

We offer you here Fine Games' suggestions for great games that make for great gifts. We've divided them into 4 categories to help you out: Truly outstanding games; simpler family-style games, recently published games, and what we call "lifestyle" games for those that collect everything for certain game systems. Contact us with any special needs you might have. And remember, we offer Gift Certificates in any denomination you wish.

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## ***Fine Games' Gift Giving Suggestion List***

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Contact us: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) or (541) 756-4711 (10am-9pm PST). ALL games listed are NEW & available in stock at the listed price at the time this

### ***EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts***

- 94946 [Aachen, First to Fall \(Decision Gms\)](#) [\\$16.50](#) [Fo](#)  
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. Btln/rgt lvl. '10**
- 95558 [Above the Clouds, Battle... \(MultiMannPub\)](#) [\\$68.00](#) [BC](#)  
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**
- 94782 [Arnhem, the Farthest Bridge \(Decision Gms\)](#) [\\$15.00](#) [Fo](#)  
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the battle for Arnhem & its crucial bridge across the Rhine defended by the British 1st Para against SS panzers. Btln level. '10**
- 86641 [Asia Engulfed \(GMT\)](#) [\\$49.00](#) [LB](#)  
Companion game to Europe Engulfed, this stand alone game can be combined for a worldwide game of the 2nd WW. Strategic level game using wood blocks for fog of war, product, supply oil & resource limits, revised air & naval systems, and moderate complexity rules for the war in the Pacific. J.Evans, R.Young'07**
- 49265 [Axis & Allies, EUROPE \(Hasbro AH\)](#) [\\$65.00](#) [LB](#)  
New 2-4 player game that applies the basic Axis & Allies system to the war in the European theater only, complete with production and plastic pieces specific to each nation (eg Sherman tanks for the US, JU-88s for Germany). A worthy fix for A&A fiends. L.Harris'00**
- 94929 [Baltic Gap \(MultiMannPub\)](#) [\\$50.00](#) [BC](#)  
Operational Combat System (OCS) game of the Soviet drive into the Baltic states in the summer 1944. 8 scenarios include campaigns suitable for team play. 2 maps, 1400 counters, 3.5days/turn. OCS v4 rules. J.Kisner, H.Mielants'09**
- 89455 [Band of Heroes, Heroes of Blitzkrieg \(Lock 'n Load\)](#) [\\$49.00](#) [BC](#)  
Stand-alone game using the Lock'n Load / Band of Heroes system to cover tactical battles during the 1940 battle for France. Includes Germans, French, Belgians. 6 geomorphic maps, 510 counters, v3 rules, 16 scenarios. '09**
- 92562 [Band of Heroes: A Ring of Hills Kit \(Lock 'n Load\)](#) [\\$40.00](#) [HC](#)  
Kit using the Band of Heroes base game to cover the 1982 battle for the Falklands (Malvinas) between Britain & Argentina. Covers actions from the Argentine invasion to their final capitulation. Includes 5 geomorphic maps, 170 counters including Brit paras, Argentine marines & conscripts, 12 scenarios covering all major actions. M.Walker'10**
- 92139 [Band of Heroes: Dark July Kit \(Lock 'n Load\)](#) [\\$39.00](#) [zl](#)  
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 2 mounted historical maps, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '08**
- 92545 [Band of Heroes: Not One Step Back Kit \(Lock 'n Load\)](#) [\\$35.00](#) [zl](#)  
Kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front focused on the steppes, Stalingrad, and partisan actions in the woodlands. Includes 3 geomorphic maps, 255 counters, overlays, 12 scenarios. M.Walker'07**
- 89462 [Band of Heroes: Noville, Bastogne Kit \(Lock 'n Load\)](#) [\\$32.00](#) [HC](#)  
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**
- 81833 [Band of Heroes: Swift & Bold \(Lock 'n Load\)](#) [\\$25.00](#) [zl](#)  
Kit for Band of Heroes that adds rules for British paratroopers & actions in Normandy after D-Day. 85 counters of various sizes, and 12 scenarios. M.Walker'07**
- 95036 [Band of Heroes: Swift & Bold 2nd \(Lock 'n Load\)](#) [\\$28.00](#) [zl](#)  
Kit for Band of Heroes that adds rules for British paratroopers & actions in Normandy after D-Day. 85 counters of various sizes, and 12 scenarios. M.Walker'11**
- 95123 [Barbarossa, Crimea, 1941-2 \(GMT\)](#) [\\$55.00](#) [BC](#)  
Game of Army Group South's battle for the Crimean Peninsula in 1941-2. Uses the East Front System, and mates with other games in the series. Includes a focus on Sevastopol with its many fortifications & the German's impressive assembly of siege artillery. 9 scenarios. 700 counters, 2 maps. V.Von Borries'11**
- 94945 [Bastogne, A Desperate Defense \(Decision Gms\)](#) [\\$15.00](#) [Fo](#)  
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**
- 93737 [Burma, Campaign in Northern Burma 2nd \(MultiMa\)](#) [\\$45.00](#) [BC](#)  
Reprint of this detailed operational combat system game of the lengthy battle for Burma & the Indian & Chinese border, 1944. A chess match that rewards effective, aggressive use of very limited number of units. Covers the Japanese Imphal offensive, the Chindits irregulars, and the US/Chinese offensive on Myitkyina. 2 maps & 840 counters; 3 campaign & 5 shorter scenarios. Best game of year in '99. D.Friedrich'08**
- 87874 [C3i Magazine #21 \(GMT C3i Mag\)](#) [\\$14.00](#) [n](#)  
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**
- 89858 [C3i Magazine #22 \(GMT C3i Mag\)](#) [\\$14.00](#) [n](#)  
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**
- 95349 [C3i Magazine #23 \(GMT C3i Mag\)](#) [\\$14.00](#) [n](#)**

**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

w/mag. 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 & Chandragupta; Elusive Victory additional rules & what-if scenarios. '09

**95470 C3i Magazine #24 (GMT C3i Mag) \$15.00 n**  
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

**96005 C3i Magazine #25 (GMT C3i Mag) \$18.00 n**  
w/mag. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labrynth; 10 Normandy'44; 32 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labrynth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baeis River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New Guinea designer's notes; Command & Colors Imperial Rome Adrianople 378AD scenario. '11

**93655 Chalons, Fate of Europe (Decision Gms) \$15.00 Fo**  
New design using the DG folio format. Covers the battle of Chalons in 5th century where a Roman army challenges the dominant Huns under Atilla who had seized much of Europe with their bow-armed cavalry. '10

**86105 Cobra, the Normandy Campaign 3rd #251 (Dec Gms \$50.00 n**  
w/mag. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (140); Twilight of the Ottomans #241 (43). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08

**82891 Combat Commander, Europe (GMT) \$65.00 DC**

Card-driven game of tactical combat in Europe. This first game in the CC series covers Germany, the US & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 doubled sided mapsheets, 492 counters. 100ft/hex. '06

**96222 Combat Commander, Pacific (GMT) \$55.00 DC**  
Game in the CC series depicting tactical combat in the Pacific in WW2. '08

**95626 Combat Commander: Mediterranean Kit (GMT) \$59.00 DC**  
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. '07

**95248 Combat Commander: New Guinea Kit (GMT) \$18.00 Fo**  
Kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '11

**91825 Combat Commander: Normandy Kit (GMT) \$25.00 Fo**  
Kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios '10

**96248 Combat Commander: Resistance! Kit (GMT) \$38.00 BC**  
Kit for the Combat Commander system & covering tactical combat between partisan forces & regulars. 4th volume in the C&C series. Includes a scenario generator update, rules for irregular movement such as sewars & melee, new orders (infiltrate & muster) & new events. Includes 3 dbl sided maps, 12 scenarios, 1 counter sheet & 2 card decks. Maps depicts several historical areas in the Balkans & USSR. '11

**95004 Combat Commander: Stalingrad Kit (GMT) \$25.00 Fo**  
Kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 sceariors including a campaign game, plus 4 double sided maps, new rules & 88 counters. '08

**95839 Commands & Colors, Ancients 3rd (GMT) \$59.00 GB**  
Reprint of 2nd ed 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 Trasimenu 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Ilipa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'09

**95861 Commands & Colors, Ancients: MOUNTED MAP (G\$15.00 Fo**  
Mounted map for this game. '11

**94472 Commands & Colors: Epic Ancients II Kit (GMT) \$25.00 BC**  
5th expansion kit w/ 2nd ed rules to increase player interactions, 100 new Epic Command deck, 12 scenarios: Maraton 490BC, Plataea 479BC, Crimissos River 341 BC, Gaugemela 331BC, Hydaspes 326 BC, Paraitacene 317BC, Beneventu 275BC, Bagrada Plain 253BC, Clusium 225BC, Lake Trasimenu 217BC, Dertosa 215BC, Arausio 105BC. R.Borg'09

**94474 Commands & Colors: Imperial Rome Kit (GMT) \$42.00 DC**  
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'09

**91144 Commands & Colors: Rome & Barbarians Kit (GMT)\$85.00 DC**  
2nd expansion kit covering the period of Rome's conquest of Gaul, the Servile War (Spartacus's rebellion) & more, 390BC-9AD. Req Greeks & E.Kingdom kit as well as base game. '08

**96423 Counter Trays, UGG Style Bookcase 10-Pak (Grebe G\$22.50 LB**

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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

**83728 Dealer McDope: The Drug Dealing Game 2nd (Last G\$30.00 BC**

Faithful reprint of this classic 60's dope dealing game, with updated rules (the only change). Complete w/ Gilbert Shelton (Fabulous Furry Freak Brothers) artwork. Score dope in NY while trying to stay outta trouble. A game out of the timewarp from the early seventies (the good ol' days of sex & drugs & rock'n'roll). Box comes in various colors (red, green or black). '08

**90173 Dice Tower, Portable Dice Boot (Tower) (Chessex Mfg\$15.00 Fo**

Clear plastic dice tower that can be easily disassembled for transport. '09

**83636 Diplomacy 4th (Hasbro AH) \$25.00 BC**

Fourth edition of this simple, classic game of diplomacy, negotiation and back stabbing set around the pre-WW1 situation. HIGHLY RECOMMENDED if you have 7 crafty players & a full evening. '08

**87258 Drive on Kursk, July 1943 #253 (Dec Gms S&T) \$19.25 n**

w/mag. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / Articles on: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.

**93939 Empires of the Middle Ages 2nd (Decision Gms) \$82.50 LB**

Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple scenarios 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

**78322 Europe Engulfed 2nd (GMT) \$59.00 LB**

Complete 1st ed AND includes insert with ALL 2nd ed updates (so 2 sets rules & counters). 2nd ed adds a few more markers & incorporates errata in rules, only. Reprint of this simpler game of WW2 thruout Europe and N.Africa using a variation of Columbia's Block system and an emphasis on playability. Land units are wooden blocks providing a degree of hidden movement. Special actions add additional movement phases or combat, amphibious or airborne assaults, even actions during opponent's turn. 283 wooden blocks, 244 counters, 2 maps & 24! dice. Includes production & strategic warfare, special actions, air & naval assets, forts, etc. For 2-3 players. R.Yount, J.Evans'06

**87237 Flying Circus, Aerial Combat in WWI (Decision Gms)\$17.50 BC**

Game using GMT's Down in Flames system w/ 220 cards to model air-air combat in WW1. Players select a leader & several wingman to lead into combat. Includes all major fighters, plus campaign rules. '08

**93506 For the People II [3rd] (GMT) \$59.00 BC**

Reprint of the GMT version of this HIGHLY RECOMMENDED strategic level game of the entire American Civil War for 2 players, played with cards. New map, 14 new cards, revised rules and counters. This labor of love made just that much better by the original designer. Minor errata updates will be incorporated into components. M.Herman'06

**96413 For the People II: MOUNTED MAP (GMT) \$15.00 Fo**

Mounted map for this game, about 3x the thickness of earlier deluxe map. '11

**90921 Germany, Battle for... 2nd (Decision Gms) \$25.00 HC**

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. New edition updates map & counter graphics. JD'94

**87353 Great War in Europe 2nd (GMT) \$89.00 BC**

Includes errata kit w/ 90 errata counters, map errata templates, & errata. Revision of the combined GW in Europe & Near East, previously published in Command mag, by the original designer. Div-level game covering all ow WW1 in Europe and the Middle East & Caucasuses. This version adds new weapons, tactics, political events, trench levels, U-Boats, US neutrality, ability to mobilize emergency replacements, plus upgraded graphics. Scenarios include the original versions and allow playing each major front in isolation, or starting at different periods of the war. 3 maps, 1500 counters. T.Racier'07

**95576 Guderian's Blitzkrieg II[II] 3rd (MultiMannPub) \$125.00 DC**

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, btn-div level. D.Essig'11

**96186 Hannibal, Rome v Carthage 2nd (Valley Gms) \$49.00 DC**

Update of this RECOMMENDED, strategic lvl gm of the 2nd Punic War, 218-203BC, using a modified We the People system. Card play allows limited actions such as moving leaders, levying new troops, reinforcing existing armies, gaining polical control, moving, etc. M.Simonitch'07

