earth Destroyed by Nuclear Blast; Miniatures Warfare; Deceptive Manuevers in Postal Games; Vertical Envelopment; 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; Soviet 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										

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Strategy & Tactics (Wag) # 11 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 Napoleonic; Why Gamers Lose; Tips for Game Makers; the Stalingrad II project; Diplomacy. '68		115427		\$25.00			Excell	n	OoP	Z	
Strategy & Tactics (Wag) # 12 Original printing. ■ Original printing. George Lord's Rules for Naval Wargames; Wargamers' Notebook; Guerrilla Warfare Basic Tactics; DeWitt's Tips for Players; Intro to Napoleonic; Elements of Tactics; Diplomacy. '68		115428		\$25.00			Excell	n	OoP	Z	
Strategy & Tactics (Wag) # 13 REPRINT 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 Napoleonic; New Method for PBM Combat Results; Diplomacy. '68		115429		\$15.00			V.Good	n	OoP	Z	
Strategy & Tactics (Wag) # 14 REPRINT 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 Napoleonic; Thoughts on Combat Factor; Diplomacy. '68		115430		\$15.00			Excell	n	OoP	Z	
Strategy & Tactics (Wag) # 15 REPRINT 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		3802		\$29.00			Excell	n	OoP	Z	
Strategy & Tactics (Wag) # 16 Original printing. Interview with AH's Thomas Shaw; Who Plays Wargames & Why?; Military Symbols for the Wargamer; Midway Systems Package; Review of Amateur & Amateuish Games; Wargamer's Notebook; AH Gettysburg Brought Up to Date; Errata (of sorts) for GMSCI Battle of Britain; Diplomacy. '69		115431		\$28.00			Excell	n	OoP	Z	
Strategy & Tactics (Wag) # 17 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; Diplomac Armies, Corps & Divisions, a Brief History; Simplified Naval Warfare. '69		3803		\$35.00			Excell	n	OoP	Z	
West Carolina Hist.Resrch (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Pocotaligo 1862 & 1864 Unusually nicely produced & documented, regt lvl game of two minor battles in S.Carolina in moderate to moderately complex system. Pocotaligo Expedition deals with Oct '62 Union raid intended to begin a campaign to seize Charleston & Savannah. Btts at Tulliny Crossroads covers the Union Dec'64 attach in the sare area as Sherman's army approached Savannah from the south.		41631		\$35.00			New	zl	OoP	4	
West End Games (D6 Legnd) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Chickamauga, the Confederacy's Last Hope No counter tray; otherws complete. 2 rules paragraphs (only) highlighted in yellow; otherws clean & EX. ■ A 5-division Confed attack pierces Union lines in Tennessee, Sept 1863, in a confused battle in a heavily wooded are that frustrated both side's attempts at command control. The Confederates could have destroyed the Union army, and secured the approaches to Atlanta. Uses the South Mountain game system. 270yd/hex, 45min/turn, 2C counters. J.Southard '86		109203		\$25.00			Excell	BC	OoP	4	
Counter Tray, WEG Wide Style BC Trays Wider version of WEG's 2pc trays w/ the most secure closure made in a counter tray. Wide version will NOT fit in smaller (AH-sized) bookcase boxes.		36517		\$3.50			Mint	n	OoP	Z	
Counter Tray, WEG Wide Style BC Trays Wider version of WEG's 2pc trays w/ the most secure closure made in a counter tray. Wide version will NOT fit in smaller (AH-sized) bookcase boxes.		75833		\$3.50			Mint	n	OoP	Z	
Kamakura 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		4012		\$33.00			V.Good	HC	OoP	6	
Marlborough at Blenheim No counter tray. Some box scuffs. ■ Simpler but well researched grand tactical game of the pivotal battle in the War of Spanish Succession. Allied leadership advantages must unhinge a French defensive line and crush it's army to win. D.Palmer'79		41623		\$38.00			Mint	HC	OoP	3	
Tales of the Arabian Nights 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		3002		\$99.00			Excell	BC	OoP	A 4	
Winsome Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Colorado Rails Smrl, modest complexity RR gm set in western Colorado, 1870-80. Played w/ colored markers on laminated paper map. Som assbly reqd. Simplified, smaller version of Tracks to Telluride. J.Bohrer'95		16085		\$30.00			Mint	Tb	OoP	A	
Rail Baron: US Rails Expansion Kit Kit using Rail Baron componets 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		16123		\$25.00			Mint	n	OoP	A M	
Rails Thru Rockies: Rocky Mntn Rails Kit Kit to simplify earlier Rails thru the Rockies game. Provides complete, substitute rules, events, contracts & \$. J.Bohrer'95		16124		\$25.00			Mint	zl	OoP	A	
Wiz Kids LLC (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Lord of the Rings, Nazgul Board Game 3-5 player, cooperative game in which players are the evil ringwraiths, the Nazgul, under Sauron's control. Players must hunt down the Fellowship & retrieve the ring before it can be destroyed, all the while trying to maximu your status in Sauron's eyes. Each victory over the Fellowship increases your power, your forces & your favor. '12		97643		\$33.00	**		New	LB **	OoP	2	
Worldwide Wargamer (3W) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
1944, Second Front No countertray. Otherws cherry. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.		113795		\$30.00			Mint	BC	OoP	4	
Aces High 3rd [92] Revision w/ updated graphics of nicely done WW1 air-air combat game. 72 plane types & 56 missions. J.Hind, M.Smith'93		114818		\$27.00			New	HC	OoP	1	
Alma, Battle of the... Missing 1 unit, ID & color copy of countersheet included. 40% punched. ■ Grand tac gm of first btl of the Crimean War, Spt 1854. Uses interactive system so players continually involved. Emphasizes C&C, formation, calvary charges & weapon types. 2 smaller scenarios & grand btl scenario. R.Markham'94		103305		\$25.00			V.Good	HC	OoP	3	
American Aces Stand-alone add-on to Aces Hi system. Focuses on American air-air combat late in WW1 w/ 40 scenarios. J.Hind, E.Lawson '94		114819		\$27.00			New	HC	OoP	1	
Ancients II 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		88804		\$25.00			Excell	HC	OoP	2	
Ancients II V.Clean. ■ 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		6562		\$35.00			Mint	HC	OoP	2	
Ancients, 3rd 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 includin; 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		112220		\$40.00			Mint	HC	OoP	2	
Blitzkrieg in the South Army Grp S's 1941 campaign, Jun-Aug. 3 scenarios & campaign. V.Von Borries'92		3933		\$39.00			Excell	HC	OoP	4	
Chinese Civil War, 2nd NOTE: No shrinkwrap, & box has a minor ding to upper edge creating creases on cover & side; componets cherry, otherws new. ■ Graphic upgrade of this strategic level game of the Chinese Civil War, 1946-9. B.Fowler'		103891		\$24.00			< New	BC		6	
Condor, Liberation of Spain (Operation Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Otherws mint. ■		3021		\$39.00			Mint	HC	OoP Err	4	
Crimean Shield		88527		\$25.00			Mint	HC		3	

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Detailed 1-2 player gm of the see-saw btls for the Crimea thruout WW2. 8 scenarios, btln-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												
Defense of Rorke's Drift / Boer War		111099		\$28.00			New	HC				2
2 decent games from 3W! Rorke's Drift is a modestly complex, tactical level game of the heroic British defense by 180 soldiers of a isolated outpost bordering Zululand, 1879, agains 4000 Zulus. Man-man level w/ 5 scenarios. P.Bertram'91 / BOER WAR is a strategic lvl game of the Boer Rebellion in southern Africa, 1899. 2 scenarios & campaign. E.Faust, L.Fisher'91												
Desert Rats		3028		\$35.00			Mint	BC	OoP	Err		4
Cherry aside from some box scuffs & price tag on cover. ■ Operational, rgt/brig level game of the war in Libya & Egypt, 1941-2.												