**96365 Hold the Line (Worthington) \$37.00 BC**

Block system game covering tactical level combat during 12 key battles of the American Revolution. Terrain constructed w/ 62 dbl-sided tiles. 114 counters. Covers btls of Long Island, Harlem Heights, Princeton, Trenton, Hobkirk's Hill, Eutaw Springs, Bemis Heights, White Plains, Kings Mtn, Brandwine & Monmouth. '08

**96366 Hold the Line: French & Indian War Kit (Worthingto\$16.00 Fo**

Kit adding the rules, 5 scenarios, French & Indian units, etc, to cover battles from the French & Indian War of 1759-61 using Hold the Line. '08

**95728 House Divided, American Civil War 3rd (Phalanx Gm\$35.00 LB**

Simple, RECOMMENDED game of the American Civil War using a simple area move system of the US. Long a classic game, this edition sports a new & very pleasing map as well as colorful counters. Well suited to beginners and tournament play; games can be completed in as little as an hour. 160 counters, 1 map, 3 standup leaders. F.Chadwick'03

**96258 La Bataille de La Moscowa 4th (Clash Arms) \$125.00 FB**

3rd reprint of this btn/rgt level battle of Borodino, Sept 1812, on 4 maps with ~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

**94716 Liberte 2nd (Valley Gms) \$45.00 FB**

Update of this popular 3-6 player game of the various political factions competing for control of the French Revolution thru provincial elections. Points are scored for political power, military victory but sudden death conditions can turn things on their head. Rules in English, German, Spanish, French & Italian. '11

**87740 Lock 'n Load, A Day of Heroes (Lock 'n Load) \$39.00 BC**

Game of the confused, heavy fighting in Mogadishu, Somalia, on 3 Oct 1993, as US special forces troops attempt to capture two rebel leaders but instead are trapped by masses of armed Somali civilians & rebels. This was depicted in movie Blackhawk Down. 10 scenarios. M.Walker'08

**EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**

- 96046 Lock 'n Load, Heroes of the Gap (Lock 'n Load) \$52.00 BC**  
Lock 'n Load series game set in the World at War/Eisenbach Gap world (but not using that game system). Covers low level tactical combat c.1985 as NATO forces defend against invading Warsaw Pact forces in western Germany. Includes the full range of AFVs, infantry, weapons, tactical air & artillery. Includes historical map of the Eisenbach Gap area, 3 countersheets, 9 scenarios. '11
- 92935 Normandy, Battle For... (GMT) :109.00 DC**  
Massive game of the battle for the Normandy beaches & beyond at a grand tactical level. Detailed system covering naval & air support, mulberry's para drops, artillery, beach assaults, etc. 1250yd/hex, 6hrs/turn, btlm level. Includes 4 1-map scenarios + campaign game. 5 maps, 2520 counters. Good for team playD.Holte'10
- 93620 Operation Typhoon 2nd (L2 Desgn Grp) \$12.00 Fo**  
Small, simpler, corp/army level game of the German drive on Moscow, Sept-Dec 1941. 1mo/turn. Great beginners game. '09
- 94950 Pacific, War in the... 2nd: Extension Kt (Decision Gm)\$32.50 zl**  
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
- 94842 Panzer Grenadiers, Cassino '44 (Avalanche) \$75.00 BC**  
Complete game covering various battles on the Italian front near Cassino in 1944 involving the polyglot of nations involved: German paratroopers, US, Polish, Indian, New Zealanders, Brits. 1155 counters, 4 maps, 35 scenarios. D.Murray'09
- 94844 Panzer Grenadiers, Road to Berlin (Avalanche) \$59.00 BC**  
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. '06
- 93577 Panzerblitz, Hill of Death 2nd (MultiMannPub) \$31.00 BC**  
Complete modernization of this classic game of platoon level tactical armored combat focused on one area of Normandy near Tourmaville, summer 1944. Includes one mapsheet with 8 historical maplets for each of 8 historical battles, large & small. System now uses a chit activation system making for fluid actions, fog of war. 15min/turn, 250m/hex, pltn level. '09
- 91091 Paths of Glory, First World War 3rd (GMT) \$39.00 BC**  
Reprint of the prior 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. 2nd ed updates rules, map & special rules chart. T.Raicer'04
- 96227 Paths of Glory, First World War 4th (GMT) \$42.00 BC**  
2010 Reprint 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. '10
- 80187 Paths of Glory, First World War: DLX MAP (GMT) \$15.00 n**  
Cardboard-mounted map (rather than paper only), with an updated copy of the PoG rules. '05
- 95552 Proud Monster 2nd (Compass Gms) :100.00 BC**  
Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11
- 94571 Sex, Dice & Gamer Chicks (Mongoose Pub) \$19.00 Bk**  
128pg satirical book about the gaming hobby & those that enjoy it. Dissects the gamer personality, including that rare breed - the female gamer, plus the rules lawyer & other types, and provides humor thruout for gamers, their spouses (& widows). Amusing. J.Desborough, J.Nexus'11
- 95888 Stalingrad, Battle for... 2nd (Decision Gms) \$43.00 BC**  
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
- 95789 Star Trek Fleet Captains Card Game (Wiz Kids) \$79.00 GB**  
Large card game set in the Star Trek universe to cover strategic space exploration & conflict. The Federation & Klingons are competing for an area of unexplored space. Each side has 12 detailed starship minis to use to explore, discover, survey & wage combat. Game driven by Mission, Encounter & Galaxy Location cards making each game unique. Includes doomsday devices, giant space amoebas, planets inhabited by gods & more! Fast playing & cards are illustrated with pics of characters & scens from the various incarnations of Star Trek. M.Elliott'11
- 94436 Stones River, Turning Point in Tennessee (Decision Gr)\$15.00 Fo**  
Update of SPI folio on the subject. Focuses on the Confed suprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10
- 87972 Storm Over Stalingrad (MultiMannPub) \$36.00 BC**  
Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btlm level. T.Nakamura'08
- 95300 Successors, Btl for Alexander's Empire2d (GMT) \$65.00 BC**  
RECOMMENDED update to earlier AH 3-4 player game of the Successors wars after Alex the Great's death in 323BC. Each player commands 2+ generals, and seeks to build their army and to control members of the royal family. Card-driven game system. 4yrs/turn. M.Simonitch, J.Firer'08
- 94780 Tide of Iron: Fury of the Bear Kit (Fantsv Flight) \$63.00 GB**  
Large & expansive kit for this game of WW2 combat. Adds mini figures of some additional Germans plus the entire Soviet army, with new winter terrain & scenaios. Includes 9 eastern front boards, 55 cards, munition specialties, AT guns. '11
- 86611 Titan 2nd (Valley Gms) \$50.00 GB**  
Revision & graphic update of this highly popular fight to death among 2-6 players in a magical land & mythological units, served up in a ton-of-bricks box. All boards now mounted, making for the weighty box. Components have been upgraded graphically. '08
- 89805 Triumph of Chaos: Comrade's Guide to... (Clash Arm)\$24.00 Bk**  
Players guide to this popular, card driven game of the Russian Civil War. '07
- 96057 Twilight Struggle, Cold War 1945-89 5th (GMT) \$42.00 BC**  
Deluxe edition; further revision & reprint of this rather 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 wars 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. '11
- 96302 USN Deluxe [2nd] (Decision Gms) \$62.00 BC**  
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

***EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts***

**93742 Victory Denied (MultiMannPub) \$30.00 BC**

Game of summer 1941 German offensive in the USSR, as they appeared unstoppable yet diverted their army south rather than finish the drive to Moscow during the dry months. Covers July-Spt'41. Sister game to Victory Lost. Div level. Simpler game system. '09

**93934 Warriors of God, Wars England & France (MultiMan\$38.00 BC**

Strategic level game of the intermittent 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. '08

**89760 West Front II (Columbia) \$85.00 BC**

Major 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 Front II using Euro Front II kit. '06

**81078 Wings of War, Watch Your Back (Fantasy Flight) \$22.00 FB**

Game that can mate with first in the series, Famous Aces. 2-4 player game series that uses both a board & cards to cover air combat in WW-1. Multiple sets can be used to allow larger battles or more players. Includes 18 plane types (5 models of Nieuport 11, Hanriot HD.1, Halberstadt D.iii, DH4, Ufag C.1). Includes rules for ace pilots. '05

**90238 World at War, Blood & Bridges (Lock 'n Load) \$43.00 BC**

Stand alone game of platoon-level tactical combat between Soviet & the British Army of the Rhine during WWII in the late 1980s. Includes mounted board, 12 scenarios, expanded rules, 352 counters. M.Walker'09

**94325 World at War, Blood & Bridges: Op Garbo (Lock 'n Load) \$39.00 BC**

Kit requiring Blood & Bridges that covers the Soviet invasion of Sweden, c.1985. Includes 2 maps, 176 counters, scenarios. M.Walker'10

**96197 World at War, Eisenbach Gap: Death of the 1st Pzr (Lock 'n Load) \$24.00 z1**

Death of the 1st Panzer, a kit for Eisenbach Gap. Adds the West German 1st Panzer Div, with it mix of Leopard I & II tanks, Marder AFVs, etc, thrown into the path of too many Soviet units. 50 counters, 1 map section, 6 scenarios. M.Walker'08

**91934 Yalu 3rd (Compass Gms) \$46.00 BC**

Update of this popular, simpler game of the Chinese-led counteroffensive that routed UN forces, from northern Korea thru the stalemate, 1950-51. Div level, 456 counters (2 sets: classic v graphic), 2 maps. Hi solitaire suitability. J.Hill'10

***GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game***

**91314 1960: Campaign Manager 2008 Kit (Z-Man Games) \$20.00 BC**

Kit for this 2008 Intl Gamers Award winner. Adds material to this base game to re-fight the 2008 presidential election in 20 key states between 2 players. '10

**90530 Adventures in Jimland (Minden) \$17.00 n**

Simpler, fun game that is akin to Source of the Nile & Dinosaurs of the Lost World. Players explore an uncharted territory by forming an expedition, navigating dangerous territory, discovering things, and compign back alive. G.Graber'09

**91238 Agricola: Farmers of the Moor Kit (Z-Man Games) \$30.00 BC**

Kit that replaces the minor improvements & occupations with a more robust set of new improvements & adding new features. Horses are a new animal type, and families now consume fuel too. Includes 150 cards. '09

**89687 All Things Zombie Minis Game (Mega Minis) \$20.00 Bk**

Comprehensive game that takes off on a prior game of the same name. Beginning with Day One, the day of the outbreak, the game covers every detail of fighting the growing zombie hords. Can be played solitaire, cooperatively with a team, or competitively. '09

**95589 Awful Green Things from Outer Space 5th (S. Jackson) \$18.00 SC**

Yet another printing of this simple game of crew's btl against unknown creatures escaped on a space ship. Includes rules for leaving the ship thru airlocks to fight on the ship's surface. Fun game. T.Wham'11

**96450 Bang 4th (Mayfair) \$15.00 SC**

Reprint of this card game of a gunfight between the sheriff & deputies v the Outlaw gang. A renegade livens things up by shooting at either side. '09

**96449 Bang, the Bullet 2nd (Mayfair) \$36.99 LB**

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game**

Set including all the Bang components published to date, plus some bonuses. Includes all cards from Bang base game, plus those from the High Noon, Dodge City & Fistful of Cards expansions. Also includes 2 new High Noon cards plus 3 new special characters, & 2 blanks & Sheriff's badge. Card game of a gunfight between the sheriff & deputies v the Outlaw gang. A renegade livens things up by shooting at either side. '09

**83436 Black Death (BTRC) \$9.00 Fo**

Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. Satiric game in which 2-6 players attempt to use specific diseases from the Far East to depopulate Europe. Highest body count wins. G.Porter'93

**82149 Cold War, CIA vs. KGB (Fantsy Flight) \$14.00 SB**

Card game in which players engage in the post-WW2 Cold War using the intelligence services to "persuade" nations to adhere to the right party line, stage coups, murder enemy leaders, win the Nobel Prize and more. The side that garners the most resources over time wins. '07

**94680 Cosmic Encounter, 5th: Cosmic Conflict (Fantsy Flight) \$19.00 SC**

Kit adding 20 new alien races plus 1 addtl player. Adds Cosmic Quakes & the Hazard Deck. '11

**91312 Days of Steam (Valley Gms) \$37.00 DC**

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

**90816 Dogfight, Battle for the WWII Skies (Bucephalus) \$37.50 FB**

Very fast playing game of WW2 air-air combat using 8 metal, painted aircraft minis on a wood board. Minis have a 1.5" wingspan & include F4U Corsair, P51 Mustang, P-38 Lightning, Spitfire, Focke-Wulf 190 & TA-152, ME-109 & 262. S.McLaughlin, J.Holcomb '09

**91759 Giro d'Italia Card Game (Rio Grande) \$14.00 SC**

Card game of a fast-paced bicycling (Yea!) race utilizing placement & energy management of the riders & all the hazards of bike racing: sprints, falls, cracks, punctures, alliances, etc. '10

**95445 Godzilla, Kaiju World Wars (Tov Vault) \$52.00 FB**

Now here's one: a sci-fi board game by Richard Berg, a long-time wargame designer. Four of the classic monsters from Japanese B-grade movies (Godzilla, Rodan, Gigan & Ghidorah) battle it out, while also amusing themselves by destroying buildings, dodging bombs & traps, and the military. Includes detailed, prepainted 2-3/8" minis + 90 plastic map tiles + cards to drive play. Only one Kaiju (monster) can win. R.Berg'11

**95935 Ikusa [3rd] (Wiz of Coast) \$63.00 GB**

Update of Samurai Swords (also, Shogun) under a new name of this 3-5 player game of unifying Japan under one Shogun. Rules, board & box have been improved. Played with nicely molded plastic warrior figures & several other nice touches. A good game. '11

**96358 Illuminati Deluxe (S. Jackson) \$24.95 SC**

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

**78657 Monsters Menace America (Hasbro AH) \$35.00 FB**

Fast playing, 2-4 player game of mayhem as players in the form of giant monsters (think Godzilla), as well as allied military units, fight other monsters as well as trample great American cities. Last monster standing wins. Includes 6 plastic Giant Monsters minis, 44 plastic military units (aircraft, ships, tanks, etc), Monster mutation & military research cards, large map of the whole of continental US. Revised from AH's Monsters Ravage America. '05

**79732 Nuclear War ['02] (Fly Buffalo) \$21.00 HC**

This edition sports new card graphics plus 2 new cards. Great, HIGHLY RECOMMENDED card game of nuclear exchanges between 3-6 players. '02

**90468 Railways of the World (Fred Dist.) \$59.00 GB**

Revision & renaming of earlier Railroad Tycoon, now including Eastern US & Mexico variant games. Port of this early, classic software title to a board game. 2-6 players build a railway system in the American east of the Mississippi, connecting cities to generate passengers & freight, then supply the goods where they are in demand. Includes a colorful map of the eastern USA, hex tiles for laying track. '09

**90174 Railways of the World: England & Wales (Fred Dist.) \$29.00 LB**

Kit & stand-alone game set in 19th century England. Players build railway systems and manipulate the stock of their RRs. Serves as a kit for Railways of the World & also a stand alone game. '09

**96364 Robo Rally 4th (Hasbro AH) \$40.00 LB**

Reprint of this simple, elegant, colorful, family-oriented & HIGHLY RECOMMENDED game of 8 robots dueling w/ one another on an automated factory floor to complete a race circuit. Cards provide special weapons & abilities. 30 map sections can be combined in innumerable ways. '09

**96441 Settlers of Catan, 5th (Mayfair) \$34.00 DC**

Revision & graphic overhaul of this incredibly popular, HIGHLY RECOMMENDED, appealing game w/ different colored pieces allowing 5-8 players using 2 copies of the game. Americanized version of game named German Gm of the Year in '95 (die Siedlers). Players compete for control & development of an island created with tiled terrain. '07

**91761 Suburban Slashers From Sunnysdale Street (Z-Man G) \$14.00 SC**

Another in the ZMan series of b-grade sci-fi/horror movie card games (such as Grave Robbers, etc). '10

**90166 Talisman 5th (Fantsy Flight) \$47.00 FB**

Aka 'revised 4th ed.' Update of the '07 SabreTooth version of this highly popular & sought after, simpler, fun & RECOMMENDED 2-6 player board game of fantasy adventuring. Players choose a character (each with unique abilities) & a corresponding, detailed plastic mini, then move around a board encountering adventures and accumulating \$ and abilities, eventually seeking to win by defeating the Dragon King in the center of the board. This version adds new rules, all new graphics, new plastic minis, stackable markers, and tweaks the box art. R.Harris'08

**90824 Talisman 5th: Frostmarch Kit (Fantsy Flight) \$19.00 SB**

Small promotional kit providing 5 scenarios that link together to form a campaign. '09

**90382 Talisman 5th: Reaper Kit (Fantsy Flight) \$19.00 SC**

Kit adding 4 new character cards w/ minis, 90 new adventure cards, 26 spell cards, 12 warlock quest cards & the Grim Reaper himself that players use against each other. '09

**91306 Through the Ages 3rd (Fred Dist.) \$50.00 BC**

Card game based on the theme of the highly recommended computer game, Civilization. 2-4 players begin with a small set, primitive culture & guide their civilization toward greatness, conflicting with other players in the hope of dominating the world. Players can focus on developing their cultural development, their trade, and/or their military might. '09

**78680 Zombies!!! 3rd (Twilt Creatn) \$21.00 FB**

Revision of this boardgame playing off the movie. 3rd ed adds new rules, updates the graphics for greater effect, and enlarges the box to store all those zombies. A blood & guts thriller. Includes 100 plastic figures & played on a tile map. Origins award for graphic presentation in '01. This version enlarges the box for added storage, updates the art, provides expansions & revised/update rules, plus a brand new female zombie figure. '06

**GREAT FAMILY GAMES, a Way to Involve Everyone in a Simpler Game**

**80589 Zombies!!!: Mall Walkers Kit 2nd (Twilt Creatn) \$11.00 SB**

2nd ed adds 16 new tiles, 32 new event cards, new rules & 2 new scenarios. Expansion kit providing 16 new map tiles of a mall's interior, 32 event cards, 2 scenarios & additional rules. '07

**78681 Zombies!!!: Not Dead Yet! Kit (Twilt Creatn) \$8.00 SB**

Expansion kit providing 50 new event cards plus rules for custom event decks. '03

**87898 Zombies!!!: School's Out Forever Kit 2nd (Twilt Crea \$11.00 SB**

Updated to 2nd ed standards. 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. '09

**85438 Zombies!!!: Send in the Clowns Kit (Twilt Creatn) \$13.00 SB**

Kit adds another dimension to the Zombie world: Players are trapped in the traveling carnival of the dead with a Big Top, Fun House & more. Adds 15 map tiles, 30 event cards, 25 Zombie Clowns & rules. '08

**80587 Zombies!!!: Six Feet Under Kit (Twilt Creatn) \$11.00 SB**

**83585 Zombies!!!: The End Kit 2nd (Twilt Creatn) \$18.00 SC**

2nd ed update of this stand-alone game that mates with prior game & kits, this edition allows players to collect as many pages from the Book of the Dead as possible, and attempt to undo the spell that brings the dead back to life. But now the dogs are coming back to life too, and they are nasty. For 2-6 players with a tiled map. '08

**80385 Zombies!!!: Zombie Corps(e) Kit 2nd (Twilt Creatn) \$11.00 SB**

2nd ed adds 15 new map tiles, 30 new event cards plus 6 glow-in-the-dark zombie minis. Expansion kit providing 15 new map tiles, 30 event cards, & 6 invaluable glow-in-the-dark zombie minis, plus more rules. '07

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**96440 1830, Railroads & Robber Barons 2nd (Mavfair) \$58.00 DC**

Box cover edge has a couple of marris including a 3/8" scrape down to bare cardboard. Update of this very popular multiplayer RR empire building & stock market manipulation set in early 1800s on US E coast. Players build track, buy & operation trains, but with the overriding goal to earn dividends & manipulate the stock price. 2nd ed includes the original rules plus a new assortment of variants including a faster playing game. Map is double-sided, showing original & new artwork. F.Tresham'11

**95709 1955, War of Espionage (Ape Games) \$18.00 SB**

2 player game of the cold war fought thru covert operations. As your spy agency, you seek to protect your country from the perverse ideology of your opponent while gaining the trust & support of the world. Cards draw give you the resources to do this. Includes the possibility of a hot war. '11

**94417 Across the Pacific 1st (PacRim) \$92.00 FB**

Large & pricey 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'10

**95031 Africa Orientale Italiana (Decision Gms) \$38.00 zl**

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

**91784 Afrikakorps, Decision in the Desert #11 (Dec Gms W \$22.50 n**

w/mag. 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 Airborn Operations.

**92142 All Things Zombie 1st (Lock 'n Load) \$42.00 BC**

Game using the popular Lock 'n Load game system to cover individual combat between a small band of surviving humans and throngs of zombies. Each player arms their counter as they wish. '10

**95863 Almeida & Bussaco 1810 (Hexasim Game) \$22.00 zl**

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. F.Bey'11

**95613 American Revolution #270 (Dec Gms S&T) \$24.00 n**

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

w/mag. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Carribean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against an numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.

**96114 Ancient Conquest 2nd (Decision Gms) \$35.00 BC**

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 Eygpt, Medes, Arameas, Uratu, Assyria, Mitanni, Lyzdians, Hittites, Elamites, Jews, Cimmerians, Caldeans, Kassites, Phyrains & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11

**94705 Anzio & Cassino (Worthington) \$38.00 BC**

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

**93157 ASL: Journal # 2 2nd [reprint] (MMP Journal) \$41.00 Fo**

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

**95081 ASL: Journal # 8 (MMP Journal) \$16.00 n**

64pgs of the best of MMP's ASL. Articles on: ASL errata; detailed look at Vehicular Overrun; new player's mistakes; Hakkaa Paale preview; scenario J113 analysis by 2 experts; scenarios J113-125 + VotG19-21; Turning the Tide scenario analysis; Normandy 1944 designers notes; rules pertaining to ASL setup; scenario J74 analysis; Rules updates for 2nd ed Doomed Btlns to make it 3rd ed. '10

**95313 ASL: Journal # 9 (MMP Journal) \$35.00 n**

64pgs of the best of MMP's ASL. Includes 2 games: VERDICT AT NUREMBERG campaign scenario set & SUICIDE CREEK campaign game including map & 244 counters + Chp Z pgs 63-78 & 24 scenarios. Articles on: Art of the Banzai charge; guide to water obstacles & invasions in ASL; 3-scenario Verdict at Nuremberg; Btl for Suicide Creek, New Britain, Jan'44; scenarios J126-146 + VotG22-24; art of key building defense in ASL; scenario design process; Fun! with Panzerfausts! Playing big ASL games with limited space. '11

**94649 ASL:Afrikakorps, Along via Balbia (Critical Hit) \$12.00 zl**

8 scenario kit covers various actions during the middle of the war in N.Africa, 1941-2. '10

**94651 ASL:Afrikakorps, Bengazi Handicap (Critical Hit) \$12.00 zl**

64pg Booklet detailing real & hypothetical plans in 1942 leading up to Coral Sea & Midway, as the Japanese sweep the eastern Pacific. 20 scenarios. Req Midway & Coral Sea games. '10

**94653 ASL:Afrikakorps, Bitter Enders (Critical Hit) \$12.00 zl**

Scenario kit 8 scenarios of actions from Tunisia between Germans & US troops. '10

**94655 ASL:Afrikakorps, Btl of Gazala (Critical Hit) \$50.00 zl**

2nd core pack in the ASL Afrikakorps series. Includes 2 maps, 176 counters, 9 scenarios, 10 overlays. '10

**94666 ASL:Afrikakorps, Combined Arms (Critical Hit) \$12.00 zl**

Scenario kit 8 scenarios of actions thruout the war in N.Africa from 1940-1943. '10

**95242 ASL:Afrikakorps, El Alamein (Critical Hit) \$44.00 zl**

Core kit including maps & other parts needed to play other scenario kits. Port of the ATS scenario kits to the ASL system. This kit includes 2 countersheets, 48 overlays, one map, 10 scenarios. '10

**94657 ASL:Afrikakorps, El Guettar Stakes (Critical Hit) \$12.00 zl**

8 scenario kit covers actions between US & British troops v Germans at El Guettar & along the Gafsa-Gabes road outside Tunis. '10

**94658 ASL:Afrikakorps, Frontier War (Critical Hit) \$12.00 zl**

8 scenario kit covers the Italian invasion of Egypt and the British counteroffensive that swept them away in 1940. '10

**94660 ASL:Afrikakorps, Hellfire Pass & Beyond (Critical Hit) \$12.00 zl**

8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10

**94661 ASL:Afrikakorps, Operation Torch (Critical Hit) \$12.00 zl**

Scenario kit 8 scenarios of actions between US, German, Italian & Vichy French forces during the Torch invasion of N.Africa, Nov'42.