Duel for Kharkov, 2nd		106728		\$42.00			New	BC	OoP			4
Lrg 2-map gm of 3rd & 4th btl for Kharkov, Feb-Mar'43. Wild, mobile action as German reinforcements from West finally defeat Soviet offensive that began at Stalingrad. Reprinted in a bi-lingual (English & German) versior from the earlier PWG version. J.Radey, D.Bolt'94												
Forward to Richmond, 2nd		3031		\$35.00			Mint	BC	OoP	Err		2
Cherry. Includes 2nd ed supplemental rules/errata with a couple of spots on cover. ■ 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												
Give Me Liberty		10800		\$37.00			Mint	HC	OoP	Err		4
Cherry; unpunched & very clean. ■ Rgt level, 2-map, area move game of American Revolution, 1775-81. 400 counters, 4 scenarios & campaign game. R.Markham'92												
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		3039		\$39.00			Mint	BC	OoP			4
Price tag on cover. Rules have isolated spot stains on most pages, esp. cover. Othersw mint. ■												
Light Division		115131		\$39.00			Mint	BC	OoP			2
Includes a countertray. ■ US army's Light Div intervenes against multiple foes in the Straights of Hormez. J.Balkoski, A.Bay'89												
Marston Moor		3043		\$39.00			Mint	HC	OoP	Err		2
Cherry. ■ Grand tac gm of largest btl of English Civil War that decided allegiance of north of England, July 1644. 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												
Modern Naval Battles III		88577		\$16.00			Excell	HC	OoP			1
Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90												
Modern Naval Battles III		113813		\$20.00			Mint	HC	OoP			1
Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90												
Napoleon's Later Battles I		77841		\$29.00			Mint	HC	OoP			3
End panel split repaired. ■ Historical btls of investment of largely undefended Smolensk & later attack on Russian rear guard at Lugin. Also includes alternative campaign linking 2 gms. K.Poulter'92												
Panzerkrieg, 3rd		111100		\$32.00			< New	BC				4
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												
Royalists & Roundheads III		103633		\$28.00			New	HC				3
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												
Salvo! Battleship Combat, 1939-45		3057		\$34.00			Mint	HC	OoP			1
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												
Salvo! II, Battleship Combat in WW1		58736		\$27.00			Mint	HC	OoP			1
9 scenario game of WW1 small fleet combats thruout the war. 10min/turn, 2000yd/hex, individ capital ships. M.Smith'92												
Starforce Terra, Contact		47383		\$15.00			New	HC				A
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												
Tahiti, Clan Warfare in Polynesia 759AD		104072		\$25.00			Excell	BC				6
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												
Tide of Fortune		114820		\$27.00			New	HC	OoP			4
Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93												
War to End Wars		3076		\$30.00			Mint	HC	OoP	Err		6
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												
Worthington Games												
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Anzio & Cassino		96998		\$38.00			New	BC	OoP			4
Simpler game of key portions of the Italian campaign in 1944. Covers Anzio (Op Shingle) from Jan-Feb, and also the assault on the Cassino Line at Cassino. 2 countersheets. '10												
Band of Brothers, Screaming Eagles 2nd		118665		\$55.00			New	BC	OoP			2
2016 2nd edition. ■ 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. 3 countersheets. '16												
Blood & Sand		102929		\$40.00			< New	BC	OoP			4
Has a single crease on one box end panel; otherws new & shrinkwrapped. ■ Block game system of the battles in N.Africa, 1941-2 using a simpler system that optionally includes cards to provide addtl resources or special events but doesn't drive play. Scenarios focus on Tobruk, Apr 1941, and Crusader (Jan 1942), plus a campaign game running from Apr'41-Dec'42. '11												
Boots on the Ground 2nd		101972		\$29.00			New	BC	OoP			1
Block system game of urban combat against insurgents with a well trained, specialized force. One player takes a small fire team including a demolitions expert, a heavy weapons, a medic, a scout, a sniper & a leader. You appraised of the intel on the area -- but it changes once you have Boots on the Ground. Can also be played with 2 teams cooperating against an insurgent force. '11												
Frederick's War: Highland Charge Kit		116161		\$16.00			New	Fo				3
Kit requiring Frederick's War to play. Covers the Jacobite rebellion, the last of Britain's wars fought on home soil. Covers five battles: Sheriffmuir, Glen Shiel, Prestonpans, Falkirk & Culloden. These battles were a clash of cultures as well as military tactics: the Scottish Highlanders relied upon assault & the Highland charge. British loyalists, including Scot militia, used the linear tactics of the day including volly fire, artillery & bayonet charges. Req Frederick's War game to play. '13												
Galaxy Command		112444		\$28.00			New	SC				6 4
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												
Ghost Panzer		114164		\$65.00			New	BC	OoP			2
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												
Ghost Panzer 2nd		117918		\$65.00	**		New	BC	**			2
2016 2nd edition. ■ Enhanced update of this 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'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 #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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 complex corp level, point-point map. '16		117106		\$49.00			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 level with 9mi/hex, 3days/turn. Chit activation makes for an interactive game. 2 countersheets. '12		99623		\$42.00			New	BC			6
Hold the Line, Frederick's War Game using the Hold the Line system to depict 8 battles from the Seven Years War with Frederick the Great: Mollwitz, Choutusitz, Hohenfriedburg, Kesseldorf, Kolin, Leuthen, Hockirk & Liegnitz. Adds a layer of rules to be system for more advanced command control & cavalry, plus optional rules. Mounted board, 1 countersheet, relatively simple. '13		116167		\$48.00			New	BC	OoP		3
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		112261		\$49.00			New	BC			4