**94662 ASL:Afrikakorps, Reluctant Offensive (Critical Hit) \$12.00 zl**

8 scenario kit covers the first German attempt to sieze Tobruk. '10

**94664 ASL:Afrikakorps, Second Time Around (Critical Hit) \$12.00 zl**

Scenario kit 8 scenarios of actions between British & German forces in Tunisia, 1943. '10

**95791 ASL:Berlin, Final Days 3rd (Critical Hit) \$75.00 zl**

aka Berlin-Fall of Third Reich 3rd. 3rd ed incorporates remastered map & additional counters, errata & 3rd ed rules. 16 scenario Sqd & Leaders kit including counters for Red Banner & Hitler Youth squads covering the battle for Berlin on two maps (focused on the Reichstag), 1800+ counters. Requires Beyond Valor to play. '11

**96285 ASL:Berlin, Final Days 3rd: Tyrants Lair (Critical Hit) \$50.00 n**

aka Berlin-Fall of Third Reich: Tyrant's Lair 3rd. Extends the battle for Berlin to less central areas of the city, and includes a massive campaign game that uses all 4 maps & tons of additional counters. Includes underground bunkers in the fighting. Many small, fast & vicious scenarios, 16pgs of rules. Reqs Berlin Final Days. '11

**95666 ASL:Blood Reef Tarawa GAMERS GUIDE (MultiMa) \$13.00 Bk**

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

**95158 ASL:BoB Normandy (Critical Hit) \$21.00 Fo**

MUST SHIP AS BOXED ITEM (or be folded) due to dimensions. ASL kit depicting the bitter fights for the Bocage country of Normandy by the 101st Airborne. Includes historical map, 8 scenarios, 269 counters. '11

**93728 ASL:Doomed Battalions 3rd (MultiMannPub) \$63.00 BC**

Reprint of the DB kit now w/ 5 maps + 3 overlays, 24 scenarios, revised Chp H, and the minor allied powers' (Poland, Denmark, Norway, Yugo, Greece & Benalux) armor & weapons from early in the war. 3rd edition now includes contents of Last Hurrah module, too, so that this now includes all Allied minor nation armies. '10

**90689 ASL:Long March (Heat of Btl) \$30.00 Fo**

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

**95561 ASL:Out of the Bunker (MultiMannPub) \$13.00 Fo**

Scenario booklet containing 14 scenarios from all theatres in WW2, 1939-1945. These were taken from previously printed scenrios in Dispatches from the Bunker & revised for ASL & balance. '10

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**94776 ASL:Peleliu, White Beach One (Critical Hit) \$50.00** [zl](#)  
ASL kit covering combat during the US 1st marine rgt's invasion of Peleliu, 1944. 8 scenarios, 524 counters, 1 historical map. Includes the specializes weaponry for island fighting such as shoulder-fired mortars & flame throwers. '10

**95165 ASL:Road to Bataan (Critical Hit) \$44.00** [Fo](#)  
ASL kit focused on the fighting in Jan'42 for the Abucay/Mabatang Line on the Bataan Peninsula. 8 scenarios played on an historical map + 269 counters. '11

**93815 Assaut sur Suez 1956 #92 (VAE VICTIS) \$16.00** [n](#)  
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

**95367 ATS: Drop Zone Normandy (Critical Hit) \$22.00** [Fo](#)  
MUST SHIP AS BOXED ITEM OR BE FOLDED due to size. ATS TT kit focused on actions of the US 101st Airborne division in 8 scenarios set in the Bocage country of Normandy. Include 3 countersheets. '11

**95531 ATS: LZ X-Ray (Critical Hit) \$35.00** [Fo](#)  
MUST SHIP AS BOXED GAME (or be folded) due to dimensions. ATS kit covering combat during Nov 1965 in Vietnam as the US 7th Cav meets several rgt's of NVA troops, all looking to mix it up, and battling for the Chu Pong base. 7 scenarios, historical map, 2 counter sheets. Detailed counter art. J.Brown'11

**94777 ATS: Peleliu, White Beach One (Critical Hit) \$50.00** [zl](#)  
Kit using the Advanced Tobruk system covering combat during the US 1st marine rgt's invasion of Peleliu, 1944. 8 scenarios, 546 counters, 1 historical map. Includes the specializes weaponry for island fighting such as shoulder-fired mortars & flame throwers. '10

**95932 ATS: Road to Bataan (Critical Hit) \$44.00** [Fo](#)  
ATS kit focused on the fighting in Jan'42 for the Abucay/Mabatang Line on the Bataan Peninsula. 8 scenarios played on an historical map + 3 counter sheets. '11

**94674 ATS: Tobruk Exp. 6, Killing Fields (Critical Hit) \$27.50** [zl](#)  
Kit with a massive 22" escarpment overlay, escarpment road overlay, AFV counters, 12 scenarios. '10

**95291 Baghdad, Battle for... (One Sml Step) \$59.00** [FB](#)  
3-6 player game of military strategy & diplomacy in occupied Bagdad, c.2004-8. Players control one of 6 factions including the US, NGOs, Iraqi govt, shia or sunni factions or jihadists. Best thought of as a simulation, it demonstrates the difficulty in winning an insurgency by following only your own goals. Each player competes with one another to deliver "security and infrastructure" to Bagdad, collecting political points thru all possible means: hi-tech weapons, bribes, street protests, terrorism, spin, & revenge. A most interesting title. J.Miranda'10

**96409 Barbarossa to Berlin 2nd: MOUNTED MAP (GMT) \$15.00** [Fo](#)  
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11

**91961 Bataan! Battle for the Philippines 1942 (Compass Gm) \$47.00** [BC](#)  
Game depicting the Japanese assault upon the fortified Allied defenders on the Bataan peninsula defending the Philippines in 1942. '10

**93860 Beda Fomm 2nd (Consim Press) \$27.00** [BC](#)  
Update of a classic GDW game. Allies block the Italian retreat in Libya, destroying nearly its entire NAfrican force in a hard fought btl. 2nd ed updates mechanics, provides a full-sized map & a graphic update. F.Chadwick '10

**95499 Birth of a Legend, Lee & the 7 Days #32 (Against Odd) \$28.00** [HP](#)

w/mag. 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; Trafalmdorian military thinking; Pearl Harbor historical alternatives gamed using Avalanche's Midway.

**90918 Black Prince, Crecy & Navarette #260 (Dec Gms S&T) \$19.25** [n](#)  
w/mag. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / Articles on: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09

**91156 Blitzkrieg 1940 2nd # 7 (Grebe C&S Mg) \$33.00** [HC](#)  
w/mag. 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 editon of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10

**94676 Blockade Runner (Numbskull Gm) \$36.00** [FB](#)  
Colorful, strategic level, simpler, 2-6 player game of entrepreneurs trying to make a buck by finding their way past the Union blockade of Confederate ports to transport goods during the Am Civil War. Players must compete for commodities, build ships & hope for good prices. '11

**95834 Boots on the Ground (Worthington) \$35.00** [BC](#)  
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're 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

**96051 Bradley's D-Day, Campaign Study #3 (Against Odds) \$33.00** [HP](#)  
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/Btln level, 800m/hex, 300 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11

**96101 Buffalo Wings #29 (Against Odds) \$28.00** [HP](#)  
w/mag. Game of aerial combat during the Winter War & Continuation War, 1939-41, over Finland. Uses the Fighting Wings game system, and can mate with other games in the series. Includes solitaire, 2 & multiplayer rules. Covers various Brewster Buffalo fighters (which other nations panned but worked well for the Finns), plus other Finnish fighters & a range of Soviet adversaries. '10

**90463 Caesar's Gallic War (Worthington) \$36.00** [BC](#)  
Block-system game of Caesar's efforts to subdue Gaul from 58-51BC. Provides 60 blocks, 30 cards, and plays in 3 hours. D.Berger'09

**96201 Cambria, Surround Seize or Surrender (Closet Nerd) \$16.00** [SC](#)  
3-5 player game of Briton's attempt to capture lightly defended Roman fortresses in the Cambria region of Britain, c.367AD, as the Romans fade from the scene. Less a wargame than a Euro game. '11

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**95771 Case Yellow, 1940 (GMT) \$38.00 BC**

Operational level game of the German attack on France & the Low Countries, May 1940. Historical scenario, Fortress Holland & 2 hypothetical scenarios. Rgt/div level. Hi solitaire playability. T.Racier'11

**94783 Cauldron, Battle for Gazala (Decision Gms) \$15.00 Fo**

Update of SPI folio game. Rommel does an end run around the Gazala defenses, culminating in a large armored battle at The Cauldron. '10

**93819 Cedar Creek 1864 #94 (VAE VICTIS) \$16.00 n**

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

**90336 Chainmail, Medieval Combat (Worthington) \$36.00 BC**

Game of medieval tactical combat using cards to drive & limit actions of counters on a square-grid map. Players position, feint & attack using cards - no dice are used. R.Berg'09

**95625 Chariots of Fire, Warfare in Bronze Age (GMT) \$50.00 BC**

Volume 14 of the Great Battles of History game series. Covers battles during the Bronze Age, 1700-1200BC when the chariot was queen of the battlefield. Contains the definitive chariot rules for the GBOH series, and shows their evolution from battle wagons to the 3-man Hittite chariots. 3 countersheets, 2 doublesided maps. R.Berg, M.Herman'10

**94435 Chickamauga, River of Death (Decision Gms) \$15.00 Fo**

Update of SPI folio game. Bragg's Confed Army of Tennessee outnumbered dispersed Union forces, and sought to destroy the Union along the Chickamauga River. '10

**90436 China, Battle for... 4th #259 (Dec Gms S&T) \$19.25 n**

w/mag. 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.

**93674 Chosin, X Corp Escapes the Trap #257 (Dec Gms S&T) \$21.00 n**

w/mag. w/ errata & errata counters for Gauntlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Gauntlet. 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.

**93137 Cold War Battles II #263 (Dec Gms S&T) \$22.50 n**

w/mag. 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 in 1979. 250m/hex, 2days/turn, Btl/nrgt level. J.Miranda '10 / WURZBURG PENTOMIC covers the Soviets v. NATO forces near Wurzburg in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 Both games use an untried unit system and include air power & transport, and nukes. / Articles on: the initial Soviet invasion of Afghanistan & the battle for Kabul, 1979; the what-if of a Soviet offensive into Germany in the 1950s and the NATO countermeasures including tactical nukes; Caesar at Munda, Spain, 45BC; naval gunnery & victory in the War of 1812; Revolt of US Navy after WW2; Newspaper War over Jefferson Davis in Am Civil War; Options & plans for Dealing w/ England in 1940; Brawner's Farm & the battle of Second Manassas, 1862.

**96263 Command at Sea: American Fleets (Clash Arms) \$23.00 Bk**

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

**96264 Command at Sea: Emperor's Fleet (Clash Arms) \$21.00 Bk**

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 with American Fleets & Atlantic Navies. '11

**96223 Commands & Colors, Napoleonic (GMT) \$50.00 GB**

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'10

**96403 Commands & Colors, Napoleonic: Spanish (GMT) \$38.50 BC**

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, 212 blocks & unit stickers. R.Borg'11

**94229 Conflict of Heroes, Price of Honour (ElfinWerks) \$38.00 LB**

Kit requiring Awakening the Bear or Storms of Steel to play. This one covers tactical combat in Poland, 1939, as first the Germans then the Soviets crush this nation. Adds 2 Polish landscape boards, 2 sheets of early war Polish, German & Soviet AFVs & aircraft, 1 sheet of updated counters, 16 firefights, added rules. '10

**96030 Conquerors, Romans & Macedonians 2nd (Decision) \$60.00 BC**

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

**96451 Conquest of Nerath (Wiz of Coast) \$62.00 GB**

2-4 Player fantasy campaign as the Dark Empire with its undead legions assemble against the loose alliance of human kingdoms. Sound familiar? Another empire of goblins, elves & corsairs may see opportunity & intervene. Players muster armies, siege weaponry, monsters & attempt to conquer your enemies. '11

**94717 Conquest of Planet Earth, Space Alien Gm (Flying Fr) \$37.00 FB**

Multiplayer game in which up to a dozen different alien races descent upon Earth intent upon conquest. But Earth, lead by superhero Captn Fantastic, puts up a heroic (& fantastic) defense. '11

**91305 Convoy, Deadly Waters (Clash Arms) \$26.00 BK**

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

**90528 Coronel & Falklnds/Rhinelnd / Remagen# 7 (Minden) \$20.00 n**

Three games, all solitaire: CORONEL & FALKLANDS covers two naval battles in 1914 at tactical level using the Salvo! game system. 44 counters. / OCCUPATION OF THE RHINELAND covers the political contest as German remilitarizes the Rhineland in 1936. 21 counters. / REMAGEN BRIDGEHEAD is a hex wargame of the US crossing of the Rhine at Remagen, March 1945. 63 coutners. '09

**94949 Crusader, Battle for Tobruk (Decision Gms) \$15.00 Fo**

Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btl/nrgt/brig level. '10

**96300 Dai Senso! (Decision Gms) \$90.00 LB**

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

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

**92554 Dawn's Early Light (Lock 'n Load) \$36.00 BC**

Small game using the Corps Command (Totensonntag) game system. Covers the first battles of World War 3 in Europe at btln/regt level. 136 counters. P.Bogdasarian'10

**93302 Desert War, Egypt 1940 (Worthington) \$28.00 BC**

Includes updated MedWar Sicily counters. Game of the Italian invasion of Egypt in 1940 using a modified MedWar Sicily game system with no CRT, just dice & 20 cards. Includes solitaire rules. '10

**95076 DMZ, the Next Korean War (Decision Gms) \$15.00 Fo**

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

**95706 Down in Flames, Guns Blazing (Verssen, Dan) \$45.00 BC**

Stand-alone game in the DiF game system. This game provides 126 aircraft from the US, Germany, UK, Japan, USSR, France & Italy, & 6 campaigns spanning the time from France 1940 to Japan 1945. Air maneuvers are executed by card play, and each maneuver can be countered by specific other cards. D.Verssen'10

**95707 Down in Flames, WWII Aces High (Verssen, Dan) \$44.00 BC**

Update of GMT's card game including 110 aircraft from 6 nations & 6 historical campaigns (Btl of Britain, Daylight Bombing 1944, Guadalcanal, Poland 1939, Midway, Stalingrad). Excellent graphics on the cards. For 2-6 players. D.Verssen'09

**93628 Duel of the Giants (Z-Man Games) \$47.50 LB**

Simplified game of grand tactical combat on the eastern front, 1943, using plastic minis for tanks & aircraft. Base game includes 11 minis: 10 tanks + 1 stuka. '10

**95646 Eindekker / Poor Bloody Infantry # 8 (Minden PzrDg) \$20.00 n**

EINDEKKER covers the era of the Fokker scourge in 1915 on the Western Front as famous German aces challenge the Allies for control of the skies. Each game covers one week's time. 31 counters. / PBI is a game of tactical WWI infantry combat between single platoons at the Somme, 1 July 1916. 128 counters, 4 historical scenarios. / WW2 Dogfight is an intro game of WW2 tactical air combat rules suitable for miniatures (& beginners). 52pgs. '09

**95006 Elusive Victory (GMT) \$39.00 BC**

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

**96411 Empire of the Sun: MOUNTED MAP (GMT) \$15.00 Fo**

Mounted map for this game, about 3x the thickness of earlier deluxe map. '11

**95208 Falklands Showdown, 1982 #269 (Dec Gms S&T) \$22.50 n**

w/mag. 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. ~4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.

**95647 Fall of the Philippines / 'Nam '68 #9 (Minden PzrDg) \$20.00 n**

Mag w/ 2 games: Fall of Philippines, a solitaire game of the Japanese conquest of the Philippines in WW2. 'Nam '68 is a 2 player game of the war in Vietnam in 1968. '10

**96069 Federation and Empire: ISC War (Amarillo DG) \$35.00 Fo**

Kit adding the ISC (Interstellar Concordium) to F&E. Includes OoB, structure, ship characteristics & scenarios. '11

**95524 Federation Commander: Transports Attackd (Amarillo) \$21.00 Fo**

Kit focused on the essential but unseen element of the fleet: transports & freighters. Includes 16 dbl-sided dry erase ship cards, 3 freighter cards, scenarios & new rules. '11

**93891 Field Command, Singapore 1942 (World Forge) \$89.00 GB**

Large game including cards, plastic minis & 3 players to recreate the battle for Singapore island in multiple scenarios including an Allied reconquest. Board is an area-move coverage of the fortified island including coastal defenses. Players play Brit, Aussie & Japanese forces. Minis are historically accurate depictions. '10

**96181 Field Commander Alexander (Verssen, Dan) \$40.00 BC**

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

**95830 Field Commander Napoleon (Verssen, Dan) \$72.00 GB**

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

**96187 Field Commander Rommel, Deluxe [2nd] (Verssen, Dan) \$37.00 BC**

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 & bigger box. D.Verssen'11

**95132 Fighting Formations, Grossdeutschland Inf (GMT) \$79.00 BC**

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'11

**93426 Flames of War, A Bridge Too Far (Battlefront) \$38.00 LB**

3rd gm in the Firestorm game system. Covers the Market-Garden offensive striving to capture the key bridges across the Rhine, Sept 1944. Includes 2 historical campaigns plus a free deployment scenario.

**94284 Formula D 2nd: #3 Singapore/Cityscape (Asmodee Ed) \$23.00 Fo**

Addon track set #3 containing 2 addon tracks: Singapore, with tight turns run at night; and a cityscape at sunset. '10

**95183 Four Roads to Moscow (Against Odds) \$35.00 HP**

2010 Annual w/ 4 games. HITLER TURNS EAST is a hex-based game of the first 9 months of the war in the east at corp/army level. 160 counters, monthly turns. T.Racier / SLAUGHTERHOUSE is a point-point map game of the first 9 months of the war in the east at the army/army group level. 120 counters., bi-monthly turns. M. Rinella / STRIKE THE BEAR is a large hex map game of the war in the east in the first 9 months of the war in the east with key constraints of operational limits. 120 counters, 3-week turns. R.Nord / CODEWORD BARBAROSSA is an area move game of all of Europe prior to Barbarossa as Germany & the USSR gear for war. Players seek to maximize economic resources and end-game military forces. Includes sml number of event cards, and used Resource Points ala 3rd Reich. 120 counters. J.Prados '11 / ARTICLES ON: Barbarossa facts v myth; March to Magdala, Abyssinia 1868; fallacy of numbers being the dominant cause of Axis loss of WW2. '11

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**94437 Frayser's Farm, Wasted Opportunity (Decision Gms) \$15.00** Fo  
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumbers & 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

**92103 Frederick's War, Austrian Succession #262 (Dec Gms \$22.50)** n  
w/mag. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / Articles on: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wehrmacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.

**94600 From Overlord to Berlin (VAE VICTIS) \$38.00** Fo  
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 campaigns 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

**94778 Frontline D-Day (Verssen, Dan) \$44.00** BC  
1-6 player card game depicting tactical combat (sqd level, individ AFVs) between US, British & German units in Normandy. Scenarios given, & you can also buy your desired starting force from many weapons including flamethrowers, submachineguns, rocket launchers, mortars, snipers, jeeps, halftracks, tanks, etc.. Can be played solitaire. D. Verssen'10

**93739 GD'42 (MultiMannPub) \$49.00** BC  
Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09

**94407 Germantown 1777 (GMT) \$38.00** BC  
Game of the battle of Germantown, Oct. 1777 near Philadelphia. 7th in the Btlns of the Am Rev series. 16 tactical battle cards. M.Miklos, B.Madison'10

**94547 Go Tell the Spartans #6 2nd (Against Odds) \$28.00** HP  
Reprint of the boxed version w/mag & 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 a wall across the center of the pass. 252 counters (including erratas), 100men/unit, 1day/turn (with many action rounds). R.Markham'10

**95074 Golan, the Syrian Offensive (Decision Gms) \$15.00** Fo  
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 2 Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btln/brig level. '10

**95711 Great War at Sea, Pacific Crossroads (Avalanche) \$21.00** HC  
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

**94218 Great War at Sea: USNavy Plan Scarlet Kt (Avalanche) \$15.00** Bk

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

**95820 Grossdeutschland Panzer Division #20 (Dec Gms W@\$37.50)** n  
w/mag. 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 a event chit drawn for each battle. 500m/hex, 6hrs/turn. J.Schettler'11

**93351 Guards Tank, Battle of Prochorovka #13 (Dec Gms W\$40.00)** n  
w/mag. 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. Btln/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.

**94718 Guelphs & Ghibellines (Europa Simul) \$45.00** BC  
Game of 3 historical battles from 13th century Italy during the long struggle for control of northern Italy. Covers Benevento 1266, Campaldino 1289, Montaperti 1260. Focuses on gradual loss of cohesion & fatigue, and the supremacy of cavalry; uses an activation system. 7 scenarios. P.Federico'10

**95836 Guns of August (Worthington) \$50.00** BC  
Game of the first 3 months of WW-I in the west. Div/corp level with 9mi/hex, 3days/turn. 2 scenarios + campaign game, using a chit-driven interactive game, with options for fog of war & variable set up. 2 countersheets. Hi solitaire suitability. J.Gorkowski, J.Gorkowski, G.Wylie'11

**95407 Hardest Days, Battle of Britain #19 (Dec Gms W@W)\$23.00** n  
w/mag. Solitaire game covering the most significant individual days of the Battle of Britain over SW Britain. Each of 5 scenarios covers one such 14-hour day. 1"-10mi, 10-30 aircraft/counter, 10min/turn tac & 2hrs/turn operational. Designer is highly experienced on topic. J.Butterfield'11 / ARTICLES ON: Turning Pts in the Battle of Britain; analysis of the invasion of Tarawa, 1943; Logistical factors in the battle for N.Africa 1941-2; German WW2 Eastern front Fortifications; military history on currency around the world; the destruction of Port Chicago (north of San Francisco) by an atomic blast in 1944?; battle of Komandorski Islands 1943; floating forts on the Thames.

**91952 Hearts & Minds, the Vietnam War (Worthington) \$55.00** BC  
Card-driven, area-move game covering the entire (second) war in Vietnam, 1965-75. Yearly scenarios as well as the full 10 year campaign. Includes cards & 175 counters. '10

**90562 Hellenes, Campaigns of Peloponnesian War (GMT) \$49.00** BC  
Simpler block-system game by a veteran block designer covering the Peloponnesian War. Area movement, Yearly turns. Multiple scenarios, 146 blocks. C.Besinque'09

**90337 Heroes of the World, Race to Civilization (Asmodee Eds)\$42.50** LB  
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 by conquest. '09

**96369 High Frontier 2nd (Sierra Madre) \$42.00** BC  
Reprint of this 2-5 player game of a unique sci-fi subject, manufacturing in space to take advantage of zero gravity and vacuum conditions. Players must gather the resources need to manufacture in space including water & robots. Ability to gather water in space rather than from Earth is a major advantage. Now with a mounted map & boxed. P.Ecklund'11

**96370 High Frontier: Expansion Kit (Sierra Madre) \$19.00** Fo

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

Kit adding a fifth player, the UN, plus an expansion including Jupiter, Saturn & the main comets & asteroids. Also includes 48 new patent cards & rules for solitaire & 2 player games, plus aliens! '10

**95330 Hungarian Nightmare, Budapest 1945 #31 (Against Odds)** **HP**  
w/mag. 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.

**95702 Infantry Attacks, Empires End (Avalanche)** **BC**  
Game of low level tactical combat during WW-1, similar to Panzer Grenadier: 6 geomorphic maps, 40 scenarios, 483 counters.'10

**95581 Island of Death, Invasion of Malta 1942 (Avalanche)** **HC**  
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

**94349 Julian, Triumph Before the Storm #266 (Dec Gms S&T)** **n**  
w/mag. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES on Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10

**95634 Kaiser's Pirates, Surface Raiders of WW1 (GMT)** **BC**  
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

**91819 Kaiser's War, 1918-19 #261 (Dec Gms S&T)** **n**  
W/mag. 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.

**95565 Karelia '44 (MultiMannPub)** **BC**  
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. Btl/rgt level w/ 280 counters. K.Jacobsen'11

**94784 Kasserine, Baptism of Fire 3rd (Decision Gms)** **Fo**  
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisi Feb 1943. '10

**94768 King Philip's War (MultiMannPub)** **BC**  
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

**95999 Labyrinth, War on Terror 2nd (GMT)** **BC**

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, economic, military & economic issues. '11

**94720 Lash of the Turk #30 (Against Odds)** **HP**  
w/mag. 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 & threated 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 for Vienna, the Ottaman'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).

**94906 Leipzig, Napoleon Encircled (Decision Gms)** **Fo**  
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

**94809 Leningrad #17 (Dec Gms W@W)** **n**  
w/mag. New game of AG North's drive on Leningrad from July-Aug 1941 using the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city early in the summer of 1941. First game to cover the possible fight for the city of Leningrad itself in detail. 3days/turn, 0.5km/hex, btln/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: von Mansteins truly 'Lost Victory,' Leningrad 1941; Operation Anvil/Dragon, Aug 1944, the Battle that Won't End; USN's Yangtze River Patrol 1937-41; Britain's Special Ops Executive; liberation of Vichy Madagascar; US & Japanese pilot selection methods in WW2; USS Isabel as bait to provoke a Japanese attack against US. '11

**94297 Lensman 3rd (Far Future)** **BC**  
Significant update of the once-popular 1969 game interstellar space exploration & conflict, colonization, diplomacy & economic development. 3 levels of complexity, including an Ultra level that adds tactical combat to the game. Two strategic maps, one replicating the original & a 2nd updating the graphics. Also includes a replica of the original rules booklet. RECOMMENDED. P.Pritchard'10

**96147 Lepanto, Battle of... #272 (Dec Gms S&T)** **n**  
w/mag. 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.

**92561 Line of Fire Magazine # 7 (Lock 'n Load)** **Bk**  
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/ map as the US 9th Inf attacks Vichy French. Req Band of Heroes, Heroes of Blitz, Noville. '10

**93243 Lion & the Sword 1191 (VAE VICTIS)** **Fo**

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

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

**96198 Maria, War of Austrian Succession (Simmons Gms) \$55.00 FB**  
2-3 player game, pt-pt map game of the War of Austrian Succession in which Frederick the Great tries to take advantage of what he perceives as a weak Austrian leader - Maria, but which leads to a world war. Based on the Friedrich game system & includes cards, diplomacy & traditional wargame elements. Contents in English & German. R.Sivel'10

**88443 Marlborough's Btles, Ramillies etc #256 (Dec Gms S&T) \$19.00 n**  
w/mag. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / Articles on: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.