Holdfast, North Africa 1941-42 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 simple game system. '16		117913		\$46.00			New	BC			4
Jackson & Sheridan, the Valley Campaigns 3rd 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		118666		\$46.00			New	BC	Going		4
Lee's Invincibles, Gettysburg Campaign 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		115000		\$45.50			New	BC			4
McClellan's Moves, 1862 Peninsular Campaign 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 adds amphibious movement and naval blockage & combat, and siege guns. '16		117114		\$19.00			New	n			4
Mercury & Market-Garden Game of 2 airborne invasions: Mercury, the German invasion of Crete in May 1941; and Market-Garden, the Allied overland & airborne, Sept 1944 offensive aimed at the Rhine bridges in The Netherlands. 8mi/hex, 1day/turn. 2maps, 2 countersheets, relatively simple rules. '12		103383		\$38.00			New	BC	OoP		3
Napoleon's War: Battle Pack 2 Last copy. ■ Kit including 2 double-sided maps plus 2 scenario cards allow play of 4 games from the War of 1812: Queenston Heights, Chippawa, Bladensburg, New Orleans. '10		102898		\$25.00			New	Fo	OoP		4
Naval War of 1812 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		106734		\$49.00			New	BC			1
New York 1776, the New York Campaign 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		115886		\$46.00			New	BC			4
Scotland Rising, Bannockburn 1314 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		107294		\$32.00			New	BC	Going		3
Sea Kings 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		112443		\$45.00			New	BC			6 6
Trenton 1776 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		117091		\$46.00			New	BC			3
Turning Point Block system game of the battle of Freemans Farm & Lundy's Lane from the Am Revolution & War of 1812. '10		93303		\$32.50			New	BC	OoP		3
Victoria Cross, Battle of Rorke's Drift 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		103995		\$49.00			Mint	BC	OoP Err		2
War & Peace Strategic level, 2-5 player game of the Napoleonic Wars, 1805-15. France & Britain duke it out, striving to gain allies and either occupy the enemy nation or, in the case France, isolate Britain politically & economically. Play with plastic minis for inf, cav, artil & ships. Includes a hard mounted board. Game is akin to Risk with the addition of alliances. Very limited print run on this game. '12		98651		\$54.00			New	BC	OoP		6
Wilderness Empires 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		117105		\$49.00	**		New	FB **			4
WWW BattlePlan Magazine		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com							FAX (702) 926-5205 anytime
Third Reich: RED SEA FRONT VARIANT 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; 1942 scenario; #2; 1943 scenario; No British surrender variant.		92287		\$5.00			Mint	n	OoP		6 6
WWW Schwerpunkt Mag		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com							FAX (702) 926-5205 anytime
Schwerpunkt Magazine #1 ARTICLES ON: Operation Barbarossa, the southern wing; addtl rules & scenarios for Salvo, 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		3753		\$4.00			Mint	n	OoP		Z
Schwerpunkt Magazine #2 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		106537		\$10.00			Mint	n	OoP		Z
WWW Strategy & Tactics		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com							FAX (702) 926-5205 anytime
Abensburg, Battle of... #113 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 lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.		97455		\$20.00			Mint	n	OoP		2
Afrika Orientale #128 Mag has been read. Unpunched & unplayed. ■ Mag & Game. Rgt/Brig/div level, Europa system game of the Allied invasion of Italian East Africa (Somoliland, Sudan, Kenya), Dec/40-41. 32mi/hex, 2wks/turn, 200 counters J.Brown'89 / ARTICLES ON: The End of Italian East Africa; the First Golden Era of Gaming (by Balkoski, Isby & Nofi; Rush to Glory errata.		96743		\$39.00			Mint	n	OoP		4
Anzio Beachhead 2nd ['90] #134 Cherry. ■ Mag & Game. Operational, btlm/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90		97429		\$45.00			Mint	n	OoP		4
Arabian Nightmare: Kuwait War #139 Rules highlighted in yellow; others unpunched & clean. Unpunched & unplayed. ■ Mag & Game. Complex & rushed game design covering the military aspects to the 1990 Kuwaiti War. Later heavily revised and expanded to include the more-important political elements to the campaign. 300 counters, lots of rules. J.Dunnigan, A.Bay '90 / Published with a color, unmounted page of additional counters (November Mobilization). ARTICLES ON: the 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.		104285		\$29.00			Mint	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.											
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.											
Baton Rouge #133		19242		\$20.00			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.											
Campaigns in the Valley #123		45143		\$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.											
Campaigns in the Valley #123		24109		\$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.											
Doomed Victory #136		31381		\$19.00			Mint	n	OoP		2
Mag & Game. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to decisively defeat the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min/turn, 200 counters. G.Morgan'90 / ARTICLES ON: Educator of the Army, Geo Henderson; Regimental Organization of the Armies at Waterloo; Nato Nukes German Reunification & the New Realities in 1990; Borodino, Doomed Victory, 1812; the History of Wargaming, 1975-90.											
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, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & 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		97449		\$39.00			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.											
Fortress Stalingrad #124		105750		\$39.00			Mint	n	OoP		4
Rules separated. Very clean. ■ 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.											
Indian Mutiny, Sepoy Rebellion 1857 #121		102644		\$22.00			Mint	n	OoP		6
Cherry: very clean. ■ Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribe Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherlands, WW2.											