**96103 Meatgrinder, Btl for Xuan Loc '75 3rd #33 (Against O) \$28.00 HP**  
w/mag. 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 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.

**95333 Mercy, War Without... 2nd (Clash Arms) \$54.00 BC**  
Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East thruout WW2 using 2 maps, ~800 counters. Very nicely done graphics on counters & map. '11

**95824 Mighty Fortress 2nd (Decision Gms) \$30.00 BC**  
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

**94701 Naktong Bulge, Breaking the Perimeter (Decision Gm) \$15.00 Fo**  
New design using the DG folio system. Covers the desparate 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/Btl/Brig lvl. '10

**95940 Napoleon's War II, the Gates of Moscow (Worthington) \$56.00 DC**  
Quadrigame of the 4 key battles of Napoleon's career: Aspern, Marengo, Borodino & Austerlitz. Uses 3 colors of plastic inf minis with 2 double-side maps. G&M.Wylie'11

**93905 Napoleon's War, the 100 Days (Worthington) \$55.00 BC**  
Quadrigame of the 4 key battles that comprised Waterloo (Quatre Bras, Wavre, Ligny & Mt St Jean). Uses 120 plastic minis representing inf, artil, cav, horse artil & guards. First of an intended 3 game set. Games cannot be combined. '10

**95356 Nightfighter, Air Warfare in Night Skies (GMT) \$38.50 BC**

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

**95838 No Peace Without a Spain (Compass Gms) \$46.00 BC**  
Strategic level, card-driven game of European conflict during the War of Spanish Success (1702-13) after King Carlos II of Spain dies heirless & the Bourbon-Hapsburg feud erupts. Point-point map, 55 cards that activate armies & provide events. D.Herndon'11

**95784 No Retreat! The Russian Front (GMT) \$42.00 BC**  
Update of this 2008 pair of games (Na Berlin! & No Surrender!) with a substantial redevelopment & upgrading of components. Games use a only 40-70 army-lvl counters, making for a fast playing game with excellent replay value. Includes cards that guide play. 6 situational scenarios covering campaigns during 1941-5 plus a tournament scenario covering 1941-4. 1 map, 123 counters, 44 cards. C.Paradis'11

**95466 Nothing Gained But Glory (GMT) \$46.00 BC**  
Fifth game in the Musket & Pike game series. This game covers 7 tactical btles of the Scanian War, 1659-1678: Nyborg 1659, Fehrbellin 1675, Halmstad 1676, Lund 1676, Malmo 1677, Landskrona 1677, Warkow 1678. B.Berg, A.Hansen, K.Grunitz'10

**96054 Operation Cartwheel / Gazala Line 1942 (Against Od) \$33.00 HP**  
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, btl/nrgt level game of the Gazala battles of 1942. Intended as a beginners game. P.Rohrbaugh'08

**93816 Operation Fortitude #93 (VAE VICTIS) \$16.00 n**  
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

**93839 Operation Jubilee, Dieppe 1942 #265 (Dec Gms S&T) \$22.50 n**  
w/mag. Grand tactical, solitaire game of the disasterous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.

**91957 Panzer General, Allied Assault Board Gm (Petroglvph) \$46.00 LB**  
Board game based on the popular PC-game series by this title. Includes solitaire & 2-player rules for battles on the Western Front, 1944-5, at tactical level. Includes 36 geomorphic maps tiles, 240 cards, 150 counters. '10

**93623 Panzer General, Russian Assault (Petroglvph) \$46.00 LB**  
Board & card game based on the popular PC-game series by this title. Includes solitaire & 2-player rules for battles on the eastern front, 1941-5, at tactical level. Includes 36 geomorphic maps tiles, 100+ new cards, 150 counters, 80 plastic minis depicting armor, inf & artil. '10

**95703 Panzer Grenadiers: Airborne KIT (Avalanche) \$18.00 Bk**  
Scenario kit taken from the earlier game of same name. Includes the 20 scenarios from the game plus 15 more, plus map. '11

**94834 Panzer Grenadiers: Black SS Kit (Avalanche) \$22.00 Bk**  
Scenario booklet with 30 scenarios & 165 counters focused on actions involving German SS troops late in the war. '10

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

**95739 Panzer Grenadiers: Carpathian Brigade (Avalanche) \$9.00 Bk**  
Scenario kit including 11 historical battles involving this Polish unit in N.African actions. '11

**94820 Panzer Grenadiers: Divisione CorazzataKT (Avalanch) \$8.00 Bk**  
Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11

**94213 Panzer Grenadiers: Iron Wolves Kit (Avalanche) \$18.00 Bk**  
Scenario kit providing 10 scenarios & 165 counters covering hypothetical actions had Lithuania fought against the Soviets in 1939 & the Germans in 1941. '09

**94857 Panzer Grenadiers: Kokoda Trail Kit (Avalanche) \$22.00 Bk**  
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

**95929 Panzer Grenadiers: Little Saturn Kit (Avalanche) \$8.00 Bk**  
Scenario kit for PG containing 10 scenarios covering actions of the Italian 8th Army north of Stalingrad during the Soviet Uranus offensive, Fall 1942. '11

**93248 Panzer Grenadiers: North of Elsenborn Kt (Avalanche) \$8.00 Bk**  
Kit extending the actions of The Bulge & Elsenborn north to cover some concurrent, diversionary battles. '09

**93251 Panzer Grenadiers: Panzer Lion Kit (Avalanche) \$8.00 Bk**  
Scenario kit for PG containing 10 scenarios set during Von Manteuffel's Grossdeutschland's destruction of 4 Soviet tank corps. '09

**91028 Panzer Grenadiers: Roer River Kit (Avalanche) \$8.00 Bk**  
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

**94861 Panzer Grenadiers: Siegfried Line Kit (Avalanche) \$8.00 Bk**  
Scenario booklet focused on battles for the German Siegfried Line late in the war. '09

**91034 Panzer Grenadiers: West Wall Kit (Avalanche) \$8.00 Bk**  
Scenario kit for PG containing 10 scenarios set during the 1944 battles for the German border & westwall fortifications. Reqs Bulge, Elsenborn, Rd to Berlin, Cassino, Beyond Normandy & Afrika Korp to play all scenarios. '09

**96218 Panzer Grenadiers: Winter Soldiers Kit (Avalanche) \$15.00 Bk**  
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

**95713 Panzer Grenadiers: Workers & Peasants Kt (Avalanche) \$22.00 Bk**  
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

**94466 Partizan! War in Yugoslavia 1941-44 #16 (Dec Gms W) \$22.50 n**  
w/mag. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harrass 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

**96311 Patton's First Victory, Tunisia (Decision Gms) \$22.00 HC**

Folio-style PLUS matching PC game of the Allies' strangulation of Tunisia in 1943 while the Axis looks for opportunities to counterattack. Fast playing, division level game including support assets allowing shifting of power among a player's units. 114 counters. ALSO includes a full PC game that parallels the board game. PC game includes play via internet & many automation features; minimal system requirements aside from Win XP/Vista/+. '11

**95785 Pensacola 1781 (GMT) \$45.00 BC**

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

**96385 Persian Incursion (Clash Arms) \$49.00 BC**

Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carson, J.Dougherty'11

**94550 Pocket at Falaise #27 (Against Odds) \$28.00 HP**

w/mag. 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 Victoira Cross of Faliase; Neanderthals v Humans; Belgian Brigade in WWII.

**96078 Popular Front, Spanish Civil War (Numbskull Gm) \$30.00 DC**

Somewhat abstracted fast playing game of the political, ideological & military conflict that was the Spanish Civil War, 1936-9. 2, 4 or 6 players play as teams, each with an identical 20-card deck. '11

**90551 PQ-17, Arctic Naval Operations 1941-3 (GMT) \$49.00 BC**

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

**94422 Railroad Barons Card Game (Lookout Game) \$20.00 SC**

2 player 18xx card game focused on trading Railroad assets in a timely manner to maintain growth & productive investment. Goal is to add ever more sml RRs while maintaining their share value. '11

**95446 Red Poppies (Worthington) \$38.00 BC**

Company level game of regiment-sized engagements during WWI, illustrating the command & control trade offs common in WWI. 10min/turn, 200yd/hex, 8 scenarios. '10

**96025 Rhineland War, 1936-37 #21 (Dec Gms W@W) \$22.50 n**

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w/mag. 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, at a time when no nation was prepared for such a war. Modeled as a balance between territorial expansion to maximize the chance of gaining allies, and internal political collapse. Corp/army level, 62mi/hex, 1mo/turn. J.Miranda'11 / ARTICLES ON: the Rhineland War of 1936; Rhineland designer's notes; Fall of the Chinese Soviet, and the Long March; RAF Bomber Commands drift toward carpet bombing; Merrill's Marauders 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.

**89758 Richard III (Columbia) \$48.00 BC**

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

**96382 Right Fierce & Terrible, Sluys 1340 #34 (Against Odd\$28.00 HP**

w/mag. 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 it drops its cargo on a German city below.

**93236 Roads to Stalingrad (Bellica 3G) \$42.00 BC**

First of an intended Campaign Commander series of games. This game covers the struggle for southern USSR from the summer of 1942 thru winter of 1943, including Stalingrad. Operational level. '10

**93406 Roll Through the Ages 2nd (Fred Dist.) \$29.00 SB**

2nd ed improvements include redesigned scorepad & pegs & dice. Games Mag 2010 "Best Family Game" winner. Simple, fast playing 1-4 player game of collecting resources, assigning workers to projects, and advancing your civilization thru cultural & scientific endeavor. M.Leacock'09

**95070 Russian Civil War 2nd #267 (Dec Gms S&T) \$39.00 n**

w/mag. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11

**95052 Russo-Georgian War of 2008 (Schutze Gms) \$21.00 n**

Game of the Russian invasion of Georgia in Aug.2008 in support of the breakaway regions of Abkazia & S.Ossetia. Russians must capture the Georgian captial, cause the Georgian morale to collapse, or win based on victory points. 2 11x17 maps, 140 counters that must be mounted & cut apart. B.Costello'10

**94321 Saipan & Tinian (Legion Wargm) \$52.00 BC**

Co/Btlm 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

**90509 Santiago Campaign, 1898 #258 (Dec Gms S&T) \$19.25 n**

w/mag. 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, btlm/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

**96132 Second Kharkov, Strike & Countrstrk #271 (Dec Gms\$22.50 n**

w/mag. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Itororo, the Paraguayan Thermopylae; battle of Arsuf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.

**96211 Second WW at Sea, Coral Sea (Avalanche) \$21.00 HC**

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. '10

**92504 Second WW at Sea: Imperl & Royal Navy 2d (Avalan\$18.00 Bk**

Addon scenario kit of the hypothetical situation where the WW1 Austro-Hungarian fleet had survived more or less intact to fight in WW2. Includes 10 scenarios & 210 counters. '10

**94900 Second WW at Sea: Orange Waters KIT (Avalanche) \$8.00 Bk**

Scenario booklet with 10 scenarios focused on the Royal Netherlands Navy in WW2. '11

**96072 Second WW at Sea: Spice Islands (Avalanche) \$18.00 Bk**

Addon booklet providing 210 counters & 10 scenarios positing what might have happened had the Dutch better defended their colonial empire in the Pacific early in the war. '10

**95872 Sekigahara, the Unification of Japan (GMT) \$42.00 BC**

Simpler block-style game set in the 1600s in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. M.Simonitch'11

**96427 Serpents of the Seas (GMT) \$49.00 BC**

Game using the Flying Colors system, this one covering smaller ship-ship actions during the American Revolution and War of 1812. Focuses on smaller ships, from gunboats to 5th rate frigates of less than 50 guns, plus 36 duels between 1-2 matched pairs of larger ships. Also adds an initiative system, of of which is compatible with Flying Colors. 2 maps, 2 countersheets, 100m/hex, 5-10min/turn. M.Nagel'10

**95029 Shiloh, April 1862 (Columbia) \$47.50 BC**

Block system game of this key battle of the Am Civil War, April 1862. Confeds under Johnson launch a surprise but largely uncoordinated attack on the Union, which eventually rally & drive the Confeds back. 100 blocks. '10

**93497 Shiloh, Bloody April 1862 #264 (Dec Gms S&T) \$22.50 n**

w/mag. 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. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign. 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.

**96112 Showdown, the Coming Indo-Pakistani War (Decision\$16.50 Fo**

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

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

**94123 Soft Underbelly, Southern Italy 1943 #15 (Dec Gms W\$22.50 n**  
w/mag. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / Articles on: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10

**95297 South Seas Campaign 1942-3 #18 (Dec Gms W@W) \$25.00 n**  
w/mag. Operational-strategic level game for control of the south seas & the shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, 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.

**95467 Spanish Civil War 1936-9 (GMT) \$38.50 BC**  
Fast playing, brig-div level game of the Spanish Civil War with monthly turns, Nov'36 on. 480 counters plus what ifs including an Axis invasion of Iberia in 1941-2. J.Romero'10

**95921 Special Ops Wargaming Journal # 1 (MMP Operatns)\$18.00 n**  
Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.

**94596 Sphacterie 425AD #95 (VAE VICTIS) \$14.00 n**  
w/mag. Game covers a key naval & land battle of the Peloponnesian War, 425AD. Mag & game printed entirely in French; translation may be available at Grogard.com. Articles analyze many games (Lion & the Sword, Heros du Monde, Race for Berlin, Eagle & the Star, Phantom Leder, Hearts & Minds), Cherborg scenario for Normandie 1944 & also Blitzkrieg Commander. '10

**93920 Splendid Little War, Santiago 1898 (Khber Pass) \$46.00 BC**  
Grand tactical game of the Battle of Santiago, the key battle in the American conquest of Cuba, 1898. 3 scenarios include the btl for El Caney, Rough Riders at San Juan Hill, & 1st day of the 14 day campaign. Btl,Reg level, 300yd/hex, 6hrs/turn. 360 counters. A.Nunez, P.Rohrbaugh'09

**96199 Squadron Strike DELUXE Ed 2nd (Ad Astra Gms) \$52.00 BC**  
Deluxe edition has full color rules book. 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 combat 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

**92938 Stalin's War, Eastern Front 1941-45 (GMT) \$38.00 BC**

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

**96070 Star Fleet Battles: C3a Andremedn Threat (Amarillo \$15.00 Bk**  
128pg Module focused on the mysterious Andromedans - and the fleet intelligence services' mostly wrong-headed assessments of this very foreign race that will hinder an effective response to their aggression. Provides all the options other empires had previously. '11

**95762 Steel Wolves, German Sub Campaign 1941-5 (Compa\$40.00 DC**  
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

**96163 Strike of the Eagle, Polish/SovietWar 2d (Academy G\$48.00 GB**  
Richly produced update of this 2-4 player block system game of the war between the Soviets & Poland from 1919-21 as the Soviets attempt to spread communism into central Europe. Previously available only in Poland. Includes map of SW Poland, 110 cards, 110 wooden blocks, 2 counter sheets, 9 scenarios. R.Zak'11

**94675 Struggle of Empires 3rd (Fred Dist.) \$45.00 BC**  
2nd Reprint of this strategic, 2-7 player game of the rivalry among major European nations of the 18th century in their naked grab for colonial lands around the world (as well as for more in Europe). Played on political, economic and military levels, and there are never enough time/money to do everything you'd like. 6 countersheets, mounted map. Rules in English, French & German. M.Wallace'11

**96196 Summer Lightning, Invasion of Poland '39 (Lock 'n L\$35.00 BC**  
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

**95644 Sun of York (GMT) \$38.00 BC**  
Card game of various tactical battles during one of Englands 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

**96041 Tank on Tank (Lock 'n Load) \$29.00 SC**  
Small, very simple game of WW2 tactical combat c1944-5 on the Western Front. Includes 2 small geomorphic maps, 40 counters. Fast playing, & very suitable for Beginners. P.Bogdasarian'10

**93703 Tarleton's Quarter / Flights Fantasy #28 (Against Odd\$28.00 HP**  
w/mag. 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

**96079 Test of Fire, First Bull Run 1861 (Mavfair) \$24.00 FB**

**RECENTLY PUBLISHED GAMES Your Significant-Other May Not Have (Yet)**

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

**95875 Totaler Krieg! [Krieg 3rd] 2nd (Decision Gms) \$90.00 LB**

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

**93303 Turning Point (Worthington) \$32.50 BC**

Block system game of the battle of Freemans Farm & Lundy's Lane from the Am Revolution & War of 1812. '10

**93096 Verdun, a Generation Lost (Against Odds) \$34.00 HP**

ATO 2009 Annual (yeah, published in 2010 - this is wargaming). Operational level game of the battle that France couldn't afford to fight nor avoid. Includes intro of new weapons: gas, aircraft, massed artillery, intentional attrition. 1 map, 264 counters, 6 smaller scenarios + campaign. R.Nord'10 / Also includes An Loc, a bitter battle for a town on the key hiway to Saigon during the 1972 northern Vietnamese offensive between 3 NVA divisions & the badly needed ARVN reserves. 100 counters, 11x17 map. A.Velicogna'10 / Includes a page of 3 variant scenarios for either Fortress Berlin or On to Berlin, plus a FB CRT play aid.

**95737 Victoria Cross II, Btl Rorke's Drift 2nd (Worthington) \$39.00 BC**

Reprint of this colorful, block-style, area move game of the battle of Rorke's Drift, & now including Isandlwana, during the British campaign against the Zulus, 1879. Mid-level tactical, with 60 blocks representing individual leaders & small groups of foot soldiers, each neatly illustrated with colorful artwork. Fast playing & suitable both to beginners & experienced players. Excellent solitaire playability. '11

**91392 Warlords of Europe (Conquest Gms) \$59.00 GB**

2-4 player game of building a medieval fiefdom up to become dominant kingdom by capturing regions of Europe. Win by capturing the majority of fiefdoms. The Pope, the merchantile class & the Conquest deck add unpredictability. Akin to an elaboration of Risk, or maybe an medieval Axis & Allies! K.Griffin, K.Battle, R.Rupe'10

**96271 Washington's War (GMT) \$42.00 BC**

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'10

**92615 What IF Germany Went East? #12 (Dec Gms W@W) \$22.50 n**

w/mag. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / Articles on: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelnia (Smolensk), first turning point in WW2 in the East. '10

**93606 What IF, Invasion Pearl Harbor #14 (Dec Gms W@W) \$22.50 n**

w/mag. 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.

**94976 When Lions Sailed #268 (Dec Gms S&T) \$22.50 n**

w/mag. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11

**95044 World at War, Untold Stories (Lock 'n Load) \$55.00 BC**

Game of multiple scenarios between the smaller nation's forces during the start of WW3 in Europe. Includes Canadians, E. Germans, Poles, Dutch & Belgians battling in 12 scenarios on 3 geomorphic maps. 528 counters. '10

**93999 Zombie State, Diplomacy of the Dead (Zombie State) \$39.00 GB**

2-5 player board game of a worldwide effort to defend against the spread of zombiedom. Players must test various technologies, using a number of them to provide a defense to their remaining humans. Players don't compete directly, but can direct the zombie hordes toward other players. '10

**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

**86275 ASL Recon by Fire Magazine #3 (HOB Recon Mg) \$35.00 n**

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. '06

**90690 ASL Recon by Fire Magazine #4 (HOB Recon Mg) \$42.00 Bk**

w/ properly printed counters. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. 14 scenarios, 176 counters, various maps & overlays. '07

**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

**94761 ASL: Board SET, Cardstock (MultiMannPub) \$189.00 GB**  
MUST SHIP SEPARATELY AS LrgBxd item. Complete set of  
CARDSTOCK SL/ASL boards #1-52 + T-Z. Format similar to that of  
ASL Starter Kit maps. '11

**90473 ASL: Journal # 7 (MMP Journal) \$40.00 n**  
Includes cardstock board A; ASL 3rd & AOO errata; articles on:  
Croatian 1st Lt Inf Para Btltn; Op Veritable scen 26 analysis; Hidden  
initial placement; 12 scenarios; British para units, pt. 2. Magazine-style  
successor to the former ASL Annual, filled w/ ASL articles & scenarios,  
& errata. '06

**95085 ASL:Action Pack #7 (MultiMannPub) \$24.00 Fo**  
Kit w/ 3 new maps (60-62) & 10 scenarios from the period 1941-44  
from Europe & the Pacific. '11

**95787 ASL:Arnhem, the Third Bridge 3rd (Critical Hit) \$39.00 Fo**  
Update of this large expansion to this ASL-compatible game of the  
fighting for Arnhem Bridge, the town, and the adjoining area of  
Oosterbeek. This edition sports a Ponyri-style & sized map, 212  
counters & revised scenario format & some tweaks. K.Martin'11

**94364 ASL:Beyond the Beachhead 2nd (Boundng Fire) \$42.50 Fo**  
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 BtB kit. '09

**93726 ASL:Beyond Valor 3rd (MultiMannPub) \$94.00 DC**  
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  
Annals). Stripped of Red Barricades material included in earlier  
editions. '06

**92678 ASL:Blood & Jungle (Boundng Fire) \$104.00 Fo**  
Large scenario kit focused on ASL actions in the Pacific Theater.  
Includes a whooping 47 scenarios set in china, Burma, Borneo, the  
Philippines, Tarawa & other known & lesser venues. Includes 4 counter  
sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as  
well as rules, & a divider card. Reqs US, Japanese, Brit, French, Soviet,  
Chinese & minor nations units plus boards  
2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board  
B for play of all scenarios. '10

**96279 ASL:Chosin Few (Critical Hit) \$43.00 n**  
ASL game of the initial Chinese assault against the US Marines at  
Toktong Pass & Chosin Reservoir, Nov 1950. Includes an historical map  
of the cold, bleak area in northern Korea. 624 counters, 10 scenarios.  
Reprinted from Toktong Pass. L.Winslow'11

**96274 ASL:Condor Legions (Critical Hit) \$65.00 Fo**  
ASL Scenario kit covering 16 scenarios & units (912 counters) from the  
Spanish Civil War. Completely revised from an earlier kit with new  
counter, board & scenario graphics & military art. Includes 2  
geomorphic boards & an overlay. '11

**96277 ASL:Darkest December (Critical Hit) \$45.00 n**  
Scenario kit combining the earlier Sudden Full Contact & Devils In the  
Woods into a single kit with 20 scenarios involving the US 3rd Armor &  
517th Para's drive to extricate themselves from being surrounded by the  
German 116th Pzr & 560 Inf. '11

**91945 ASL:First Wave at Omaha (Critical Hit) \$115.00 Fo**  
Large ASL-compatible kit with 3 maps (3x6' total!) & LOTS of counters  
(5.5 sheets), 16 scenarios, allowing play of all of Omaha Beach during  
D-Day. 40m/hex. Play begins with a beach landing ala Saving Private  
Ryan. '09

**95911 ASL:For King and Country 2nd (MultiMannPub) \$70.00 DC**

Revision & consolidation of earlier West of Alamein & FK&C modules  
into an ASL 2nd ed package. Includes entire British OoB in 6  
countersheets, Chp H, boards 1,7,8,12, 20 updated scenarios, and  
incorporates all existing errata '03

**95441 ASL:Hell's Bridgehead, Kursk 1943 3rd (Critical Hit)\$29.00 Fo**  
Update w/ 3rd ed map; adds new scenarios, more counters & new map.  
ASL (OK, a Squads & Leaders system) module covering the battle of  
Kursk in 6 scenarios & 2 campaigns, with 312 counters & a color,  
historical map. Revises Breccourt Manor scenario. '11

**83627 ASL:Into the Rubble (Boundng Fire) \$35.00 n**  
First ASL kit from this small ASL publisher since their 2008 revival.  
This scenario pack includes 8 scenarios focused on intense firefights in  
urban rubble on all theatres of WW2 plus the Spanish Civil War.  
Includes 2 geomorphic maps with city & rail yard terrain plus a rubbled  
city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of  
Oblivion, Red Barricades, Recon by Fire #4 to play all of the 8  
scenarios. C.Smith'08

**90675 ASL:Kreta, Operation Merkur (Heat of Btl) \$58.00 Fo**  
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

**90681 ASL:Kreta, Operation Merkur: REVISED MAP (Heat of Btl) \$14.00 n**  
Reprinted map printed on thicker paper & folded to a smaller size. '08

**95546 ASL:Kursk, Devil's Domain (Critical Hit) \$59.00 n**  
Large kit with 2 historical maps covering battles near Ponyri during  
Kursk 1943. Includes all (752) countrs necessary for play. 18 scenarios  
involving often with massive forces. Req rules from ASL rules, Beyond  
Valor; Red Barricades & KG Peiper referenced. '10

**95759 ASL:Nordic Twilight (Critical Hit) \$56.00 Fo**  
ASL scenario pack covering 8 actions in the vicinity of  
Wingen-sur-Moder in the Moder Valley of France, Jan 1945. The  
Germans launch a spoiling attach to confound the US Operation  
Whirlwind, surprising the Americans & quickly gaining key ground in  
the narrow valley in winter. Includes historical map, 2 counter sheets.  
'11

**94362 ASL:Operation Cobra (Boundng Fire) \$38.00 Fo**  
Scenario pack w/ 88 new counters, 12 scenarios & an overlay covering  
actions during the US Cobra offensive that began the breakout from  
Normandy. Reqs several ASL kits to play all scenarios. '09

**90646 ASL:Retro Pak I (Critical Hit) \$8.00 Fo**  
First of a series of old & good scenario reprints plus some new ones, all  
focused on straightforward firefights. 8 scenarios. Req German,  
American & Soviet counters plus many maps. '08

**93982 ASL:Retro Pak II (Critical Hit) \$8.00 Fo**  
Second of a series of old & good scenario reprints plus some new ones,  
all focused on straightforward firefights. 8 scenarios. Req German,  
American & Soviet counters plus many maps. '08

**95907 ASL:Starter Kit #3, Tanks (MultiMannPub) \$30.00 BC**  
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 & ordinance. '07