Iron Cross #132		105721		\$19.00			Mint	n	OoP	Err	1
Rules separated. ■ Mag & Game. Detailed, 6 scenario game of man-man combat in the USSR 1941-2 w/ a few tanks & AT guns too. 10m/hex, 2min/turn, 200 counters. M.Sprock'90 / ARTICLES ON: Generals in the Waterloo Campaign; the 39th New York Rgt in the Am Civil War; Intro of Firearms into Japan; the Proliferation of WMDs in the Third World; Infantry Battle at Khristische, USSR, Jan 1942; Gladiators in Rome; New & Varia Rules for Beirut '82 #126.											
Kanev, Parachutes Across the Dnepr #115		98783		\$35.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers notes; extensive Abensberg & Eckmuhl ERRATA; The 1862 Vicksburg Campaign.											
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 the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the 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; otherws cherry. Unpunched. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA/ Campaign Game variant for TSR Sniper! 2nd.											
Manchu, Taping Rebellion 1852-68 #116		98786		\$25.00			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.											
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		98791		\$49.00			Mint	n	OoP		2
Cherry. ■ Mag & Game. 4th gm in Central Front series; 2nd ed rules. Covers northern Germany in the Hamburg area. Detailed btl/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 Btl's of NAfrica game system. Co/btl/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Enrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 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

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	North	Box	Out-Of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl? Scale Plyrs
Rules separated. Unpunched. ■ Mag & Game. Solitaire, pltn-level game of Allied paratroops 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.								
Sideshow, German East Africa 1914-8 #135	97428			\$48.00		Mint	n	OoP 6
Cherry. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWII. Germans use both conventional and guerrilla 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.								
Tsushima, May 1905, Btl of... #130	117326			\$38.00		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.Green'89 / ARTICLES ON: Military Participation Rates around the world; Civil War Babies & the White House; Sweden & the Barbary Pirates; Strategically Important Epidemics; Life Under the Missiles in Tehran; the Russo-Japanese War at Sea, 1904-5; the Battle of Tsushima 1905; Extensive ERRATA for 3W Hitler's Last Gamble.								
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 lvt, 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 btlm/rgt/brig lvl. 7.75mi/hex, 1day/turn. V.VonBorries'86 / ARTICLES ON: Campaign in Italian East Africa; Review of HOBAP 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	43995			\$22.00		Mint	n	OoP 6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & 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 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	12342			\$12.00		New	n	OoP 6
Mag & Game. Corp/army-ivl 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 Glean 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	13878			\$25.00		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. Btlm/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBAP'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; errata 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 t 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 solidly 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 preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.								
Fight on the Beaches #40	12535			\$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, Btlm/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.								
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'80 / 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.								
Forward to Richmond #13	107498			\$49.00		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
Cherry. ■ Mag & Game. Nice, 2-scenario game of 1st battle of Bull Run, July 1861. Includes a very nice, airbrushed map, 260 counters, 250yd/hex, 45min/turn, ~700men/unit. B.Pollard'81 / ARTICLES ON: Aces High ERRATA; analysis of AH War & Peace; Scenario 11 for Aces Hi #12; seeing beyond the SPI & AH world; Caesar (Alesia) replay [recommended]; limited intelligence in Wargame Design; review of SPI's Modern Battles Quad; the limitations of Monster Games; debate on NATO-Warsaw Pact games w/ J Radey, D Mack; Designing & Researching PHOENIX Streets of Stalingrad (D Lombardy); brief reviews of TFG Operation Pegasus, MINROD Surigao Strait, OSG 20th Maine & Legen of Robin Hood, YAQ Borodino, Marine 2002 & Ironclads. '80											
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 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th scenario; review of TSR's Julius Caesar.											
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 rail 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/rgt 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 BENG's Conquest; brief reviews of La Guerra Civil Espanola, James Bond 007, Combat Cards.											
Holy Roman Empire #33		77937		\$49.99			Mint	n	OoP		8
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, btl/n/brig lvel, gm of the British offensive in Palestine from Jersalem to Damascus, Fall 1918, w/ Lawrence of Arabia leading Bedouin guerillas in the eastern desert. 4 scenarios. 240 counters. Colorful airbrushed map & a good game. R.Nord'83 / ARTICLES ON: strategy in Lawrence of Arabia; hobby news; review of VI Caesars; a variant for GDW's House Divided; errata for Siege of Peking #21; review of 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		12793		\$19.00			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		13832		\$14.00			New	n	OoP	Err	4
Mag & Game. Btl/n/rgt lvl gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/n/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.											
MacArthur, Road to Bataan #44		117305		\$12.00			Mint	n	OoP	Err	4
Cherry. ■ Mag & Game. Btl/n/rgt lvl gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/n/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.											
Marston Moor #7		10849		\$39.00			Mint	zl	OoP		2
Cherry. ■ Mag & Game. Grand tactical gm of the largest btl of the English Civil War, July 1644, fought in Yorkshire, that decided alligence of north of England. 125yd/hex, 20min/turn. B.Pollard'78 / ARTICLES ON: quicky review of GDW's Alma & SPI's Crimean War Quad; brief reviews of Wurzburg, Mukden, Battlefleet Mars, War of the Ring, Swords & Sorcery, Siege of Jerusalem 1st, Mayday, Red Sun Rising; comparison of SPI Frigate & AH Wooden Ships, with variant rules for Frigates; playtest replay of Desert Rats; playing 3W's Eylau against an aggressive player; survey of games covering WW2 in Italy; review of 3W's Condor; Japanese opening move strategy for AH's Victory in the Pacific; errata for Dresden & Condor; SPI's Yugoslavia.											
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.											
Never Call Retreat #25		98827		\$20.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. Rgt lvl, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.											
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, 200 counters, 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 N.Africa system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex co/btl/n/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/btl/n lvl, 880yd/hex, 3days/turn, 300 counters. Includes 3 shorter scenarios plus the full campaign. R.Nord'86 / ARTICLES ON: the Last Samurai: the invasion of Okinawa; DYNAMO, Dunkirk 1940 ERRATA; reviews of VG Dr. Ruth's Game of Good Sex.											
Peter the Great #27		12861		\$22.00			New	n	OoP		2
Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.Englund'83 (Lesjenka addon for this game printed in issue #30 with essential errata in #35.). / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDCK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker.											
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/btl/n 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.											

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
					Flag			
Race to the Meuse #26		12846		\$18.00		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, btl level, 3 scenarios. B.McWilliams'83 / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.								
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		13920		\$12.50		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 feudal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.								
Simon de Montfort #11		3087		\$69.00		Mint	n	OoP 4
Cherry. ■ Mag & Game. Gm of rebellion in England, 1263-5, against tyrannical feudal barons. M.Edwards'80								
Struggle for Stalingrad #47		13957		\$20.00		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 Battleground, 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: Wellington v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.								
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
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 boogiemans 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								
Red Sky Morning		117269		\$55.00		Mint	zl	OoP 4
Game in the Nato Nukes & Nazis alternative universe where the Axis nations have won World War II and now are prepared to invade North & South America.. In this game, the US takes on a resurgent Japan in '90s using variation of the Hunt for Red October system. Includes 292 counters with all types of contemporary, advanced weapons systems. Low complexity land-air-sea game. D.Bonds'91.								
Seven Seas to Victory		117268		\$55.00		Mint	zl	OoP 6
Alt history game of Axis invasion of Panama in 1945 using Vic @ Midway dbl glind system.								
Victory in Normandy VARIANT COUNTERS		10859		\$3.00		Mint	zl	OoP 4
7 variant/errata counters (only) from a Command issue game. ■ 7 variant/errata counters from an issue gm.								
Wahoo!		43249		\$25.00		New	zl	OoP 4
Alternative history game: the Confederates wins big at Gettysburg, largely destroying or scattering the Union Army, then drives on the largely undefended US capital of Washington for a final victory less than a week after Gettysburg. 300 counters, map of Washington, 400yd/hex, 45min/turn. R.Markham'92								
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 achieve geographic objectives, or closer objectives that provide a morale boost. T.Raicer'92								
Across the Potomac #30		10716		\$32.00		New	n	OoP Err 4
Mag & Game & var counters for 1914 (2), Seven Seas (1). Div lvl game of the 1863 campaign in the East, June-July, from Philadelphia to Petersburg, VA using a Double-blind system (w/option to ignore it). Fairly simple. 1 counters. 10mi/hex, 1day/turn. B.Knight'94 / ARTICLES ON: the Charge of the Light Brigade; the Failure of Confederate Strategy in 1863; Quest for Annihilation in battle; the Monkey Army: Union Strategy; Marines Take Belleau Wood; The Alamo, American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.								
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 WOOrld, 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.								
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-Yelina, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915- Apr 1916.								
Buena Vista, Btl of / Moscow Burning #40		22260		\$24.00		New	n	OoP Z
Mag & game. Two games: BUENA VISTA is a brig/rgt level game of Mexico's Santa Anna's attempt to defeat the US's northern army under Taylor before turning south to stop the US's invasion of central Mexico, Feb. 184 126 counters. R.Prost'96 / MOSCOW BURNING is a game of open civil war in the Russian Republic should liberalization fail and the country fall into civil war. Brig/div lvl. 280 counters. T Bomba'96 / ARTICLES ON: War wit Mexico, the campaign in northern Mexico & Scott in central Mexico; the Sick Bear, Russia's armed forces today; a Fleet Squandered, Hitler's surface ships; Total War in Britain.								
Bunker Hill #32		30092		\$35.00		New	n	OoP 2
Last copy. ■ Mag & Game. Rgt lvl gm of the initial firefights of the Am Revolution around Boston, 1775, as the British assault the fortifications on Bunker Hill, near Charlestown. 176 counters. W.Marsh'95 / 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 Topple the Roman Empire; Yitzhak Rabin & Israel's War of Independence; Suez 1956, a great stupidity; Command Magazine Article Index by era.								
 Chattanooga, Death Knell of Confed. #43		22288		\$25.00		New	n	OoP Err 3

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 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 # 1		115092		\$5.00		Mint	n OoP	Z
Mag only; no rules. 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.								
Command Magazine # 2		115093		\$7.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: Best Cannons in the World, South Africa's G-5 & G-6 155mm Artillery; Look-Down Radar in the Drug War; Modern Soviet Airborne; How Iraq Controls Its Military; Sunrise of Victory, How Strategy Turned the Tide in the East; Israeli Guns & money in southern Lebanon; Strategy in Sunrise of Victory; Errata for Blitzkrieg '41. '90								
Command Magazine # 5		115096		\$7.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: US Armor in Vietnam; Vietnam's War Machine Smothers its Future; First American Intervention in Vietnam - 1845; Hamburger Hill, Futile Tactics, Bankrupt Strategy; Raid on Son Toy POW camp; Role of Viet Cong Irregulars in the US Defeat in Vietnam; Revolutionary Warfare pt 1, the Theory; Triumph of the Will variant for Samurai Sunset; Strategy for Operation Solace, Hamburger Hill, Triumph of Will; Errata for Lion of Ethiopia, Samurai Sunset.								
Command Magazine # 7		115098		\$7.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: An Ancient Weapon in Reuse; Supply in the Greek-Persian Wars; The Horse in America; Kadesh, Clash of Empires; Lion of Ethiopia Tournament Rules; Strategy for Kadesh; Errata for Operation Solace, Mississippi Banzai, Nato Nukes & Nazis; Evolution of the Byzantine Army, 476-1453. '90								
Command Magazine #16		115107		\$5.00		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		\$5.00		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 #19		115110		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: the Russo-Japanese War, the land campaign; the story of the 54th Mass. Volunteer Inf Rgt - the black unit depicted in the movie "Glory"; Pyrrhic Victory, the Tarantine War of 280BC.								
Command Magazine #20		115111		\$5.00		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 #21		115112		\$5.00		Mint	n OoP	Z
Mag only; no rules. 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; 1 conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915- Apr 1916.								
Command Magazine #22		115113		\$5.00		Mint	n OoP	Z
Mag only; no rules. 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; Operatic Icarus, the German plan to invade Iceland; a New Kind of War: computers, lasers, drones, etc.								