**90569 ASL:Turning the Tide (MultiMannPub) \$17.50 Fo**  
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. '09

**93736 ASL:Valor of the Guards (MultiMannPub) \$63.00 BC**

**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

- ASL module focused on the Soviet 13th Guard's stand at Stalingrad. Includes 2 historical maps, 5 countersheets, 17 scenarios & 4 campaign games. Map area is extensive covering the area from 9 Jan Square south to Red Square west to the RR Station. Many new specialized unit types. Covers the full scope of Stalingrad, from Sept to Jan'43. Requires Beyond Valor. T.Morin'08
- 90625 ATS: Arnhem, Defiant Stand 2nd (Critical Hit) \$50.00 BC**  
2nd ed includes revised map. Boxed game using the Advanced Tobruk system 2nd edition, an ASL look alike. The British 1st Airborne (Red Devils) defend Arnhem and its key bridge against determined and well prepared assaults by a variety of Germany's best troops. 2 maps, large number of counters. '08
- 96036 ATS: Basic Game 1a [2nd] (Critical Hit) \$19.00 zI**  
Reprinted. Complete game intended as an introduction to the Advanced Tobruk game system. Includes 3 counter sheets (316 counters), one map, German & British units. Scenarios are the ATS version of the Action at Carentan (ASL) kit. '05
- 91406 ATS: Berlin, Fuhrer's Bunker GAME (Critical Hit) \$60.00 zI**  
[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
- 94221 ATS: Berlin-Red Victory: Fuhrer's Bunkr (Critical Hit) \$36.00 zI**  
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
- 90581 ATS: Dien Bien Phu (Critical Hit) \$42.00 Fo**  
ATS game that covers the decisive 1954 battle at Dien Bein Phu in which the Viet Minh thrashed the French & US supporters at a heavy cost. Many components essentially recycled from the ASL kit by this name. Covers the battle in a series of 7 smaller battles for the strong points. 5 sheets counters, historical map, R. Tapio'08
- 95758 ATS: Nordic Twilight (Critical Hit) \$42.00 Fo**  
ATS scenario pack covering 8 actions in the vicinity of Wingen-sur-Moder in the Moder Valley of France, Jan 1945. The Germans launch a spoiling attack to confound the US Operation Whirlwind, surprising the Americans & quickly gaining key ground in the narrow valley in winter. Includes historical map, 3 counter sheets. '11
- 90700 ATS: Pointe du Hoc (Critical Hit) \$22.00 zI**  
ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters. Requires Bloody Omaha for play. '09
- 94670 ATS: Ponyri, Kursk Metal Gods (Critical Hit) \$44.00 n**  
Large kit with 2 historical maps covering battles near Ponyri during Kursk 1943. Focuses in 16 scenarios on the 18th Panzer's assault against dense fortification. Includes 298 expansion counters with new aircraft, tanks & the Pzr Elephant. Reqs any eastern front ATS game to play. '10
- 89908 ATS: Snakeshead Ridge, Btl of Cassino (Critical Hit) \$18.00 Fo**  
ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations against German 1st Para troops, as the allies attempt to take two high points north of the monastery. Many specific countersheets required but must be purchased separately. '09
- 93921 B-29 Superfortress, Bombers Over Japan (Khber Pass) \$44.00 BC**  
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. '08
- 95262 Counter Sheet, Blank 5/8" White (GMT) \$2.50 n**  
196 blank counters, all white, 5/8". No printing at all. '01
- 94698 Der Weltkrieg, Brusilov Offnsv & Gorlice (Schroeder) \$28.00 HC**  
Fourth item 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
- 95147 Der Weltkrieg, Italian Front 1915-18 (Schroeder) \$29.00 BC**  
Fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. 2nd ed series rules This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporretto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. '03
- 96190 Der Weltkrieg, Ottoman Fronts (Schroeder) \$75.00 BC**  
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. '09
- 95733 Der Weltkrieg, Western Front (Schroeder) \$70.00 BC**  
Revision & expansion of the first of the Der Weltkrieg series, Schlieffen Plan, now covering all 4 years of the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Colorful tho a bit stylized graphically. 6 yearly scenarios, 1680 counters. D.Schroeder '05
- 94561 Federation and Empire 2010 (Amarillo DG) \$50.00 BC**  
Fourth (2010) update of this 2-8 player game of galactic conflict using the Star Trek cast of empires. Quite elaborate. '10
- 95021 Federation Commander, Referenc Rules 6th (Amarillo) \$11.00 Fo**  
Updated 6th 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, Orion Attack, Booster Zero, Captain's Log & Communique, all fully updated. '11
- 93535 Fires of Midway (Clash Arms) \$47.00 BC**  
Card game of War is Hell series. Depicts naval combat in the Pacific in 1942 from Coral Sea to Santa Cruz. Uses 4 decks to represent naval vessels, combat, and the elements of the islands of Midway or Guadalcanal. Can be played quickly or in a short evening as a multiplayer campaign game. '10
- 93449 Greater East Asia War # 6 (Dec Gms W@W) \$25.00 n**  
w/mag. 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.
- 89808 Hell of Stalingrad (Clash Arms) \$47.00 BC**  
Card game of War is Hell series using 4 decks to represent army formations, combat, and the elements of the city of Stalingrad. Can be played quickly or in a short evening as a multiplayer campaign game. 236 cards, 196 counters. '09
- 93983 Memoir '44 (Days Wonder) \$37.00 FB**

**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

Somewhat abstracted, grand tactical level game of the D-Day invasions with customizable mapboard (that is, hex tiles) and 180 plastic minis that correspond to each sides' weapons. 15 scenarios, simpler & fast playing game using the BattleCry! system. which is partly card-driven. R.Bord'04

**93222 Memoir '44: Breakthrough Kit (Days Wonder) \$25.00 FB**

Kit providing 2 double-sided mounted 13x17" maps with countryside, beach, winter & desert terrain. Also includes 15 scenarios. '10

**93988 Memoir '44: Eastern Front Expansion (Days Wonder)\$26.50 FB**

Scenario kit for Memoir'44 with scenarios from the Eastern Front. Adds 44 terrain tiles, complete Soviet army including soldiers, T-34 tanks & Zis-3 guns, 4 obstacles, 14 special unit types, 8 scenarios from Finland to Stalingrad. '05

**90958 Memoir '44: Sword of Stalingrad BATTLEMAP (Days \$16.00 Fo**

Expansion kit for Memoir'44 that focuses on the bitter battles for Stalingrad and includes maps of Stalingrad, 2 large-scale scenarios, 2 standard scenarios, a new combat deck designed for urban warfare, plus Summary Cards for previous Battle Maps & the Med Theater exp. '09

**90846 Memoir '44: Vercors Campaign Kit (Days Wonder) \$7.50 Bk**

Short booklet providing 5 scenarios that link together to form a campaign. '09

**94988 Naval SITREP Magazine #39 (Clash Arms) \$6.00 n**

Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Articles on: '11

**95336 Naval SITREP Magazine #40 (Clash Arms) \$6.00 n**

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

**93580 Operations Magazine Special Issue #2 (MMP Operatr)\$25.00 n**

Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btln/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. Articles on: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09

**94769 Operations Magazine Special Issue #3 (MMP Operatr)\$30.00 n**

Special issue containing 2 full games, scenarios & historical map for battles along the Matanikau River on Guadalcanal (Hell's Corner kit) + lots on ASL & other MMP games. STARVATION ISLAND is a sml, op level game of the naval war for Guadalcanal, 1942, w/ sml map & 125 counters. FURY IN THE EAST is a corp/army level game of the first 9 months of the war in the east, 1941-2. Previously published in Japan as G-Barbarossa. G.Suzukia. / Articles on: MMP's War Storm series; opening strategies for Afrika 2nd; scenario for Leros; combined arms tactics in Devil's Cauldron; ammo in Line of Battle's Gettysburg; scenario for Warriors of God; 2 Starter kit scenarios; Hell's Corner Guadalcanal rules & 5 scenarios + 2 east front scenarios; Warriors of God strategy & scenario; Las Barricadas! scenario; Iron Tide tourny scenario. '10

**95729 Panzer Grenadiers: Go for Broke Kit (Avalanche) \$18.00 Bk**

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. '11

**96067 Patton in Flames (ADG) \$58.00 BC**

Stand-alone game of Patton's dream of going after the Ruskies with Nazi allies. Two scenarios: 1945 (the Patton wet dream) and 1948 (the Berlin Blockade & 1st Arab-Israeli War gets out of hand). Includes the WiF 2003 maps & rules book, adding exclusive rules & 5 new countersheets. H.Rowland'00-03

**87141 Poly Storage Bags, 9X12" 1.5m, 100Q (Misc Access) \$5.00 n**

Approx 100 1.5mil 9x12" poly bags to hold & protect magazines or mag-games. The standard size for this. NOT ziplock.

**89850 SPQR, Art of Warfare in Roman Rep. 3rd (GMT) \$70.00 DC**

Reprint & expansion of this immensely popular game. Tac gm using Great BtIs Alex system. Includes 9 addtl battles from several out of print kits (Heraclea 280BC, Ausculum 279BC, Bagrada Plains 255BC, Trebbia 218BC, Cannae 216BC, Baecula 208BC, Metaurus 207BC, Ilipa 206BC, Great Plains 204BC, Zama 202BC, Cynoscephalae 197BC, Magnesia 190BC, Muthol River 109BC) plus original scenarios (Cannae 216BC, Zama 202BC, Cynoscephalae 197BC (Rome v Greek Phalanx), Beneventum 275BC, Begradas Plains 255BC). Emp leaders, unit purpose, morale. M.Herman, R.Berg'08

**86949 SPQR, Art of Warfare...Barbarian Kit (GMT) \$18.00 zI**

Module #5 for SPQR (either 2008 or original), adding rules, charts & 140 counters for 5 btIs between Rome & surrounding tribes early in the republic's history: Lautulae (315BC), Tifernum (297BC), Sentinum (295BC), Telamon (225BC), Cremona (200BC). '08

**92499 Star Fleet Battles: Captain's Log #39 (Amarillo DG) \$14.00 Bk**

112pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '09

**92502 Star Fleet Battles: Captain's Log #40 (Amarillo DG) \$14.00 Bk**

120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '09

**93188 Star Fleet Battles: Captain's Log #41 (Amarillo DG) \$14.00 Bk**

120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10

**95541 Star Fleet Battles: Captain's Log #42 (Amarillo DG) \$14.00 Bk**

120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10

**96096 Star Fleet Battles: Captain's Log #43 (Amarillo DG) \$14.00 Bk**

120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11

**96435 Star Fleet Battles: Captain's Log #44 (Amarillo DG) \$14.00 Bk**

120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11

**96328 Star Fleet Battles: E2 Module Tri Galaxy (Amarillo D)\$9.00 Fo**

Module adding a new galaxy, new weapons & 3 new races: arachnids, Helgardia & Mallarans, each with unique technology & ships. '11

**96436 Star Fleet Battles: E3 Module Borak Leag (Amarillo I)\$10.00 Fo**

SFB supplement describing an entirely new empire, the Boraks, who were destroyed before they became real threat. J.Gray'11

**87031 Star Fleet Battles: Omega 5 Module (Amarillo DG) \$16.00 Fo**

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

**94563 Star Fleet Battles: R12 Unusual Ships (Amarillo DG) \$20.00 Bk**

Module adding over 100 ships to SFB in the form of unusual variants, outrageous designs, prototypes, experiments, etc. '10

**95536 Star Fleet Battles: Y3 Early Years III (Amarillo DG) \$21.00 Bk**

Third of the Early Years modules. Covers the time when warp power was new & Andromedans hadn't been encountered. '10

**95023 Star Fleet Battles: YG3 Early Years (Amarillo DG) \$7.00 Bk**

**LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!**

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 combat 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

**93369 Struggle for the Galactic Empire (Decision Gms) \$36.00 BC**

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'09

**95695 World in Flames 2008 Annual (ADG) \$35.00 zl**

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 of balance DoDIII. Strategy in Patton in Flames. A must-have for WIF fanatics. '08

**96065 World in Flames, 6th [Classic], Revised (ADG) \$55.00 BC**

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 politicing & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '07

**96066 World in Flames, 6th [Deluxe], Revised (ADG) \$105.00 BC**

'The Final Edition.' Deluxe set includes all 5 add-on kits (for a total of 3400 counters) 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. 2 scenarios, 2 2-map & 6 4-map campaign games. Mates w/ Days of Decision to add pre-war politicing & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '96-'07

**95697 World in Flames: Convoys in Flames Kit (ADG) \$25.00 zl**

Kit adding rules with 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. H.Rowland'03

**91365 Zip Lock Storage Bags, 4x6", 100Q, 2Mil (Misc Access \$4.00 n**

~100 2mil 4x6" ziplock bags to containerize counters.

**79924 Zip Lock Storage Bags, 9X12", 50 Qty Wht (Misc Acc\$5.00 n**

Approx 50 2mil 9x12" Write Block ziplock bags to containerize counters. Has a white portion on the bag that allows you to write on it.