Command Magazine #23		115114		\$5.00		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		\$5.00		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		\$5.00		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 #26		115117		\$5.00		Mint	n OoP	Z
Mag only; no rules. 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.								
Command Magazine #28		115119		\$5.00		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 Singling, 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		\$5.00		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		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: the Real Macbeth; Operation Catherine, a British Naval Inursion 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		\$5.00		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 Topple 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		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: the Great War in Europe; battle of Arras, 1917; New Zealand's 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 Westwall.								
Command Magazine #36		115127		\$5.00		Excell	n OoP	Z
Mag cover mildly creased along spine. ■ Mag only; no rules. ARTICLES ON: Canadian Army; B-29s in Korea; Trench Rifles; Bloodbath at Kursk 1943; the Once & Future US Army; Queen Victoria's Army 1837-1901; Rome's Defeat of the Scipios in Spain.								
Command Magazine #37		115128		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: the Granville Raid 1945; German Recoiless Rifles in WW2; German WW2 Smart Bombs; Hannibal in Campania 217BC; Mukden, the Climax of the Russo-Japanese War; Little Bighorn Myths & Realities of the Custer Defeat; 9th Inf Rgt. US's First Rapid Deployment Force in 1898; Op Storm & the Rise of the Croatian Guards Corp; Persian Gulf War of 1856-7; German Naval Special Force & Weapons in WW2; Tarawa & Tinian & the US Invasions.								
Command Magazine #38		115129		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording of Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgram Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.								
Command Magazine #39		3606		\$3.00		V.Good	n OoP	Z
Front cover tear at staples & repaired; otherws clean & EX. ■ Mag only; no rules. ARTICLES ON: Brigad Kuba, Soviet Unit in Cuba; Canada's Glengary Light Infantry Regiment; Is Tactical Military Aviation Doomed?; Bougainville in WWII; German Invasion of Scandinavia, 1940; German Navy in Norway, 1940; Sweden During WWII; Potential European Military Intervention in the American Civil War; Battle for the Vosges, France Oct-Nov 1944; UN Rapid Reaction & NATO Forces in Bosnia; Battle of Otranto, Austro-Hungarian Cruisers Hit & Run; Alexander's Hydaspes Campaign. '96								
Command Magazine #40		115130		\$5.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: War with Mexico, the campaign in northern Mexico & Scott in central Mexico; the Sick Bear, Russia's armed forces today; a Fleet Squandered, Hitler's surface ships; Total War in Britain								
Command Magazine #44		116469		\$3.00		Mint	n OoP	Z
Mag only; no rules. ARTICLES ON: Sir James Brooke, White Raja of Sarawak; Navajo Code Talkers; P.G.T Beauregard; Phasing Out Dog Tags; Austria-Hungary's Submarine Force; Borodino 1812; Second Front, the Gr Invasion Debate 1942-3; the Failure of Op Market-Garden; Battle of Hattin, 1187; Crusader Castles in the Middle East; Expedition to Syracuse 415BC, Athenian Stalingrad; Military Metals Awards.								
Command Magazine #48		86018		\$3.00		New	n OoP	Z

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
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								
Command Magazine #51		115371		\$3.00		V.Good	n	OoP Z
Cover page folded-over, creased at spine, with 1" mar at right edge of cover. Otherw EX. ■ Mag only; no rules. ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.								
Cortes, Conquest of the Aztec Empire #20		117274		\$45.00		Mint	n	OoP 2
Mag & Game. w/var counters for Poland 39 (14) & Berlin 45 (2). Cortez's 3 month siege of Tenochtitlan (now Mexico City), 1521, that ended with the collapse of the Aztec Empire. D.Webb'93								
Czechoslovakia 1938 #24		77041		\$24.00		New	n	OoP 4
Mag & Game. W/ Smithereens errata & variant counters (10), Shogun (1), Antietam (23). What if Germany invaded the Czech Rep in 1938? Good Game of this what-if the Czech's had resisted. 142 units, 7.5mi/hex, brig/d level. P.Gryner'93 / ARTICLES ON Czech'38; the Czech Legion in the Russian Civil War; the Growth of Rome; Fire & Shock tactics in age of musket & cannon.								
Czechoslovakia 1938 #24	GmOnly	53041		\$19.00		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
Our last new copy. ■ Mag & Game. W/ 7 errata counters for Strike North. Two games: Dark Victory, Btl of the Alamo, covers the 90 min. storming of the Alamo, 1836, at a squad/platoon level. Second Front Now simulates the hypothetical cross-channel invasion in 1943 at Calais or Le Harve. D.Bishop, J.Gordon '97 / ARTICLES ON: Sir James Brooke, White Raja of Sarawak; Navajo Code Talkers; P.G.T Beauregard; Phasing Out Dog Tags Austria-Hungary's Submarine Force; Borodino 1812; Second Front, the Great Invasion Debate 1942-3; the Failure of Op Market-Garden; Battle of Hattin, 1187; Crusader Castles in the Middle East; Expedition to Syracuse 415BC, Athenian Stalingrad; Military Metals Awards.								
Death & Destruction #34		102577		\$35.00		Mint	n	OoP 4
Ssingle game (Rommel at Gazala NOT included). 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 - total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artiler divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.								
End of the Empire #46	GmOnly	55046		\$15.00		New	n	OoP 6
GameOnly. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97								
Fire Next Time / WarMaster III #51		53052		\$19.00		New	n	OoP 4
Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two fueding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.								
Gettysburg, Lee's Greatest Gamble #17		117272		\$42.00		Mint	n	OoP 4
Mag & Game. Brigade level game of the Battle Gettysburg, 1-4 July '62, including a final, possible day. Goal is to maul the other side, or for the Confederates to continue their drive to the SE of Gettysburg. Map covers mo area to the east than other games, allowing more maneuver options fitting the actual situation. 352yd/hex, 90min/turn, brig level, 200 counters. C.Perello'92 / ARTICLES ON: Threat Assessments in the Aftermath of the Invasion of Iraq; Battle of Trenton, 1776; Japanese Wargaming in WWII; Evolution of German Machineguns after WWI; Gettysburg Campaign, 1863; Infectious Disease & the Union Army in the Am Civil War; Lessons from Desert Storm, Schwarzkopf as Lee or Sherman; the Next Japanese-American War; Poland 1939; New Info on the Iran Hostage Rescue Mission.								
Great War in Europe #33		100151		\$75.00		Mint	n	OoP Err 6
Mag & Game. Huge 2map, 1200 counter div lvl gm of the Great War in Europe on all Central European fronts. 9.5 & 22.5mi/hex, 1-2mo/turn. HIGHLY RECOMMENDED, and later reprinted by GMT. T.Racier'95 / ARTICLE ON: the Great War in Europe; battle of Arras, 1917; New Zealand's war & war deaths; Chemical warfare in the World Wars; Food War, the Allied blockade of Germany 1915-9; Aachen '44; Remembrances of fighting for t the Westwall.								
Great War in the Near East #38		32569		\$28.00		New	n	OoP 6
Mag & Game. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording c Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgram Savagry in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget								
Great War in the Near East #38	GmOnly	45884		\$17.00		New	n	OoP 6
GameOnly. ■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96								
Grunwald 1410 #52		50752		\$25.00		New	n	OoP 3
Mag & Game. Grand tactical battle between the allied forces of Poland & Lithuania that decisively defeated the Teutonic Knights near present day Tannenberg in 1410. 150yd/hes, 30min turns, regt units. Simple game system. W/ yet more Warmaster Chess variants. T.Racier'99 / ARTICLES ON: Safari on New Guinea 1943; early American Locomotive; Innocent III, the Crusading Pope; the Trireme; Hitler's Kamikazes; Battle of Edgehill 1642; Evolution of British Armor Tactics; German Forces in the Chinese Boxer Rebellion; Executive Outcomes, a modern mercenary force; Nasby, the decisive campaign of the English Civil War 1945; the French & Napoleon in Egypt.								
Hell Before Night / Blitzkrieg 1940 #42		22273		\$29.00		New	n	OoP Err 4
Mag & Game. w/ errata/addl counters for Wave of Terror (5), Moscow Burning (1), and Buena Vista (8). HBN is the battle of Shiloh at reg lvl, modest amount of rules & moderate complexity. 415 counters. C.Perello'97 / B1940 is a div lvl game of the German attack in the West that crushed France in ten days. Historical scenario plus a what-if the French had attacked in 1939 while Germany was tied up in Poland. 551 counters. T.Bomba'99 ARTICLES ON: Surprise at Dawn, battle of Shiloh; France v Germany, 1640-1940; Blitzkrieg 1940, How & Why the German's Won; Missed Opportunities, the ground war in Holland; The Luftwaffe' Campaign in the Netherlands, 1940; the French in Mexico, 1862-7.								
Hougoumont, Rock of Waterloo #11		87214		\$35.00		Mint	n	OoP 2
Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btln/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.								
I Am Spartacus, War of Gladiators #15		117271		\$29.00		Mint	n	OoP 6
Sml, 1/4" tear at margin of rear cover repaired. Otherw mint/unpunched. ■ Mag & Game. w/ 3 Desert Storm errata counters. Game of Rome v a massive slave revolt, the Third Servile War, 73-71BC, led by Spartacus. Rome must handle simultaneous foreign wars, too. Area-move map, with 25mi/inch, 1mo/turn, 1-5000 men/unit.M.Markowicz'92 / ARTICLES ON: The Hal Garrison & Wellington's Strategy at Waterloo; Women in Desert Storm; A Desert Rat's Tale; Zhukov's Plan to Attack Germany, May 1941; Arabian Oil Politics, 312BC; Public Health Consequences of the Iraqi Civil War; the Cheney Factor; Building & Breaching the Saddam Line; SPartacus, War of the Gladiators; Pershing, the AEF and VD in WWI; Berlin '45, the Potential for WWII; Eyewitness to Friendly Fire; Coup d'Etat, a Primer; Fenian Invasion of Canada 1866; Development of AFVs in WWI. '92								
Inchon #9		20752		\$29.00		New	n	OoP 4
Mag & Game. W/ variant counters for Krim (0), NNN (3), Black Gold (3), MissBanza (4), & TTW (1). Operational level game of the US invasion at Inchon, just SW of Seoul, in 1950, the made the northern Korean position southern Vietnam untenable, and ended with the destruction of much of the NKPA. 1day/turn, 1mi/hex, co/btln level. J.Werbaneth'91 / ARTICLES ON: MacArthur's Gambit, Inchon; short variants for Krim, Mississippi Banzz NNN, TTW, Black Gold; German plans to invade Sweden; Players notes for Lion of Ethiopia.								
Iron Dream, War in Russia 1941-2 #53		53077		\$22.00		New	n	OoP 6
Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.								
Kadesh #7		102638		\$50.00		Mint	n	OoP 2
Cherry. ■ Mag & Game. W/ variant counters for Lion of Ethiopia (31) & Miss Banza (1). Won C. Roberts award for best pre-WW2 & best graphics in '90. Grand tactical battle in pre-biblical times in the middle east. 5,000 Hittites & Egyptian chariots do battle in 1285BC, with a Hittites near victory ending in their annihilation. 100m/hex, 30min turns. G.Dickens'90 / ARTICLES ON: Kadesh, Clash of Empires; Lion of Ethiopia #4 Tournament & 3-player rules; errata for Op Solace #5, Miss Banza, NNN; Evolution of the Byzantine Army, 476-1453AD.								
Krim, von Manstein's Btl for Sevstpl #6		105432		\$69.00		Mint	n	OoP 4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Rules separated. ■ Mag & Game; includes Tiger of Ethiopia variant counters (50) for Lion of Ethiopia #4. Krim is a division-lvl game of the entire campaign for Crimea, 1941-2, led by von Manstein, and including some craf Soviet responses including an ambitious invasion across the Kerch Straits. 200 counters, mostly div level, 7.5mi/hex, 2wks/turn. T.Bomba'90 / ARTICLES ON: Peace Now: Palestinians & the Israeli Army; The Problems w the Soviet Railways, 1941-2; Vietnam War POW Rescue Operations; Sick Call in the Soviet Army; Krim, the War in the Crimea 1941-2; Odessa, Tobruk on the Black Sea; Tiger of Ethiopia variant for Lion of Ethiopia; strategy in Krim.											
Like Lions They Fought #28	GmOnly	22218		\$25.00			New	n	OoP		6
GameOnly. ■ GameOnly. Strategic lvl gm of the British invasion & destruction of Zululand, Jan-Jan 1879. 5mi/hex, 1mo/turn, 176 counters. D.Bishop'94											
Lion of Ethiopia #4		102634		\$75.00			Mint	n	OoP		4
Cherry. ■ Mag & Game. W/ errata counters for Sam Sunset (16), Blitz'41 (13), Sunrise Victory (1), Tigers Burning (1), TTW 1st (5). Italians attempt assert the Roman might by conquering Ethopia in 1935-6, marking the fir signs of the coming world war & the largest colonial war in Africa. The Italian army has the weapons of modern war while the Ethiopians are poorly armed & trained but numerous & highly mobile. Surprisingly great game! RECOMMENDED. 200 counters total. M.Duffield'90 / ARTICLES ON: the Ox & the Army; Ethiopia, the Unconquered Lion of Africa; Panama 1989; Blitzkrieg '41 variant rules; Samurai Sunset variant rules (& counters) & errata; Tigers Are Burning variant (with counters).											
Mason-Dixon #35	GmOnly	48859		\$19.00			New	n	OoP		6
GameOnly, and only 1 of 2 games from issue. w/errata counters for Blood & Iron (2), Fateful Lightning (20). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. C.Perello'95											
Mason-Dixon / Balkan Hell #35	GmOnly	87762		\$18.00			Mint	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.Parello'95 / T.Bomba'95											
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.Parello'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 Deployment Force in 1898; Op Storm & the Rise of the Croatian Guards Corp; Persian Gulf War of 1856-7; German Naval Special Force & Weapons in WW2; Tarawa & Tinian & the US Invasions.											
Operation Sea Lion / Yarmuk #45		22301		\$22.00			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 o 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 Phyrhic Victory counters included (all srip punched). Otherws mint. ■ Mag & Game. w/ variant counters for 1918 Plan 1919 (32), Phyrhic 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: Phyrhic 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"; Phyrhic 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 Manzikter 1701.											
Samurai Sunset #3		117296		\$69.00			Mint	n	OoP		4
Mag & Game. Division level game of the hypothetical US invasion of the southernmost mainland Japan islands, Nov. 1945-Oct 1946. Assumes atomic tests were a failure. Victory hinges on US casualties. 1wk/turn, 25mi/hex. 200 counters. J.Miranda'90 / ARTICLES ON: the Japanese Army in WWII; Downfall, the planned US invasion of Japan, 1945; World War Zero, scientific strategy in ancient Greece; One Hump or Two? Camels in military use; Sunrise of Victory #2 errata.											
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.											
Sunrise of Victory, 1942-3 # 2		10176		\$49.00			New	n	OoP		6
Mag & Game. Strategic level game of the War in the East from June 1942 to Dec 1943, from southern Finland to the Kiev to Baku. Sequel to Blitzkrieg '41.3 scenarios beginning June 1942, November 1942 and July 1943, plus campaign. 200 counters, corp/army level, 1mo/turn. T Bomba '90 / ARTICLES ON: Best Cannons in the Modern World; Look-Down Radar in the Drug War; Moscow's Fire Brigade, Modern Soviet Airborne; How Iraq's Dictator [Hussein] Controls His Military; Omar Bradley's Choices for a General's Promotion; Sunrise of Soviet Victory in WWII; Israeli Guns & \$ in southern Lebanon; Strategy for Sunrise of Victory; ERRATA for Blitzkrieg '4											
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											
Vietnam, Hamburger Hill/Op Solace #5		87210		\$32.00			Mint	n	OoP		2
Mag & Game. w/ Samurai Sunset #3 Triumph of the Will variant counters (60). Two games: HAMBURGER HILL covers 3 btlns of US 101 Airborne assaulting a prepared defense by 2 crack NVA btlns in the A Shau Valley May 68. 240m/hex, 1day/turn. OP SOLACE: hypothetical, large scale US POW rescue attempt in northern Vietnam by 2-3 divisions. 10km/hex, 1day/turn, J.Meldrum'90 / ARTICLES ON: Hamburger Hill, futile tactics, bankrupt strategy; raid on Son Tay POW camp; role of Viet Cong irregulars in the US defeat in Vietnam; Vietnam, the theory of revolutionary warfare; Triumph of the Will variant for Samurai Sunset.											
Warmaster Chess 2000 #49		86026		\$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		22271		\$29.00			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! 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle - 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 Swor 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		53150		\$35.00			New	n	OoP		4
Mag & Game. Includes index to all Command & XTR games, errata & variants. 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											
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.											

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Barbarians	3517		\$32.00	Mint	AL	OoP		6

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
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											
Beastlord 1st		106174		\$35.00			Excell	FB	OoP		4 4
1 box corner repaired, others clean. ■ Large, rare game of a fantasy campaign for supremacy among 2-4 races (elves, goblins, beastlords, & men) using bribery, military might, magic & diplomacy to advance their aims. M.Matheny'79											
Bomber, Daylight Bombing of Europe 43-44		106084		\$69.00			Mint	FB	OoP		4
Some box btm edge abrasions & wear; otherwise clean & unpunched. ■ Easily the best game of the US strategic air war against the German economy in WWII. Covers mid-1943-early 1944 when things were most in doubt 25 scenarios & longer campaigns. 40mi/hex, 30min/turn, 455 counters depicting all the air units that played a substantive role in the campaign. S.C.Taylor'80											
Ironclads Expansion 1st		104907		\$49.00			V.Good	FB	OoP		1
Complete. Rules & charles mildly worn & soiled thru use, and both have a name penciled in. ■ 6" razor cut in 1 panel repaired. Corners abraised. 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											
Ironclads, Tac Naval Combat in ACW 1st		104908		\$45.00			V.Good	FB	OoP		1
Missing 1 ship counter; ID & other counters of similar class included; otherwise complete. Rules & charts mildly worn & soiled thru use. Name written on rules, charts & back of fire templates. Face of 1 dummy counter marred and several counters stained thru use. ■ '80 revised rules. Cherry. Detailed, colorful yet playable ship-ship/fort gm set during Civil War. 90 ship & fort classes, indiv guns w/ range, penetration, armor, etc. HIGHLY RECOMMENDED & rare game. '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											
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											

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